

GREED: ALL FOR WHAT?

#Chapter 1796: Phantom Or Shadow. - Read GREED: ALL FOR WHAT? Chapter 1796: Phantom Or Shadow.

Chapter 1796: Phantom Or Shadow.

Legion-9 nodded and said, "It truly like the first sage's move. It is pity that we can't take golden light out of God's Domain. Do you think we can build a weapon like this in the void universe?"

Legion thought seriously about it and said, "It is possible if we fuse the ability to attack something from within with the ability to create a detrimental connection with that thing." Legion-2 frowned in thought. "So something like the combination of the first sage's law and a world ender? We should be able to do so. I already know how to create connections using the law of causality, like we did with Hadrikomania and Ghastorix's inner world. If we add CARNAGE, we might be able to achieve something similar."

Legion-4 added, "But that won't be permanent. It will be a single-use item at best. We will need our own Supreme Law if we are to create a permanent weapon."

The talk of building a powerful weapon like golden light in the void universe led them back to the matter of their Supreme Law. They soon got distracted talking about it because they felt the weapon had a lot of potential.

Currently, they are still being chased by the strange creatures that look like them. But they have made a lot of progress in their research about dimensions. They have basically confirmed the phantom dimension.

It is a dimension where there is no energy. It contains shadows of everything in the void universe, which is why it is also called the shadow dimension.

The shadows are imprints of matter created by objects in the void universe against the phantom dimension. So the heavier something is in the void universe, the bigger its shadow is in the phantom dimension.

Soverick has seen this much in the phantom dimension. But they haven't been able to enter it yet. This is because they are too heavy. Any attempt they make to enter the phantom zone fails because the phantom dimension can't hold their weight.

The phantom dimension is fragile compared to the void universe. It is like a sheet of paper placed behind or beneath an object to capture their shadow. The paper itself is thin, so it will be very difficult for the object to fall into the paper.

This thinness of the paper could be a result of its lack of energy, or maybe its lack of energy is because it is too thin to have energy. So they believe that to enter the paper, they have to create an anchor for their existence in the phantom dimension, either by fusing with their shadow or invading the whole dimension with energy.

Legion-8 is responsible for the first option. He is to try and infect their shadow in the phantom dimension. Legion-3 is tasked with invading the dimension with Chaos energy. Chaos energy is the best energy they have at their disposal to force its way into the shadow dimension. They don't know if they will be able to use Chaos energy to enter it or what effect that will bring at all, but they are looking forward to it.

For these experiments, they have bought beings that can enter the phantom dimension from slave markets in the immortal lands. They use them to study the properties of the phantom dimension while they run from the strange creatures and control their puppets in God's Domain.

They eventually put the discussion on their Supreme aside to consider their next step in God's Domain.

They have rebuilt their altar, but Legion-1 will still take 24 hours to resurrect. Fortunately, his divine orb is still around. They can give it to him when he revives to restore the 50% divinity The lost upon death.

Legion-3 considered the situation and said, "The only thing we lost is 24 hours for Legion-1, the things we used to build our previous altar, what we used to upgrade it, 100 divinity, 1000 divine gold, and 100 souls we used to build the new altar. But things could have been worse for us."

Legion-2 said, "Crystal Hoard is also too strong. She has acquired 26 thousand believers in a year. She is already 160% ahead of us. It would be worse if this continues for another year. Even if we maintain this gap, she will still be 160% stronger than us. No wonder she was so cocky even when she was negotiating with us."

Legion-5 corrected him, "That is just the worst-case scenario. You haven't accounted for the boost to her Authority through the god king title. Her Authority will be lessened without it, and we have yet to fully realize the boost from the title so we can cover up the gap faster."

Legion-9, "I think her greatest source of power was the god killing weapon. There is a massive difference between 20% of 26,500 and 90% of the same. Now that she doesn't have it anymore, she has been weakened severely."

Legion-2 agreed. "This just goes to show just how powerful the rewards for being the first in the northern realm are. We can't let this kind of thing go to other gods. It has to be ours." Legion-6 wasn't so optimistic. He said, "That means we have to become domain gods as soon as possible. It is not something we can achieve by hiding away like this. We have to go out into the divine realm and search for domains. That's like searching for a needle in a haystack without divine sense."

Legion-7 suggested, "Don't let us jump around too much. Nothing has changed much just because of the existence of the god killing weapon. I propose that we remain steady by doing what we planned before. We should increase our Authority by recruiting more true gods. Then we will go hunting for divinity."

They agreed with that course of action so they discussed some more while they finished what they were doing in the mortal realm.

They had all gone to pressure the two true gods on their right side. Those two were also prepared for them. They had helpers descend through avatars to assist them. But 3 more helpers didn't change their fate. They had to capitulate or lose their foundation in the mortal

realm.

GREED: ALL FOR WHAT? #Chapter 1797: Impact Of Gods. - Read GREED: ALL FOR WHAT? Chapter 1797: Impact Of Gods.

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The Apocalypse Pantheon ballooned due to the recruitment of the two true gods. The 9 Crowns have 3 true gods to boost their title now. This has give them 3% boost. It will only increase when more godlings around them evolve.

They can't wait for that, though. So they went to territories beyond their immediate surroundings to recruit more true gods.

Other gods might be content with what they have achieved for now. After all, they have eliminated the major enemies around them and have crowned themselves as the Supreme god in the surrounding area.

They don't even need to preach and actively spread their religion anymore to gain believers. Their surbodinate gods will do that for them every time they preach.

Not only that, the peace that will ensue because of the stability will make the orcs prosper, which will increase their population and lead to an increase in their Authority over time. Without the conflict and competition between gods and tribes, the orcs won't have to compete and kill each other anymore. They will be on the fast track to creating their civilization. They will then attack, and break through the fortress in their way and attack the human civilization.

So they have a lot to look forward to. But Legion was not satisfied with the way things were going. Not after they found out that Crystal Hoard's Authority is 26 thousand.

They are dead set on growing stronger quickly. So they didn't rest on their laurels. They forced more and more true gods to bow their heads.

They met with success and failure. Their success is because some true gods gave up on resisting immediately. Legion had caught them off guard. They couldn't resist or they would lose their Oracles.

But their failures were much more than their success. Many true gods resisted. They would rather lose an Oracle than submit. The fact that their territory is also far away from the 9 Crowns' also made the struggle expensive for Legion.

All in all, it was not going to be an easy fight. But Legion didn't give up. In the meantime, they set their eyes on divinity. They sent Legion-1 and Legion-2 out to hunt after they had harvested the easy true gods.

Legion finally left their hiding place in over a year. Gemmis appeared to be the same to them except that there were more gods wandering about. Most of them were using the services offered by the city like the auction and the forging. The gods that are using the auction service are doing so because they don't have altars.

As for those who use the forging service, it could be because they don't have altars or because they do, but they want Gemmis to build the weapon for them. It will be highly costly, but they will be able to get a good weapon straightaway without laboring themselves.

The sight of so many godlings made them understand a fraction of the changes the mortal realm has undergone ever since the gods arrived. The main influence they can glean from this many gods is due to the fact that the mortal realm had to provide resources for every god seed that has become a godlings.

The resources they need in the mortal realm are 100 souls and 100 gold coins. Souls are more valuable than divinity and can only be acquired through the death of mortals. If every god needs 100 souls, that means the 1 million gods that managed to build their altar in the northern realm caused the death of at least 100 million mortals. It is probably more.

100 million gold coins is less valuable than 100 million mortal souls but it is still a considerable amount of the wealth of mortals that the gods have taken. They are even sure that the mortals lost more because of the losses caused by war.[n/ô/vel/b//in dot c//om](#)

The competition among the gods in the race to become godlings led to the reduction of the number of god seeds from 100 million to 4 million. That competition was steep but not many consider its effect on mortals.

If all of the 96 million that were eliminated had just one mortal soul and one gold coin with them. It means that 96 million of those things were lost in the competition.

But if half of those god seeds had 50 gold coins and mortal souls, then 2.4 billion worth of lives and wealth were lost. So it is likely that the competition led to more loss than what the godlings they are seeing perpetuated.

It is a significant loss that they can envision because they alone are responsible for the failure of at least 100 god seeds from becoming godlings. Then there is the loss of lives from the war that their army caused.

This realization made them wonder about the state of the mortal realm currently. But they didn't feel guilty. At best they felt pity for the mortals and an understanding of their situation.

Their understanding also makes them realize that the worst is over for the mortals. They believe this because of the pantheon system.

At this point, the existence of Pantheons has begun to bring a certain order to the gods. They have found a means to ally themselves. It has given them another option other than antagonizing each other.

Plus, God kings want more true gods so that their Pantheons can become full. This has made it so that the rate of godlings becoming true gods has increased. That means less fighting among mortals too.

This is good for the mortals and for them too. The clones were excited by the sight of so many gods because it meant that they would have a lot of targets to hunt.

Their happiness was not reduced when they heard someone at the city gate shouting about a bounty for the 9 Crowns. In fact, it made them happier. They can imagine Crystal Howard's face and it made them happy.

GREED: ALL FOR WHAT? #Chapter 1798: Preferred Aim. - Read GREED: ALL FOR WHAT? Chapter 1798: Preferred Aim.

Chapter 1798: Preferred Aim.

Legion-2 chuckled and said, "I would not like to be Crystal Hoard right now."

Legion-3 laughed from where he was in the hotel. He said, "I don't want to be Crystal Hoard at any moment. She is just too ugly."

Legion-1 nodded and said, "Things aren't over with Crystal Hoard. She knows where our base of faith is, but we don't know hers."

Legion-7 agreed. He said, "She already came after us when she thought that we had

something that should belong to her. Now that we really have something that belongs to her, things have become personal. So not only are things not over, they are bound to become more heated."

Legion-1 indicated the people shouting about the bounty for the 9 Crowns and said, "She has ramped up her search for us in the divine realm. It is safe to say that she will surely come after us in the mortal realm too, and she will come at us hard. That's why we have to subdue every god around our territory."

"Even if we don't need the land, we should subjugate them and make them join ourn/ô/vel/b//jn dot c//om

Apocalypse Pantheon. We shouldn't have another case of Tempest bringing enemies to our doorstep anymore."

They discussed along the way until they came to the hunting zones. There were few gods around Gemmis, as most of them had gone hunting. Apparently the news about the vote to increase the value of divine beasts has spread. It has made many gods come out to hunt.

In the past, Crystal Hoard had always been around to harass gods. Combined with the little value of hunting divine beasts, it made it not worthwhile to hunt. But Crystal Hoard has been too busy these past few days, and the reward for hunting divine beats has increased. This has increased the amount of gods hunting.

Legion knows why Crystal Hoard has been busy. They also know that she won't be preoccupied anymore. But they are not too worried about meeting her. It is because they have reasons to believe that she put most of her divinity into speed.

There have been many news about how fast Crystal Hoard is. The majority of gods say that she should have put divinity in speed, but they couldn't understand why her attacks were powerful too.

The matter of her unexplained strength had been the flaw in their theory, which made Legion disregard it. But now they know that it is highly likely that she put her divinity into speed since she had golden light.

Golden light relies on Authority, not divinity, so she would have likely put most of her divinity into speed to make herself more deadly. It is something that they would do if they had golden light.

But now that she doesn't have golden light anymore, she has been declawed. She is still dangerous due to her high Authority, but it is not something that they can't resist with Legion-1's 8,000 divinity in endurance.

So they walked with confidence, not fear, out of Gemmis. They noticed the changes in the surrounding elemental zones immediately they set foot outside the city. The ice zone, for example, has become an ice storm zone. The ground is thick with snow, and the surface is so windy, it can make gods stumble.

The visibility has also reduced because of the icy wind, but that doesn't truly affect them. What affected them directly was the fact that the wind was constantly attacking them.

They needed a defense of 100 endurance to avoid being harmed and eventually ground down by the wind. What's more, they needed Strength of 100 to be able to break their feet away from the ground when it freezes every time they step on the ground.

The ice zone had become colder and more dangerous. The other zones have become more dangerous too. They could see the air bending and twisting because of the heat of the lava zone. Its visibility was even poorer than the ice zone because of the smoke and fog being belched into the air.

They asked their angel, "What caused this? Could it be that making divine beasts more valuable has made the environment more dangerous?"

"No. The changes to the environment are mostly due to the awakening of ancient titans. The awakening of the ancient titans makes the divine realm hostile to gods. Since there will be ancient titans awakening from each elemental zone, every elemental zone is also experiencing this increase in hostility. The increase in the strength of the divine beasts does have an effect, but it is a small part of the cause of these changes."

Legion-2 asked, "How powerful are these ancient titans for them to be capable of changing their surroundings like this?"

The angel replied, "I do not have accurate information, but I am certain that a titan is at least equivalent to domain gods."

That reply perked Legion up. They asked, "Will the titans have domains?"

"That is unknown."

Legion-1 rolled his eyes and said, "Of course, you don't know."

They scoffed and dove into the zone of ice. The world began to howl as soon as they stepped into the ice storm. But it didn't impede their senses. It was just unnaturally loud.

Legion-1 stayed in the front while Legion-2 stayed behind. As the one with the 8,000 divinity in Endurance, Legion-1 will be the one to draw danger, while Legion-2 with 7,000 divinity in strength will be the one to finish things off.

The two of them are clad in heavy metal armor. It covers up every inch of their body that they could, which not only grants them protection against injury, it also protects their identity. Legion-1 had a large shield in his left hand with another one on his back and a sword on his right hand. Legion-2 also had a shield on his back and a sword strapped to his waist. What he held in his hands for attacking was a bow.

The two of them advanced cautiously. Their aim is both the divine beasts and any god they come across. But they hope to encounter more gods than divine beasts. After all, divinity is more valuable than divine crystals.

A/N: Bonus chapter for 100 golden ticket contribution goal.

GREED: ALL FOR WHAT? #Chapter 1799: Warning Signs. - Read GREED: ALL FOR WHAT? Chapter 1799: Warning Signs.

Chapter 1799: Warning Signs.

They are not alone in their goal for divinity. Most gods want to stumble onto a weakened god that they can harvest for divinity. Unfortunately, this is the zone of divine beasts. It is more likely to encounter divine beasts than gods. They practically spawn from the ground. One of the newly spawned ones appeared in front of them.

It was a great white wolf made of ice. It was not like the ones that reached their height. This thing towered over them. It was looking down on them as it pawed its clawed feet on the icy ground.

They used insight on it to reveal what they were facing. There was resistance, and it was stronger than what they experienced with divine beasts before, but they still managed to overcome it.

NAME: Divine Beast.

RACE: Ice Wolf

TIER: 1

LEVEL: 10

HP: 10,000/10,000

STRENGTH: 200

ENDURANCE: 200

SPEED: 300

ELEMENTAL POWER: 300

DIVINE ABILITY: GOD DEVOURING. ????. ????. ???.

STATUS: Hostile.

Legion-1 exclaimed when he saw the details of the ice wolf, "Wow."

Not only is the divine beast at the true god level, it also has a rather ominous divine ability. That is aside from its 10,000 hit points value.

These stats are too different from the divine beasts they encountered at the edge of the ice zone back when they just ascended to the divine plane.

Legion-2 couldn't believe it either. He said, "Maybe Gemmis was onto something when it warned the gods about the divine beasts hunting the gods. If this is the weakest one we will encounter, the gods are in for a rude awakening."

The most worrying thing about the divine beasts is their vitality. They often have more hit points than gods and are much more difficult to kill by gods with the same amount of divinity as divine beasts.

At this point, all the gods know that their hit points are calculated as total divinity multiplied by their level. This beast might be a true god, but it has the maximum divinity of a godling, which is 1,000. Stronger beasts deeper into the ice zone will have levels up to 100 and total divinity of 10,000.

So they can expect a fight with a divine beast with hit points up to 1,000,000. In comparison, all of Legion has a little over 90,000 divine energy. While the beasts will be limited to the same amount of divinity as the gods, the difficulty of killing them will make them dangerous. The ice wolf seemed to have sensed their use of insight, or it could also be their hostility. It raised its mouth into the air and howled. This caused the ground to shake and crack. Then ice wolves sprouted from the cracked ground.

The number of ice wolves suddenly increased from one to nine. This number seemed to have emboldened the first ice wolf. It growled and bound towards them.

Legion-1 hunched behind the large shield and shouted, "This is not right. There are just two of us. There shouldn't be nine of them."

His angel said ominously, "Things have changed."

Things have truly changed. The ice wolves have learned to gang up on gods instead of engaging in one-on-one duels. Legion-1 didn't have time to complain, and he didn't have someone to complain to who could fix this injustice. He had to fight now.

So he moved forward to draw the attention of the ice wolves towards himself. It seemed to have worked as the leading ice wolf targeted him first.

It swiped at Legion-1 with its left claw. Legion-2's attack struck it before its attack could connect with Legion-1. The golden light formed into an arrow went through the ice wolf and the one

behind it and struck the ground behind them in an explosion of light that got two more ice wolves.

An attack power of 10,500 was that powerful. The four ice wolves that were hit had their hit points drained instantly. Their endurance of 200 was far from enough to give them a second chance.

The four of them broke into icy dust and scattered into the wind. They left behind some divine crystals on the ground and 5 other wolves who appeared to be scared out of their wits.

The five of them raised their snout into the air and howled again. Legion-2 managed to get two more before they called for assistance. The other 3 called for 6 ice wolves each to make a total of 21 ice wolves.

The two of them became surrounded by the ice wolves. Then a fight broke out as the ice wolves tried to rip them apart. Arrows flashed, taking lives with one hit. The ice wolves were just too weak to resist the arrows.

Legion-2's threat level was too high, so they prioritized getting rid of him first, but he was faster than them by too much. They couldn't get close to him at all. Not even their ice elemental attacks could touch him.

He could always see their attack from far. It made it easy for him to dodge. Then he would snipe them from afar. His speed at 2,000 gave him a speed boost at 1, 100, 200, 400, 800, 1600 so he could attack more than 6 times in a second. This way, he killed all the ice wolves in four seconds.

He smiled and said, "That wasn't so difficult."

Legion-1 didn't think so. He said, "That's only because they have godling level divinity. Things will become more dangerous soon. These divine beasts are just the warning signs."

Legion-2 nodded. "But as long as you can handle, I am good to go."

Actually, if given time, Legion-1 would have been able to kill all the ice wolves on his own. They couldn't threaten him with his 8,000 endurance and the 10% boost from his armor.

And if he were to be pressed, he could always add 2,000 more Endurance using the Divine Endurance spell. Meanwhile, he can hurt them with his 1,000 strength and is also faster than them too.

GREED: ALL FOR WHAT? #Chapter 1800: It Is A Pity.

- Read GREED: ALL FOR WHAT? Chapter 1800: It Is A Pity.

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It will take a while, but Legion-1 will eventually be able to deplete their 10,000 hit points. So this batch of ice wolves were not a threat at all. It is what they are to face if they continue that is worth worrying about.

But it is as Legion-2 said, as long as Legion-1 can take their hits, he will be able to grind them down from afar. So they decided to keep going after they had picked their loot.

Legion-1 said as he picked the divine crystals and stored them in his inventory, "The ice wolves give better rewards now. Ten divine crystals for each ice wolf is truly something."

Legion-7 didn't agree. He said, "Ten divine crystals is too small. A divine beast with 1,000 divinity is worth a total of 100,000 divine crystals. But we only got 10. That's just 10 mortal stats and 10% of a divinity."

His angel offered an explanation. It said, "It is truly unfair. Unfortunately, the remaining 99.99% of the value of the divine beasts have been taken by the ancient titans to strengthen themselves."

Legion-1 shook his head and said, "I hate these ancient titans. They steal from us when they are asleep and then use what they have stolen to kill us. They are too audacious."

The angel explained, "I think they are not stealing. They are only recovering what was once their's."

That explanation fell on deaf ears. None of the clones were willing to accept that the ancient titans are actually in the right about the theft.

Legion-2 said with pity, "So not only is the loot not worth the danger, but if this is how strong freshly spawned divine beasts are, then most of the godlings that ventured here for the scraps are screwed. These divine beasts are not a threat to us, but not many gods are true gods."

Legion-3 didn't like what he said. He said, "Does that mean our prey is limited to the 1,000 true gods in Gemmis?"

Legion-2 replied with a mental nod, "Unless we move to the vicinity of other divine cities, then we are stuck with the 1,000 true gods."

Legion-4 said, "Maybe you're right. The divine beasts have become too difficult."

They were looking forward to hunting true gods and godlings, but by the looks of things, their options will be restricted to true gods alone. Not only does that reduce the targets of their hunt, it will also make it difficult for them to find those targets after they have spread themselves throughout the elemental zones.

This has finally made them realize how difficult the divine beasts have become. The fact that they needed 100 endurance just to be able to stay in the zone and 100 strength didn't clue them into that realization. It was not until the strength of the divine beasts affected them indirectly did they understand what they were dealing with.

But their angel had more bad news. It said, "Every divine beast you will encounter will not have the same strength as the ones you just fought, but every one of them has the god devouring divine ability. That means they will get stronger when they defeat and eat gods. We have the vote of the divine council to thank for that."

Legion-1 exclaimed, "So they might not be a threat for us now, but that will surely change in the future."

"Yes. A divine beast will grow strong enough until it becomes a divine calamity. At that point, it won't be limited to the elemental zones. It will be able to roam the divine realm in search of gods to kill."

Legion-2 thought about it and said, "Ok, that's bad."

The angel added, "Divine calamities also drop special loot when they are killed."

Legion-2 changed his mind. Even Aeternus perked up and asked, "That doesn't sound so bad. What kind of things will it drop?"

The angel replied, "Mostly special divine abilities. But there will also be raw materials to build special divine weapons."

Legion-1 said, "We should see about creating a divine calamity after we have hunted enough divinity to fulfill our needs."

Legion-4 agreed. "It should be easy to create one by feeding it divine orbs. So if we have enough divinity, we can create a divine calamity instantly."

They began to plan for the creation of divine calamities. They are just planning for it. They don't plan to execute this plan until after they have upgraded all the clones to level 100, laid claim to Golden Light, and stockpiled at least 100,000 divinity for the future.

They are greedy for special divine spells, but they know what's more important. They have also learned from the past when they lost all of their levels after evolution. They don't want a repeat of that, so they intend to prioritize divinity over divine spells.

But then their angel said something that changed their minds, "I do not advise that you create divine calamities. A divine calamity is at the domain level. It will be difficult to kill as you are."

"Even if you manage to kill it, you would lose the divinity that you spent to create it. That divinity will be stolen by the ancient titans. That means the death of a divine calamity will make the ancient titans stronger."n/δ/vel/b//in dot c//om

"What's more, a divine calamity can descend to the mortal realm and devastate the foundation of the gods. So divine calamities are very dangerous. It is not advisable to create them."

The clones thought about it for a long while, but they couldn't figure out a way to deal with a divine beast with up to 100,000 divinity and 10,000,000 hit points. This made them gave up on their idea unwillingly.

Legion-1 said, "Fine. We will not try to create divine calamities."

They decided to put that plan out of their minds for now. It is only for now, though. They made sure to emphasize that to themselves as the two of them finished picking up their loot and moved on.