

GREED: ALL FOR WHAT? #Chapter 1801: Coordinating Divine Beasts. - Read GREED: ALL FOR WHAT? Chapter 1801: Coordinating Divine Beasts.

Chapter 1801: Coordinating Divine Beasts.

They were attacked soon after by the ice wolves. It was a repeat of what they just encountered. The ice wolves were at the True God level, but they were not a threat to them. That didn't change no matter how many helpers they called for.

However, things started to change the deeper they went into the ice zone. They met more powerful ice wolves that had spawned with their power or had fed on gods.

Some of these ice wolves had 10,000 divinity and 1,000,000 hit points. 1 million hit points is not a problem for Legion-2 to bring down as long as he has Legion-1 to defend for him and distance to use his bow.

He could knock down the 1 million divinity with 100 attacks. With his attack speed of 6 times per second, he could finish the most powerful divine beasts in 17 seconds. But things weren't so simple and straightforward.

For one, the ice wolves had an endurance of at least 2,000. That meant only 8,500 of his normal attack power was effective. That increased the time he had to kill the ice wolves from 17 seconds to 20 seconds.

20 seconds is not too much for a single ice wolf, but it became too long when there were 20 ice wolves around them constantly. The other ice wolves were always interrupting him. They didn't let him focus on one of them to kill it.

What's more is that a critical condition needed to show his full capabilities became absent after a while. He lost the advantage of speed and distance because the ice wolves had 3,000 divinity in speed, and they had surrounded him because they were in too deep.

These conditions made them decide to give up on the ice wolves. Not only were they too difficult to kill now, the increased reward of 100 divine crystals for the level 100 divine beasts just wasn't enough to be worth it anymore.

They had to use divine energy to boost their speed with Divine Speed spell in order to escape. They spent the 100 DE, but they didn't choose to leave the ice domain. It is because they had other targets that they would rather hunt.

They were not the only ones with this idea. The gods were all attacking each other once they spotted each other because other gods were easier to kill and had more rewards.

Unfortunately, they were doing this in the elemental zone. This gave the divine beasts the chance to take advantage of the situation. So every battle with a god became a three-way battle involving divine beasts.

"This is bad." Legion-2 said as he shot an arrow, which killed a god. "The ice wolves are growing stronger because of this chaos."

"Yeah. The gods should stop killing each other. At least not in front of the ice wolves." Legion-1 said as he picked up a divine orb from the ground and placed it in the pouch he had prepared for the occasion.

Several ice wolves had waited by the side while he was fighting the god and only jumped on him immediately after he killed the god. They wanted to get his divine orb, not him. Some of them had distracted him while the others went after the divine orb.

Not only do they not abide by threat level and number of enemies anymore, they have become smarter too. This kind of intelligence and coordination combined with their numbers has made them more dangerous, even more than their individual 10,000 divinity. It reminded them of themselves.

Their angel explained that their behavior is because the ice wolf attack system is controlling all the ice wolves, so they are one entity just like their angel and Legion. The main difference is that they don't share their senses or memories, and the individual ice wolves are not special or unique.

The ice wolves that ganged up on him didn't succeed, but that is not the case for the other gods. The fruits of their labor were taken by the ice wolves many times. And because they had lost divine energy during the fight with other gods, they had become easier prey for the ice wolves.

The clones noticed that if this dynamic went on, a divine calamity would be created soon. But they didn't stop killing the other gods. They just bemoaned their ill fate as they killed more gods and went about searching for more gods to kill.

What they are doing is actually a good thing. By killing the gods and taking their divine orbs, they make it so that the ice wolves can't do so. And by strengthening themselves, they are preparing for the eventual creation of a divine calamity. So they were very dedicated to their efforts.

They even killed any ice wolf they encountered that was particularly strong. Those unique ice wolves usually dropped loot and divine materials for forging other than divine crystals.

So not only were they doing a good deed of keeping the divine realm safe, they were gaining rewards for their good deeds. But their angel had to throw a damper on their efforts.

It said, "Unless the ice wolves are stopped from getting divine orbs completely, their deaths will only lead to the quickening of the ancient titans. So you can only stop the creation of a divine

calamity or the delay the awakening of the ancient titans. You can't do both if the ice wolves eat divine orbs."

They knew that the divine beasts either had to become divine calamities after eating divine orbs or killing them would speed up the awakening of the ancient titans, but they didn't truly

care.

Legion-1 shrugged, "We have done our best. We lost right from the moment we voted to make the divine beasts more rewarding."

Legion-2 added, "The gods came here for divine crystals. Unless they stop coming, the divine beasts will continue to eat gods."

Then they left it at that. They can't stop gods from coming here to hunt divine beasts. After all, they are more rewarding to kill now.

GREED: ALL FOR WHAT? #Chapter 1802: A Major Obstacle. - Read GREED: ALL FOR WHAT? Chapter 1802: A Major Obstacle.

Chapter 1802: A Major Obstacle.

If they can't stop the gods from coming to hunt, they certainly can't stop the gods from killing each other. As long as they kill each other, the ice wolves will try to take advantage of the situation.

So they focused on what they came to do, and that was accumulating divinity. The ice wolves must not stop them from achieving that, and that's all that matters to them currently. They were able to fill their pouches and return to Gemmis to empty them several times. This made the divine energy they spent to remain in the ice zone worth it.

Their hunt continued for days on end. They were able to earn more than 70,000 divinity in 5 days. That number increased to 90,000 after 6 days. They even earned a lot of divine artifacts that dropped from the gods that were killed.

The major obstacle they faced other than the ice wolves came in the form of pantheons. They met several large pantheons hunting divine beasts and gods in the elemental zone. They had to run from this group of pantheons.

This became frequent due to the inhospitability of the elemental zone to lone gods or small groups of gods. Those gods either stopped coming to hunt because it was too dangerous or they formed large groups, so only the large pantheons remained roaming about.

The two of them were able to leave when they showed their strength. Most pantheons let them go because they were too dangerous to fight. But there were some pantheons who wanted to kill them because of their strength. After all, if they are strong, they will leave a lot of divinity behind when they die.

The two clones didn't want to fight 50 gods and one god king, so they chose to escape. The pantheon didn't let them go just because they didn't want to fight. The decision the clones made not to prioritize their speed showed its ugly head now.

The two of them have 1,000 and 2,000 divinity in speed, and even with the 20% boost of their Authority which made it 3,000 and 4,000, they couldn't avoid the fastest gods who had 5,000 in speed even without the enhancement of their Authority.

These fast enemies could keep up with them and attack them. They had to fight them off if they were to escape from the pantheon. So even while being chased, they were already losing divine energy, and their enemy was gaining on them.

The good news is that these fast gods were incredibly weak. They couldn't harm Legion-1, who was the slowest, which allowed Legion-2 to kill them in less than a second.

This is usually the point when the pantheon will give up on pursuing them. Something about seeing a god killed with a single shot tended to discourage them. But not this particular pantheon.

They had to use Divine Hold and other divine spells to keep themselves from being surrounded. They were tempted to use Divine judgment and Divine crippling on their enemies to quickly end difficult enemies, but they didn't use them.

Divine judgment would reduce the divine energy of their enemy by 20%, while Divine crippling will reduce the divinity of their enemy by 20%. They are clearly very powerful divine spells and will work as long as their Authority is greater than the target. Nôv(el)B\\jnn

With Divine judgment, they can kill the strongest enemy with five spells over five seconds, while with divine crippling, they can weaken a god enough for them to be able to kill it within a second or two with physical attacks.

But the two of the divine spells will cost 20% of their own divine energy each time they are used. This is not 100 DE that their other divine spells cost. It will cost them 2,000 with full divine energy.

So unless they are near death, these spells are not things they can use. But they don't want to be near death. That's the very thing they are trying to avoid.

If they die, they will lose half of their divinity and the divine orbs that they have just harvested. So they kept trying to escape.

Fortunately, they are not without options. Their decision to prioritize strength didn't fail them now. Legion-2 was able to cut down their pursuers and stop them from getting close to them.

Even if they had put all their divinity into Endurance, Legion-2's base attack of 10,500 will still be a threat to them. In the situation when their enemies only have 2,000 to 3,000 divinity in Endurance, they had to use their all to resist a single attack or be killed with one shot.

This way they were able to keep the pantheon of their backs. They were even able to kill many gods. Only those with bows and other ranged attacks could harm them but they weren't strong enough to harm the two of them.

However, the god king didn't give up. He continued to chase them because he wanted their powerful weapon and because despite the death of so many gods, they haven't lost much.

He shouted at them from behind, "Just drop your weapon and I will let you go. You are only wasting time and divine energy. I don't know how much of divine energy you have, but it will eventually run out and I will have my weapon."

The clones didn't listen to him and neither could they. Myraid Armament is bound to them. They can't even sell it if they want.

As a reply, the clones killed two more of the gods in his pantheon. This made him shout out at them.

"Come on, don't be a tease. Is your weapon as valuable as 5,000 divinity? I don't think so and I doubt you think so."

"You know you're going to have to give up one of them at the end of the day. Let's just skip the foreplay and choose the easiest option now. Give up your weapon and I will let you go. Let us leave this encounter both satisfied."

GREED: ALL FOR WHAT? #Chapter 1803: Blockade Of The Five Gods. - Read GREED: ALL FOR WHAT? Chapter 1803: Blockade Of The Five Gods.

Chapter 1803: Blockade Of The Five Gods.

He actually wants both their weapon and divinity, but he knows he can't have their weapon if they don't give it up. This is the divine realm, so they can put their divine weapons into their inventory before their death, so the best he can get if he forces them is their divinity and the armor on their body, which will need to be removed before they can put it into their

inventory.

This is why he is hoping to lull them with false promises. He thought it would work since no divine weapon should be worth 5,000 divinity at this stage. At most, their weapon should be something fancy because it changes shape. That shouldn't be enough for them to risk half their total divinity. But they didn't fall for it.

Instead, they killed another three of his gods. This made him frown. However, their refusal to comply didn't discourage the god.

He said, "Fine. Take the hard way. I'll accompany you on this difficult path that you have chosen."

Actually, this chase was far from difficult for him. He hasn't given up despite 23 of his gods dying because he hasn't lost much. The divine orbs of the gods that died were not taken as Legion was trying their best to escape.

The clones couldn't bend down or run back to pick up the divine orbs in the middle of the fight, which meant that the divine orbs could be given back to their owners. Their divinity will be restored, so the only thing they have lost is divine energy. It is a worthy investment for 10,000 divinity from both clones.

This is one of the many advantages of a pantheon. Once many gods are working together, it will be difficult to get any benefit from them unless one can send all of them running. Meanwhile, they will send all their enemies running with their superiority of numbers.

The gods in a pantheon can also work together peacefully because benefits are distributed equally. This makes division of labor and self-sacrifice possible.

Some gods in the pantheon can be busy risking their lives to hunt in the elemental zones because they know that their divine orbs will be secured, while others are willing to stand guard close to Gemmis, doing nothing on the off chance that there will be a target to ambush for the pantheon.

This is why the two clones found some 5 gods blocking their path to Gemmis when they got close to the city. The five gods smiled at them while the god king behind them heckled them with his vulgar jokes.

Legion-2 was the closest one to these five gods, so he couldn't rely on Legion-1 to tank their hits for him. Legion-1 was busy with the pantheon chasing them from behind. This made it so that their current tactic of Legion-1 being the shield won't work. But that didn't stump them. Legion-2 used divine hold on those who were fast enough to close the distance between them quickly. He finished these ones first before bombarding the rest with arrows.

The clones were winning as the gods blocking them don't have enough Authority or Endurance to resist Legion-2 of them. The 5 of them will die soon. But since their mission is to delay the two of them, they are not doing so badly.

Legion-2 with Myriad Armament made for a terrify combination. All he needed was a maximum of two seconds to kill the five gods. But these are two seconds that he will be spending without being able to assist Legion-1.

Legion-1 was durable but slow. This made it easy to surround him. He also had a weak attack, so he couldn't fend off his pursuers quickly enough. They overtook him and even advanced on Legion-2 to surround him. By the time Legion-2 was free to deal with them, they had closed in on him.

Legion-2 had been busy fighting the five gods blocking his way, which also made him unable to run forward and create distance with the pantheon. The delay caused by the five gods nullified his advantage of distance and made him surrounded.

Legion-2's weakness became quickly evident when he began receiving attacks. He had very little endurance, which made his divine energy dwindle rapidly.

The other clones could have helped him with divine energy, but they didn't. Instead, Legion- 2 passed off his divine energy to the other clones. This brought him closer to death faster than his attackers could.

When he was about to die, he pointed at the god king and cast Divine Judgment on him.

-You have hit ??? with Divine Judgment (2).

-Judgment: Attack Failed.

-Dame: -ODE

This result was as they expected. The god king had a higher authority than them, so they couldn't hurt him with divine spells. The spell was a waste, but it wasn't much of a waste because Legion could afford to pay 20% of 100 DE to learn more about their opponent.

The failure of the divine spell made the god king sneer. Legion-2's death soon after made him break out laughing.

His laughter was short lived because Legion-2 picked up his divine orb and the pouches he was carrying. The god king frowned because Legion-2 was difficult to harm, much less kill.

Someone would need to put all their divinity in strength to be able to hurt him once he gains more endurance with the Divine Endurance spell. Even Legion-2 who focused on strength, only put 7,000 in it. How will others put 10,000 divinity in their strength? It would be exceptional if they put 5,000 in it.

As for them enhancing their strength with Authority, it won't give them much boost because the average Authority of gods 5,000. Many gods have less. Having 10,000 Authority is rare. Only god kings with a boost from a large pantheon can top that.

So despite Legion-1 being surrounded, he couldn't be killed. But that didn't make Legion-1 feel confident of survival. He knew he was going to die because Legion-2's Divine Judgment spell failed.

GREED: ALL FOR WHAT? #Chapter 1804: Unreasonably Immortal. - Read GREED: ALL FOR WHAT? Chapter 1804: Unreasonably Immortal.

Chapter 1804: Unreasonably Immortal.

He also knew who was most likely to kill him, so he made preparations for his death while continuing to push towards Gemmis. The gods had to pile up on him to keep him from moving. But this made it easy for him to stab them while they couldn't hurt him.

Meanwhile, he too was transferring his divine energy to the other clones. This made his divine energy reduce rapidly, despite the gods being unable to harm him.

This continued for a long while. Legion-1's stamina was inexhaustible so he was slowly whittling down the weak gods pinning him down. Eventually the god king couldn't hold it anymore.

He roared, "I am putting an end to this farce."

He pointed his finger at Legion-1 and used Divine Judgement on him.

-You have been hit by Divine Judgement (2).

-Judgement: Defense Failed.

-Damage: -20 DE.

Legion-1 smiled when he received the notification while the god king's eyes popped out of his socket. This is because he had used 20% of his total divine energy to use that spell. He had used up 3,000 divine energy and got 20 divine energy in return.

The god king asked in disbelief, "Is he about to die or is his maximum Authority only at 100?"

He had been holding back on using the expensive spell because he wasn't sure it would work. If it failed, he would have still lost 20% of his divine energy. But now that it has worked, he can't believe its effect.

For one, the target shouldn't be dying because they don't appear to be doing any damage to it. Secondly, he shouldn't have 100 Authority and a maximum of 100 DE because the minimum requirement to become a god is 1,000 Authority.

100 Authority is possible if the god is doing badly in the divine realm. But even then the god should have fallen below the true god realm with 100 Authority.

So if the target is not dying and doesn't have 100 Authority, this only left out that the option that he was tired from using divine spells. This conclusion was the only logical one. It made the god king smile.

Then he used divine crippling on Legion-1. This reduced his stats by 20% for a period of time equal determined by the difference in their Authority. Since he had 15,000 Authority and they had 11,000, the duration of the crippling was 1.4 seconds.

This was enough time for the gods surrounding Legion-1 to make tens of attacks in total. With his defense reduced to 6,400 and his inability to enhance his strength with Divine Strength, it has made it easier to harm him. And with his total divine energy at 80 DE, all they need is one good attack to kill him.

However, 1.4 seconds passed by but Legion-1 didn't die. They shouldn't have failed to harm him. But beyond that, they can't find any other explanation for why he was still alive.

The god king's face was livid. He had wasted 6,000 for the two powerful spells he had casted in a row, but his target still wasn't dead. Even in the void universe that he was in, his eyes were wide open in anger.

He had to ask, "How are you still alive?"

Legion-1 was still alive because the other clones gave him just enough divine energy to remain alive, but he didn't say that. He kept mum as the gods attacked him.

At this point, they were only attacking half heartedly because they were beginning to realize that their efforts were pointless. The fact that Legion-1 was using Divine Retribution without care of the cost to reflect any damage done to him made the endeavor not only pointless, but dangerous.

Even the god king was contemplating using Divine crippling. But his attention was taken when someone came running at them from the direction of Gemmis. This god was so fast that the god king was a little shocked.

He thought it was Crystal Hoard since she was the one that was so fast. So he was afraid when he spotted the god. But he soon calmed down when he realized that the god was an orc, not a diminutive goblin.

He sneered at the god and said, "Go away while you still can or you will die now."

He was confident because anyone that was that fast would have a weak attack and poor defense. He would be able to kill such a god with one hit. Their speed would also become useless when he uses Divine Hold on them.

But the god didn't stop. The god brought out a weapon from their inventory, hefted the golden spear in his hands and threw it at the god with his full might. The weapon turned into a golden ray of light and disappeared.

The sight of the golden weapon made the eyes of the god king in the void universe shrink in realization and dread. Unfortunately, his puppet wasn't so animated. It looked on with a dull expression as the light flew towards him.

The god king was still able to respond to the threat. He chose to run immediately. He didn't resist at all. The other gods in his pantheon did the same thing too. They scattered like ants.

Legion-3 didn't pursue them at all. In fact, the attack was a faint. Golden light's attack is not as powerful as when it was used by Crystal Hoard because it hadn't been evolved to its previous state and he had less than half of her Authority.

So he was only aiming to scare them which he accomplished. Then he and Legion-1 escaped back to Gemmis with all the loot they had on them.

A god that Legion-2 had passed asked in confusion, "Such fast speed. Did he put all of his divinity in speed? That can't be right. Who would do such a stupid thing? Do they think they are Crystal Hoard? Or do they have a powerful divine item that improves speed?"

GREED: ALL FOR WHAT? #Chapter 1805: Fake Golden Light. - Read GREED: ALL FOR WHAT? Chapter 1805: Fake Golden Light.

Chapter 1805: Fake Golden Light.

Many other gods had that question on their minds. Legion-3 was just too fast. It was the fastest they had seen a god move ever since Crystal Hoard. They didn't see golden light so they didn't understand why he would put so much divinity in speed.

The god king was fuming. He couldn't believe that he had fallen for it. His reaction had all been instinctive. At any other time, he would be proud of himself. But now, he only felt burning shame.

He hadn't lost things he couldn't recover. In fact, he had only lost divine energy, but he was still angry. He was also unwilling to let the unknown god with the fake golden light go.

He instructed his pantheon, "He dared to fool us with Crystal Howard's weapon. No god is going to do that and get away with it. We must find their identity and punish them."

The gods of his pantheon were in agreement with this decree. They were all angry that they had been fooled. They knew very well that if they had encountered the true golden light in Crystal Howard's hands, most of them would have died. They are alive so they felt cheated, not thankful.

Meanwhile, Legion-1 and Legion-3 returned to the hotel safely.

Legion-4 said, "Looks like hunting has become too dangerous for lone gods. It might devolve into Pantheon wars soon."

Legion-1 grunted and said, "It is always been too dangerous to be alone. The pantheons have only made things worse."

Legion-3 said, "I think pantheon wars Just for some divine crystals is too much."

Legion-4 replied, "It is possible if we add the allure of Divinity. Pantheons will fight for that."

Legion-7 said, "If it does happen, it will become messy and chaotic. We should not take a part in it. We were almost burned this time."

Legion-3 didn't agree. "The Pantheon wars might be chaotic but it will make some Pantheons stronger as they kill more gods for their divinity. If we don't participate, we will miss out on that."

They argued amongst themselves while they went ahead to create three more clones at level 100. The two clones they created were just like the previous three. Legion-4 focused the bulk of his divinity on Endurance while Legion-5 focused 7,000 on strength. Then Legion-6 followed in the footsteps of Legion-3 and put 6,400 divinity in speed.

This way they have six clones at level 100 and they could form two teams or replace each other when one of them dies. Their formation won't be broken because of the absence of a clone to do his part.

NAME: Number 1/Number 2/Number 3

RACE: True God (Orc)

TITLE: First/ Second/Third Crown.

TIER: 1

LEVEL: 100

DIVINE ENERGY: 11,112

STRENGTH: 1,000/7,000/600

ENDURANCE: 8,000/1,000/3,000

SPEED: 1,000/2,000/6,400

AUTHORITY: 11,112

The two clones Legion-3 and Legion-6 with the fastest speed are meant to use golden light and divine spells in battle. That means most of their power will be focused on Authority. When coupled with their speed, it will make them nearly untouchable.

If their Authority is high enough too, they will be able enhance the physical prowess of their divine bodies and also create powerful shields to protect themselves which will help with their weakness of less than average endurance.

This is only potential for now. Even though Authority has more potential than divinity as it is not limited, they haven't reached the state where they can take full advantage of it. In the meantime time, they will focus on acquiring more divinity.

Legion-2 still need some time to resurrect. In the meantime, the other clones will go out to hunt for more divinity. Currently they have enough divinity to make all of them level 100. But that is not enough for them. They still need more for the future and for the Golden Light. They had subdued the god killing weapon earlier but hadn't used it because it was currently weak and because they didn't want to draw attention to themselves by using it.

Now that the cat is out of the bag, they have to be ready for its consequences which means they have to be willing to invest more in evolving the god killing weapon.

They had spent almost 27,000 divinity to remove Crystal Howard's control from it. That enabled them to bind it to themselves, but it also removed its upgrades and relegated it to Tier 0.

They didn't like it, but they didn't mind the relegation too much. It is because golden light isn't something that they can buy at all regardless of how much divinity they have, so they can't complain about having to make their upgrades. They spent the 10,000 divine crystals needed to evolve it to Tier 1. Then they spent 100,000 and 1,000,000 to upgrade it to Tier 3.

It cost them 1,110,000 divine crystals in total to bring it to Tier 3. They didn't have that many divine crystals on them and had to purchase them through the altar at a rate of 100 divine crystals for 1 divinity. So it cost them 11,100 divinity to increase its power to 70% that of

authority.

Plus the 27,000 they spent to gain ownership of it, it makes 38,000 divinity that they have spent on it. That's almost enough divinity to bring four clones to level 100. But it was worth

it.

(Name: Golden Light)

(Type: God-Killing Weapon)

(Tier 3 (Evolvable): 0/10,000,000)

(Attack Power: 70% of Authority)

(Ability: Destroys the body, avatar, and altar of a god as long as a target dies to this weapon.)

(Description: This is a weapon for killing gods. If you can kill a god once with this weapon, you don't need to fight them again to kill them again.)

They couldn't upgrade it to Tier 4 because it would cost them 10,000,000 divine crystals or 100,000 divinity. It is not something they can afford right now. But it is something they can afford after a few more days of hunting gods or a successful hunt of a single large pantheon.