

## I Created 177

### Chapter 177 177: Third Floor (Part 2)

The system complied, and a holographic interface materialized before Argon, displaying a list of worlds with their respective challenges and descriptions. Each world held its own unique set of trials and dangers, presenting opportunities for cultivation and conquest. Argon's eyes narrowed as he perused the information, his mind calculating the potential benefits and risks of each world.

Argon's gaze focused intently on the holographic display, his eyes scanning the information provided. The dialogue with the system began, allowing him to delve deeper into the details.

"System, present the list of worlds available for the third floor of my dungeon," Argon requested, his voice steady with anticipation.

The robotic voice responded promptly, listing the worlds and their corresponding challenges:

[World of Eternal Frost: Description: A frigid realm covered in eternal ice and snow, where biting cold and blizzards relentlessly assail all who enter. The temperatures here are beyond freezing, testing the endurance and resilience of cultivators who seek to survive and thrive in this harsh environment. To cultivate in the World of Eternal Frost, one must conquer the icy domain and master techniques that withstand the chilling embrace of the elements.

Monsters: Frost Giants, towering behemoths with immense strength and control over ice. Ice Wraiths, ethereal beings that move swiftly through the frigid air, their touch capable of freezing the very life force of cultivators. Snow Elementals, sentient entities formed from the pure essence of ice and snow, wielding freezing spells and conjuring blizzards.]

[Realm of Thunderous Peaks: Description: A realm dominated by towering mountains and electrifying storms. Thunderous cracks of lightning illuminate the sky, creating a perilous environment that demands cultivators to be agile and possess lightning resistance. The peaks hold treasures and secrets, but only those who can withstand the electric currents coursing through the air can reap the rewards.

Monsters: Storm Titans, colossal beings infused with the power of lightning, their thunderous footsteps capable of causing earthquakes. Thunderbirds, avian creatures with feathers crackling with electrical energy, their wings generating storms as they soar through the skies. Lightning Serpents, serpentine beings capable of slithering through the thunderstorms, their scales conducting electricity, making them formidable opponents.]

[Forest of Whispering Shadows: Description: An ancient forest enveloped in mystery and darkness. The towering trees whisper arcane secrets, and lurking dangers hide within the shadows. Cultivators must navigate the forest's depths with keen senses and an understanding of the arcane forces at play. The very essence of cultivation can be harnessed within the Forest of Whispering Shadows.]

Monsters: Shadowstalkers, stealthy beings that can blend seamlessly with the shadows, striking swiftly and silently. Whispering Spirits, ethereal entities that haunt the forest, capable of manipulating illusions and draining the life force of intruders. Darkwood Ents, ancient tree-like creatures infused with profound elemental energies, their roots delving deep into the earth, granting them immense strength and control over the forest.]

[Celestial Isles of Radiant Light: Description: A realm suspended high in the sky, bathed in ethereal light. The air resonates with celestial energy, nurturing and challenging cultivators to forge a connection with the heavens. Celestial energy abounds, and the trials within the Celestial Isles of Radiant Light will test one's ability to harness this celestial essence.]

Monsters: Sky Guardians, celestial beings tasked with protecting the isles, wielding divine weapons and possessing extraordinary martial prowess. Luminous Seraphs, radiant creatures with angelic wings and luminous halos, embodying the purity of celestial energy. Celestial Beasts, majestic creatures infused with celestial essence, possessing awe-inspiring abilities and strength.]

[Abyssal Depths of Chaos: Description: A dark abyss engulfed in perpetual chaos and unfathomable horrors. Madness reigns within this realm, and only the strongest cultivators can endure the corrupting influence that pervades every corner. Cultivators must face their inner demons and confront the darkest aspects of their cultivation path.]

Monsters: Voidfiends, nightmarish entities born from the depths of chaos, capable of distorting reality and unleashing devastating attacks. Chaos Spawn, twisted creatures spawned from the chaotic energies, their forms ever-shifting and unpredictable. Abyssal Leviathans, colossal behemoths dwelling in the darkest depths of the abyss, commanding otherworldly powers and ferocious strength.]

[Floating Islands: Description: A realm where islands suspended in the air defy gravity, creating a breathtaking and treacherous environment. These floating landmasses vary in size and terrain, ranging from lush jungles to rocky cliffs and cascading waterfalls. The mastery of aerial cultivation techniques is essential for traversing this world. The Floating Islands pose numerous challenges, primarily the constant battle against gravity. Cultivators must adapt to the ever-changing terrain, mastering techniques to navigate the shifting islands and maintain stability in aerial combat. Unpredictable winds and sudden storms create additional obstacles, demanding adaptability and quick thinking.]

Monsters: Skyhunters, agile and swift creatures that soar through the skies, their predatory instincts honed to perfection. These avian predators possess razor-sharp talons and keen senses, making them formidable adversaries. Aetherial Dragons, majestic beings with the power to manipulate the very fabric of the air. Their scales shimmer with ethereal energy, and their wings generate powerful gusts of wind. Wind Dancers, ethereal entities that embody the essence of air and movement. Graceful and elusive, they utilize their mastery over wind currents to confound and outmaneuver their opponents.]

Argon's attention was immediately captivated by the description of the Floating Islands. As he listened to the system's explanation, a sense of excitement and possibility welled up within him. The idea of a realm where cultivators could freely fly and engage in aerial combat was truly enticing, especially considering that all those who would challenge the third floor of his dungeon possessed the ability to fly.

A smile played on Argon's lips as he turned to the system and said, his voice filled with anticipation, "The Floating Islands... it seems like the perfect realm for the cultivators who will face the challenges of my third floor. In this world, where gravity is defied and the mastery of aerial techniques is crucial, they will have an opportunity to showcase their abilities to the fullest. The constant battle against gravity, the shifting terrain, and the unpredictable winds will push them to adapt and evolve their cultivation."

The robotic voice acknowledged his words, affirming the potential of the Floating Islands as an ideal setting for the cultivators who sought to challenge his third floor. Argon's gaze remained fixed on the holographic display, his mind already envisioning the possibilities that awaited within the floating realm.

"With these Floating Islands, cultivators will not only refine their aerial combat skills but also sharpen their instincts and adaptability in the face of ever-changing environments. The presence of Skyhunters, Aetherial Dragons, and Wind Dancers as formidable adversaries will test their mettle and push them to new heights. This world will not only provide challenges but also offer great rewards for those who can conquer the skies," Argon mused, his voice brimming with excitement.

As he made his decision, Argon's eyes gleamed with determination. "Prepare the Floating Islands as the third floor of my dungeon. Let this realm of soaring possibilities become the ultimate test for those who seek to ascend in their cultivation."

The system confirmed his command, and the holographic display updated to reflect the inclusion of the Floating Islands as the third floor of Argon's dungeon. With his choice made, Argon could

already imagine the exhilarating battles and cultivation breakthroughs that awaited the challengers who dared to step foot in the realm of floating wonder.

As Argon was reveling in his decision to include the Floating Islands as the third floor of his dungeon, the robotic voice of the system interrupted his thoughts with a proposition. "Host, would you like to purchase the monsters of this world along with it? As an exclusive offer, you can acquire the Skyhunters, Wind Dancers, and Aetherial Dragons of the Heaven's Gate Realm at a discounted price of 30 percent off their original value, which from an early-stage for 100,000 to peak-stage for 400,000 soul coins, respectively."

Hearing the price mentioned, Argon felt a pang of disappointment. The cost of the monsters seemed exorbitant, and he couldn't help but feel the weight of his limited resources. Glancing at his current stash of 300,000 soul coins, he knew he would have to make a careful decision.

Taking a moment to collect his thoughts, Argon considered the advantages and potential of each monster. The Skyhunters, described as agile and swift creatures with razor-sharp talons and keen senses, would make formidable adversaries for the challengers on the Floating Islands. The Aetherial Dragons, majestic beings capable of manipulating the very fabric of the air, possessed shimmering scales and wings that generated powerful gusts of wind. The inclusion of these creatures could add an extra layer of challenge and excitement to the cultivators' journey.

After some contemplation, Argon turned to the system and said, his voice laced with determination, "While the price is indeed steep, I recognize the value these creatures can bring to the third floor. I will purchase one early-stage Heaven's Gate Realm Skyhunter for 70,000 soul coins and one middle-stage Heaven's Gate Realm Aetherial Dragon for 140,000 soul coins. Let these creatures become worthy adversaries for the cultivators seeking to conquer the Floating Islands."

The system acknowledged his decision, and the holographic display updated to include the Skyhunter and Aetherial Dragon as part of the third floor's challenges. Argon couldn't help but feel a mix of excitement and trepidation as he contemplated the battles that awaited. The cost may have been significant, but he knew the potential rewards and the thrill of witnessing cultivators overcoming such formidable opponents would make it worthwhile.

With his choice made, Argon's resolve hardened. "The Floating Islands, now enhanced with the presence of the Skyhunters and Aetherial Dragons, shall become a true test of skill and cultivation for those who dare to ascend."