

I CREATED A DUNGEON IN A CULTIVATION WORLD

Chapter 4 4: Picking The First Monster

Argon was planning to buy a building base monster to make it a small boss on the first floor and buy some low-level monsters to accompany it. However, upon seeing that you can buy a bulk of monsters, like tribes, and monster dens, he changed his mind.

"I think it's more profitable to buy monster tribes or monster dens than to buy them individually, right?" He was talking to himself.

There were pros and cons, buying the monster individually will give you high-end combat monsters. However, buying a goblin tribe will give you more monsters. After all, he needs a lot of monsters or beasts to keep the dungeon running.

"If I want to buy a building base monster I can only buy 20 monsters to accompany it." Furthermore, he can only buy up to the fifth layer tempering monster. After all, he can only spend 70 soul coins, he needs to buy an item that monsters drop after death.

Earlier the system told him that there were two types of drop items in the shop to buy. The first one, an infinite drop item, after buying it will infinitely drop the item upon some monster died without you buying it again, of course, it's not a hundred percent drop rate, If you're lucky, you'll get the item. Furthermore, it's a hundred times more expensive.

As for buying a different monster with the same realm as the goblin tribe, he didn't even consider it, you can only buy 60 different monsters with the same amount.

On the other hand, you can buy it one time it's cheaper. Though, after it drops it won't drop again, you need to buy it again.

After some time, Argon finally chooses the great wolf den. It doesn't really matter what he chooses between the two after all the first floor can accommodate two tribes or dens at the same time.

Furthermore, the creatures were not puppets, but real creatures created by the system. So it's better to give them their own territory.

Argon then bought the great wolf den, and the next moment a 3d map emerge in front of him.

"This must be the map of the first floor."

Argon examined the map, the map was shaped in a straight line. Argon tried going on the right side, however, after some time, a barrier block him from going further.

Without any delay, Argon put the great wolf not far from the entrance.

Shortly after a white mist shrouded the place, soon the white mist disappeared. What greeted him was a huge mountain blocking the place and a cave at the center. You can't even make a detour, since the mountain was blocking the way.

If you want to go forward, you can only go inside the cave, hoping there's an exit on the other side.

Argon then began to fly toward the cave. He knows the monster created by the system won't hurt him. The system already told him, any creature created by the system is one hundred percent loyal to the host, even unintelligent creatures.

Inside the cave, Argon found all the wolves lowering their body to him as though bowing to him and welcoming their king. All the wolves around were mostly first-layer body-tempering with some second-layer body-tempering.

They were most likely about to go out hunting, the first floor was not empty, it has a lot of creatures like deer, rabbits, and mostly herbivore creatures.

Argon tried to communicate with the wolves, however, to his dismay they didn't respond, though he can order the wolves with simple commands, like attack and stop.