

I Created 57

Chapter 57 57: Buying A Second Floor (Part 2)

After all, an early-stage Golden Core Realm monsters cost twenty thousand soul coins. If he can buy it at half the price, he will gladly take it.

"I should not buy a second floor for now? It would be too bad not to abuse the system's generosity." Argon contemplated.

Argon weighed his options carefully. He had already spent a considerable amount of soul coins, and he wasn't sure if he wanted to invest any more at the moment. On the other hand, he didn't want to miss out on the opportunity to expand his cultivation resources.

After some thought, Argon decided to hold off on buying a second floor for the time being. He would focus on cultivating his existing resources and improving his skills.

"System, can you give me a list of the earth-type cultivation techniques available in the shop? By the way, only those that cost 10,000 to 20,000 soul coins" Argon asked.

For now, he wanted to buy some skills first, buy a hobgoblin and goblin riders to the first floor's maximum capacity, and upgrade Ghorm to the peak of Qi Gathering Realm.

[Sure, here are the earth-type cultivation techniques in the shop that the system recommends.]

[Earth Splitting Technique - A powerful offensive skill that allows the user to split the ground and create deep fissures that swallow opponents.

Price: 20,000 soul coins]

[Mountainous Force - This skill focuses on enhancing the body's strength and endurance, allowing the user to become as sturdy as a mountain and able to withstand attacks.

Price: 23,000 soul coins]

[Rock Armor - A defensive skill that coats the user's body in a layer of impenetrable rock armor, reducing damage taken from physical attacks.

Price: 22,000 soul coins]

[Earth Melding - This skill allows the user to merge with the earth, becoming one with the terrain and gaining the ability to travel through solid ground, walls, and objects.

Price: 30,000 soul coins]

[Mudslide - A skill that allows the user to create a torrent of mud and rocks that can engulf opponents and sweep them away.

Price: 30,000 soul coins]

[Earthquake - This is a devastating skill that causes the ground to shake violently, creating massive fissures, crumbling buildings, and toppling opponents.

Price: 30,000 soul coins]

There were still a lot more, but these six were the ones that caught his attention.

Argon carefully read through the list of earth-type cultivation techniques. He considered the benefits and drawbacks of each skill and weighed them against his current needs and resources.

Argon studied the list carefully. While all of them seemed impressive, he had to choose only one.

After careful consideration, Argon decided to purchase the Earth Splitting Technique. He was impressed with its offensive capabilities, and he felt that it would complement his current cultivation style well.

"System, please deduct my 20,000 soul coins from my account and give me the Earth

Splitting Technique," Argon said.

[Transaction completed. Earth Splitting Technique has been added to your cultivation techniques.]

Argon smiled, feeling satisfied with his purchase. He decided to spend the remaining soul coins on purchasing a hobgoblin and a goblin rider.

But before that, he first raised Ghorm's cultivation to the peak of Qi Gathering.

Argon felt his cultivation jumped from the early-stage to the peak of Qi Gathering. He immediately bows on the ground, thanking Argon profusely.

"System, please use all the remaining 25,000 soul coins, and give me a hobgoblin and a goblin rider, to the maximum capacity of the first floor," Argon said.

[Transaction completed. A hobgoblin and a goblin rider have been added to your first-floor maximum capacity.]

The maximum of the first floor was fifty thousand monsters.

Argon was pleased with his purchases and the progress he had made in his cultivation. He decided to spend some time training and familiarizing himself with his new skill.

Inside the capital of Orland Kingdom.

The capital city of Oland Kingdom was a bustling metropolis with a population of over one million. The streets were lined with tall buildings, some made of stone and others made of wood, with intricate carvings and colorful banners fluttering in the wind. The city was divided into several districts, each with its own unique style and purpose.

The streets were teeming with life, filled with vendors hawking their wares, performers entertaining crowds with their talents, and people going about their daily lives. The roads were paved with smooth, white stones that shone in the sunlight, and lined with trees that provided shade and beauty.

The most prominent district was the cultivation district, where cultivators from all over the kingdom gathered to trade, train, and participate in competitions. The district was bustling with activity, with large arenas where cultivators would battle each other to prove their strength and climb the ranks.

The city also had several large temples and academies dedicated to the cultivation of various elements. The temples were imposing structures with grand entrances, guarded by fierce-looking statues of legendary cultivators. Inside, disciples of all ages practiced their skills, meditated, and studied ancient texts.

The commercial district was another busy area of the city, with numerous shops, stalls, and markets selling everything from exotic herbs and rare ores to magical weapons and artifacts. The district was always alive with the sounds of bargaining, haggling, and the clink of gold coins and qi stones.

The residential district was the largest area of the city, where ordinary citizens and cultivators lived and worked. The houses and apartments were tightly packed together, with narrow streets and alleys leading to hidden courtyards and gardens. Despite the crowds and noise, the people of Oland Kingdom were friendly and hospitable, always willing to lend a helping hand or share a meal.

The palace district was the most exclusive part of the city, reserved for the royal family, nobles, and high-ranking officials. The palace itself was a grand structure with towering walls, elaborate gardens, and ornate halls. Only the most powerful and influential cultivators were allowed to enter the palace, where they would attend lavish banquets, discuss politics, and make important decisions that would shape the kingdom's future.