

## **GREED: ALL FOR WHAT?**

### **GREED: ALL FOR WHAT? #Chapter 1721: Error = Weakness. - Read GREED: ALL FOR WHAT? Chapter 1721: Error = Weakness.**

#### **Chapter 1721: Error = Weakness.**

Legion-1 continued, "It will be bad if we lose control of Chaos energy. Unfortunately, nothing can be done about it currently. Which is why I recommend that we continue this experiment to learn how the void universe will deal with Chaos energy."

They agreed with that. So Aeternus waited for another 37 years by the black hole. This time the change was huge. They finally got to see how the void universe was going to resolve the issue with Chaos energy.

A darkness appeared and disappeared instantly. Aeternus was gone by the time it left. He had been struck with so much force that he was obliterated instantly. They saw it coming and yet couldn't stop it.

Legion-4 chuckled, "That is right. The way to deal with Chaos energy is to attack and destroy the source."

He was joking, but Legion-1 took him seriously. He asked, "But what is the source of Chaos energy?"

That got them thinking. Legion-9 proffered an answer. "It might have something to do with the difficulty of fusing with the Law of Chaos."

Aeternus added, "First of all, I am not strong enough to do that. Secondly, I am not going to do that even if I were strong enough. So there's no way to find out if the source of Chaos energy is down below."

Legion-8 agreed, "Aeternus is right. It is too dangerous. We are already too entwined with Chaos energy. The solution is not becoming more entwined with it."

Soverick suggested, "Besides, we are not powerful enough to destroy the source of Chaos energy if we can find it. I guess the only thing we can do is learn more by performing more experiments. I propose that Legion-5 use his Cosmic force in tandem with Chaos energy this time around."

Legion-1 added, "We should also test the power of our sparks of power and sparks of consciousness against it."

Soverick agreed. "The more the merrier."

So they began a series of tests that pitted the might of Chaos energy against the might of the void universe. It caused the clones to die many times while they learned very little about how to subdue Chaos energy. But they did learn a lot about the True Law of Order and Chaos.

They are not sure if that is a good thing anymore since comprehending those laws might backfire on them. But the knowledge they gained from these two True Supreme Laws is helping them make outstanding progress in the creation of their own Supreme Law.

It is like they are watching a fight between two powerful entities. Learning the moves of the two of them, copying it, and committing it to memory is bad. But it served as raw material to inspire them to be better fighters themselves.

The clone that enjoyed the most from these lessons was Legion-8. He was built to be an alternative of Chaos created with the laws of order, so the interaction between the two Supreme Laws is all the inspiration they need to build his Supreme Law.

It will be a Supreme Law with previously unknown aspects. Already, they have found infection. It is the foundation of the Supreme Laws of demon gods and world enders. Now they have been able to define the aspects Corruption and Corrosion and add it to the Supreme

Law.

Corrosion is based on error. It is a process that occurs due to the internal inconsistencies and imperfections of a system. Over time, these internal inconsistencies will erode the system and destroy its structural integrity.

Corrosion is involuntary, inescapable, and inevitable. They can see a lot of potential within it. As long as something is not perfect, it will fall to Corrosion over time.

As for Corruption, it is a detrimental process caused by a deliberate and external influence. Corruption is not natural at all. It is a pervasion of the natural order of things, which means it can be avoided. It also means that it can be hastened.

Corrosion, on the other hand, cannot be affected by an external influence easily. It is after all, based on an intrinsic property of error. Error is the major factor that affects it. The more imperfect something is, the faster corrosion will bring it down.

But if they can control Corruption and use it to increase the amount of error within a system, then they can indirectly affect Corrosion. And if they can control Corrosion itself, they can speed up the rate at which the system is eroded.

They can see all of these in the interaction of Chaos energy with the dead Origin god. Chaos energy is corrupting the shattered Origin god, and because it is not perfect, it is eroding and will die completely after some time.

This has also given them a way to deal with Chaos energy. If they can achieve perfection, or at least control their imperfection by limiting it, they will be able to slow down the influence of Chaos energy.

It is not something they haven't done before. It is how Aeternus survived his first exposure to Chaos energy. He changed his soul using laws to become immune to a certain level of corruption of Chaos energy.

This brought them to the Law of Order. This true law is far from perfect. The only advantage it has is its overwhelming power and the ability to freeze the information state of an object.

The aspect of information, from what they can tell, is the ability to transform everything into laws or at least quantify them as data.

One can do a lot of things with the aspect of information. It has the potential to grant power over everything one knows completely and is able to quantify into data.

They don't know if that is possible, but they know that they can freeze themselves in order to become immune to change. This will eliminate the power of corrosion completely and will let a system last forever.

Unfortunately, there is Chaos energy and its control of entropy, corruption through entropy, and its ability to increase corrosion through corruption. All of these have shown why attempting to be immutable is not perfection.

## **GREED: ALL FOR WHAT? #Chapter 1722: A Paradox. - Read GREED: ALL FOR WHAT? Chapter 1722: A Paradox.**

### **Chapter 1722: A Paradox.**

They believe that perfection is the elimination of weakness, not the refusal to change. If anything, perfection can only be achieved when they can grow, adapt to change, and evolve to become better.

This understanding is what they call the aspect of Evolution. They don't know much about this aspect apart from the fact that it requires the aspect of information and can be enhanced by divinity and their spark of power.

But they are working on it, and when they finally figure it out, it will benefit all of them, not just Legion-8. Even Legion-7 is slated to benefit from their research.

They have found that, apart from the law of order, Cosmic energy and Cosmic Force are also somewhat resistant to Chaos energy too. This is a different resistance to that of the law of Order.

Cosmic force is intangible. It is also a perfect force in that it doesn't possess error and does not corrode. Unfortunately, it is not immune to corruption. If they can find a way to make it immune, just like the law of the soul helped Aeternus gain some immunity, then they can create something impenetrable to Chaos energy.

The best way they have to achieve that is to make their spark of consciousness immune to corruption and then fuse it with the perfection of Cosmic force.

Of course, these are all conjectures based on the information they have currently. Corruption and Corrosion are not the only tools Chaos energy uses. There's still Infection and Entropy.

The aspect of Information can help them curb Infection if it is working alone without Corruption, but that's not the case, and there is still entropy to deal with.

Currently, they have no way to deal with entropy. In fact, their plan to be able to evolve will make sure that they will be vulnerable to entropy.

Even Cosmic force which doesn't possess Error is vulnerable to Entropy. This is mostly because it can be changed by Corruption, but they are sure that there are other aspects that can cause changes to a system.

In fact, every aspect they have come across can cause change to a system. After all, a Supreme Law is not a Supreme Law if it can't overwrite any part of reality.

The metaphorical juices were flowing. Legion was being inspired by the moment. They started out looking for fun, but they got more pleasure in the acquisition of knowledge. It is even better than fun because it will help them acquire power. Because of that, they would have done it even if it were not fun.

Legion-1 grumbled, "I don't mind that entropy is without a weakness, that it is inevitable, or that it is unstoppable. I only care if we can acquire it or not."

Soverick shook his head. "We can't see it. We know what it is since we can see its effect, but we can't see it. If we can't see it, then we can't control it."

Legion-1 changed his mind then. He said, "If we can't control it, then we must focus on how to take advantage of it. Let us find a way to make entropy beneficial to us. A way to make entropy make us stronger."

Legion-7 asked, "I don't think that is possible. We can use the entropy of others against them, but we can't use our entropy for us."

Legion-9 replied, "The best bet is to rely on evolution. If entropy increases due to evolution, why then can't evolution rely on entropy."

"It can, but it will turn into mutation because entropy cannot be controlled. So we are back at the beginning."

"Hmmm. What about if we can create an aspect of probability? Mutation can lead to both beneficial and negative outcomes, but if we can tilt probability in our favor, we can make mutation help us."

"Do you mean luck? You want us to rely on luck?"

"The way you put it sounds unpleasant."

"Forget unpleasant. How do we even control luck? Isn't it supposed to be random, like entropy?"

"No, it is not luck. It is probability. They are different. Consider this. There is a set of outcomes. If given enough time, every outcome can come to pass. Probability will allow us to control which outcome comes to pass first."

"But isn't entropy supposed to have an infinite set of outcomes? Isn't that why it is difficult to control?"

Legion-1 intervened again. "This is too confusing. First, we can't attempt to become immutable, because that is impossible to do due to entropy and will stop us from growing stronger and evolving. But in order to eliminate corruption, we have to be immune to it. How do we become immune to corruption if entropy can always render our work useless?"

"It is a paradox. It is impossible."

"It is possible if we can achieve duality and possess the properties of two opposite states at the same time."

"Now you are just messing around."

"He has a point. Energy is matter, and matter is energy. They possess different properties and can transform into one another."

"You forget that their transformation into one another creates more entropy."

"I was just giving an example. We can use the energy and matter systems to create an exotic state that possesses the strength of Evolution and Entropy without the weakness. We won't need to transform into one state or the other. We will possess both."

"Hmmm. That can work."

"But we have never seen any such state."

"The fact that we haven't seen it doesn't mean it is impossible. And if it is possible at all, then probability will be able to achieve it."

The clones were arguing as they worked. Well, only 8 of them were arguing. Legion-7 wasn't arguing. He had a lot on his mind after they began talking about probability. He had an internal debate that he hid from the others with his spark of consciousness before he eventually spoke out.

He said, "Guys, I remember something important. You all made me wipe it out of your memory and keep it from you. I don't know if I should tell you now."

## **GREED: ALL FOR WHAT? #Chapter 1723: Affinity With Duality. - Read GREED: ALL FOR WHAT? Chapter 1723: Affinity With Duality.**

### **Chapter 1723: Affinity With Duality.**

All the clones stopped talking to consider his words. They wanted to know what he had to say, but they also knew that they had a good reason to wipe out that memory in the first place.

This is another reason why Legion-7 has to be the reasonable one. He is the one who has most of their memories, so he is the one to prevent them from repeating mistakes and making mistakes that can be avoided due to their previous experience that they don't know about.

It is a move that they put in place to prevent another memory leak. Legion-7's spark of consciousness and his control of their world fragment put him in the best position to safeguard their minds. So far, it seems to be paying dividends.

Legion-1 first tried to confirm their suspicion. He asked, "Is this about the first sage's Supreme Law?"

"Yes."

"How bad is it?"

"Very bad. It will change how we see the world, so it is very bad."

The clones chewed on that answer for a while. They even stopped their experiments to consider it seriously.

They had learned a lot about the first sage when he invaded their minds. He got access to their memories, and they got access to his Supreme Law. Both access was not a good thing for them.

The access to his Supreme Law meant that he could have tried to overwrite their existence. At the very least, it deepened his hook into their existence. This happened because they learned more about his Supreme Law. They even learned his fake law.

It was why they decided to wipe out most of what they knew about his Supreme Law immediately they regained consciousness.

Aeternus asked, "There should have been conditions to recover the memories. What are they for this particular one?"

"It is his false law. We can only acquire the memory or the knowledge safely if we can steal it from him, like we did to CARNAGE's law of the blood."

Soverick nodded. "That makes sense. But the first sage is the equivalent of a world ender, not a demon god. And where are we going to find his Authority to steal?"

Even Ragnarok, who was eager to take a bite out of the first Sage, agreed. He said, "I mean, the first sage doesn't look like someone who likes creating races, and he certainly doesn't need to. Where are we going to find a creation of his that is at least at the Origin god level?" "Maybe we could have found one when high heaven was still around, but certainly not now." Legion-9 shook his head. "It is too much of a long shot and too dangerous. I would rather hunt the creation of another world god, not that of the first sage, even if it appears in front of us."

So Legion-1 declared, "Forget about his Supreme Law. We have fallen into this rabbit hole before. We tried to comprehend his Supreme Law to help us create concepts. Now we are being tempted to do the same for us to build our Supreme Laws. It won't end well."

So they returned to experimenting with Chaos energy, the Law of Order, and Cosmic force. It was during this that they heard that Monarch High Heaven had gone on a rampage across the void universe, hunting realm trees.

That only spurred them on to work harder. The first aspect that they mastered first was the aspect of information. It came to them easily. The fact that all of their concepts were built with information and Soverick's eyes could see the information state of the world helped them to nail down that aspect.



They got immediate rewards. The building of their Supreme Law became much easier since the process was editing and rewriting their information state to give it an advantage over the information state of the world around them.

The second reward was that they noticed that they might have an affinity for duality in Legion-1 and Legion-5. Both of them had fused with more than one concept in the past and made it work.

No entity should have more than one concept as an Origin god, but Legion-1 has achieved it. And technically, Legion-5 and Legion-7 are supposed to be the same Origin god in the eyes of the void universe.

There's still more than that. All of them are one entity with different types of concepts. But they possess more than concepts. They possess the power of Order, Chaos and divinity simultaneously. Plus, Legion-5 even fused divinity, Order, and Chaos within him.

While concepts aren't aspects, the fact that they managed to make things that shouldn't work together do so has attuned them to the paradoxical exotic state they need to acquire duality. Eventually Soverick came to a conclusion. "I thought we were being crazy for thinking that duality could be real, but we might actually have a shot."

"We might actually be able to achieve it if we can make the spark of power, the spark of the soul, and a future spark of wisdom fuse. It will complete the trifecta of paradoxes and unleash the aspect of duality or more."

"It will be the beginning of great things for us. Forget about Evolution and Entropy. With duality, we can simultaneously be dead and alive, here and there at the same time, be in the past and present in the same space. Be many and one, or be matter and energy. We would have so much potential."

His anticipation was infectious. All the clones were invigorated in whatever they were doing. They all but swore that they wouldn't stop experimenting until they had figured out all there was to figure out about Supreme Laws.

Unfortunately, some people had other plans for them. Legion-1 was busy channeling Chaos energy from Aeternus into a black hole when he sensed an anomaly.

He thought to himself, "That feels like the soul force of an Origin god. But that can't be right. Unconscious Origin gods can't use soul force while conscious Origin gods don't even know the spiritual dimension exists."

**GREED: ALL FOR WHAT? #Chapter 1724: Seeing Is Deceiving. - Read GREED: ALL FOR WHAT? Chapter 1724: Seeing Is Deceiving.**



## Chapter 1724: Seeing Is Deceiving.

It was a feeling he was all too familiar with. Someone had scanned him with their soul force- empowered divine sense. It didn't make sense, so he used his divine sense to scan his

surroundings.

However, he didn't see anything out of place. There was indeed a conscious Origin god rushing towards him in the spiritual dimension, but that's normal, isn't it?

Fortunately, he wasn't the only one in charge of their mind. When he asked himself that question, he asked the other clones too. The other clones didn't think it was normal at all.

They screamed in his mind, "Run!!!"

Legion-1 took off immediately. He still isn't mentally cognizant of the strange Origin god in the spiritual dimension, but he trusts the other clones not to lead him astray.

He said to them, "This can't be right. There's nothing there."

"There's literally an Origin god chasing after you. How can you not see it?"

Soverick suggested, "Use my eyes."

So Legion-1 turned Soverick's All Seeing Eye in the direction of the Origin god. The strange mirror for an eye above his head captured the image of the Origin god. This enabled them to finally see what it looked like.

Legion-1 said, "Oh no."

Not only did the Origin god look like Legion-5, it also had something they didn't want to encounter. It had the derivative laws of the first Sage all over it.

Legion-1 crossed the barrier to the void universe immediately. This shifted his position randomly across the void universe. It ensured that he lost his pursuers.

Soverick said what they were all thinking, "This is bad. We didn't sense it in our future. We should have at least seen a darkness approaching us in the future. What is that thing?"

Legion-7 provided, "We did, you didn't see it."

He replayed the memory of the vision to them while censoring some part of it. Soverick had seen the vision, but he had ignored it just like Legion-1 did. Then Legion-7 had hijacked the memory and wiped it out of their minds, so none of them saw it.

He did so to avoid them seeing something they shouldn't see. Even now he is editing the memories of what Soverick's eyes analyzed from the entity.

What he saw in those memories helped him come to some conjectures. "It is using some sort of mental dissonance on us. I think it is a concept or the power of the spark of consciousness. We can see it and perceive it, but we are not acknowledging its presence. I think I have a lot to learn from this."

What he said made Soverick grumble, "So not only is the enemy affecting our minds, but you are too. Talk about an external and internal sabotaging combo."

Helios drew their attention to something else. He said, "Hello? It has a spark of consciousness like us. Since when did the first sage gain one?"

Aeternus grinned and said, "Everyone. I believe that this creation, whatever it is, is food. We should try to steal it or eat it."

Legion-7 was quick to shut that idea down. "No. We would be underestimating the first sage too much. Let's just avoid it."

Legion-1 sighed and said, "I'm sure you have your reasons. But I don't like this at all."

They decided to limit their encounter with this strange creature instead of pursuing it. So they returned to the spiritual dimension to continue their experiments.

Unfortunately, it found them again. They lost it, but it did again. They just couldn't escape for more than 10 years at a time.

Legion-4 complained, "How is it still finding us?"

Legion-6 joined too. "It is almost as if it has something to track us with."

"Could it be our memories? Is the first sage that powerful?"

Legion-7 warned them, "You should cease that point of inquiry or I might have to purge it from your memory."

"Then what do you suggest we do?" Legion-1 asked in frustration.

"Cease trying to learn about it and limit all contact with it, and we will be fine."

It was a good idea. It kept them away from the 10th clone, but it caused them to be frustrated.

The first major issue they have with it is the fact that they have to resign themselves to be pursued. They can't attempt to learn more about the enemy so that they can deal with it better.

What's worse than the first issue is that the pursuit is interfering with their experiments. In the past, they had to start all over again because the void universe crushed them. But that usually takes time because the effects of their actions are slow to see. They won't have that time anymore if they have to be running around.

To solve the second issue, they decided to make two clones work on the experiment at the same time. When one is being chased, the other will continue to work on the experiment.

It worked for a while. It stopped working when the strange creature became two. These two were exactly alike. They were white beings with the power of Supreme Origin gods who could transform into different creatures.

Legion upped the ante and assigned three clones to working in the spiritual dimension. While two are being chased, the third would work on the experiment.

It didn't work for long. A third strange Origin god joined the chase. This made Legion's frustration peak. They wanted to kill the creatures at all costs, but they couldn't fight them at all. Common sense dictated that it was a bad idea to fight something related to the first sage and could mess with their minds. Legion-7 also insisted on avoiding it at all costs. Eventually things got so bad that they didn't have time for leisure or experiments anymore. The void universe wasn't safe because tens of thousands of world gods and billions of Origin gods were chasing them. The spiritual dimension had also become unsafe for them. All they could do was run and run and run.

A/N: Check out DESTINY GAMES. If you enjoy GREED then you might enjoy it.  
<http://wbnv.in/a/4fidVs5>

## **Chapter 1725: Rampage.**

Legion ran and ran. They voted on what to do about the strange, identical creatures chasing them. 7 to continue running while 2 voted to do something about them, be it trapping them somewhere, creating a bomb to make them explode, devouring them, or using Chaos energy to submerge them.

While that last part appealed to them as they would be able to see how a world god would fare against Chaos energy, only Aeternus and Ragnarok were for it. The rest of the clones were not willing to risk their lives at all.

It is not even a matter of Legion-7 keeping something from them anymore. They can all see for themselves that things are very serious. It wouldn't have mattered if they had succeeded in killing the first strange being that looks like them. It wouldn't have mattered if they had somehow gotten rid of the second one either.

Everything about the whole situation is unnatural, and it is clear that they can't win. Not unless they are ready to confront the first Sage.

Getting to experiment with a world god is appealing to them, but they can't confront the first sage yet, so they ran and ran and ran.

They were not truly in any danger as long as they ran though. The strange beings had no chance of catching them. It was just the need to run and the inability to continue their experiments or do anything against the creatures that made them frustrated.

Their frustration made them decide to make Aeternus stronger. This was after careful consideration and calculations. The main aim of this endeavor is to make his Chaos energy so strong that it will corrode unconscious Origin gods in the Spiritual Dimension faster. That way they will be able to achieve some results in the little time they have before the creatures catch up to them.

The second goal is to make Chaos energy so strong that it will eliminate the strange creatures instantly. Legion-7 insisted on that particular requirement if they were to ever confront the creatures. He said they had to make sure that there was no contact between them physically or spiritually for more than a second.

The second goal cannot be met since these creatures have the power of Supreme Origin gods and the durability of world fragments. Aeternus wouldn't be able to destroy them instantly as long as he remained a demonic spark.

But that first goal is highly plausible and good enough for them. Plus, the process of achieving it is interesting and fun. Aeternus got to raid immortal continents and burned them to the ground over and over again. They were able to take out their frustrations that way. He would do this and then return to the spiritual dimension after being chased. The new chaos energy would be tried against the shattered Origin gods. When the strange creatures arrive to disrupt him, he would return to the void universe, find another immortal continent, and then burn it to the ground.

This cycle repeated itself again and again for 10 thousand years. They didn't give up running, and the strange creatures didn't give up chasing. They were able to adapt to it, so it became a way of life for them. But something changed in the void universe after 10,000 years that affected them too.

It has been quite a while since the end of the era of conquest of the high heaven realm. Many realm trees have bloomed in that period of time, but the light of the high heaven realm is no

more.

The changes to the void universe have been little, but they have been very big to Legion. The void universe is very large, so the disappearances of a realm tree or two are not significant to it. It is practically a daily occurrence in the void universe.

But to Legion, the High Heaven Realm has always been their home realm. They have lost it and therefore lost the assistance of the Will of the realm, Mother High Heaven. It means that they are on their own in their quest to become world gods.

Not only that, Legion still hasn't been able to meet up physically ever since their last meeting with Monarch High Heaven. This is more of a good thing since they have something very valuable that even world gods would try to steal from them.

It is because they don't want to be robbed. That's why they make the clones stay away from each other. There's also the matter of their strange pursuers. Those beings have become more than one hundred now. They are the bad reason why they must continue running.

Fortunately, the clones are of one mind, literally and figuratively. They are not together physically, but they are always together mentally and spiritually. So they were able to communicate and talk about what they would do about the realm lord's invitation to his project after he announced the opening of his project.

All nine of them were taking some time to talk about the invitation. It is not strange considering the importance of this matter.

As it is, many entities of various power levels and races are also talking about the project that can grant one the opportunity to get the chance to acquire the Authority of the void universe.

Legion-7 started, "It seems the realm lord still remembers his promise to us. He has invited us to the project."

Legion-3 didn't share his opinion. "It is not exactly a good thing. I'm sure he has something to gain from it."

Ragnarok provided an alternative, "It could be that he gained the support of world gods for the era of conquest and a lot of resources to win it. So this project might just be payment for the services he received."

Legion-1 asked him, "Do you really believe that?"

Ragnarok sighed and said, "No. I doubt someone who will kill Mother High Heaven immediately he became a world god would do something like hold a project that gives out Authority without having something to gain from it. But I would like for things to not

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Ragnarok sighed and said, "No. I doubt someone who will kill Mother High Heaven immediately he became a world god would do something like hold a project that gives out Authority without having something to gain from it. But I would like for things to not be complicated for once. We already have a lot of work on our hands without the addition of some scheme."

## **GREED: ALL FOR WHAT? #Chapter 1726: Extensive Considerations. - Read GREED: ALL FOR WHAT? Chapter 1726: Extensive Considerations.**

### **Chapter 1726: Extensive Considerations.**

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Legion-9 snickered and said, "We are out of luck for that. I am sure that there is an ulterior motive for this project. I am so sure of it that I could bet a lobe of my brain if I had it. The matter at hand is to determine if we are going to take the bait or not."

Legion-2 spoke, "So it is decided that he has an ulterior motive. That means he has an unknown plan and is using this project to achieve it. Finding information about this unknown plan might be good for us."

Legion-1 shook his head. "It is unlikely that we succeed in that. But we might have a clue. The reason he created the project in the first place was to gain help from world gods. The reason why he needed help from world gods was because he had a lot of

world gods as enemies. And the main reason why he made enemies of world gods, apart from stealing and cheating, is the ban on the exploitation of life trees."

Legion-7 agreed with that line of thought. He said, "I see. So if we find out why he banned life trees, we might be able to find out why he built the project."

Legion-8 was more cynical. "They might not be related. It might all just be a smokescreen. I doubt that the realm lord would make enemies that are capable of making him lose the era of conquest just so that he could have an excuse to build a project, but it is possible. He is mad after all."

Legion-9 interjected, "Forget the ulterior motive or motives. It is a rabbit hole that we can't see the end of. What's important is if we are going to take the bait and what we are going to do to safeguard our interests in case the project is indeed a trap."

Legion-3 agreed, "He is right. I have heard that some world gods are preparing to attack his world because he refused to grant them access to the project even when they offered to pay generously for it. These world gods are recruiting Origin gods to assist in the invasion. It will be like another era of conquest, but the target of invasion would be the project in his inner world."

Legion-1 ruminated on that information. "So the project is that valuable. Even if it is the mere opportunity to acquire the Authority of the void universe, it is still something that world gods are in dire need of."

Soverick offered, "The issue here is that we are suspicious of the realm lord, and we are extra suspicious of anyone because of the fragments of realm hearts in our possession."

"I think the two are valid. The realm lord is dangerous and might have killed the Mother High Heaven. We ought to be suspicious of him. We also don't want to lose our fragments of realm hearts. But I think we should consider this because he has sworn not to harm any participants of the project in anyway."

That made Legion swing towards participating in the project. But the voice of cynicism appeared in their minds again. Legion-8 said, "It is good that harm can be eliminated from the possible outcomes. But what about the other things that are not harmful, such as being used to achieve his aim? Do we want to be tools in whatever scheme he is concocting right now?"

"There's also the fact that he has multiple world gods as enemies. To participate in the project is to automatically put ourselves on the realm lord's side when his inner world is invaded. At the very least, regardless of the acquisition of authority, we would be used to fight for his inner world. It will be like the era of conquest, but more thankless."

Legion-1 sighed. "Those concerns are valid, but let's not forget that we don't need to participate physically. Only our minds are needed to use the invitation and participate in it. That means we can leave if there is danger, and if we can't leave, only our minds will be damaged. Our lives will not be in any danger."

Soverick considered that opinion for a while. He said, "If that is so, then we have nothing to fear for him. But even then, we still have something to fear from his enemies. World gods are not easy to deal with."

Aeternus asked, "What if this whole project is bait for his enemies? He might want to let them invade so that he can capture them in one fell swoop. That's what I'll do."

They began arguing about the possibility of that being true. Legion-9 had to come in again with his position.

He asked, "But are we not going to participate? How can we pass up an opportunity to acquire the Authority of the void universe? We have tried many times to create it but have failed."

Helios asked him in return, "The Authority of the void universe is good, and we won't be in much danger if we participate. But don't forget that making connections with a world god even with our minds can expose our positions. What if the realm lord lets the information about our location slip intentionally or unintentionally to the enemies that will invade his world? Won't we lose both the Authority and our realm heart fragments?"

Legion-7 intervened, "Let's read the contract he sent out before we make a decision. We need more information anyway."

They couldn't make up their minds, so they argued about it. It is a normal occurrence in the decision-making process of Legion. But this time, they had to take a really long time to consider the matter at hand because they have a lot to gain and lose.

The Authority of the void universe is very important. They don't know much about it like world gods do, but they have seen world fragments built with it, and they have heard that the realm lord was able to use it to fight world gods as an Origin god.

At that time, he was a Supreme Origin god and a realm lord, so he was far more powerful than normal Origin gods. But it is still quite an accomplishment that he was able to fight and defeat a world god with it.

**GREED: ALL FOR WHAT? #Chapter 1727: No Vandalism Allowed. - Read GREED: ALL FOR WHAT? Chapter 1727: No Vandalism Allowed.**

**Chapter 1727: No Vandalism Allowed.**

Those are just limited uses of the Authority of the void universe. A world god will be able to do more with it. They will be able to reduce the resistance of the void universe against their Supreme Law and Will, so the amount of power they will be able to wield will be much higher.

This is mostly what Legion knows about the use of Authority, but it is more than enough for them to be concerned and invested in its acquisition. They have tried to create it on their own through their Divine Spark clone, but Legion-9 failed to create it. By their estimate, they will either need to fully comprehend the Supreme Law of Order or have Legion-9 evolve to become a world forge.

They haven't achieved either of that in the 10,000 years that they have been trying. It is not because they have been lazying around. It is because 10,000 is too short to achieve either of them and because they don't plan to comprehend the Supreme Law of Order anymore.

To become world gods, they need Supreme laws of their own. But they don't want to build simple 4-dimensional Supreme laws that other world gods use as foundations for their worlds. They want to build 7 dimensional Supreme Laws that will possess the extra aspects of Space, Time, and Information state.

Not only is their aim every difficult, they still need to do it at least six times since they plan to have multiple worlds as world gods. So 10,000 years is nowhere enough to achieve that.

They still have a long way to go before they can create Authority on their own. This makes the project of the realm lord enticing. They ultimately decided to participate in it.

It might be dangerous to participate in the project, but it doesn't change the fact that it is very valuable. Many world gods want to participate in it, but they can't. These world gods are willing to throw wealth at the realm lord for the slots, but it didn't work. So who are they to give up such a sought after opportunity?

What ultimately made them decide to participate in it is the fine print of the contract that the realm lord sent to everyone with slots to his project. He outlined his duties and promises in the contract. One of those promises is to do everything within his power to protect them and their interests. That convinced them to participate.

There are other promises and even responsibilities that every participant must be willing to bear. These responsibilities are rules that they must adhere to if they decide to participate.

One of them is that the participants must not try to sabotage the project or they will lose their privileges and benefits. It made Legion unhappy since they were going to try and sabotage it, but they ultimately brushed it aside.

Their plan to sabotage it isn't because they like vandalism. It is because they are always seeking benefits. The best way to acquire benefits is to steal them or prevent others from acquiring them. Hence their aim to sabotage the project to steal or destroy the project if it is not going their way.

So Legion decided to participate in the project. It is the common decision that everyone who received the invitation took. Even the first sage still decided to participate in the project despite knowing how dangerous the realm lord is. After all, he has schemed for too long and made powerful enemies just for the slots he acquired. He is not willing to let it go to waste just like that.

Legion began preparing for the project. It is something that they have already started right from the moment the realm lord offered the invitation to Aeternus, Legion-3, when he was struggling with Chaos energy.

They were always looking for information about the project. It was difficult then to find anything about it, but some information about the project has been released by the realm lord.

This information concerns how they will gain access to the project. It will be through a large artifact built like a pillar. It reminded them of the time the realm lord had asked for Legion- 1's help in producing the matter and energy translocation pillars.

Those pillars are going to be used now by everyone to participate in the project. They don't know what the project will entail exactly, but they are very familiar with the translocation pillar because it is based on their soul spheres. At least they can make preparations not to be attacked through it.

The pillars are being distributed at outposts in the immortal lands. Ragnarok was chosen by the others to go to one of the outposts to collect the pillars they needed.

Their worst fears didn't come to pass, though. Ragnarok went there and back safely. He also brought back the pillar with him. He sent those pillars to the other clones who were spread across the void universe.

These pillars are large blocks of metal chiseled and enchanted with runes. The runes are so many that they are practically popping out of the surface of the pillars. It is not an exaggeration.

The runes are constantly shifting as if squeezed, and some of them are slightly above the surface of the pillars. They are only attached to the pillar through strings of energy and law and not through physical contact.

Legion recognized some of the runes to be for encryption. It made Legion-2, Soverick, snicker and say, "It seems the realm lord is also worried about being trapped. I would be worried too if I am inviting millions of Origin gods into my world."

They joked about it for a while, during which they inspected the pillars to make sure that they were safe. Then they connected their minds with the pillars through their divine sense.

Their physical bodies were still in the void universe, but their minds appeared somewhere with different rules and a different law matrix. This world was small and dark. It was empty except for their wandering minds.

## **GREED: ALL FOR WHAT? #Chapter 1728: Starting Conditions. - Read GREED: ALL FOR WHAT? Chapter 1728: Starting Conditions.**

### **Chapter 1728: Starting Conditions.**

What's odd is that their minds appear to be in separate spaces. They expected to be in the same world, but all nine of them can't sense each other in this dark, empty world.

Legion-1 said, "This can't be all this project is about, is it? I would be disappointed if it were so."

No sooner had he said that than the world changed. The darkness was driven away by light. The world became completely white. There was no source of light, but the world was white as far as he could sense.

But the light and its source were the least of their concerns. They could sense that the law

matrix had begun to activate. It was firing off instructions, and the laws within it were interacting to create manifestations.

Legion-1 couldn't help but say, "How uncanny! It looks like the neuron firing of a brain. Are we inside a brain?"

Legion-2 replied, "It certainly doesn't look like a purely mental space. It looks more like we are currently inside the body of a Supreme Law."

Legion-3 chuckled and said, "That's not surprising since we are currently inside the world of world god."

Their mental conversation was cut short by the reveal of what the law matrix was cooking up for them. A message appeared in front of Legion-1.

-WELCOME TO GOD'S DOMAIN-

-AN IMMORTAL SOUL HAS BEEN SENSED-

-YOU HAVE BEEN DESIGNATED AS A GOD SEED-

-PLEASE CHOOSE A NAME-

This message was sent to every clone at the same time. They were in separate spaces, but they are experiencing the same thing. It appeared to be in their minds as well as in front of their divine sense, like an actual object created by the law matrix.

It was clear to them that this message was from the world so Legion-1 replied, "I choose First as my name."

-I AM SORRY, BUT THAT NAME HAS BEEN SELECTED-

"Use 1 then."

-I AM SORRY, BUT THAT NAME HAS BEEN SELECTED-

Legion-1 would have raised an eyebrow at that.

"Someone chose 1 as their name, and they did so before me?"

-THAT IS CORRECT-

"Fine, I choose Number 1 as my name."

-YOU CAN USE NUMBER 1 AS YOUR NAME-

-DO YOU CONFIRM?-

"Yes."

-YOUR NAME HAS BEEN SET AS NUMBER 1-

-IT HAS BEEN SENSED THAT YOU POSSESS EXTRAORDINARY ABILITIES THAT CANNOT BE BLOCKED-

-YOU WILL BE ABLE TO USE IT IN GOD'S DOMAIN-

-DO YOU WISH TO CONVERT THEM INTO YOUR INNATE DIVINE ABILITY?

-PLEASE BE CAREFUL WITH THIS DECISION HAS IT CANNOT BE CHANGED-

A list of the so called extraordinary abilities that couldn't be blocked was shown to him. What The saw made him raise an eyebrow in surprise.  
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--PLEASE CHOOSE ONE



## 1. Mind Network.

Legion-1 looked through the list and found just one ability there. It was not difficult for him to figure out why it couldn't be blocked. All nine of them are linked and can share information regardless of their location.

Every clone was presented with this list too. They were also asked to convert it into an innate divine ability. They expect that if one of them rejects the proposal, none of them will get the innate divine ability.

As it is, they are all aware of what each other is experiencing because of their spiritual connection. But that's where the function of their spiritual connection ends.

In the void universe, they can do more than that. They can share energy among themselves. They can use each other's concepts and can even combine their power. But they can't do any of that in this world because it is only their minds that are here and the rules of this world are different from that of the void universe.

This made them decide to turn it into an innate divine ability so that they would be able to use it for more.

Legion-1 confirmed that it should be turned into a divine ability."

-TAKE NOTE THAT THE MIND NETWORK ABILITY CAN ONLY BE USED WITH OTHERS WHO ARE OF ONE MIND AND ALSO HAVE THE MIND NETWORK ABILITY-

This notification confirmed what they already suspected. They all need to agree to it or the one that doesn't will be left out of whatever benefits will come from allowing this world to recognize their mind network.

They all decided to go with the Mind Network divine ability because it is the foundation of Legion and what makes them unique. Every Origin god created a concept and fused with it to become immortal but not every Origin god managed to divide their soul and reincarnated them into many bodies.

This makes them unique and it has helped them gain many advantages in the void universe. They expect that it will give them an edge now and help to gain Authority faster.

--YOU HAVE CHOSEN THE MIND NETWORK ABILITY-

-DO YOU CONFIRM?-

"Yes, I confirm."

-YOUR INNATE DIVINE ABILITY HAS BEEN SET AS MIND NETWORK.

-PLEASE CHOOSE YOUR STARTING REALM IN GOD'S DOMAIN-

-PLEASE BE CAREFUL WITH THIS DECISION AS IT CANNOT BE CHANGED-

Another list was presented to him. It was like the previous one. It was transmitted directly to

his mind.

-PLEASE CHOOSE ONE-

1. North Realm.

2. South Realm.

3. East Realm.

4. West Realm.

There were four realms to choose from. Each realm had one or two things that set it apart from the others. The south was mountainous and cold. The east was a desert and windy, while the west was mostly oceanic. The North was basically grasslands and jungle. Apart from geographical features, there were also differences in the races that inhabit them. The South was home to the Yetis, ice giants, snow elephants, etc. The East had a lot of nomadic races and sandworms. The west was home to mermaids, whales, and large water beasts. The North had elves, orcs, trolls, humans, and many more.

Legion decided to select the North realm. It is because the race that they wanted to choose was living there. Every Legion chose the North realm so that they would be close to each other and could help each other.

A/N: What do you think they have to do in the project to acquire Authority?

**GREED: ALL FOR WHAT? #Chapter 1729: Too Intelligent And Too Stupid. - Read GREED: ALL FOR WHAT? Chapter 1729: Too Intelligent And Too Stupid.**

**Chapter 1729: Too Intelligent And Too Stupid.**

-YOU HAVE SELECTED THE NORTH REALM-

-DO YOU CONFIRM?-

"I confirm."

-YOUR HOME REALM HAS BEEN SET TO THE NORTH REALM-

-CHOOSE YOUR PREFERRED RACE-

-YOUR DECISION WILL DETERMINE WHERE YOU ARE PLACED IN THE NORTH REALM AND YOUR MAIN SOURCE OF FAITH-

Legion-1 asked in surprise, "Faith? Does that mean I will be a god?"

-EVERY GOD SEED IS TO BE A GOD-

-BUT NOT EVERY GOD SEED WILL BE ABLE TO SUCCEED IN BECOMING A GOD IN GOD'S DOMAIN-

"Fine. Give me the list of races."

A more comprehensive list of the races in the North realm was presented to him.

-PLEASE CHOOSE ONE-

1. Elves.

Potential: 50.

Pros: Long life. Skillful hunters, rangers, and crafters. Potent magical talent. Highly Intelligent.

Cons: Xenophobic and racist. Stubborn and unyielding to new ideas. Very difficult to convert. Poor reproductive capabilities.

2: Orcs.

Potential: 50.

Pros: Strong Warriors.

Cons: Eat a lot.

3. Ogres.

Potential: 50.

Pros: Monstrous war machine capable of massive destruction.

Cons: Violent, stupid, angry, and always at war.

4. Humans.

Potential: 25.

Pros: Highly intelligent. Decent reproductive capabilities. Versatile and capable of learning various skills and crafts, including magic.

Cons: Weak physically and mentally. Short lifespan. Difficult to convert.

5: Goblins.

Potential: 20.

Pros: Highly fertile. Can eat and survive on almost anything.

Cons: Extremely weak in every aspect, be it magically, mentally, or physically. Very short lifespans.

6: Gnomes.

Potential: 25.

Pros: Highly intelligent. Skilled mechanics.

Cons: Difficult to convert. Weak physically and magically.

7: Trolls.

Potential: 50.

Pros: Very strong. Possess extreme regeneration. Can eat almost anything.

Cons: Poor fertility. Too stupid to speak. Smelly and difficult to rule.

8: Giants.

Potential: 60.

Pros: Walking mountains of flesh and power. Highly resistant to physical and magical damage.

Cons: Solitary, so cannot form a civilization. Poor reproduction.

There were more races that Legion-1 went through. They all had different strengths and weaknesses. What Legion noticed was that they all had the same number of weaknesses and strengths. One of them that stood out was the pro of highly intelligent being accompanied by the con of being difficult to convert.

This made the elves, gnomes, and humans stand out to him. These three races have various sub-races with specialties. The elves have high elves, wood elves, sun elves, and wood elves. The humans had the slavics, the Africans, the Asians, and many more. The gnomes have the red trading gnomes, the green mechanical gnomes, etc. What all three of them have in common is that they are too intelligent for potential sources of faith.

Legion crossed out the three of them. As beings that have a god clone and have killed many gods in the past, they know that the best believers are gullible ones.

They were previously high elves themselves, so they know just how snobby, proud, and disdainful of other races high elves can be. Not only that, high elves hated gods. They worshiped only one god which was their ancestor. It would make them unreceptive to a new

god.

So they eliminated the humans, gnomes, and high elves. They don't want their believers to think too much, or they will question them. This way, the Orcs and ogres make better sources of faith.

They also don't want believers that are too stupid. Stupidity is the greatest weakness, in their opinion. A race might be weak, have low fertility, or be xenophobic, but they can't be stupid.

The Ogres are giant walking war machines, but they are also violent and difficult to rule. They are also stupid. Stupid soldiers are not as good enough as smart soldiers. The humans beat the Orcs in that aspect. If only the humans were not weak, had a short lifespan of a hundred years as ordinary humans, and were difficult to convert, they would be selected.

They eventually went with the orcs because they had the least amount of weaknesses and the most important strength. Having few weaknesses means they will have fewer shortcomings. Having a single weakness means that those shortcomings can be anticipated.

The orcs eat a lot. All they need to do is give them food, and that will solve their problems. Their love for food also means that they can be bribed and coerced with food.

They may not be highly intelligent or skilled, but they are strong warriors. That means it will be very easy to acquire food for them. All they need to do is take it from the weak and skillful races. Such as the humans.

What's great is that the Orcs are strong enough to achieve it. Their potential of 50 is not as high as the giants, but it is high enough to make them a Tier 3 race. They will be able to do

even better with the assistance of gods.n/ô/vel/b//in dot c//om

They clicked on orcs and did more research into them before finally making a decision. The list that was presented to them was exhaustive. It contained information about the different varieties of orcs and their way of life. They could also see the physical features of the orcs. They were tall, muscular, and humanoid, with tusks jutting out of their mouths. They read through it and finally made their decision.

--YOU HAVE CHOSEN ORCS-

-DO YOU CONFIRM?-

"Yes I do."

-CONGRATULATIONS.

-YOU HAVE COMPLETED THE SET UP FOR YOU TO GAIN ENTRY TO GOD'S DOMAIN-

-REMEMBER THAT AS A GOD, YOUR ULTIMATE GOAL IS TO ACQUIRE DOMAINS-

-THIS DOMAINS CAN BE TAKEN OUT OF GOD'S DOMAIN AND USED AS AUTHORITY IN THE

VOID UNIVERSE-

-THE ULTIMATE DOMAIN IS THAT OF THE SUPREME GOD-

-HAVE A NICE TIME.

The white world broke into pieces with that farewell. Legion-1 found himself in a forest. He couldn't examine his surroundings yet because his mind was being shackled by the rules of this world. The decisions he had made earlier were used to create a vessel for his mind. This granted him a body to move with, but it also reduced his already weak perception of the world around him. He could see all around him before, but now he can only see through the two eyes on his face.

A/N: Humans will finally be shown in GREED.

# **GREED: ALL FOR WHAT? #Chapter 1730: A Strange New World. - Read GREED: ALL FOR WHAT? Chapter 1730: A Strange New World.**

## **Chapter 1730: A Strange New World.**

Legion-1 muttered, "I feel like my mind has been sealed."

His words escaped his lips, which took him aback because he had spoken with lips different from the ones he possessed in the void universe.

It is a strange situation for him. His divine sense has been muted and shackled in this world by a prison of sorts. That prison is also the vessel he controls.

The vessel makes it possible for him to see and interact with the world, but it also prevents him from being capable of breaking anything. He can't even see the law matrix anymore. His two weak eyes can only see the trees and the forest of the Northern Domain.

His true body is still in the void universe, constantly moving so that no one will be able to pin point his position, but he can feel another body in a faraway location. This body is that of an ogre. He is a 3-meter-tall tower of brute muscle covered in a tough gray skin.

He is wearing a beast skin around his loins. Apart from that, he has nothing else on. He is barefooted and empty-handed. His long red hair is braided, while his sharp, tapered ears are flinching because of the wind.

His two eyes have black scleras, with white iris forming a ring around his golden pupils. He grumbled, and it came out surprisingly clearly from his unfamiliar mouth. His mouth is really unfamiliar because it has a pair of tusks growing out from his lower jaw.

He moved around hesitantly, expecting to stumble or fall. He expected a physical body to be inhibiting and a general burden. He was right to think so.

He nearly stumbled on the first try. His movements were jerky and unnatural. It was like he was operating a machine for the first time. Fortunately, he is not ignorant of how mortal bodies work. After all, he had once been a mortal. So it didn't take long for him to adapt to his body.

What surprised him the most was that the body was also adapting to him. It was adapting to his intentions very quickly so that his movements became faster and smoother.

He thought to himself, "It seems this is not a normal body."



Legion-2 observed, "It isn't. I think it is a divine body."

Legion-3 added, "That should be so. After all, we are god seeds. We can't have mortal bodies."

"It is still cubbersome. It is like controlling a boulder with the tip of a finger. I would rather use my hands for this."

Unfortunately, he can't use his whole hand. He can't bring the full power of his mind to bear in this world at all, so all they have to work with is the tip of their fingers. The pillar had a limit to what it could allow him to do, so he could only be content with it.

All nine of them were transported close to each other, which they find a good thing. It means that they will be able to help each other in their quest to acquire the Authority of the void universe.

They examined each other and found that they looked identical. They all had red braided hair, grey skin like stone, tusked mouths, black scleral, white iris, and golden pupils. All of these are wrapped in a beastly fur coat around their groin.

They examined their surroundings next. They walked around and felt the trees in the forest. "This world seems just like the normal void universe. I am sure it has different laws and a different law matrix, but I can't tell through this body shackling me."

"It seems the realm lord has put in a lot of work for his project. At the very least, we won't be able to sabotage his project easily."

"Not that we could even if we had the opportunity. We did sign that contract."

Legion-1 snickered and said, "But he still didn't trust the contract. He had to make sure that we wouldn't be able to do anything even if we were made enough to disregard the contract."

They were discussing when something appeared in their vision.

-You Have Received An Angel.

All 9 of them received the message, so 9 balls of light burst into being in front of them.

The angels said to them, "I am your first angel, sent to guard your way. My existence is to serve you by providing information to you. You can ask me anything you want to know, and I will try my best to answer them."

The angels were little flying insects that looked like butterflies. They flew around and buzzed about around them eagerly.

Legion-9 asked it, "All 9 of you look the same. Are you the same, or is this just a visual choice?"

"We are indeed one entity. We are all part of the single subsystem in charge of assisting the gods. Think of us as clones or terminals of that subsystem."

Soverick asked with suspicion, "Why do gods need you? We didn't ask for this. Can we reject you?"

The angel replied, "You are free to reject my services, but that will not stop me from existing. I have been programmed into the very world to serve as the fountain of knowledge and the light of direction for gods."

The clones accepted it with a shrug. They couldn't do anything about the angel, so they decided to make full use of it.

Legion-3 asked, "Are you here to monitor us? It is not like the realm lord needs you to know what we are up to. Tell us what exactly you can do and cannot do."

The cheerful angel replied, "You are right. I am not needed to monitor you. There is another system for that. As for me, I can't leave more than 1 meter away from you. I can't interact with the world, so I can't help you physically. I can only be seen by you and no one else. However, I am not useless."

## **GREED: ALL FOR WHAT? #Chapter 1731: Familiar Yet Different. - Read GREED: ALL FOR WHAT? Chapter 1731: Familiar Yet Different.**

### **Chapter 1731: Familiar Yet Different.**

The angel continued, "I am a flying library here to assist you with the information you need when you need it. If things go well for you, you will be able to get stronger angels in your angelic host in the future."

The clones spoke among themselves. It was a silent affair that they did independent of their new divine bodies. After all, their minds were linked.

They can confirm that they can't see the angels of the other clones, but they know the angels exist through each other. It could be the normal connection that exists in their mind or their Mind Network divine ability.

They finished conferring amongst themselves before they asked, "Why can't we leave this area?"

They had noticed that there was a barrier around their location. It is a spherical barrier that locked them into this small area of the forest.

The angel replied, "The barrier is here to prevent you from interacting with the world until everyone is prepared. It will be removed once all 100 million god seed participants have joined in and set up their account."

It continued, "That will take a year of time. If, after a year, those that have received the invitation don't join in, then we will resume without them."

The clones grunted and chose to sit down to wait. They asked the angel questions in the meantime. It couldn't tell them a lot yet, but it told them of what to expect and their responsibilities in the world as future gods.[n/ô/vel/b//in dot c//om](#)

They learned about the stat screen from it. It was the familiar sight they were used to and hadn't seen in a long time. Except, it showed them something completely different from what it used to do.

NAME: Number 1

RACE: Wandering Deity (Orc)

TITLE: None

TIER: 0

LEVEL: 0

DIVINE ENERGY: 1

STRENGTH: 1

ENDURANCE: 1

SPEED: 1

AUTHORITY: 1

DIVINE ABILITIES: DIVINE NETWORK. INSIGHT. BLESSING. LESSER MIRACLE.

They learned that Divine Energy is their most important resource. It serves as the total amount of damage they can take before their current body gives out and dies. It also serves as the resources they will need to cast divine arts.

The angel had said, "It is both your hit points and mana and stamina."

They got the gist when the angel explained it to them. It turned out that their current existence isn't that different from the existence of transcendents. Their bodies have lost weak points and can recover from any injury as long as it is within their limits.

They learned that the second most important resource is Authority. It is the foundation of gods. It affects the power of their divine abilities and arts. It even affects the total amount of Divine Energy they can have.

The third most important resource is to be their domain, as it will affect what kind of divine arts they can use. Unfortunately, they don't have domains yet because they are just god seeds. When they finally have their domains, it will probably become the most important thing to them, if only for the fact that they can bring it into the void universe and convert it into the Authority of the void universe.

They learned about the other stats and their importance to melee combat. They also learned about their levels and tiers. Their tiers are for the future, as they are currently the lowest of the low. They will need to meet certain conditions before they can evolve. As for their levels, it is determined by the amount of divinity that they have.

They have a total of 3 divinity distributed evenly between their 3 physical stats. That is less than 11, so they are level 0. They will reach level 1 when they accumulate more than 10 divinity.

The world changed around them while they waited. Some creatures passed by them but didn't see them. These creatures even passed through their bodies and didn't touch them. Apparently the barrier that locked them in didn't affect the creatures of the world at all.

The clones didn't mind waiting for a year. A year is a short time to them as Origin gods with immortal lifespans. They can even resurrect, so death has lost its meaning to them. They only care about power, and they have a lot of time on their hands to do to achieve it.

Besides, it is not as if they don't have other things they don't need to do in the void universe. Controlling their divine bodies in this world doesn't affect their construction of a Supreme Law much. It is something they have to do regardless of their success or failure in acquiring the Authority of the void universe.

Currently, they are working on the blueprint of their Supreme Laws. It is a process that needs information and knowledge. If they are not aware of aspects, how they work, and if they don't weave those aspects into their Supreme Laws, the Supreme Laws they make will be weak.

That is a process that they do not have any estimate as to when they will be done with it. As greedy people, they want to have all the aspects in the world. They know that they can't, so they are going to have to be content with all the aspects they can find. The

problem with this is they don't know how long they will have to search before they are content.

So they were busy running and trying new things to learn about aspects. Their current situation, whereby they have two bodies in different worlds, has given them the inspiration to go looking for all the dimensions present in the void universe.

They want to know and be able to enter more than one dimension. Currently they have their eyes set on the phantom dimension and the elusive energy dimension.

These two could improve them in a lot of ways. The spiritual dimension helped them to escape from their pursuers for a while until they came across the strange creature pursuing them. They expect the phantom dimension to help them in that aspect.

## **GREED: ALL FOR WHAT? #Chapter 1732: The Myth Of The Quantum Zone. - Read GREED: ALL FOR WHAT? Chapter 1732: The Myth Of The Quantum Zone.**

### **Chapter 1732: The Myth Of The Quantum Zone.**

As for the energy dimension, or the quantum zone, it is supposed to be an infinite dimension where the act of gaining access to it can grant infinite energy.

Information about it is obscure. They heard about it during the era of conquest from the public channel of Origin gods. So it is just a rumor. But according to the rumor, the quantum zone is where all energy comes from. It is a myth that they intend to get to the bottom of.

Even if they fail in the pursuit of these two dimensions, they are sure to gain more knowledge about aspects, so they are for pursuing them. But if they succeed, they expect that it will change the way they view the world.

They are sure of this because they have already gained an inspiration into the power of the spark of consciousness thanks to this God's Domain. They now know that regardless of the world and the rules of the world, the power of the mind, consciousness, or soul appears to be constant.

Even though their minds have been shackled, it doesn't change the fact that they can affect change in this strange new world with the power of their mind alone. Not even the difference in the rules of the world could block the unity of their minds.

They already have a direction for it. Legion-7 once had the idea to fuse power with consciousness. That way, wherever the consciousness is, their power will be there too. It is another confirmation to work on fusing the three sparks of power as one.

While they understand that the fusion of consciousness and power is the state of world gods and that world gods have even gone further than that to fuse body, consciousness, and power together, which is why they are not allowed to connect to God's Domain and need Origin god proxies to get Authority on their behalf, they still intend to research more into that aspect while they wait.

This is because all knowledge cannot be disregarded until they have it, and because the mind is the one thing that they have that is capable of entering any dimension, so it will help them in their pursuit of the quantum zone.

So they were busy while they waited for God's Domain. However, they didn't need to wait for a year. Every participant had joined in after 3 months. This was marked by a notification to them.

-You have received 1 message.

The notification appeared in their vision briefly before it dissipated and was replaced by the message. It was an audio-visual holographic message showing a high elf with green skin, golden hair, and golden eyes.

They have seen this entity before, so they know his identity.

The entity said to them, "I am Immortal Monarch High Heaven. I am sorry for the wait. I originally planned for a maximum of 10 million slots, but a lot of world gods were adamant about throwing their wealth at me. I could only oblige them."

He chuckled for a while. Then he resumed, "But that has made things difficult for all of you as my project can only accommodate 4 million god seeds."

"In my original plan, 60% of you will be disqualified. Things haven't changed. My project can still only accommodate 4 million, so 95 million of you will be disqualified now. I am sorry about that."

He paused to laugh. Then he shook his head and said, "I am not sorry about that. Sure, I could have built a bigger world. I had the funds. But I didn't have the time, the Cosmic energy or the interest to do so."

"I have already received your money, so all I need to do is deliver on my promise, which is an opportunity to gain the opportunity to acquire the Authority of the void universe. Gaining access to God's Domain is the opportunity to gain the opportunity to acquire Authority. The rest is up to you. You have to make sure that opportunity won't go to waste and work towards the opportunity to acquire Authority."

"Your angels will tell you what to do to avoid being disqualified. I wish you success."

The hologram fizzled out and disappeared. It was replaced with another notification.

(Quest Received)

(Main Quest: Become The First 4,000,000 Godling)

(First Step: Become A Local Deity)

(Reward: A Divine Title)

(Description: A wandering deity is a rootless duckweed. You have to create roots and anchor yourself to this world or you will be eliminated)

They received another notification.

(Quest Received)

(Optional Quest: Become One Of The First 100 Godlings In The Northern Domain)

(Reward: One free chance at selecting Heroes)

(Description: The early bird gets the worm. The heroes that will represent your will in the mortal realm are the worms. Only the top 0.01% gods deserve a free worm)

Legion-1 asked his angel, "So these quests are missions?"

"Correct."

"How do we become local deities?"

It replied with eagerness, "Local deities are god seeds that have met the requirement of having a foundation of worship in the mortal realm. You can achieve that by establishing a shrine in your honor."

It twirled and continued, "That's just the first step of what you will need to do to become godlings. We have a long way to go, so I suggest we start soon."

One of the clones had noticed that the barrier had gone down after the message from Monarch High Heaven, so they all stood up to decide where to go. It didn't take long for them to decide.

They have seen various signs of life in their wait here for 3 months. One of the most glaring ones is smoke rising from a fire. They have seen that one many times from a particular direction. They chose that direction now.



They received a message as soon as they stepped out of the locked area.

-You have Received Insight Divine Ability.

(Insight: Gaze upon objects and entities to gain information about them)

(Description: The eyes of a god see more and are far reaching)

## **GREED: ALL FOR WHAT? #Chapter 1733: Tools Fit For Godseeds. - Read GREED: ALL FOR WHAT? Chapter 1733: Tools Fit For Godseeds.**

### **Chapter 1733: Tools Fit For Godseeds.**

The notifications didn't stop there.

-You Have Received Blessing Divine Ability.

(Blessing: Spend 1DE to unlock the potential of an entity and make them extraordinary)

(Description: All power comes from gods)

There was more.

-You Have Received Minor Miracle Divine Ability.

(Minor Miracle: Consume DE to create minor events that are favorable to you)

(Description: Gods are beings that defy the natural order of the world. They can perform seemingly incomprehensible things that baffle mortals.)

-You Have Received 9 Divine Energy.

+9 DE

This increased their total divine energy to 10 points. It is greater than what they can store normally, but the system is giving them what they need to get started. They especially need Divine Energy to perform miracles and blessing. It won't do for them to die after exhausting their single Divine Energy.

Their angel informed them, "These divine abilities are possessed by every god seed and will ensure that you are able to complete your quests. Your divine energy limit will be waived until you ascend to the divine plane. So I advise you to acquire a lot of Authority while you are in the mortal realm or you will lose any extra divine energy you have."

Legion-2 asked his angel, "What is the price of death? Surely a single death should not be the end of a god. Or are the gods in this world easy to kill?"

"I don't understand what you mean by the gods of this world. I don't know of any other world." It said with part amusement and part confusion. Then it continued, "Either way, a god will drop half of your divinity upon death. Then they will resurrect as long as the conditions to do so are available."

Legion-2 considered the answer and said, "Half? That's very costly."

But the angel gave him more to think about. It said, "Your enemy will be able to gain that half."

Legion-2 was pleasantly surprised. "That is not so bad. The cost of death is steep, but the encouragement to kill is even higher. I can live with that."

Legion-3 asked, "Is there a way to kill a god permanently?"

That is what concerns Legion the most. Sure, killing other gods is rewarding, but they know as immortals themselves that if you can't get rid of your enemy by killing them, then you should probably not start the conflict at all.

The angel replied, "Gods are not true immortals. There are 2 ways to kill them permanently. Unfortunately, you do not have access to that information right now. You will gain access to it when you become a local deity. But know this, if you die before you become a godling, then you will be eliminated from this world forever."

They were not happy that the information is being withheld, but they are happy that it is possible to kill a god permanently. It is even better that they have two options to achieve it.

They asked for other information from their angels as they walked towards the settlement in the forest. They asked mostly about miracles and how to use them. Their angels informed them extensively as they walked.

They walked straight through the trees and every obstacle in their way since this world didn't seem to affect their physical bodies. They also couldn't interact with the world with their bodies at all. It was as if they were intangible.

Their angel explained to them that they were currently wandering deities, the weakest of god seeds, so they cannot affect the world outside of miracles.

Rain began to fall before they reached their destination. It didn't affect them much since it didn't interact with them. The rainwater just passed through their existence, just like the trees. It didn't hinder them but it reminded them of their weak circumstances.

If they had their full power, the dark clouds would be swept away and the rain dispersed. But they are weak so they have to bear the disappearance of light and the gloomy weather.

It is a good thing that, apart from the gloom, the downpour didn't affect them negatively. This is even though the light of the sun has disappeared and the world has become dark. This is because they can see their environment as if it were day.

They are being forced to see through their eyes, but at least their eye sight is impeccable. The fact that they aren't stepping on the ground directly also helps with the fact that they can't fly and are not wearing any footwear. So even though they have been forced to walk like mortals and the ground has become muddy because of the rain, it doesn't affect their footing at all.

These two are especially important considering how fast they are moving. They are moving so fast that they passed a bird flying to shelter. They possess a speed that is worthy of gods. However, they are more like speeding ghosts than gods with the way they passed through everything in their way.

If they couldn't see where they were going because of the darkness or if the muddy ground affected their steps, then they might slip and fall. Then they would not be speeding ghosts, but embarrassing gods.

They soon came upon the source of smoke. It is a small settlement at the foot of a mountain. The walls of the settlement were built with stones. It is not skillful work, seeing as the stones were just piled on top of each other and reinforced with wooden beams. But it is still better than wooden walls.

What drew their attention was that the settlement was full of Orcs. They were yellow skinned brutes going about their day in the settlement. They ranged from 1.5 meters to 2.5 meters all. But all of them were muscular and physically feat. Even the children were.

Their activities were mainly shepherding herds of various animals, tanning and working animal skin into leather, sewing clothes and making weapons. None of them noticed the gods to be in their midsts.

## **GREED: ALL FOR WHAT? #Chapter 1734: The Three Options. - Read GREED: ALL FOR WHAT? Chapter 1734: The Three Options.**

### **Chapter 1734: The Three Options.**

Legion-6 asked his angel, "Is it a coincidence that the first settlement we encountered is occupied by our chosen race or where we dropped in an area populated by Orcs?"

"It is the latter. But things will start to move in your favor to create an opportunity for you to acquire believers."

That opportunity arrived as they watched. The rain ended and the sky cleared up. A group of orcs came out of the settlement. These orcs were fully geared with weapons and armor. It looked as if they were about to fight someone. It made them more terrifying to look at. The clones were full of appreciation for what they saw. Legion-2 commented with a nod. "Yes, yes. Fine specimens indeed. This race will make for servile but capable believers." They were in general agreement that they made the right choice in deciding to become the gods of orcs.

The group of orcs formed in front of the gate of the settlement. As Legion watched, an old orc approached the group. The old orc was accompanied by a much younger orc who was carrying some tools made of bones and horns. Everyone in the group bowed to the old orc when it finally reached them. Then this old orc performed some sort of prayer.

It sprinkled some concoction from a calabash of sorts onto the warriors. It marked their foreheads with an unknown black substance. It did some dancing, raised both hands, and howled into the sky using the bone tools as instruments. Then it sent off the warriors.

Legion could understand their language, so they knew what this group of armed warriors were up to. The armed group was going out to hunt while the old orc was a shaman. The short ceremony held by the shaman was to bless the warriors so that their hunt would be successful.

The warriors disappeared into the forest after the blessing. The nine wandering gods watching felt a connection to several of the orcs. It was a connection of faith that they could follow to acquire their first convert.

"So this is the opportunity you spoke of. A sacred ritual invoking the assistance of the gods."

The angel replied, "Yes. Every god will get an opportunity. It might be obvious or subtle. It will depend on their luck and their powers of observation to notice it. Then it will depend on them to take advantage of it. So what will you do?"

Legion thought amongst themselves and decided to split up to investigate their choices. They have been given a lot of choices with this opportunity. They have to pick carefully because their first convert is very important to their future as gods.

The first convert of wandering deities will be their oracle. It will be their mouthpiece in this world and their first root to anchor themselves. They will be able to speak with the Oracle and the Oracle will be able to see them. It will be their first point of interference in this world.

Most importantly, they can't replace the Oracle unless it dies of natural causes, and they won't get another slot for an Oracle until they become Tier 1. So they have to take this decision very seriously. Hence why they decided to inspect and watch their options up close.

The clones scattered in different directions. Some of them went with the hunting team while others went into the settlement with the shaman and her acolyte. The first thing they used on them was insight. They were able to get a lot of information with it.

Their first option was the shaman.

NAME: Warshaw Shanking

AGE: 211(230)

FAITH: None (Fervent Belief In Gods)

CLASS: None

TIER: 0

LEVEL: 25

HP: 40/50

CONSTITUTION: 5

STRENGTH: 4

VITALITY: 4

SPEED: 3

SPIRIT: 9

STATUS: Approaching the end of her lifespan.

Warshaw Shanking is 211 years old and has 19 more years to live. She has been the shaman of this tribe for 150 years. She is weak and frail. She is not wounded, but her health is in a constant lacking state. It will continue to dwindle until she dies.

She may be old and weak, but she has the highest amount of devotion to the gods among their options. This shouldn't be a surprise, seeing as she is the shaman of the tribe. But it is still impressive because there hasn't been any sighting of gods or news from gods in thousands of years, but she still believes that gods exist. She was raised to believe and has been waiting her whole life for the day the gods will return.

She is very suitable in that it will not be difficult to convert her. They just have to make contact with her and let her see them. The verification of their existence will give her short remaining life purpose and tie her deeply to their cause. She also has the advantage of knowledge and already has a believer base that respects her.

The next option for them is her acolyte.

NAME: Antios

AGE: 29(220)

FAITH: None (Moderate Belief In Gods)

CLASS: None

TIER: 0

LEVEL: 31

HP: 70/70

CONSTITUTION: 7

STRENGTH: 6

VITALITY: 7

SPEED: 6

SPIRIT: 5

STATUS: Restless but healthy.

The acolyte is a young orc with almost 200 years more to live. He is an orphan whom the shaman has been raising for quite a while. He has been taught to believe in gods since he was

a kid, so he believes in gods. He is younger and stronger than the shaman. He will be able to achieve more than the shaman if his potential is unlocked, but his devotion to gods is only half as deep as the shaman.

The third option is the leader of the hunting team.

NAME: Hitching Tuff

AGE: 136(240)

FAITH: None (Shallow Belief In Gods)

CLASS: None

TIER: 0

LEVEL: 41

HP: 90

CONSTITUTION: 9

STRENGTH: 9

VITALITY: 8

SPEED: 8

SPIRIT: 7n/ô/vel/b//in dot c//om

STATUS: Calm and Cautious.

A/N: Which one should they choose?

## **GREED: ALL FOR WHAT? #Chapter 1735: The First Convert. - Read GREED: ALL FOR WHAT? Chapter 1735: The First Convert.**

### **Chapter 1735: The First Convert.**

Hitching Tuff is hale and hearty. Practically in the prime of his life. He is an experienced warrior who has faced many dangers in his life and oftentimes narrowly escaped. He doesn't have as much devotion to the gods as the acolyte, but he always prays for their help in hopes that they will help him in his hunts if they exist at all.

This warrior can't compare to the first two in terms of devotion, so it will be more difficult to convert him. But he is the strongest of the three. He doesn't have any class and hasn't awakened his potential, but he has almost reached the peak of what orcs are capable of naturally. That means he won't be killed easily when he becomes an Oracle.

The fact that he was able to reach level 41 out of the potential of 50 for orcs means he will be able to reach farther heights when his potential is unlocked. Legion prioritizes power above all else, so they found him favorable.

There were other warriors who also prayed for the assistance of gods but were weaker than the leader, so they were not considered.

Legion had to make a decision from the three of them, and they had to make the decision quickly because they were racing against the other god seeds. However, this decision couldn't be rushed or botched. They would have a shaky foundation if they made a mistake now. It is especially important that they be careful since all nine of them can only have one Oracle because of their Divine Network ability.

They conversed amongst themselves and finally settled on one of the three. They went with the shaman.

Strength is good, and potential for the future is even better, but the strength of mortals is not the most important thing to gods, and the future is still a long way to go. The most important thing to gods is devotion, faith, and believers. This is so right now and will remain so forever.

All three of them are good choices. The warrior is good, but he lacks the knowledge and reputation as a clergyman that the shaman does.

The young acolyte is knowledgeable, has a certain amount of reputation, and also has potential for strength in the future. This is a trifecta of potential, but the acolyte is average in all three. Besides, the future is uncertain while they are desperate in the present.

As for the Shaman, she already has 150 years of experience and reputation. If she performs well, then she will be able to convert strong warriors to them and help them quickly acquire the number of believers needed to become local deities.

The most important reason why they chose her as their oracle is because she is close to the end of her lifespan. If she dies a natural death, they will be able to replace her immediately. So in a way, they can take full advantage of all she has to offer now and get rid of her quickly. So she fits both their short-term and long-term needs.

The nine of them wasted no time after they made their decision. They waited until she was alone to approach her. She was sitting in a hammock using a feathered handfan to create a breeze to cool herself.

The nine of them surrounded her. Then they called her name at the same time.

"Warshaw Shankin!!"

Their voices boomed and resounded in her mind. She stood up with her jerk to examine her surroundings. Her eyes widened when she saw them. She only saw nine golden beings shining with too much light for her eyes to bear. But she knew their identities



immediately. It was what she had been waiting for all her life. Her mouth dropped open, and her heart almost stopped.

"We have watched you all your life and deemed you devoted enough. We hereby call you to service today. Kneel and proclaim us your god."

A message appeared in her vision. It was something she had only heard about in stories about ancient times. She thought they were just myths.

The message said

-You Have Been Offered The Oracle Class.

-Do You Accept?

She accepted it immediately, so another message appeared in front of her.

-You have unlocked the Faith stat.

-You have gained Eye of faith, Insight and Spirit Communication.

Then she fell to her knees, bowed, and wept. They were tears of joy.

She proclaimed loudly, "You are my god now and forever more. I dedicate my all and everything to you and only you."

The contract of faith was formed, and a connection appeared between her and all nine of them. The nine of them didn't smile, though. They didn't show any emotion. She is but a tool for them to use. So it is absolutely normal for her to swear her entire existence to them. They wouldn't even pay any attention to her if they were in the void universe. So she is lucky to have them to give purpose to her life.

"From today onward, you are no longer the shaman of the Bull's Horn tribe. You are the Oracle of the 9 Crowns. Rise and bring glory to the 9 Crowns."

She obeyed them and rose up. They had used blessings on her so her body wasn't weak anymore. Mana was funneling into her as she tried to stand. It granted her the power to straighten her hunched back and stand upright.

She was still weeping though. How could she not? The fabled mana that the ancients claimed was all around them but had never been seen has finally appeared to her. She can feel mana now and can manipulate it to some extent. That means her potential will be unlocked.

She sobbed some more. "It is the grace of God."

Legion used insight on her again. What they saw was different from earlier.

NAME: Warshaw Shanking

AGE: 211(251)

FAITH: The 9 Crowns (Fanatic)

CLASS: Oracle

TIER: 0

LEVEL: 31

HP: 60/60

CONSTITUTION: 6

STRENGTH: 5

VITALITY: 5

SPEED: 5

SPIRIT: 10

FAITH: 71

MANA: 1%

ABILITIES: EYES OF FAITH, INSIGHT, SPIRIT COMMUNICATION.

STATUS: Excited

**GREED: ALL FOR WHAT? #Chapter 1736: More Believers More Power. - Read GREED: ALL FOR WHAT? Chapter 1736: More Believers More Power.**

**Chapter 1736: More Believers More Power.**

Her health has increased, and it has become full for the first time in a long while. No longer is she in a downward spiral towards death, her lifespan has also increased from 230 to 251 years thanks to their blessing.

Access to Mana also caused her level to increase from 25 to 31. That is now on par with the young acolyte. That is just the short term benefit of their blessing on her. So they could imagine the kind of boost the young acolyte and the warrior would have achieved.

The warrior might just reach the limit of the orc race immediately if they had chosen him. But they have already made their choice, so there's no use regretting now. Besides, the potential for her race is 50, and the effect of mana is long-term. So she still has room to grow.

Anyway, they didn't choose her for her strength. So there's nothing to regret.

-Congratulations! Warshaw Shankings has become your Oracle. Her stats have been increased, and she has gained mana thanks to your Blessing.

They received more notifications.

(Oracle: Communicate to your believers through the selected Oracle)

(Description: An Oracle is the mouthpiece of the gods)

(Cost: ODE)

-You lost 1 DE for using Blessing.

-You have gained one believer. +1 Authority.

All of their Authority increased by 1, so now they have 2. This confirmed what their angel told them about Authority being equal to the number of believers they have. So the more believers they have, the stronger they will become.

Legion decided to strike while the iron was hot.

They said to her, "We have deemed you worthy, so you are allowed to make a shrine in our name."

She bowed and said, "Thank you, O great one, for this great favor. I will try my best to please you."

One of the clones spoke, "You can try, but we doubt whatever you can do will please us."

Another one continued, "But your sincerity might just touch us."

A third finished for them, "So show us the extent of your sincerity."

Their Oracle bowed deeper and scrambled to prepare their shrine. They felt slight amusement watching her go about doing something that they didn't ask her to do.

They didn't ask her to prepare a shrine for them, but she is going to do it, and she will do her best too. Fortunately, they happen to need a shrine, so they will acknowledge her efforts begrudgingly.

Warshaw called for her acolyte. She shouted his name, and he came running. He was surprised to find her up and about with as much speed and strength as him. She didn't let him be

surprised for long, though. She got him busy with tearing down the shrine in their encampment and begin building another one.

This was not an easy job at all. It took them hours to remove the ancestral shrine, which had been reinforced for hundreds of years. They had to tear down the whole building it was in and destroy the alter within it to remove every last trace of it.

It took them three times as long to prepare the new alter. It isn't as grand as the previous one, but it is new and has a better foundation because she used the best rocks, sturdiest bones, expensive fur, and exotic rug that she had been hoarding over the years to build it.

By the time they were done, it was already the morning of the following day. Only the finishing touches remained. Warshaw sent her acolyte to bring the best bull she was rearing. The confused boy almost snapped then. His legs wobbled and almost gave in at the idea of wrestling a bull into submission.

He was tired and hungry from working straight for hours, so he ought to complain about that. But he didn't complain because Warshaw did as much as he did, if not more, but she was still full of energy. If an old shaman wasn't complaining, then he shouldn't complain either.

He didn't complain about it, but he was certainly bewildered and perplexed. He was extra perplexed that they were tearing down the ancestral shrine, which had been passed down for the thousand years that the tribe had been established. Warshaw only explained that it was for the gods, so he didn't argue with her.

Unfortunately, that's where the leeway he was going to grant a senile old woman will end. The prize bull that will soon belong to him is about to be sacrificed to some unknown god that won't answer their prayers. He respects the gods, but he considers this sacrifice too much of a waste.

He said so too. "Don't you think this is too much for a sacrifice?"

Warshaw replied with a glare, "You either bring the bull or I will sacrifice you instead."

If she was the weak-hunched woman of yesterday morning, he might have taken his chances. But he is currently tired while she looks to be in top shape, so the odds are not in his favor. She might be able to overwhelm him and sacrifice him. So he went to bring the bull.

Things went better than the acolyte expected. He didn't have to force the bull to follow him. In fact, the bull sauttered after him into the encampment without fear.n/ô/vel/b//in dot c//om

The bull knew a little about the danger of entering a certain building since it has seen many cattle enter alive and none leave alive. But it also knows that it is not at any risk of that since only the young cattle are sacrificed. Besides, it is the strongest bull and used for siring, so it didn't bother to resist when it was brought into the shrine and laid on top of a stone platform.

It only became surprised when it saw a sacrificial blade swinging for its neck. It was too late by then. The spry Warshaw was full of strength and very experienced. The bull stood no chance. Its blood splashed everywhere in the shrine and all over the platform.

## **GREED: ALL FOR WHAT? #Chapter 1737: Tainted But Cheap. - Read GREED: ALL FOR WHAT? Chapter 1737: Tainted But Cheap.**

### **Chapter 1737: Tainted But Cheap.**

Warshaw used a bowl to collect some of its blood and sprinkled it on the altar. Then she bowed and worshiped her new god.

Her efforts were not in vain. The entire black bull turned into motes of golden light that dispersed and disappeared. Her offering had clearly been accepted.

Legion received the notification to mark their progress.

-Congratulations Your shrine has been established. You have become a local god with a foundation of worship.

-You have unlocked Title.

-You have gained access to Divine Abilities.

-Your Oracle Warshaw has sacrificed to you. You have received her prayer and her offering.

+4DE.n/ô/vel/b//in dot c//om

-You Have gained a new believer. +1 Authority.

Warshaw's prayer and her acolytes prayer gave them 1 Divine Energy each. The whole bull gave them 2 Divine Energy. It is clear that both sacrifice and prayers can provide them with Divine Energy but prayer is sustainable while sacrifice is a one time boost.

But they still asked their angel just to be certain of what they should prioritize. After all, Divine Energy is a very important resources for them. If they lose all their Divine Energy, they will die.

"Which is a better source of divine energy, sacrifice, or worship from believers?"

One of their angels replied, "There is no better source. But there is an efficient source and a cheap source. Faith from believers is efficient in its transmission. It is also sustainable and easily converted into divine energy."

"As for using sacrifice as a source of divine energy, it has the advantage of being easy and cheap to acquire. You don't need a sacrifice to believe in you, but it will be better if it does. So you can use it to gain divine energy from non-believers."

"The transmission and conversion are also not efficient because the source of faith is tainted with death, hatred, fear, and other negative emotions. So it is not encouraged to use sacrifice as a source of divine energy unless you are in a pinch and have too few believers to sustain you."

They considered the answer while paying attention to where the Divine Energy went. They noticed that it was distributed to all nine of them.

Since it wasn't up to 9 DE, 5 of them didn't get any. It is of little consequence since they can share divine energy among themselves through the divine network that connects them.

Warshaw was praising them and singing. Meanwhile, Legion absorbed the notifications before moving on to making decisions about their future.

First, they had to choose a title that they would be known for. It will be the name of their religion and how their believers view them in the future. It will even affect how their Divine Network divine ability works in the future. They can either each get a separate title or use one for all 9 of them.

The former means that the previous situation where all 9 of them were limited to 1 Oracle won't happen again. They will be able to get nine separate Oracles, and they won't have to share the sacrifices that come their way. But it also means that they won't be able to share any increase in Authority together.

Because they were considered one, Warshaw added one Authority to all of them. That means they gained nine Authority in total instead of one from a single believer.

Sure, they would be able to gain some leeway if they could choose 9 oracles, but being considered one by the divine network will cut down on how much effort they have to put in to gain Authority by 9 times. Each believer that anyone of them gets will strengthen all of them. As it is, they all have 3 Authority each, for a total of 27 instead of just 3.

The decision was easy for them because Authority makes them stronger while Oracles don't. Oracles are just channels between the gods and their believers, and while having more is good, having 9 Authority for each believer is better for them.

-You Have Set Your Title Has The 9 Crowns.

-Do You Confirm?

-Congratulations. You Are Now The 9 Crowns, The God Of 9 Dominions.

-May your religion prosper and cover all of the mortal realms.

This title confirmed the direction they wanted to take their divine network ability. The next

thing they had to acquire was divine spells. Unfortunately, they can't get that without acquiring more believers. The system that ruled this world pointed them in the right direction with a new quest.

(Main Quest: Become One Of The First 4,000,000 Godling)

(Second Step: Establish Your Religion)

(Reward: Ascension To The Divine Realm)

(Description: The path forward for a local deity is not in the mortal realm)

One of the clones asked the angel, "How do we establish a religion?"

It was as helpful as always. It answered quickly, "It is simple. You need 100 believers and a temple consecrated in your name."

That answer made them turn their attention towards the kneeling Oracle and their new believer.

They said to her, "Your sincerity pleases us. We have decided to bestow upon you and your tribe the blessing of worshipping us. You can build a temple in our name and proclaim our names to all your people."

Warshaw raised her voice in appreciation, "All power belongs to you, Oh 9 crowns. It is our duty to serve you with all our lives."

The acolyte by the side couldn't see them, but he witnessed the disappearance of the bull. That meant the offering was accepted. That meant gods existed. That meant that the stories he grew up hearing about the ancient Orc Empire and their gods were not exaggerated lies.

It is, as they say, seeing is believing. He has seen, and now he is a believer. The existence of the gods also explained why the old shaman was able to hop about like a grasshopper. So he wasn't so adverse when the Shaman dragged him towards the encampment of the tribal chief to proclaim the glory of the 9 crowns.

## **GREED: ALL FOR WHAT? #Chapter 1738: Public Opinion Matters. - Read GREED: ALL FOR WHAT? Chapter 1738: Public Opinion Matters.**

### **Chapter 1738: Public Opinion Matters.**

Legion followed after her to make sure everything went well. Despite how nonchalant they appear to be about the mission they gave her, they have a lot riding on being able to create a temple and how it is created.

A shrine is a personal dedication to a god. It is a symbol of the devotion of a single person or group to a god. Every local god gets one, be they evil or kind gods. But a temple signifies public recognition. Only righteous gods can have a temple.

A temple is oftentimes viewed as a public place of worship, but it is more significant than that. A temple implies that the believers of a god can come together to worship in public and don't have to hide. It means that the god is accepted as orthodox by the public. So a public temple is the divide between a religion and a cult.

It doesn't matter if the god is evil or kind; as long as they are publicly accepted, their religion becomes righteous, and if they are not accepted, they become a cult. So the morality of the god doesn't matter in establishing a religion. Public acceptance is the most important for it. The best way to get that orthodoxy is to have the recommendation of those in power or representatives of the people. Hence why the Shaman is going to see the tribal chief.

A lot is hanging on the chief's word. Whatever he says will determine if the second step of the main quest will be easy for Legion or will be difficult.

But they are not worried too much. They are gods, and these people are mortals. They have too many means at hand to fail. It might be difficult, but they are confident that they will eventually succeed.



Legion-4 sneered and said, "This is why gods are so pitiful. They have to rely on the opinion and acceptance of mortals. They can lose most of their strength if they are neglected by mortals. What a pitiful existence."

Legion-9 added, "Fortunately, mortals are stupid and easy to fool. In fact, they want to rely on someone powerful to care for them. So the gods are filling a demand not creating one."

Legion-1 shook his head and said, "Weakness is a sin."

"Agreed," said the rest.

They bypassed houses made of wood and stones along the way to the chief. The orcs had just woken up and were going about their day, so the streets were busy. But everyone made way for the Shaman and her acolyte. They also couldn't help but take second glances at her when they saw how full of energy and spry she was.

Some began to follow her when they noticed where she was matching to. The encampment of the tribe chief is the biggest compound in the village, so it was clear to everyone where she was going. They wanted to see what this was about, so they followed her.

Legion followed calmly behind their oracle. Meanwhile, their angel acted like a guide to them. It was explaining the culture and tradition of the orcs. It also spoke at length about the buildings.

"Orcs didn't use to build houses with stones and wood. They used to use wood and hide. And they built tents instead of square and rigid buildings. That changed during the first advent of the gods."

"At that time, all the races in God's Domain were called together to follow their respective gods. The orcs built the War Orc Empire at the behest of their god. It led to their civilization, most of which have been lost to time since the fall of the War Orc Empire. Now the orcs are mostly scattered along the edges of the northern realm, but traces of civilization can be seen here and there."

The angel went on and on as they walked. Legion didn't interrupt it because what she said was informative. As immortals who have schemed against others and have been fooled by schemes, they know that knowledge is power. So they are welcome to every piece of knowledge they can get about this strange world.

They also found it intriguing that this world has such a long history. They know that God's Domain should be around 10,000 years and deserves such a long history, but they thought it was a world built for Origin gods to acquire the Authority of the void universe.

However, what they are hearing about it implies a world that has existed before Origin gods and will exist without them. From what they have heard, they are not the first wave of god seeds to appear in this world. So they very much want to learn more about God's Domain.

They finally reached the encampment of the tribal chief. There were two guards in front of the gates, but the Shaman practically barged in. The guards were stronger than her, but they respected her too much to force her to stop for an inspection.

The Shaman and her entourage of curious orcs gained entry into the large encampment. Unfortunately, not everyone could get in, so some had to climb the walls and use them for leverage.

The chief was at home. He was in front of his house having a meeting with 12 other orcs. Legion noticed that half of his body was green. This shouldn't be so since he is a yellow- skinned orc.

A quick use of insight explained the cause of the odd coloration.

NAME: Hogging Buck

AGE: 170(266)

FAITH: None

CLASS: None

TIER: 0

LEVEL: 47

HP: 21/100

CONSTITUTION: 10

STRENGTH: 10

VITALITY: 9

SPEED: 9

SPIRIT: 9n/ô/vel/b//in dot c//om

STATUS: Poisoned and dying.

The chief is very powerful, but he has been poisoned. That's why part of his yellow skin is green. They can notice the signs of his imminent death too. His black eyes are reddening, and his breathing is labored and shallow.

Apparently this wasn't news to Warshaw. She didn't appear to be surprised by it. No one was.

## **GREED: ALL FOR WHAT? #Chapter 1739: High As A Kite. - Read GREED: ALL FOR WHAT? Chapter 1739: High As A Kite.**

### **Chapter 1739: High As A Kite.**

Warshaw matched into the midst of the council without a greeting to the council members or the chief.

It is one thing not to greet the chief, seeing as he is dying, but the council members are the strongest members of the tribe. To ignore them like this is disrespectful. It is an amount of disrespect that is greater than the amount of respect they have for the shaman. After all, the status of the clergy has fallen since the disappearance of the gods.

But no one stood up to admonish her because, just like the chief, she is dying. Even worse is that she is old and senile. So they were willing to give her a pass. That was until she started spouting nonsense.

Warshaw stood in their midst and shouted at the top of her lungs, "THE GODS HAVE RETURNED!"

She shouted it for the second time. Then the third. Then the fourth.

Everyone was looking at her with the same look in their eyes.

One of the council members muttered to the others, "It seems she has finally snapped."

Another one replied, "It is a long time coming."

A third joined in, "Frankly, it is impressive that she has held on until now."

"Do you think she took something messing with her mind? Like mushrooms. It helps with back pain, but she might have taken too much."

All the signs are there. She is full of energy and has a crazed look in her eyes. Her usually hunched body is straight, and she is moving about in ways she should not be able to. There's also the fact that she is seeing things that don't exist.

It is clear that she has gone crazy. It is either natural or she took something that is messing with her mind. Most crazy of all is the fact that she thinks that the gods have returned when there haven't been sightings of any god in thousands of years.

Now they know not to entertain her. They sought to get rid of her immediately. So one of the council members said to the acolyte. "It seems you will be the new shaman soon. You should start taking that responsibility by bringing her to rest somewhere. Take care of her. Let her spend the rest of her days in peace."

Warshaw finally stopped proclaiming the return of the gods. She snarled at the council member, "I am not crazy, you ignorant fool. The gods have returned, so I advise you to be careful of what you say lest you commit the sin of blasphemy."

Strangely, that accusation caused the crowd to become silent and solemn. The gods may be gone, but the accusations of blasphemy can still be remembered as the greatest sin. It is a sin that will get any mortal killed.

Warshaw might be senile, and the gods might not be real, but to risk blasphemy is to risk their lives. It is an offense that is culturally unacceptable.

The council members felt frustrated. They didn't know what to say or do now that Warshaw has brought up blasphemy. Will they just have to listen to every deranged thing she has to say or risk blaspheming the gods by telling her to leave?

It was the chief that spoke. He is already dying, so he doesn't have much fear towards dying. He said, "It is good that the gods are back. What do you want us to do for them?" Warshaw was quick to reply. "We have to build a temple and acknowledge the 9 Crowns. He is the god of 9 dominions. All power and authority in the mortal and divine realms will belong to them."

"Them? Is the 9 Crowns not a single god?" The chief asked in confusion.

"He is both a single god and nine. The gods are mysterious that way. Their existence is so far above ours that we cannot comprehend them. You can think of the 9 Crowns as a god with 9 manifestations."

Some of the council members snickered while others did their best to hold back their laughs. But the chief nodded in understanding. "So a god with 9 manifestations. That's normal. So do we build 9 temples or just one?"

Warshaw didn't know, so she turned to ask Legion. Legion replied while scowling at the chief. It was a good thing the chief couldn't see them, or he would die of fright.

No one else could see them either. All they saw was the old Shaman speaking to empty air before she turned to the chief and replied, "One temple would do."

The chief smiled and said, "That's a good plan. Very efficient and can be achieved quickly. I will do it as soon as I am healed."

He didn't ask to be healed outright, but he has made it a condition for him to build a temple. He has also tied the chances of him becoming whole to the chances of building a temple. Those chances are nonexistent.

He didn't mock her outright, and his dig at her gods was subtle, but Warshaw was not fooled. She was not happy with it either.

Warshaw's eyes narrowed. She bared her teeth and asked, "You dare to bargain with god? You dare to put up a condition for your servitude? All that you are and will be belongs to them. You should do everything in your power to please them."

The chief nodded again. "I agree. But I am currently powerless."

He spread his hands towards the council members and said, "All these people are just waiting for me to die so that one of them can take my place. They won't listen to me. What can I do for god in this situation?"

Warshaw was about to blow her lid, so the chief hurriedly tried to placate her, "How long do you think I have to live? A day or two? Maybe less. Either way, it is a waste of time to try and convince me. Why don't you return when the new chief has been selected? The new chief will have the power to do what you want. If you can't heal me, then you should not waste your time on me."

## **GREED: ALL FOR WHAT? #Chapter 1740: Two Types Of Gambles. - Read GREED: ALL FOR WHAT? Chapter 1740: Two Types Of Gambles.**

### **Chapter 1740: Two Types Of Gambles.**

What Hogging said was reasonable by all accounts. Even Warshaw could agree with it. The chieftain of Orcs is not a position passed down by blood. Only the strongest can have it. He used to be strongest, but he was bitten by a large poisonous snake on his hunt 3 days ago. That event will cut his life short in his prime.

In the past, members of his tribe would have already challenged him and killed him to replace him. But orcs learned some civility and common decency after the establishment of the War Orc Empire. Now they are willing to wait for him to die. They haven't replaced him yet, but he is only a chief in name. He can't give them what she wants.

What he said is the truth. It was all reasonable, and it truly stopped the senile Warshaw from going off the rails. Everyone sighed in relief when she didn't shout or throw a tantrum.

But then they noticed her turning towards a position where no one stood again. She appeared to be listening to something or someone that only she could see. Her behavior didn't feel them with confidence.

One of the council members snickered and said to the others, "This is far from over."

It is indeed far from over. The clones were not going to give up. But things have become slightly difficult for them. They had to make a decision right now.

They don't like being pushed to do something, but they recognize that this is a great opportunity for them to display their might and convert a lot of people. All they have to do is heal this chief in front of everyone. They will gain the support of the people even if they don't have his support after.

So they decided to heal him. They don't have any healing arts, so they used one of their divine abilities that can work as an alternative.

-You have used Minor Miracle.

-Acquiring available miracles.

-Please choose one.

1. Heal the mortal completely. Cost: 47 DE.

2. Heal the mortal temporarily. Cost: 2 DE/Hour.

They saw the options and were disappointed. Both of them were too costly. They currently have 93 DE between all 9 of them. Half of it will have to be spent to heal the chief completely. Unfortunately, they can't do that even if they want to because one of them has to have at least 47 DE for them to use the first option. They don't have that. Each of them only has an average of 10 DE.

So they are left with only the second option. But if they choose the second option, the cost will be even higher.

The second option would be useful if they had a short-term use for the chief. Unfortunately, they don't.

So they asked the angel, "Why is it so expensive to heal an ordinary mortal?"

"Unless you have a domain that targets a certain aspect, any action that involves the use of a miracle on a mortal will be determined by their level. He is level 47, so it will cost 47 divine energy to heal him. It is not expensive at all. You just think it is expensive because you are currently weak and poor. You wouldn't think so when you have millions of believers. A single mortal's life will become insignificant then."

So they had a decision to make. They can invest a large amount of their Divine Energy to heal the chief temporarily and hopefully gain a return on their investment soon. Or they can let him die and spend less energy on the next chief.

The first option will bring a swift outcome, but it is expensive. The second outcome will take time, is uncertain, but cheaper.

They decided to go with the second option. It is because they couldn't bear to lose so much DE on a mortal. DE is too important to them right now. It is literally their life. They will die if they run out of it. They will also become helpless if something dangerous happens after they have given away half of their Divine Energy. The life of a mortal is not as important as their life.

The two options are gambles for them. But the first option is a gamble they cannot afford to lose. What if something happens that they desperately need divine energy for? They might be paranoid about danger appearing, but only those that are prepared for something have a chance at victory when it happens.

Sure, it will delay them, but they are willing to take this slow and steady. It might be because they are immortal, but a day or two for the chief to die doesn't seem like a long time for them. They are especially inclined to it since it will grant them stable development.

They made their decision known to Warshaw who proclaimed it to the world.

She said loudly, "The gods have spoken. You Hoggling are to die as long as you remain chief. Your destiny is to become guardian of the Oracle of the 9 crowns. If you refuse this destiny, then you will surely die."

Everyone looked at each other. What she said was not exactly what they expected. She was to attempt and fail to heal Hoggings or give excuses why she couldn't heal him. Then again, she is crazy, so her mind works in strange ways.

The chief nodded and continued to entertain her. "I am about to die. What use will I be as a guardian to you?"

She replied with a glare, "It is not your right to question the will of the gods. What you should do is just obey."

Despite the pain and the weakness of his body, a smile tugged at his lips. But he resisted the feeling and instead asked solemnly, "So what should I do in obedience?"

Warshaw nodded in satisfaction. "Give up your position and come with me to stay in my enclosure. If you fight off your death for 3 days, you will have shown enough sincerity to the gods. They will save you, and you will have to live the rest of your life as my guardian."