

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

### **GREED: ALL FOR WHAT? #Chapter 1741: Another Great Opportunity. - Read GREED: ALL FOR WHAT? Chapter 1741: Another Great Opportunity.**

#### **Chapter 1741: Another Great Opportunity.**

A council member expressed his thoughts. "I think this is a good idea. You should do what the gods want. Do it to gain their mercy."

Other councilors joined in and spoke in agreement. They know that he is about to die, and they can wait. But they would rather not wait. They would like it if he gives up his position earlier so that they can fight for it.

The chief just sighed. It is the sigh of a defeated man.

He thought to himself, "I am about to die, but they still can't let me die in peace."

He knows what they are after. And he can refuse. But he agreed. It is because he wants to see them fight over his position before he dies.

The position of chieftain can only be acquired with strength. Those who want to become the chief must fight with their lives on the line. It is a death match with only one victor. The survivor is then bathed in the blood of his enemies.

In the case where only one person wants to be chief, then that person must hunt a great beast and bathe in its blood. Either way, for one to become chief, they must bathe in blood.

Hogglings wants to see blood flow before he dies. He is sure he will enjoy it. So even though he has no hope that he will be saved by the "gods," he agreed to step down.

"From today henceforth, I will no longer be the Chief of The Bull's Horn Tribe. I wish the next chief good luck."

He will lose his house, his wives, and his properties now that he is no longer the chief, but it doesn't matter anymore. He is going to die anyway. Besides, this ending is better than the ending of ancient chiefs who had to give up their power after they had been beheaded.

Some of the council members became excited after he made the declaration. They are the same council members who encouraged Hogglings to abdicate. They began planning when to select the next chief.

One of them proposed, "We should go back today and prepare. We will have the fight tomorrow morning at this time."

It was the first suggestion, but it was met with resounding agreement. No one was against it. If they had their way, they would even hold the fight today, but they wanted to show some respect to Hoggings by giving him time to vacate the premises and prepare for his death.

Legion was watching all these happen with slight amusement. The orcs they knew were the descendants of the demon god of WRATH. Those orcs were largely unruly and barbaric. They would have killed the chief at the first sign of weakness. These orcs appear to be tame, which is not a bad thing for them. It means they will be able to control them and get their way easier.

Warshaw interrupted the council members. "There will be no fighting for the position of chief. The gods have returned, so we will follow the ancient ways. We will use the divine ordainment method. The 9 Crowns will select who is to be chief."

The council members almost snapped then. One of them did snap.

"Enough. We've had enough from you. You can go now."

The one that snapped and shouted was one of the biggest orcs here. He even stood up, so it made his advantage in height clear.

He towered above Warshaw, but she wasn't intimidated. She was the opposite. She was incensed.

She pointed an accusatory finger at him and shrieked, "Do you dare to blaspheme the gods?" The angry orc didn't back down. He asked in return, "So what if I dare? What will they do?" Gasps filled the air at that question. Everyone was shocked that he dared say that. But the angry orc didn't back down. His heart was beating fiercely because he knows he is taking a risk, but he believes that it is a gamble that he is likely to win because Hoggings wasn't healed.

Things would have been different if Warshaw had healed Hoggings. That would have proved that the 9 Crowns existed beyond all doubt. But she didn't heal him and instead used an excuse to change the subject. The council members played along for selfish motives. Now that his selfish motives are about to be interfered with by the deranged old shaman, he is not going to stand and watch.

He became bolder when nothing happened to him after his blasphemy. He threatened her, "You should leave with Hoggling before I make someone take you away."

Warshaw was incensed but Legion wasn't. They were only frustrated. That's because Minor Miracle didn't bring out favorable options for them to use.

-You have used Minor Miracle.

-Acquiring available miracles.

-Please choose one.

1. Kill the mortal immediately. Cost: 45 DE.

2. Curse the mortal to rot while alive. Cost: 45 DE.

They shouldn't be angry that someone has appointed himself to be the scapegoat. This is another opportunity for them to display their might and cause awe in the minds of the mortal. They even have two ways to go about it.

The first option will strike the blasphemous orc down in front of everyone, while the second one will give him a long and miserable life. His life will be so miserable that he will probably kill himself to get it over with. Unfortunately, both options are expensive.

It is the same problem that they encountered with Hoggling. If Hoggling's life is not worth putting theirs in danger, then this orcs's death isn't either. Besides, they can't spend that much DE energy even if they want to.

Fortunately, they already have a viable plan for Hoggings. They will just use that plan for this one too.

They made their Will known to Warshaw. She heard 9 voices speaking directly to her mind. They said, "It is destined for him to die at the hands of our chosen. We will not use our power to bully him. We will show the world why the divine ordainment method is destiny."

## **GREED: ALL FOR WHAT? #Chapter 1742: Odd Changes. - Read GREED: ALL FOR WHAT? Chapter 1742: Odd Changes.**

### **Chapter 1742: Odd Changes.**

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The words of her god rang clear in her mind, and she acted on them immediately. She pointed at him and said, "You fool. Do you think the divine ordainment will rob the strong of their chance at power? You thought wrong. The divine ordainment method only cuts short the bloodshed by going straight to the end and choosing who will win. The divine ordainment method is a boon to use from the gods. It is not unfair and unjust."

She didn't think the gods could be wrong, and she didn't question them at all. Her faith was full, as was her confidence as she spoke.

Her voice rose with that confidence. "But don't you worry. You will see for yourself soon how wrong you have been. Everyone will see the glory of the 9 Crowns soon."

Then she walked up to a certain orc in the crowd. This orc is just a hunter in the tribe. She is strong and has the intention to challenge one of the 12 council members for their position, but she has never done so. She is not among the council members, so she is not considered one of the strongest of the Tuskin Tribe. But Warshaw went up to her, grabbed her hand, and raised it up so everyone could see.

She proclaimed with the same loud voice, "The gods have spoken. She will be the next chief of the tribe."

Everyone was stunned, including the hunter who was selected. But Warshaw only nodded calmly.

"We will return for the battle on the morning of the day after tomorrow, as is customary. Take tomorrow to prepare for your defeat and demise."

Then Warshaw began her march back to her encampment. She dragged the hunter with her. She only stopped to speak with the chief, whose mouth was still open.

"I want you to come over as soon as possible. Don't keep me or the gods waiting."

Then she resumed her march. Everyone watched her go, still stunned and shocked. They wanted to laugh, but no one dared to. They didn't want to blaspheme the gods if they are real, and they didn't want to make fun of an old orc with loose screws. But that restraint didn't last long. People began laughing and talking after she left.

Only Chief Hoggings was quiet. He was still thinking about the things he saw. Warshaw didn't spend up to 5 minutes in his presence, so the period of observation was short. But he did notice that some of her wrinkles had disappeared in that short period.

As one of the best hunters in the tribe, he is very observant. He noticed the strange changes in Warshaw. She looked better by the time she left. It was small and almost unnoticeable, but it formed a stark contrast with his memory of how she looked yesterday morning when she visited him to tell him that he would die.

She was a wrinkled and hunched old woman yesterday. She might have gone crazy and gained a false sense of strength, but her wrinkles shouldn't be healing. It made him curious, so he decided to honor their arrangement quickly.

He didn't join in the laughter or the conversation. He stood up and returned to his house to pack up. Then he made his way to the Shaman's encampment.

----To Be Chief.

Warshaw dragged Axec along to her encampment. She wasn't truly dragging Axec, as she is not strong enough for that. It was Axec humoring her. And that was only after Warshaw had whispered to her, "Don't worry. The gods have a plan for you. They have a plan for all of us. As long as we obey them, everything will be fine."

Axec didn't know what to say about such a claim. Things become complicated when the gods are brought into any conversation. To refuse the claim that the gods have a plan is the same as saying the gods don't exist or that the gods exist but are too stupid to have plans. Those are both blasphemy that is punishable by death.

So Axec wasn't going to refute. She was going to allow the crazy Shaman to drag her to the encampment. Then she would slip away and escape. Odds are that the shaman would have forgotten about her by tomorrow morning.

But her plans changed when they finally reached the encampment. Axec felt a heat sweep through her whole body. Then the heat settled deep within her. It coalesced into a single point and made a cool sensation flood her body.

The cool sensation was clearly from an energy outside her body that she didn't know existed until that moment. This energy was rushing into her body to reach the heat spot within her. It cooled her body and gave her a sense of bliss.

It was as if she were being embraced by the softest and best fur coat. It was everything good, and most importantly, it filled her with strength.

Axec stood frozen as these sensations went through her. Warshaw smirked to herself when she saw Axec's blissful eyes. She has experienced the same thing just recently, so she knew what had happened to the young warrior.

Meanwhile, Legion received a notification.

-You have used blessing on Axec. -1 DE.

It cost them 1 Divine Energy to ordain a new chief. It is a vastly cheaper option than what it would cost them to heal Hoggings or to kill the blasphemous council member. Axec will kill the blasphemous council member for them so they don't have to spend 45 energy points right

now.

They are confident of this because of Axec's new stats.

NAME: Axec Byorn

AGE: 112(225)

FAITH: The 9 Crowns.

CLASS: None.

TIER: 0

LEVEL: 48

HP: 100/100

CONSTITUTION: 10

STRENGTH: 10

VITALITY: 10

SPEED: 9

SPIRIT: 9

MANA: 1%

STATUS: Elated.

The blasphemous warrior is level 45 with 9 points in every stat. Not only does Axec beat him

with 3 points, her strength, vitality, and constitution are above his.

A/N: Check out DESTINY GAMES if you haven't. Enjoy your day.

## **GREED: ALL FOR WHAT? #Chapter 1743: Unconditional Faith. - Read GREED: ALL FOR WHAT? Chapter 1743: Unconditional Faith.**

### **Chapter 1743: Unconditional Faith.**

This is not her natural strength. Axec was at level 44 when they told Warshaw to choose her. It was their blessing that improved her so much and granted her access to Mana. That access to Mana is why they are confident that she will beat every challenger tomorrow.

She doesn't have a class yet, which means she won't be able to use mana techniques and skills. But just the natural endowment of mana will help her heal and recover her stamina faster.

The council members are older and so are more skilled. But they don't have mana. That means they won't have the replenishment of stamina and the boost to power that mana grants. If that boost increases to 10% in the two days they have, Axc will have another edge over her challengers.

Sure, it would have been better to choose one of the council members as their champion, but they didn't do that because strength is not the priority. Faith and obedience to the gods are the priorities.

They couldn't afford to kill the blasphemer immediately or curse him, but they had to make a show by selecting someone that is unlikely to become a council member and make that person become the chief. It indicates that with the support of the gods, anything is possible and will teach the mortals to always trust in gods and obey them.

It is the best that they could do, being that it costs less and is most efficient. If they had enough divine energy, they would have killed the blasphemer and selected a stronger person as chief.

That method would be swift and thunderous. Their current method might be efficient, but it is slow, and risky. But most important of all, it gives them two days to acquire more believers and gain divine energy.

When the day of the challenge comes, they believe that they will have much divine energy to make actions that will prove their existence and power beyond any doubt, reasonable or unreasonable. So they are actually looking forward to the challenge, not anxious about its outcome.

Axc finally recovered from her stupor. Warshaw was waiting for her.

The old orc asked, "Do you now know where my confidence lies?"

Axc nodded. "I do."

"What do I rely on?" Warshaw asked.

"You are confident that I will win because of mana."

Warshaw said with disdain, "You are wrong. Mana is just the blessing from the gods. What I rely on is the gods themselves. They chose you, so you will win in two days. That is divine ordainment. You owe everything to the 9 Crowns. They can give and take away."

Axec nodded in agreement. "The gods are all powerful."

"Of course. That's what gives divine ordainment its legitimacy. Even if you were not blessed, you would still win. The gods could have killed that blasphemer today, but it is his destiny to be killed in the challenge by your axe. That will show the legitimacy of divine ordainment and give glory to the 9 crowns."

Axec nodded in agreement as her confidence also soared. She was beginning to have some faith.

Warshaw said to her, "Come with me to give worship to the 9 crowns."

Axec was brought to the shrine of the 9 gods, where she bowed.

She swore solemnly, "If I win the challenge and become chief, the whole tribe and my life will belong to you. I will give my all to you."

Warshaw frowned. She didn't like how that promise was phrased. She believes that everything already belongs to the gods. They don't need someone to give it to them. It is the opposite. The mortals are to hand over everything they have so that they can please the gods. Everything in all of existence is for their pleasure.

As a zealot, she didn't keep her displeasure to herself. She made sure to lecture the future chief about how to respect the gods. This lecture was not a simple act of mentioning Axec's error with her promise. It was an in-depth analysis that took 10 minutes and would have continued for longer if Hoggings hadn't arrived.

"Meditate on what I have told you. Your acceptance of the gods will improve your connection with mana. Think of mana as the power from gods. If you try to get closer to the gods, then you will get closer to Mana." Warshaw said to Axec before she left her to minister onto Hoggings.

Hoggings was also blessed by the 9 crowns. It improved his stats and his resistance to the poison. He reached level 50 immediately. It is the limit of what orcs are capable of, and he even gained access to Mana. All of these made him confident of surviving for 3 days.

Legion spent 1 divine energy to acquire that outcome. It is likely that Hoggings will be able to heal himself in 3 days. If not, 3 days is more than enough time for them to establish their church and gain a steady source of divine energy. So they will be able to heal him then.

It shows just how powerful the gods are. A simple blessing, when used right, can acquire them the loyalty and faith of a peak fighting force as a guardian for their Oracle and a chief of a tribe.



With Hogging protecting Warshaw, she won't die before they have made full use of everything she has to offer. And with Axec, they will have the whole tribe under their thumbs. So they are off to a good start. It all hinges on Axec winning her battle in two days.

In the meantime, some of the rewards for their hard work came in. Warshaw was poor, so she couldn't offer more than her best bull. Axec is a hunter, so she had more to spare. Hogging, on the other hand, is very rich and also very grateful to the 9 gods. He was willing to offer everything he still owned to the gods.

## **GREED: ALL FOR WHAT? #Chapter 1744: A Lie That Is Not A Lie. - Read GREED: ALL FOR WHAT? Chapter 1744: A Lie That Is Not A Lie.**

### **Chapter 1744: A Lie That Is Not A Lie.**

The two orcs might have been skeptical of the existence of gods before, but they were not anymore after they saw everything they offered on the shrine turn into motes of light and disappear.

They offered the best they had and more, but the sight of all of their stuff being received made them happy instead of sad at losing so much. Such is the allure of faith.

Legion was happy with the situation. It had a lot to do with the notifications they received each time they offered something.

-You have received 10 gold coins from Axec.

-You have received 93 gold coins from Hogging. -You have received (Large shield) from Hogging. -You have received (Wolf pelt armor) from Hogging. -You have received (Twin daggers) from Hogging.

Everything offered to a god could be received by the god, including weapons and armor. Plus, their action of receiving offerings increased the faith of their believers. It gave Legion a good idea on how to exploit the mortals and spread their religion very quickly.

They said to Warshaw, "We are in a good mood and have decided to bless this tribe with a boon after the selection of the new chief. But the boon we will grant your tribe will depend on how sincere they are. Let them offer us their best, and we might visit a great boon upon your tribe."

Warshaw took off immediately. She didn't know that they had lied to her, but she didn't need to know that. All she needs to have is blind faith in her god.

Legion watched her go and felt a little proud of their lie. It is because it is not truly a lie. They can just make up anything as the boon. For example, they can say that the grace of living for another day is the boon. After all, they are gods. The fact that they don't go on a killing spree is a boon to mortals.

Their request had already brought forth rewards when Axec and Hoggings heard it from Warshaw. They offered a lot of armor and weapons to the 9 Crowns.

So the clones' naked and exposed form was soon encased in the best armor that the Orcs could make, and they were soon wielding the best weapons available.

They were surprised that they could receive weapons as offerings, but they were even more surprised that the weapons could strengthen them. So they asked their angel about it.

"Non-living things can be received as an offering just like living things. And just like living things, anything received will be transformed into a useful form for the gods."

"Living things will be transformed into divine energy, while non-living things will be converted into divine artifacts. These weapons are just the lowest grade divine artifacts. No god can forge something poorer than it or as poor as it."

The clones didn't mind. Legion-1 said, "Low grade or not, it is better than nothing."

Legion-8 agreed. "Besides, it is free."

Legion-3 with a snicker, "It is better than free. It is like taking candy from babies."

They found it funny that the mortals are giving them their stuff. They believe that it would have been better for them to use those things to strengthen themselves, but they also understand that in God's Domain, mortals need the help of gods to access mana and grow stronger.

So the faith of the mortals in their useful gods is understandable. But that doesn't stop the whole thing from being funny because they don't need to steal something to get it. It is simply offered to them when they ask for it.

Next, they used insight on all the weapons to confirm. They found that the angel was right. They were all (Low Grade Divine Artifacts). They ranged from level 5 to level 10. Their level determines how much enhancement they can provide, but that's not all there is to them. The weapons have other properties.

The only bow, for example, provides more than a strength amplification.

(Hunting Bow (Low Grade Divine Artifact): Level 5)

(Enhancement: +5 Strength. Dual Notches. Bladed Limbs)

(Description: A bow for skilled hunters. It has two notches to shoot two arrows at the same time. It also has small blades attached to its two limbs for desperate close combat use)

The clones shared the weapons and armor amongst themselves. They tried to have different configurations so as to be able to meet the needs of various fighting situations and enemy types.

Legion-1: Heavy Metal Armor (+10 Endurance). Large Shield (+10 Endurance). Large Axe (+10 Strength). Hunting shoes (+7 Speed)

Legion-2: Light Leather Armor (+3 Endurance). Hunting Bow (+5 Strength). Hunting shoes (+7 Speed)

Legion-3: Light Leather Armor (+3 Endurance). Twin Daggers (+6 Strength). Hunting shoes (+7 Speed)

Legion-4: Medium Fur Armor (+6 Endurance). Single Edge Blade (+7 Strength). Single Edge Blade (+7 Strength). Hunting shoes (+7 Speed)

Legion-5: Medium Fur Armor (+6 Endurance). Spear (+7 Strength). Hunting shoes (+7 Speed)

Legion-6: Medium Fur Armor (+6 Endurance). Small Axe (+7 Strength). Small Axe (+7 Strength). Hunting shoes (+7 Speed)

Legion-7: Heavy Metal Armor (+10 Endurance). Heavy Bola (+7 Strength). Hunting shoes (+7 Speed)

Legion-8: Light Leather Armor (+3 Endurance). Throwing Knives (+5 Strength). Harpoon (+6 Strength). Hunting shoes (+7 Speed)

Legion-9: Light Leather Armor (+3 Endurance). Bladed Whip (+6 Strength). Hunting shoes (+7 Speed)

With their configuration, they are prepared for both long-range, medium-range, and close-range combat and enemies that require blunt, slashing, or piercing damage to be out down. Having weapons put Legion in a good mood for the rest of the day. They felt more secure against the attacks of other gods as they followed their Oracle around the tribe. Warshaw went to every house proclaiming the existence of gods and informing them of the fight that would take place in the morning. If they didn't know about the fight for chieftaincy that was to hold the day after tomorrow, they knew it after she shouted it at their gates for hours. She also invited them to a worship at her place in the evening with her loud voice.

A/N: Check out DESTINY GAMES if you haven't. Enjoy your day.

## **GREED: ALL FOR WHAT? #Chapter 1745: Multiple Divine Plans. - Read GREED: ALL FOR WHAT? Chapter 1745: Multiple Divine Plans.**

### **Chapter 1745: Multiple Divine Plans.**

Her second request was a little out of place, but it wasn't strange. The tribe usually congregates at her encampment during festivals and during the new year, so it is not strange that she is asking them to worship at her place. But none of those events is taking place today, so it is odd that she is asking them.

Even so, some of them decided to come around. The gods might not be real, but they were once real, and it is said that they will return one day. It is the Shaman's that say the gods will return, and they have said it for so long that it is still part of the orcs tradition to worship gods, so the people of the tribes decided to worship.

They also brought something that will be sacrificed to the gods. It was small and inconsequential to them, but they all brought something, and that's good enough for Legion.

Their little offerings served as the hook of belief that snared their souls for the 9 Crowns. They witnessed their gifts being received and turned into believers immediately.

It didn't matter if Warshaw was faking it with magic. If she could, it meant that magic exists again and that the gods must have returned. After all, the gods are the source of all power. In their absence, all forms of extraordinary power disappeared with them. So fake or not, the sight of their offerings being received rekindled the faith in the gods.

The clones watched all of this happening with slight anticipation. They couldn't help it because of all the notifications they were receiving of offerings, divine energy, and new believers.

As the day dragged on, their confidence increased in tandem with the increase in their divine energy. They felt more confident about the challenge and even decided to use the faith of the people as their third plan that will be needed in case Axec somehow loses the challenge even with their help.

It is not smart to put all of one's eggs in one basket, and only those that are prepared for failure will never truly fail. That is something they have heard from others, seen in the Supreme Law of a particular world god, and experienced themselves, so they are always planning for every possibility.

Anything can happen on the morning of the challenge. If Axec fails, that means they can't rely on the chief. Things would be worse for them because they would lose the respect of the people, and Warshaw would be verified as crazy.

They can't let that happen, but if it happens despite their best efforts, then they must have the people on their side. If the people already believe in them by the time of the challenge, not only will they have more divine energy to assist Axec, they will have more sway in the tribe to affect any orc that becomes the new chief.

The evening ceremony and the whole of tomorrow will give them the opportunity to convert a lot of the tribe members into believers.

These believers will be shallow believers because the only miracle that will be shown is the acceptance of their sacrifice. But their faith will be cemented on the morning of the challenge when Axec wins or with further miracles when they interfere to make Axec win.

Their fourth plan is to overcome their hesitation and spend the divine energy needed to heal Hoggings. That way they will also have physical might on their side.

So while a lot hinges on Axec winning the challenge and becoming the new chief, they are already making sure that she will win, and if she does not, they won't need her anymore. It is the preparation for failure that ensures success regardless of the outcome.

The evening ceremony went well. Many orcs rushed back to acquire better offerings and sacrifices. They wept and cried as their offerings were all accepted. Even living animals turned into motes of light on the altar.

Legion gained a lot of believers that night and the following day. They gained a lot of Divine Energy and their Authority increased rapidly until it reached 101. That is just about 20% of the population of the tribe, so they are optimistic about their future.

They received another notification for their efforts.

-You have acquired more than 100 Authority.

-You have unlocked Divine spells.

-Ascend to the Divine Realm to gain access to Divine spells.

This notification formed their resolve to ascend as soon as possible. They were confident of ascension thanks to the success of their two days of evangelism. It is the sort of confidence that 53 Divine Energy each can grant a god.

Morning came very soon. It came with excitement and anticipation that filled the entire tribe. It is because word had spread to everyone in the tribe that today would be the day for the selection of a new chief. This is the kind of thing that only happens every 50 years.

It is not a once in a lifetime event since orcs can live to be 200 years old, but it comes close. The anticipation was further increased by the talks of the advent of the gods.

The divine ordainment and the religious events that took place in the Shaman's enclosure have also spread. A lot of the tribe members wanted to know if the gods had truly appeared and if they would show their might today.

So it was with eagerness that everyone in the tribe assembled at the square at the center of the tribe. Even the old and the young were present. The only person absent was the previous chief. Many guessed that he had either died or he was too weak to move.

Soon the challengers for the seat of chief appeared. All of them were old council members, while only one was a young warrior. This young warrior was the one to take the stage first.

Axec appeared to be full of confidence and high in spirit. Her eyes were bright, and her steps were steady. They were not the steps of one who suspects that she is in a situation way out of her league.

## **GREED: ALL FOR WHAT? #Chapter 1746: Taste My Axe. - Read GREED: ALL FOR WHAT? Chapter 1746: Taste My Axe.**

### **Chapter 1746: Taste My Axe.**

Axec beacons to her challengers, who were huddled in a corner, and said, "Come and taste my axe."

Her appearance set the crowd of audience alight. They began cheering and roaring. So they picked up a single chant, "Blood for power."

The crowd wanted blood. They roared for it with fervent desperation. The fresh morning air was soon filled with a thrumming beat of potential violence. It is not for the fainthearted. But the orcs are not faint of heart. This is their tradition.

It is their custom to bear witness to the spilling of blood. It was so before the advent of the gods and after their departure. The strongest orcs will prove their mettle by spilling their blood or that of the obstacles to their claim of chieftaincy.

This cry for violence usually fills the challengers with bloodlust. But not this time. This time, there was solemnity among the challengers. None of them took up Axec's challenge to come and taste her axe. In fact, they were busy arguing amongst themselves, not fighting.

They were arguing in hushed tones, which eventually led to some stepping forward into the arena. They did so only to drop their weapons. Then they returned to the crowd to watch as bystanders.

The implications of their actions were clear. They were surrendering before battle. It is a shameful thing to do as warriors, but it is only reasonable to do so when a god is involved. It is only right for mortals to capitulate to the whims of their god. There is nothing shameful about that.

It was understandable that they would think that Warshaw was insane two days ago. But enough time has passed for them to acquire some information that has put their worldview under intense questioning. This is the sort of questioning that makes the claim that Warshaw is crazy very shaky.

They heard about the miracles that occurred these past few days, and some of them even witnessed them. It was the miracle of the acceptance of offerings. It is also what is causing the disagreement amongst the councilmen.

Some of them had already decided to give up. But they also decided to advise others to surrender too, but they were met with resistance.

At the end of the day, many of them decided to surrender. The gods might not have returned, but they felt it was not worth it to anger a god for the slim chance of becoming chief.

If there was a god, then they would surely die if they went ahead with the challenge. And if there isn't a god, they might die in the challenge, as only one person can win and become chief. So the only way to secure their life and afterlife is not to challenge the chosen of the gods.

Only one of them didn't give up. He thought he was the strongest and that the position was his. He wasn't willing to be scared away by some rumors. After all, if the gods were real and angry with him, they would have struck him dead already.

Maybe the gods truly want to use him as a scapegoat, or they want him to prove himself in battle. Either way, if the gods are angry with him, he will surely die. So he would rather take his chances in battle.

So Torko stepped onto the stage. Unlike the others, he didn't drop his weapon. Instead, he gripped his spiked club tightly and sneered at Axec. He displayed his tusk disdainfully and said, "Unlike the others, I am made of stronger stuff."



Axec raised her axe and said, "That is good. You will make for a great sacrifice to the 9 Crowns when I am done with you."

Warshaw had already been carried away by the shout for blood. She didn't bother with the customary ritual and was quick to give permission for the start of the challenge.

She screamed at the top of her lungs, "Begin!!!"

The shout of the shaman made the two combatants rush towards each other. Torko was wielding a large club adorned with sharp spikes. A single hit-even a glancing blow-could be debilitating. He decided to maximize his chance of scoring a hit by producing a wide horizontal swing at Axec aimed at her chest.

Axec, who was rushing forward, stopped in her tracks and stepped back. The club passed in front of her. She stepped forward to take advantage of the opening, only for Torko to kick forward.

She stepped sideways to avoid the kick while swinging her axe blade downwards to cleave his leg. Torko swiveled sideways to avoid her axe while simultaneously slamming his shoulder into her.

The clash pushed her away. It didn't cower her though. She jumped towards him after collecting herself. Torko's club was waiting for her.

He struck as if to impale her with his club. This caused it to meet the axe in its downward slash. The two weapons struck each other briefly. There was no winner in the clash, but Axec had to jump back again because Torko kicked at her again.

She evaded his large leg, aiming for her leg, but it delayed her attack and allowed Torko to step forward and bring his club around for another swing at her. This time she was too close to avoid the swing. She had to use the handle of her axe to block the blow.

The two weapons clashed, and Axec didn't take a step back. Torko was surprised. He didn't expect a younger orc to be on par with him in terms of strength. But he was a seasoned warrior. He adapted immediately by using his other hand to punch Axec's face.

Axec didn't expect the punch but she was already pushing Torko before it happened. She was wielding her axe with both arms to block the swing while Torko was only using one hand. The support of both of her hands made it so that she gained an advantage over Torko when she pushed. He was forced back and had to retract his punch to stabilize himself.



# **GREED: ALL FOR WHAT? #Chapter 1747: Truly The Chosen Of The Gods. - Read GREED: ALL FOR WHAT? Chapter 1747: Truly The Chosen Of The Gods.**

## **Chapter 1747: Truly The Chosen Of The Gods.**

Axec pressed the advantage. She pressed her head forward to smash it against her enemy. Torko retaliated with a head smash of his. The two heads smashed against each other. Both of them broke their noses and began bleeding.

The first blood had been shed, so the crowd went crazy. Now they were only clamoring for blood. They didn't care about the power anymore.

Torko said, "You are not bad."

Axec replied, "You will die."

She was stating it as a fact. If she had hoped to deter Torko with that statement, then she was bound to be disappointed.

Torko stepped forward and punched with his left hand. She stepped aside to avoid the punch, only for Torko to swing his club at her with all his might. She was already moving to the side, but it wasn't fast enough to avoid the horizontal swing coming at her. So she parried it by striking the club with her axe.

The club went awry and smashed into the ground because of the force of the blow. Alexec jumped forward as soon as her feet touched the ground. Torko had extended himself with the last attack, so she had gotten within his guard.

She chopped down with her axe on his defenseless form. But he wasn't so defenseless. He leaned into the attack and grabbed the handle of her axe. Then he kicked her again.

This time she couldn't dodge. Not without losing her weapon. So the kick connected with her stomach and knocked her back. The air in her lungs was knocked out of her, but she didn't let go of her axe. She was already pulling it before she was kicked. The combined force of the kick made it difficult for Torko to continue holding on to it. Not if he didn't want to be dragged forward.

Torko let go of the axe so as not to be pulled by Alexec. Instead, he used both of his hands to pull his club back for another swing at her. Unfortunately, his attack wasn't fast enough, so Alexec was able to dodge the attack.

Their fighting continued in earnest. They had the excited crowd to cheer them on. The cheer was endless because the fight was thrilling. A single successful attack could end

the battle, so the tension was high. Each swing of the weapons made the heart of the audience beat wildly.

Warshaw's heart was probably the one with the most fluctuations. It is because her heart is very old and there is a lot to lose here for her.

As an old orc with many years of experience, she could see the minute subtleties that the others couldn't see. She could tell that Axec was stronger, but Torko was more experienced. Axec couldn't control her strength properly, so the best she could do was be evenly matched with Torko in terms of raw power. But she was lacking in skill, which Torko used to edge out little victories in their exchanges.

Torko couldn't overwhelm Axec enough to score a good hit on her, but he was nimble and resourceful enough to manage little hits like kicks and punches. He was also adept at predicting and responding to her attacks. All in all, it was a draw.

A weak opponent would have capitulated to the constant harassment by now, but Axec held on. This made the fight drag out for minutes.

The difference between them began to show after ten minutes of constant, high-intensity fighting with their lives in the line. Torko was slowing down. His club was heavy, and he had been swinging for quite a while without success.

Axec, on the other hand, was in better condition. She had taken more of the hits of the fight, but she had a higher constitution and vitality, which made her have better stamina. She can't control her strength, but those are properties that are not affected by her inexperience.

What clinched it for Axec was her access to Mana. The boost was little, but its replenishment of her stamina granted her a constant source of advantage. Torko couldn't keep up with her after another 5 minutes of fighting. He was panting and sweating furiously.

He seemed to have realized that he was going to die but couldn't understand why. He was the second strongest in the tribe, and she was not even a councilman. The only thing he could think of for why a younger orc could defeat him in his prime was the one thing he disdained. So he said to Axec, "It seems the gods are real, and they have truly chosen you."

It was difficult for him to say the last part not only because it hurt his pride but because his throat was parched and his chest hurt.

Axec was also panting. But her need for stamina wasn't as serious as Torko's. She was able to say with disdain, "You are going to die."

Torko snorted and said, "You have yet to kill me, little girl."

He was hoping to rile her up, but she didn't take the bait. She continued to pressure him steadily for a few more minutes until he couldn't lift his club anymore. It was then that her axe buried its blade in his neck. It sought to split him in half. But it failed. The best it could do was maim him and create a spurt of blood from his severed artery.

However, that was more than enough. Torko's axe fell from his hands to the ground. He joined it soon after with his hands grasping his neck in an attempt to stop the flow of blood. His great weight smashed into the ground, but the voice of the crowd rose as they cheered loudly. Their cheers were ringing in the ears of Axec.

She raised her axe and cheered with them, "Blood and power."

The shaman raised her hand to still the crowd. Silence finally returned to the world.

Then she asked the council members, "Do you have anything else to say?"

They all bowed down and said to Axec, "You are chief."

## **GREED: ALL FOR WHAT? #Chapter 1748: Useful In Life And Death. - Read GREED: ALL FOR WHAT? Chapter 1748: Useful In Life And Death.**

### **Chapter 1748: Useful In Life And Death.**

Axec nodded in pride while Warshaw smiled triumphantly. Then the Shaman beacons for her acolyte, who rushed up with some tools. They began building a makeshift altar inscribed with praises to the 9 Crowns.

Torko's body was placed on this altar and offered as sacrifice to the 9 Crowns by the new chief. This was to be her first sacrifice as the new chief, and its acceptance will affect whether she will gain the support of the gods or not.

Or that's how it should be if the gods were in power. But in a situation where the gods need the acceptance of mortals, they have no choice but to accept her sacrifice. Legion certainly couldn't refuse her sacrifice after doing so much or so little to put her there.

Torko's body was accepted. His body turned into golden dust and disappeared in front of everyone. The public display of the new chief making a sacrifice and the acceptance of the sacrifice made the number of believers in the 9 Crowns skyrocket immediately.

Warshaw roared in excitement, "Praise be to the 9 Crowns. They have accepted our humble sacrifice. Praise be to the 9 Crowns."

Now that they have all seen the acceptance of the sacrifice, no one can say she is crazy anymore. And now that her chosen champion has won, no one can say her god is

weak. So everyone fell on their knees and proclaimed along with her the glory of the 9 Crowns.

Legion received a notification for the special offering.

-You have received 1 soul fragment from Axec.

-You have received 45 Divine Energy from Axec.

They had received the same amount of Divine Energy it would have taken to kill Torko on their own. It made them pleasantly surprised. What their angel told them about the use of soul fragments as currency and material for forging divine weapons solidified their greed.

They thought to themselves, "It seems we will have to do more of these sacrifices in the future.

They have learned that while it is easy to kill any mortal, it is best to let their subordinates do the killing for them and then sacrifice the mortal to them. That way they would be able to earn divine energy instead of losing it. This knowledge means that while this is the first sacrifice of an intelligent race to them, they will make sure that it won't be the last.

However, they are not blinded by greed. They understand that faith is a better source of divine energy. It is sustainable as opposed to the one-time gain of a sacrifice. So they do not plan to sacrifice their believers. That is a fate for nonbelievers. Or non-believers if they want to punish them.

Thinking about it made Legion-1 say, "It seems one way or another, mortals are tools to gods. They will benefit gods with their faith or disbelief and with living or their deaths."

Legion-3 said, "I think it is time to do our part to cement this show."

The clones agreed so they activated the plan they had prepared to prevent Axec's failure.

-You have used Minor Miracle.

-Acquiring available miracles.

-Please choose one.

1. Summon a bear. Cost 15 DE.

2. Summon angry eagle. Cost 8 DE.

3. Summon a pack of wolves. Cost 20 DE.

They planned to summon some animals to interfere in the fight. The animals are not to kill anyone. They are to just appear and disrupt Torko at a critical moment, which would lead to his loss.

Their intended choice was the angry eagle. It is the weakest one amongst them, but that also meant it would require less DE for them to direct it to harass Torko again and again.

It would be cheating, but they are gods, so anything they do is righteous. It is just right that they summon animals to kill or harm mortals who disregard their opinions. Even if it isn't right, they don't care. They are willing to do anything to achieve their goal.

Now that Axec has won, they don't need this interference. But they still choose to use a miracle to cement their power and influence in the tribe. However, they summoned the pack of wolves instead of an eagle.

The effect was immediate. A pack of wolves rushed out from the forest and approached the tribe encampment regardless of their fear. They howled to encourage themselves and to terrify their enemies.

Both of those agendas were achieved. The orcs in the square became afraid and scattered. They were not running away in fear, though. Each one of them was running to grab their

weapons.

The attack of a beast is not strange to them, so they were preparing to fight. But Warshaw shouted at them to stop.

"Do not fear. This is a gift from the 9 Crowns. Do not fear."

Some were about to rebuke her and call her senile, but then they remembered that the gods have returned, so strange things were bound to occur from now on. Even then, it took all of their restraint not to panic.

Their faith almost crumbled when the gate broke wide open and allowed the wolves to flood the encampment. But then they realized that this too was strange, as the wolves were incapable of breaching their gate. Certainly not in the span of a second. It made them believe that this was another act by the 9 Crowns.

That belief was confirmed when the wolves came to a stop in front of the square. The orcs and the wolves stood opposite each other, staring at each other. Both parties were terrified more than they let on. The wolves were probably the most terrified, seeing as they were practically dragged towards this location by an invisible force.

Axec was at the center of this gathering of orcs and wolves with Warshaw. She wanted to put some distance between herself and the wolves but she was led by the boisterous shaman toward the large wolf at the front of the pack.

## **GREED: ALL FOR WHAT? #Chapter 1749: Glory To The 9 Crowns. - Read GREED: ALL FOR WHAT? Chapter 1749: Glory To The 9 Crowns.**

### **Chapter 1749: Glory To The 9 Crowns.**

A normal wolf stood at 3 quarters of her height, but the pack leader was tall enough to stand head to head with her. It was 2.5 meters tall from head to paw. It was not at all a beast she would want to meet alone.

As a warrior, she wasn't afraid of a wolf. But she is aware of how dangerous they can be. Fortunately, she has faith, and it is strong, so she held back her discomfort and went along with the shaman.

Warshaw had already received instructions from the 9 Crowns, so she knew what to do. She had unwavering faith in them, so she wasn't concerned for her safety at all. She used a knife to cut Alex's palm. Then she did the same to the pack leader's forehead.

Then she instructed Alex to place the wound in her palm on the wound on the pack leader's head.

"Repeat after me. I swear from today onwards that I will care for your pack as members of my tribe. In exchange, you will live and fight with us as members of my tribe. I swear this in the name of the 9 Crowns."

Axec repeated the oath. She said it clearly and with a little trepidation.

Warshaw then raised her hands to the sky and said, "The 9 Crowns have witnessed your oath. The bond between the wolf pack and Bullhorn's tribe shall stand until it is broken. Glory be to the 9 Crowns."

Both the orcs and the wolves raised their voices to worship the 9 Crowns. Their voices and the dedication in their hearts were stronger than ever before. If there was ever any doubt about the might of the 9 Crowns, it is all gone now. Even if Alex decided to outlaw the 9 Crowns later on, the members of the tribe would still worship the 9 Crowns.

The two communities became one. The orcs accepted the wolves without any fear. They had absolute trust in the 9 Crowns, so wolves were welcomed into their homes. The wolves also extended that gesture by bringing the orcs to take their cubs.

Legion watched this happen with a little self satisfaction. One clone had used 20 Divine Energy and another had used 50 more to bind the wolves to the tribe. It was an expensive expenditure, but it was worth it.

Their miracle brought in returns quickly. Their believers increased to 532 immediately. Only the young orcs in the tribe who were too ignorant about faith didn't believe in them. But that would change after a while of brainwashing.

The tribe had become theirs completely, so they began blessing the strong warriors. This granted them power enough to outmatch Axec, but it also increased their faith in the 9 Crowns. Besides, Axec is not the ruler of the tribe anymore. That power has gone to Warshaw.

When the gods are in power, their clergy rule the mortals. Above them all are the Oracles. They are the closest to the gods and their mouthpiece. So it is normal for everyone to look to the Oracle for guidance instead of the chief.

In fact, it is necessary for them to do that. Without the guidance of an Oracle, they will run when friendly wolves approach them or stay when hostile wolves approach. Only an Oracle knows which wolves are for them or against them.

Warshaw, who was always full of energy, went about preparing for the ceremony to officiate the faith of the 9 Crowns in the tribe. She also put everyone else to work preparing for it.

The ceremony was to be held the following day. It was too soon as there was a lot of work to be done. But no one objected. In fact, everyone helped as much as possible. They put aside other things they used to do and spent the whole day to build a temple for the 9 Crowns.

They didn't manage to complete it before the following day, though. Their plan for the temple was too big to be completed in a day. But they completed the core of the temple, which housed the altar. That was enough for the ceremony to hold, so it went on as scheduled. When the morning came again, everyone came to the temple. Unlike yesterday, they were dressed in their best furs. And they were chanting "Glory to the 9 Crowns" instead of "Blood for power."

Warshaw performed a dance where she explained the identity of the 9 Crowns. The orcs finally knew them to be a god with dominion over nine aspects. They don't know what aspects are, but they learned that no god could compare to such a powerful god.

The ceremony ended when Axec handed over any shred of power she had left by announcing that the faith of the 9 Crowns would be the faith of the tribe and outlawed any other faith as heretical.



Warshaw led the crowd to raise their voice in worship. They sang songs in harmony and chanted, "Glory to the 9 Crowns. Glory to the 9 Crowns. Glory to the 9 Crowns."

Legion was truly pleased by the display. Their quest was completed, and it was confirmed by a notification.

Congratulations! Your religion has been established.

-You will ascend to the Divine Realm.

-You have gained access to Divine Spells.

Their figures faded away, and they disappeared completely. Warshaw lost sight of them and almost panicked. She would have panicked if she didn't hear the assurance from them that they were not leaving permanently. Only then did she relax.

The tribe went about their days after the ceremony. Only this time they had wolves to help them hunt. Things became easier for them with the wolves, so the tribe was slated for

prosperity.

Meanwhile, Legion reappeared in a magnificent city. They have seen a lot of things in over the 800,000 thousand years that they have lived, but they had to admit that this city was truly worthy of the word magnificent.

The city was full of sky-reaching buildings built with glass, crystals, and gems. Some buildings were made of only glass, while others were built with crystal blocks of various colors.

## **GREED: ALL FOR WHAT? #Chapter 1750: Beautiful Gemmis. - Read GREED: ALL FOR WHAT? Chapter 1750: Beautiful Gemmis.**

### **Chapter 1750: Beautiful Gemmis.**

Some buildings used crystal blocks of a single color, while others were constructed with assorted gems. It made for a koladioscope of colors. It made it look as if the city was built with colors given shape.

There was no sun in the sky, but the divine realm was completely bright. There was no shadow anywhere, and everywhere was lit by an unseen light. The amount of light further enhanced the beauty of the city. They are sure that the city would glow in the



dark as it is, so it doesn't need light, but the light made the gems, transparent and translucent crystals, and colorful stones pop.

Legion didn't gawk though. At least not all of them. Four of them did the gawking. They stared at different directions and fed the others what they saw. The other 5 were looking around for important details like the appearance of other gods, their number, and what they were doing. They were able to create a complete mental image of the city around them that way.

"It seems we are not the first ones to establish a religion."

"I wonder how fast we did."

"We took 4 days since our appearance to take over the entire tribe. That has to count for something, right?"

Their angel replied, "You are currently the 103,638th god out of the 100 million god seeds to ascend to a divine plane. As you selected to start in the Northern Realm, you have ascended to the divine realm of the Northern Realm."

"So there are other divine realms. If we split the number of gods that have established a religion by 4, that means we are in the 25,000 range of progress amongst the 1,000,000 god seeds that can qualify to become gods. That has to be fast."

Their angel confirmed it, "It is fast. But you are nowhere fast enough to complete the side quest of being in the first 100 god seeds to become Godlings."

"Hmm. How do we become Godlings?"

No sooner had Legion-6 asked that they receive a quest notification.

(Quest Received)

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

(Third Step: Create An Altar In The Divine Realm)

(Reward: Access To Your Divine Portfolio)

(Description: A local deity is not a godling yet. Not until they can receive divine energy from believers without the help of the divine realm. They will need a divine altar for that)

This quest and the optional quest to become one of the first 100 Godlings are the only two quests they have currently. The two of them are similar except for the factor of time.

They need to be fast to become part of the first 1,000,000 godlings. They are already making good progress with that. But their current position of 25,000 is far from where they need to be if they are to become one of the first 100. It made them realize that if they are to complete the optional quest, they have to hurry.

Legion-2 muttered, "Being in the top 25,000 doesn't look so good right now."

Legion-7 asked their angel as they looked around, "What is a godling, and how do we create the altar."

Their ever reliable angel replied, "Currently you are relying on the divine realm, specifically this divine city, to connect you with your believers. This is how divine energy is directed to you. And it is also the only way for you to acquire divine abilities."

"This connection can be delayed, sabotaged, or blocked completely. You will need to create an independent and secure receiver to make that connection for you. That is the altar. The altar is also necessary to establish yourself in the divine realm and become a true god."

They would like to be moving immediately, but they need information and knowledge to make the best decisions. They can move, but moving without a direction or purpose will be a waste of time and effort.

Besides, the information transfer between them and their angel is mental. It is almost instantaneous, so they are not wasting a lot of time to get the information they need to make efficient decisions.

The angel continued, "To create an altar, what you need are divine materials. I will tell you more on the materials as we go on. For now, you need to get divine spells to empower yourself so that we can go and get the most important material needed for the altar."

Their angel also knew that they were running out of time, so it made the best decision to make efficient use of their time. It directed them to the temple they just spawned beside. The temple was at the center of the Gemmis divine city. It wasn't the biggest building in Gemmis, but it is arguably the most important building. This is because it is home to the city spirit and Divine Investiture.

They are here for the Divine Investiture. It is a large black steele of stone on which the names of every ascended god assigned to Gemmis are written. The names are golden and tiny. But they are numerous, so the steele is very large.

The stele is not the only thing in the temple. It is standing at the center of the temple, while many floors line the edge of the temple. There were rooms on these floors that gods could stay in.

They were other gods rushing in and out of the temple. All of them touched the stele before they left. Most of them were in a hurry, but some took the stairs to reach the floors above.

Their angel introduced it to them as they approached it. "The stele is currently 1011 meters tall. It is constantly growing as more names are added to it. It will also reduce in size as those names disappear when the gods assigned to it die permanently."

All of them went ahead to touch the stele. It is currently the only way to receive divine energy from their believers in the mortal realm and also the only way to purchase divine spells.

## **GREED: ALL FOR WHAT? #Chapter 1751: Tools Of The Trade. - Read GREED: ALL FOR WHAT? Chapter 1751: Tools Of The Trade.**

### **Chapter 1751: Tools Of The Trade.**

Their angel informed dutifully, "All of these divine spells are available to every deity. It is only when one becomes a godling would they be able to access special spells, and only when a true god acquires a domain will they acquire special domain spells."

"So every local deity is practically identical in what they are capable of. But they will have varying power and Divine Energy which they have to use to compete to acquire the resources they need to become godlings."

The clones spoke amongst themselves more as they perused the list of divine spells. Despite the spells being available to every deity, all of them have requirements for Authority so there will be differences between the deities at the initial stage.

Deities with more believers will access more powerful spells, and their higher Authority means that even these lower-level spells will be more powerful than deities with fewer believers.

Legion-9 said as he went through the list, "In this world, Authority is the main foundation of their power. I wonder how divinity plays into things."

-Divine Spells.

1. Divine Strike.

Effect: Strike an enemy with an energy attack that is equal to 10% of Authority.

Cost: 10 DE.

## 2. Divine Shield.

Effect: Create an invisible defensive barrier that will block damage up to 10% of Authority.

Cost: 10 DE.

## 3: Divine Hold.

Effect: Trap a target with an invisible force with a power up to 10% of Authority.

Cost: 10 DE.

## 4: Divine Strength.

Effect: Boost one's strength for 10% of Authority.

Cost: 10 DE.

## 5: Divine Speed.

Effect: Boost one's speed for 10% of Authority.

Cost: 10 DE.

## 6: Divine Endurance.

Effect: Boost one's endurance for 10% of Authority.

Cost: Cost 10 DE.

Legion-8 said appreciatively, "Now we have a good means for killing mortals."

The lesser Miracle Divine Ability is powerful and multipurpose, but it is not efficient in using divine energy. They can force a pack of wolves to come somewhere easily enough, but if they want that same pack of wolves to kill someone they will need to spend more, probably double the initial amount.

But that's nothing compared to how much divine energy they will need to kill the same pack themselves. Each wolf will require a payment of divine energy equal to their level for them to drop dead.

Targeted divine spells like the Divine Strike will be more efficient in killing mortals. It will only cost them 10 Divine Energy while the power will be dependent on the number of believers they have.

They will be able to deal catastrophic damage as long as they increase the number of believers, and all it will still cost them is 10 DE instead of the amount needed to overcome the level of a mortal.

The first 3 divine spells are only available to deities with 100 Authority. Divine spells 4 to 6 are available to those with 1,000.

They only have 532 Authority so they don't have access to the last three divine spells yet. So they need more believers if they are to have every tool they need to compete.

They would like to get every divine spell that they can and be on their way. Unfortunately, they can't because the spells also require divinity to purchase.

Each of the divine spells require divinity that is 10% of the required Authority to acquire it, so the first three divine spells require 10 divinity each while the next three require 100 divinity each.

Currently, they don't have any divinity. If they were not given one chance to get a spell for free, then they wouldn't be able to get anything at all. This free divine spell is limited to the first three spells, so it is only worth 10 divinity.

They could also forgo their free divine spell to gain divinity that is equal to 10% of their Authority. This option is to be a boon to gods who did well in amassing believers before they ascended.

They have to decide which of the available options to go for. They can either choose a divine spell or cash in their free spell for divinity. In the case of the latter, they can cash in their divinity now or wait for when they acquire more believers so they can earn more divinity.

If they decide to wait, they will gain more divinity, but they will be delayed while other gods are already working to build their altar. If they fail to become the first 1,000,000 godlings, then it won't matter how much divinity they have.

Not only that, gods that chose divine spells might be able to use them to acquire more believers quickly, so they have a real chance of becoming stronger than those who chose to wait for more believers to cash in their free divinity. After all, stronger gods will be able to acquire believers faster, and Authority is one of the foundations of power for gods.

All in all, it is a tough decision to make. It is not helped by the fact that if they decide to choose divine spells, they can only have one that will serve them in attack, defense, or control.

But they are Legion, and they have the Divine Matrix ability. This means that they share Authority, Divine Energy, and also divine spells. They confirmed that much from their angel, so they have more leeway in choosing.

Three clones picked one divine spell each. Then the remaining 6 clones exchanged their free chance for divinity, so they got 53 divinity each and 318 divinity in total.

They can't share divinity as it is used to build their divine bodies. Since they have separate bodies, they can't share it. Actually, they didn't intend to share the divinity even if they could. They decided to put it into one of them to maximize its effect.

That decision was easy for to make. What gave them problem is deciding which clone they should focus on and which aspect of the clone they should enhance with divinity.

## **GREED: ALL FOR WHAT? #Chapter 1752: Unlimited Power. - Read GREED: ALL FOR WHAT? Chapter 1752: Unlimited Power.**

### **Chapter 1752: Unlimited Power.**

As gods, Authority is the most important aspect of their power. It determines the power of divine spells and the total amount of divine energy they can have to use those divine spells.

The next important thing is divine energy. Divine Energy is needed to cast spells, use divine abilities, and it is also their hit point. Their divine bodies will crumble if they run out of divine energy.

The third most important aspect of power is domain, followed by divinity. They don't have to worry about domain yet, as they don't have it and can't use it yet. But divinity is an ever- present need.

They need divinity to increase the power of their divine bodies. It is only with divinity that they can increase their strength, speed, and endurance.

Authority is very powerful, and divine spells that rely on it are an important means to wield that power, but it comes at a cost of divine energy. That means with each divine spell, they are giving away part of their life for power. Physical might gained from divinity, on the other hand, can be used without any resources.

They can hack someone to death without getting tired or losing any divine energy, so strength is very important, if only because it can be used indefinitely.

They can evade divine spells if they are fast enough, thereby causing their enemies to lose part of their lives for nothing. They can also defend and resist divine spells with the

endurance of their divine bodies. This is a defense that comes at no cost and will present for each divine spell thrown at them, so endurance is very important.

The importance of these three attributes made them struggle with making a decision. Eventually they agreed to focus all their power on endurance.

They omitted strength because they already have divine spells. Divine spells are costly, but they can share divine energy. They omitted speed because they won't be able to take advantage of it as much as endurance.

They decided that with Endurance, they could designate one of them as a shield. That tank will be the one to face danger for them while they support him with their divine spells.

They chose Legion-1 as he is the one with the highest amount of endurance from the equipment that was sacrificed to him. So his stats improved after he absorbed the tiny nodes of light that came out of the Divine Investiture.

NAME: Number 1

RACE: Local Deity (Orc)

TITLE: First Crown.

TIER: 0

LEVEL: 32

DIVINE ENERGY: 532

STRENGTH: 1+10

ENDURANCE: 318 + 20

SPEED: 1+7

AUTHORITY: 532

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

DIVINE SPELLS: DIVINE STRIKE, DIVINE SHIELD, DIVINE HOLD.

WEAPONS: Heavy Metal Armor (+10 Endurance). Large Shield (+10 Endurance). Large Axe (+10 Strength). Hunting shoes (+7 Speed).

All the clones have almost identical stats apart from their divine bodies. The weapons they each equipped have given each of the different physical enhancements.

Legion-2 has 1+5, 1+3, 1+7 with Light Leather Armor (+3 Endurance). Hunting Bow (+5 Strength). Hunting shoes (+7 Speed).

Legion-3 has 1+6, 1+3, 1+7 with Light Leather Armor (+3 Endurance). Twin Daggers (+6 Strength). Hunting shoes (+7 Speed).

Legion-4 has 1+7, 1+6, 1+7 with Medium Fur Armor (+6 Endurance). Single Edge Blade (+7 Strength). Single Edge Blade (+7 Strength). Hunting shoes (+7 Speed).

Legion-5 has 1+7, 1+6, 1+7 with Medium Fur Armor (+6 Endurance). Spear (+7 Strength). Hunting shoes (+7 Speed).

Legion-6 has 1+7, 1+6, 1+7 with Medium Fur Armor (+6 Endurance). Small Axe (+7 Strength). Small Axe (+7 Strength). Hunting shoes (+7 Speed).

Legion-7 has 1+7, 1+10, and 1+7 with Heavy Metal Armor (+10 Endurance). Heavy Bola (+7 Strength). Hunting shoes (+7 Speed).

Legion-8 has 1+6, 1+3, 1+7 with Light Leather Armor (+3 Endurance). Throwing Knives (+5 Strength). Harpoon (+6 Strength). Hunting shoes (+7 Speed).

Legion-9 has 1+6, 1+3, 1+7 with Light Leather Armor (+3 Endurance). Bladed Whip (+6 Strength). Hunting shoes (+7 Speed).

With their contribution, Legion-1 has become level 32 out of a maximum of 100 immediately. They could have decided to let one of them wait for when they will have more believers, but they all don't think waiting for anything is a good idea since they are in a race.

Besides, they would have to wait a long time before they could get something worthwhile. After all, their number of believers would have to literally double before they could earn what they could get from one of their clones now.

With this configuration of stats, they distributed themselves into 3 layers. Legion-1, with his high endurance, will be at the very front.

Legion 4 and Legion 6 with their short-range melee weapons will be at the second line to help Legion-1. Legion-7, with his high endurance and heavy armor, will also be there to help take on some damage if the pressure is too much for Legion-1 or something slips past him. Legion-3, 5 and Legion-9 with their daggers, spears, and bladed whips, respectively, will be at the transition line. Their job is to harass the enemy. They can go to the second line to deal damage when opportunity arises, but they will mainly stay at the third line to guard other



clones.

The ones that will always stay at the third line will be Legion 2 with his bow and Legion-9 with throwing knives and harpoons. They are to stay well behind defense and use their ranged attacks to assist the front.

They are also the ones that are mainly responsible for using their store of divine energy to cast spells or distribute it to those who need it. They will have a complete overview of the battle from their position at the back, which will grant Legion as a whole an advantage in

perspective.

They made their decisions quickly and rushed out of the city. They moved in the formation they planned. Legion-1 at the very front, with Legion-7 right behind him being flanked by

Legion-4 and Legion-6.

## **GREED: ALL FOR WHAT? #Chapter 1753: Elemental Zones - Read GREED: ALL FOR WHAT? Chapter 1753: Elemental Zones**

### **Chapter 1753: Elemental Zones**

They matched together while they listened to their angel inform them of the material they needed to build their altar and where to get it. Their angel described a lot of difficulties they could face, but they were confident in themselves.

Legion-1 is undoubtedly their source of confidence. With his Endurance at 320, it would take a god with an Authority of 3200 using Divine Strike or a god with 320 in Strength to harm him at all.

Even if that were possible, they will not allow it to happen without interfering with Divine Spells. The addition of the use of Divine Shield will make it more difficult to harm him. But they are not eager to use divine spells at all. It is something that they will use as a last resort.

From what they can deduce, even though Divine Spells are powerful, any god seed using Divine Spells is ready to pay any price to kill their enemy, including their death. It is because Divine Spells are expensive to use.

It is clear to them that they have to be careful when they use Divine Spells because regardless of the outcome of the divine spell, it will cost them a part of their life.

As it is, they can't regenerate Divine Energy. They will have to return to the temple at the center of Gemmis and use the Divine Investiture to harvest the prayers of their believers. So if they are caught lacking with divine energy outside of the city, then they will be in a lot of trouble.

This is the dilemma that the gods are facing, but none of them appear to be miffed at the unfavorable situation. It is partly because they are used to fighting at the edge of death. Plus, the knowledge of the importance of divine energy to gods is not new to them.

When combined with the fact that every god seed is an immortal in the void universe, this becomes a challenge that they are confident they can handle, as can be seen by the fact that everyone is still rushing outside of the city to fight.

Gemmis is safe ground. No fighting is allowed within it, and it also rejects the entry of divine beasts. Divine beasts are currently the only stable source of divinity and divine crystals. So every god seed must leave the city to hunt them or hunt each other.

Legion passed through the ornate city gate and ran into the wild. Outside Gemmis is a plain with a wide assortment of biomes. Some parts of the plains are frozen ice fields as large as oceans. Others are oceans of boiling lava or actual oceans of water. There are also large deserts and hurricane infested zones.

The zones are scattered and have no order to their placement. The one thing they have in common is that they are homes to creatures that are powerful enough to inhabit them and even change their environment with their power.

Their angel said to them, "These creatures are divine beasts. They will drop divine crystals when they die. They might also drop other parts of their body, but that rarely happens. You need divine crystals to create Divine gold. Divine gold can be used to forge divine weapons, but for now we need Divine crystals and souls to build your altar."

"We need 100 divinity, 10,000 units of Divine crystals, 100 mortal souls, and 10,000 mortal gold for the altar. The first two can be acquired up here in the divine realm but the last two require resources that only the mortals have."

Their angel then gave them a lot of information about the divine beasts to help make a decision about their hunting plan. They were able to make a preliminary plan and choose an elemental zone to attack. They ran towards the zone as fast as they could as soon as they made their decision.

Many god seeds looked at them as they passed. Their faces and eyes were expressionless since their current bodies were puppets, but Legion could still sense hostility from them. It didn't surprise them at all. After all, the incentive to attack other gods is too high.

Even if there were no direct benefits, just the fact that they can eliminate their competition by killing is enough incentive to attack other god seeds.

The fact that they would gain 50% of the total divinity of a slain god seed is just too enticing a bonus that has made it certain that the god seeds will attack each other in the near future.

If they were not so unsure of their prowess and how they match against other god seeds, they wouldn't bother hunting the relatively safer divine beasts. They would rather hunt other gods. That's the nature of those who claimed a mountain of corpses to become immortal. Legion was also looking at them as if they were fresh meat or fruits that they could pluck. They also have a high level so they don't believe that they have much to fear from the other god seeds.

Before Aeternus or anyone else could suggest they divert their attention to hunting other gods, Legion-1 denied the request and said, "There's still time for that after we get the divine crystals we need. Besides, they need time to grow their stats. Most of them will only have 1 divinity in their physical attributes. There isn't anything to gain from attacking them now."

They consoled themselves as they ran towards an ice domain. Ice domains are large patches of land that are inhabited by divine beasts of various types but all wield the ice element. This ice domain is mainly inhabited by ice wolves.

These ice wolves are ice elementals. Their entire body is made of ice, down to their sharp white claws. Because of this, they are mainly white. Only their eyes are blue. And only some of them have blue streaks in the fur. Those ones are also larger in size and probably more powerful than the rest.

## **GREED: ALL FOR WHAT? #Chapter 1754: Found Wanting. - Read GREED: ALL FOR WHAT? Chapter 1754: Found Wanting.**

### **Chapter 1754: Found Wanting.**

They drew the attention of the ice wolves immediately they entered their domain. Exactly nine wolves stood up to confront them. 8 of the clones decided to stand back. Only Legion-1 continued forward to confront them.

The wolves snarled at each other. Some backed out and decided to lie down. They intimidated each other until only one remained. This one decided to confront Legion-1 alone.

They expected this to occur because of the information they got from their angel. As long as their threat level is undetermined or determined but low, the divine beasts won't overwhelm them with numbers. Their angel called it the aggression gauge.

They wanted to see what they could with their bodies first before they went all out hunting. So they sent Legion-1 to have a one-on-one fight with an ice wolf.

In the void universe, skill is oftentimes more important than raw power, or in this case, raw divinity. They are not in their normal body and can't control this one perfectly, so they don't know the level of skill that they can bring into this world.

Legion-1 is the most durable one among them, so he was selected to perform the test. If he makes mistakes, he is most likely going to survive them. He will bear the danger of learning, meanwhile, whatever he gains will help the whole of Legion.

Legion-1 moved steadily towards the ice wolf. His heavy armor and the shield in his hand collided occasionally to make noise. His two feet also crunched on the ice as he approached the wolf.

These were the only sounds apart from the occasional howling of the wind and incessant growling of the ice wolf. A single fighter might be too focused on the growling of the wolf to hear the other sounds, but Legion-1 is not a single fighter.

He perceived everything about his environment, down to the length of the ice wolf's claws or the sway of its tail, even though its body blocks his vision. Not even the other ice wolves could escape his perception.

Apparently he wasn't the only one examining his opponent. The ice wolf had done the same thing and found him wanting. It sneered and growled mockingly at him.

He is an orc with 3 meters of height, but this ice wolf didn't lose to him in height whatsoever. Height doesn't translate to power, but it warrants caution. In that vein, he used insight on the divine beast.

He felt some resistance, but it was ultimately overcome.

-Using Insight.

-Tier equal to target's (draw).

-Level greater than target's (pass).

NAME: Divine Beast.

RACE: Ice Wolf

TIER: 0

LEVEL: 2

HP: 52/52

STRENGTH: 5

ENDURANCE: 6

SPEED: 7

ELEMENTAL POWER: 8

DIVINE ABILITY:???, ???.

STATUS: Full of anticipation.

This would be the first time he is using insight on any divine creature. This is because the angel warned him that other divine creatures will resist it and might even notice that they are being scanned.

They might take offense to it and attack him, so he held back. Now he can see that his tier and level have to be higher or at least equal to the target's for insight to be successful at all. Only when his tier or level is higher will he get detailed information from insight.

The beast is level 2. Since each level at Tier 0 has 10 stats, it means that it has a total of at least 20 stat points. Even if his level was less than that of the beast and insight is unable to show him in-depth information about its stats, as long as he knows the level of the best, he would be able to know the difference between them.

These stats are unlike those of mortals. 100 stat points of mortals is equal to one divinity of divine beings. That means the strength of 6 of the beast would be 600 of a mortal.

This is not something they mortals can achieve, as it is nearly impossible for mortals to have more than 100 total stats. Only the boost of mana can help them breach that gap. But gods have other sources of power other than their physical stats too.

Currently, this beast has the power to fight gods, but it also has vitality like a mortal and not divine energy. It is the major difference between divine beasts and gods. It means it can't use divine spells. However, it can use elemental spells with its elemental power.

All of this information flashed through Legion-1's mind as he approached the ice wolf.

He thought inwardly, "All I need to kill it is to whittle down its vitality. I am no stranger to that."

The ice wolf pounced at him. It jumped with its hind limbs and used the weight of its large body falling to empower its forelimbs for a swarth at Legion-1.

Legion-1 stepped back. His speed was faster than the wolf's, even if it was by just one point. Plus, it was easier and faster to take a single step as opposed to what the wolf did, so his action was successful.

The wolf missed and had to land in front of Legion-1. Even before it landed, he was already rushing forward again.

The timing was perfect. His large shield smashed into the face of the wolf.

-You Hit Ice Wolf with Large Shield.

-Strength (1) vs Endurance (6)

-Judgement: Attack failed.

-Damage: -0hp.

The wolf barely staggered. It wasn't damaged at all because he didn't attack it with his axe. The boost from his large axe doesn't affect his whole body, so only his innate strength was used in the judgment. Unfortunately, his strength of 1 was too small to overcome its defense of 6. However, the hit prevented it from reacting to the next attack.

The ice wolf reeled back from the hit, only for the large axe to swing down at its head. The

timing was also perfect.

-You Hit Ice Wolf with Large Axe.

-Strength (11) vs Endurance (6) -Judgement: Attack successful.

-Damage: -6hp.

**GREED: ALL FOR WHAT? #Chapter 1755 The Privilege Of The Audience. - Read GREED: ALL FOR WHAT? Chapter 1755 The Privilege Of The Audience.**

**Chapter 1755 The Privilege Of The Audience.**

He couldn't use any special physical skills or moves, but his movements were smooth and perfect because even though he is alone in this match, the clones watching by the side can see the entire movements of both parties clearly and are feeding their vision and thoughts to him. The clones are bystanders, so they have the privilege of watching and making analysis without the threat of death. Most audiences feel that they can do better because of this privilege. Since Legion-1 is able to gain the privilege from the clones, he can actually do better. He followed up the attack with a kick. His leg smashed into the wolf, but it didn't do any harm. Still, the shift in weight allowed him to swing the axe around for another hit.

Unfortunately, despite how perfect the timing of his actions were, the wolf was faster at dodging. It has a speed of 7, which is not up to Legion-1's 8, but it has the advantage of its speed stat being for its whole body instead of being for just its foot like Legion-1's.

Legion-1 can surely move his feet faster than the wolves, but his hunting shoes don't boost his attack speed with his hands, so the wolf was able to dodge the axe. It even managed to shift itself sideways to attack him from his left side, far away from his axe.

The clones thought to themselves, "We need speed."

They knew that the axe was likely to be dodged. That's why they led with the kick first. Legion-1's movement speed was fast, so it would have been impossible for the wolf to escape at such a distance.

They were right to think that. They were also right not to hope to damage it with that attack. A stun would have been enough for the follow up attack to connect. Unfortunately, the disparity between their stats was too wide for the wolf to be affected by the kick. Now it is retaliating. All of this appeared in their eyes, so Legion-1 wasn't caught off guard. The wolf had attacked from his left. His left hand is also the hand he is using to hold the shield, so it will be easy for him to shift his hand to block the attack. But he didn't. Instead, he whirled his axe horizontally from right to left in a circle.

This elaborate movement further exposed him to the attack of the ice wolf. There was a thunk and a notification as the claws of the ice wolf clashed with his armored torso. -You Have Been Hit By Ice Wolf.

-Endurance (328) vs Strength (5). -Judgement: Defense Successful.

-Damage: 0 DE.

The attack bypassed his shield, but he was still protected by heavy armor and had an innate defense of 318, so there was no damage. There wouldn't even be damage if he were naked.

Meanwhile his spinning attack landed on the wolf. The axe blade struck it on its torso too. The wolf was struck with so much force that it lost its footing and fell to the ground.

There was a large gash on its torso, which showed just how successful that attack was on it.

-You Hit Ice Wolf with Large Axe. -Strength (11) vs Endurance (6)

-Judgement: Attack Success.

-Damage: -6hp.

Despite all the force he put into the attack by shifting his weight and rotating his whole body, the attack did the same damage as his first successful one. It made them realize that no amount of skill or technique can overcome the influence of divinity.

At best, technique and skill can make their attacks connect, but once it does, the rest is up to the interaction of divinity. But this wasn't a bad thing because it means they don't have to over extend themselves in an attack. A single light hit with little effort will be more efficient than spinning their whole body. They learned this just as they used insight on the ice wolf to learn its condition. What they saw showed that its hit points had fallen from 52 to 40 after it took a damage of 6 twice. This was in line with what their angel told them, "As long as defense is not greater than attack, damage will be taken. If defense is equal to attack, -1 point of damage will be taken. But as long as defense is greater than attack, then no amount of fancy moves or skill will lead to damage."

If he had a total strength of 6, he would have succeeded with causing -1hp damage to the wolf. The additional 5 stats of strength above defense translated to extra 5 points of damage. This is what it means to be divine. Mortals have no such thing. They have constitution which affects only their hit points and stamina. Divine beasts and gods have endurance which affects their defense. They and gods don't have stamina. They can fight for all of eternity if they need to. Plus, they have no physical weaknesses, so only a complete drain of their vitality or divine energy can kill them. Not even a beheading can kill them. It won't even weaken them. So the wolf was still in peak fighting conditions despite the large gash on its body. The wolf snarled and lunged again. Legion-1 didn't dodge. He angled his shield and rushed towards the wolf in the air to bash it. He decided to do so because the wolf had already done something like this before so its actions could be predicted. He also led with his axe this time, not a kick. The wolf was in the air so it couldn't dodge. But the wolf wasn't helpless. An icicle formed in its mouth and shot towards him. It crashed into his shield and brought up a notification.

-You Have Been Hit By Ice Missile.

-Endurance (338) vs Elemental Power (8).

-Judgement: Defense Successful.

-Damage: -0 DE.



The elemental power of the wolf was 8 while his divine body had the help of his armor and shield, so the elemental attack couldn't break his defense. Meanwhile his axe managed to score a hit on the wolf.

## **GREED: ALL FOR WHAT? #Chapter 1756: Berserker Wolf. - Read GREED: ALL FOR WHAT? Chapter 1756: Berserker Wolf.**

### **Chapter 1756: Berserker Wolf.**

Legion-1's axe was going for the neck of the ice wolf because it was the easiest part to hit, but the wolf blocked it with its paw. The paw failed to block the attack, so it was cut off, and the axe also cut into its chest.

-You Hit Ice Wolf with Large Axe.

-Strength (11) vs Endurance (6)

-Judgement: Attack Success.

-Damage: -6hp.

-You Hit Ice Wolf with Large Axe.

-Strength (11) vs Endurance (6)

-Judgement: Attack Success.

-Damage: -6hp.

The single attack damaged the wolf twice. It lost one of its legs and gained another gash to its chest. This reduced its hit points to 28.

He rushed forward to take advantage of the handicapped enemy, but the wolf healed its forelimb immediately. Its health fell by another 5 points, but it was able to dodge him.

Its health fell to 23, which is less than half of its total hit points, so it activated its berserker ability. It is an innate ability of all ice wolves.

5 of its hit points disappeared as it was used to boost its power. Its speed and strength increased by 3 and 2 points, respectively. They became 8 and 9, while its endurance fell by 1 point to become 5.

The eyes of the wolf changed from blue to red, and its hit points fell to 18 after becoming berserk. Then it rushed at Legion-1 again.

This time it didn't jump. It seemed to have learned its lesson. Instead, it circled around him to attack any opening in his defense. It was quite a sight for something so big to stalk someone. But Legion-1 was far from impressed.

He didn't make any extra movement. He simply turned around on the spot to face the wolf. The wolf was faster than him now, but it was easier and faster for him to simply turn.

The wolf eventually got impatient. It howled again, and the red glow in its eyes increased in intensity. It had used Berserker again to increase its stats. Endurance fell to 4, and it lost another 5 hit points to make 13.

Meanwhile, its strength and speed. This put its speed at 11 and strength at 11. It could finally circle Legion-1 faster than he could turn. It used this advantage to execute hit and run tactics. It would claw at him and back off before he could respond.

Legion-1 didn't like how things were going. He could kick the wolf just fine, but any movement with his hands, such as a shield bash or axe cleave, was too slow to hit the wolf. He wasn't in any danger due to his high Endurance, but at this rate, he wouldn't be able to do anything to the ice wolf either.

He was frowning mentally, but his face remained frozen because of the inability to express anything on his puppet body. This made him appear calm and collected. But he was already frustrated.

This is because a single blow would deal 6 damage, so three hits would kill the wolf. Unfortunately, he is not fast enough to make a hit. The wolf had traded survivability for speed and strength, but its survivability doesn't appear to have reduced at all.

There was a simple solution to the problem. Legion-1 moved around until the wolf positioned itself between him and the other clones. Then Legion-8 threw his harpoon at it. The harpoon sank into the flesh of the wolf and lodged itself deep within it.

-You Hit Ice Wolf with Harpoon.

-Strength (7) vs Endurance (4)

-Judgement: Attack Success.

-Damage: -4hp.

The strength of 7 against a defense of 4 reduced its health to 9. This wasn't the end. The harpoon was chained, and Legion-8 was pulling on it so the wolf couldn't utilize its speed.

It had just howled in pain because of the harpoon when an axe buried its blade in its head. Its head was divided cleanly in half by the attack. Its hit points fell to 1. He had done an increased amount of damage to it because of its reduced Endurance.

It tried to heal itself, but 1 hit point wasn't enough for that, so its vitality fell to 0 and it died. Its body turned into snow that fell to the ground. At the center of the snow was a white, opaque crystal. Legion-1 picked it up hurriedly and stored it in his inventory space.

The movement of the other clones caught the attention of the other ice wolves and caused them to become aggressive. They rose up to interfere in the fight too. Only 9 of them rose up to fight, but they prioritized killing Legion-1 first because he had a higher perceived threat level.

They rushed towards him, but they were attacked with arrows before they reached him. An arrow from Legion-2's bow pierced into the eye of a wolf. It dealt just -1 hp damage because his total strength was 6 against the defense of 6. But the eye was damaged enough to make the wolf blind in one eye. It decided to heal the damage, which cost it 5 more of its hit points. Legion-1's fight has taught them a lot of things about the wolves. The most important lesson they learned is that it is best to make critical damage that would reduce the fighting strength of their enemy.

They have learned that skill and technique are not entirely useless. They have also learned that even though Divine creatures don't have weaknesses, it is best to aim for critical parts of their body, such as limbs, eyes, and heads.

This is where skill becomes useful. It helps them to land hits on these critical parts of the body. This way they would be able to deal double damage with a single attack or even force their enemies to waste divine energy to heal.

Legion-2 rained down arrows on them, which made the wolves dodge to avoid damage. This inevitably slowed them down and allowed Legion-1 to be reinforced by Legion-7.

## **GREED: ALL FOR WHAT? #Chapter 1757: Lessons Of The Trade. - Read GREED: ALL FOR WHAT? Chapter 1757: Lessons Of The Trade.**

### **Chapter 1757: Lessons Of The Trade.**

The two of them in heavy armor were followed closely behind by Legion-5 with his spear and Legion-9 with his bladed whip. They stuck to their backs and used them for protection while using the long reach of their weapons to score hits from safety.

Legion 4 and Legion 6 flanked the two and used their weapons to attack enemies that were entangled with Legion-1 and Legion-7. Their single-edge blades and small axes

don't have as much strength as the large axe, but they have two of them each and could attack faster, so they could deal damage faster than Legion-1 and Legion-7.

Legion-2 and Legion-8 used their bow and harpoon from far behind to assist, while Legion-3 guarded them with his twin daggers.

The two sides were equal in number but not in mind. The clones would first choose a target to concentrate on. They would blind it and harpoon it to restrict its movements. Then they would all concentrate on it to kill it.

This way, instead of spreading out their damage, they were also to quickly eliminate one enemy and make the fight easier for them.

They made sure to make Legion-1 deal the finishing blow so his threat level continued to increase. He remained the focus of the aggression of the wolves, which enabled the clones to continue whittling them down one by one.

Not everything is perfect, though. Some ice missiles attacked Legion-4 and Legion-6 when they moved too far away from Legion-1 and Legion-7. Their proximity to the ice wolves made them a better target to attack than Legion-1.

Fortunately, their defenses were strong enough to withstand the attacks, so they only lost a few divine energies. Losses of 2 or 3 DE were insignificant compared to total DE of 532. But it taught them to be cautious.

They made Legion 2, 3, 8, and 9 with light armor and a defense of 4 who could be harmed badly by the long range elemental attacks to remain behind cover at all times.

Eventually, they killed all the ice wolves. Then they took stock of their losses and gains. The 10 ice wolves dropped one divine crystal each. Only one of them dropped a tooth. Meanwhile, they lost 10 DE in total.

Legion-1 said with a shrug, "So we gained one divine crystal for each unit of divine energy that we lost. Seems efficient."

Legion-7, who was enjoying the experience of having his own body, said with enthusiasm, "We can do better next time. We can kill them faster and lose less divine energy or no divine energy at all."

Legion-2 picked the icy tooth and asked the angel, "What is this for?"

The angel replied, "It is useful material that can be used to forge divine weapons. It will be divine weapons of the lowest grade, but they will be better than what you are currently using."

"We need 10,000 of these divine crystals to build the altar, right?"

"Yes. I should mention that we will also need 1,000 of it to buy the code of the altar. But that is not the end of it. We still need other items such as mortal gold, mortal souls, and divinity." This reminder made Legion go through their inventory to be sure that they have at least 100 gold coins. These gold coins were gained through the offerings of their believers.

If they don't have enough, then they will need their believers to cough up more or raid other villagers for their wealth. Fortunately, they already have enough.

"So we need a total of 11,000 divine crystals. If they all drop one divine crystal, it means we have 10,990 more ice wolves to kill."

"And we have to do so before other gods. So let's get going."

The clones began to approach more ice wolves. They were met with hostility and attacks. But through it all, only nine ice wolves fought them at a time.

Their angel informed them that things would be different in the future when they grow stronger or when the ice wolves consider them a greater threat.

For now, they can hunt the wolves without being outnumbered. It was not fair for the ice wolves, of course. Just the fact that they share each other's vision gives them an unfair advantage. Adding the fact that they can share divine energy, one might say that they are cheating.

They didn't use divine energy, though. They only used their divine bodies. It is more than enough to take care of the wolves. Anymore would be a waste. After all, the wolves are not their only enemies.

Their mission is clear, so they could make straightforward plans that they can put into action immediately to achieve it. Their current plan is to hunt ice wolves and only ice wolves. They didn't choose the earth golems, water serpents, wind zephyros, fire lizards, or the myriads of other divine creatures available.

They chose the ice wolves because of the environment that they have to fight them in. The ground of this ice domain is slippery, but it is better than the lake of water serpents, hurricane infested lands of the wind zephyros, lava grounds of the fire lizards, or the sand pits of the earth golems. They like safe and solid ground under their feet and clear visibility for their eyes, hence why they are slugging it out with ice wolves.

There might be other information that they don't know, as their angel didn't tell them all that was there to know about fighting the elementals. Such information, like the strengths and weaknesses of the elements, might make other divine creatures more efficient to kill than ice wolves. But until then, they don't intend to change their targets for now.

Unfortunately, trouble came looking for them. Their actions couldn't be hidden from others. A particular god seed scouting for prey witnessed the efficiency at which they used to dispatch the ice wolves and felt a chill.

The god seed muttered to herself, "This is unnatural."

## **GREED: ALL FOR WHAT? #Chapter 1758: Master Puppeteer. - Read GREED: ALL FOR WHAT? Chapter 1758: Master Puppeteer.**

### **Chapter 1758: Master Puppeteer.**

As an immortal, she has seen a lot of things enough to desensitize herself and make it difficult for her to be surprised. But Legion's display of synchronized coordination in bodies that are difficult to move has managed to overcome the barrier needed to surprise her.

What they are doing will not be strange if they were in the void universe. They would all have their divine sense to have a complete visual map of their surroundings for them to move so accurately. But this is not the void universe.

This is a world that makes them feel like they are pushing a boulder with their finger while held back by tar. Every one of their actions is rough, inefficient, and robotic, as their divine bodies are not their true bodies but puppets they manipulate.

This is the first time they are manipulating such a puppet, so it is understandable that their movements will be jerky. But the nine of them appear to be controlled by one highly proficient puppeteer instead of many inexperienced ones.

Their actions, though still jerky separately, come together in a glorious choreography of purpose. Each one of them acts separate in a way that's foolish only for an ice wolf to impale itself on a seemingly random sword. It is truly unnatural.

She was looking for god seeds to target so that they could extort divine crystals from them or take their divinity by killing them. But this unnatural performance takes precedence.

She was determined to get to the bottom of it to gain the ability or eliminate the nine of them if they refused to share their secret so that they would fail. So she ran back to call for helpers.

Most of the god seeds are immortals participating in this competition alone. But some came with others. Their connection through family, business, special organizations or association with world gods made them work together in this world.

She is one of the few who are working with others. She was to scout for viable targets for extortion and then report back. So it didn't take long for her to return with a group of 10 god seeds to attack Legion.

Legion was attacking another set of ice wolves when trouble came. The appearance of 10 more enemies agitated the ice wolves and made 10 more of them join the fight.

But they didn't attack the 10 unwelcome guests. They attacked Legion-1 because his threat level was very high, and they also tried to corner the other clones. This turned into 15 ice wolves they have to fight instead of the remaining 5.

Not only was this bad for Legion, the 10 god seeds also sealed their escape route from the back. So the clones became sandwiched between the bloodthirsty ice wolves and the sinister god seeds. All in all, they gained an extra 20 enemies to deal with for a total of 25.

The leader of the 10 bandits made their demands first. She stepped forward and said, "How are you moving so well? Tell us, and we will let you go."

The Origin god controlling her body didn't know them and doesn't speak any language they know. But the puppet she was controlling translated her thoughts into sounds. The sounds themselves were incomprehensible, but the puppets of the clones translated the sounds into information that Legion understands.

This mechanism ensured that the clones understood what she said. It also ensured that they could express their dissatisfaction fluently.

Legion-2, who was standing at the back of the formation, asked, "Do you really think we are fools? What guarantee do we have that you will let us go?"

They don't know exactly what they meant by moving so well, but they can understand the source of the confusion, and they know that giving in to threats rarely leads to a good ending. They will be admitting that they are weak, which will lead to more demands or worse.

The leader's face remained impassive but she was sneering in the void universe as she said through her puppet, "You have no choice. You are outnumbered many times over. You either give us what we want for the chance of survival or you die here, lose half of your divinity and lose time resurrecting."

These god seeds have different races, so they look different and mismatched. They also have a translucent and shimmering barrier around themselves, which signifies that they are ready to do battle.

The first thing Legion did was to use insight on them.



NAME: ????

RACE: Local Deity (Gnome)

TITLE: ????

TIER: 0

LEVEL: 6

DIVINE ENERGY: ????

STRENGTH: ??+7

ENDURANCE: ??+7

SPEED: ??+7

AUTHORITY: ????

They didn't see much. What they saw was only their race, tier, level, and the weapons they were carrying. The rest of the information was blocked by their resistance to insight. What they saw was enough to make them come to some conclusions, though. The first conclusion was that each of these god seeds has a minimum of 60 stats because each level at Tier 0 is 10 stats. This means each of them has a greater number of stats than all of them except their strongest clone, Legion-1.

The second thing they can conclude is that while they are lacking in overall levels, they have the advantage of Authority. This is an undisputable fact since Legion-2 was able to gain some information through insight despite being at level 0. That means they have a chance of victory in this fight.

Unfortunately, using Insight made them lose the element of surprise. The bandits were not ignorant of the use of insight on them. They felt the disgusting wave that washed over them. It made them understand that hostility was imminent. So they roared in anger and attack. They rushed forward to overwhelm the clones with their divine bodies while the clones retaliated with divine spells. It was the only thing the clones could do.

Legion-3 was behind protecting Legion-2 and Legion-8. His twin daggers had been useless in the fight with the ice wolves because of the need for close combat. His speed was too low for him to do that, but he doesn't need speed to utilize divine spells.

**GREED: ALL FOR WHAT? #Chapter 1759: Got Off On The Wrong Foot. - Read GREED: ALL FOR WHAT? Chapter 1759: Got Off On The Wrong Foot.**

## Chapter 1759: Got Off On The Wrong Foot.

All he needs is Divine Energy and Authority. Then he can create Divine Strikes in the direction he is pointing his finger. It was very easy to do.

All three clones at the back were designated to deal with the god seeds. The three of them combined their sights and aimed in sync. This way they didn't have any blind spots. Each of the Divine Strike that they used hit their targets accurately.

The divine strike is an arrow of white light. It is small but fast. The first divine strike hit the closest god seed to them. This god seed had a divine shield on, but the shield broke on contact, and the arrow struck the god seed's unprotected head.

The second arrow was right behind the first, so it stuck the god seed without the barrier to protect him.

-You Hit God seed with Divine Strike.

-Judgement: Attack Successful.

-Damage: -8hp.

-You Hit God seed with Divine Strike.

-Judgement: Attack Successful.

-Damage: -30hp.

-You Hit God seed with Divine Strike.

-Judgement: Attack Successful.

-Damage: -23hp.

A large portion of the damage of the first attack was blocked by the Divine Shield, but the second attack scored a clean hit on the head.

The third attack was not so lucky. The god seed was pushed back by the first two attacks and was also trying to dodge, so the third attack missed his head and hit his chest instead. There was no Divine Shield, but the armor the god seed was wearing was in the way.

All in all, Legion managed to deal 61 damage in exchange for 30 Divine Energy. Considering that the god seed had to use 10 DE to create the Divine Shield, then the total damage was 71. So their use of divine spells was efficient.

The series of notifications were received by both Legion and the god seed they struck, so they are both aware of what each other was capable of.

Even though the stat interaction was not indicated, they were able to glean more information about each other from the damage they did.

Legion, for one now knows that the Endurance of the divine body of the enemy is 23, that of the armor is 7, while the Authority is 150. These values would explain the outcome of their attacks since their Divine Strike should deal a maximum of 53 damage.

This number made Legion become bolder while their enemy became discouraged. She stopped rushing forward and was about to speak to diffuse the enmity between them. She doesn't think it will work, but she wants to try anyway.

She spread her arms to stop her fellows and said to the clones, "It seems we got on the wrong foot. There's no need to use Divine Spells to resolve this. You will be losing out too. You can only acquire a pyrhicc victory."

But Legion didn't give her any chance. Legion-2 stretched out his hand towards her and cast Divine Hold on her. Then more Divine Strikes flew forward one after the other from the clones at the frozen god seed.

Some of the clones didn't even look back as they cast Divine Strike. They were fighting the ice wolves and would point their fingers to a target behind them without looking. But they were always able to hit their target.

A Divine Strike flew out of their fingers each second, aiming for her head. The god seed had already lost 60 of the total 150 Divine Energy. So she was in a precarious situation.

She was very fast and might have been able to dodge one or two Divine Strikes, but with Divine Hold and the large difference in Authority keeping her still, the only thing she could do was use Divine Shield to resist.

The difference in Authority meant that the Divine Hold spell would only be able to keep her still for 3 seconds. But she couldn't last one second after four spells plummeted her vulnerable head one after the other.

She said to her fellows as she died, "Make them pay."

Then she turned into motes of light and dropped a white glowing ball. It was a sight that enamoured Legion, but shocked their enemies.

What made the other god seeds shocked apart from the death of their leader was that more divine strikes followed soon after. Most of them came without warning too.

At least they could tell who the three clones at the back are targeting, but they didn't even notice when the other 6 attacked or who they were aiming for.

They didn't give up, though. They used their superior speed to try and dodge the attacks. Each one of them has at least 20 stats in their speed, while some have above 30 thanks to their equipment, so dodging as long as they can anticipate an attack is not a problem.

Plus, they are experienced with fighting other god seeds. They know that Divine Strikes are powerful, but they can only be used once every second, and that as long as they exhaust their enemies' Divine Energy, they have already won. So they stuck around and didn't retreat.

But the clones are far from normal. Not only are the 6 random attacks from the clones fighting the wolves unpredictable, all 9 of them can also synchronize their attacks to make them undodgeable.

Then there is Divine Hold, which renders the advantage in speed mute. First, the clones froze all nine of them. Then they used the time to produce attacks. They could only produce 5 Divine Strikes every second because of the wolves, but that was more than enough to deal

catastrophic damage.

Four attacks killed each god seed because they only had an average of 100 in Authority, so their pool of Divine Energy was low and the power of Divine Shield was poorer.

That meant that instead of just three seconds, the god seeds were frozen for four seconds or more. Legion was able to produce 20 Divine Strikes in that time, which killed 5 of them. Then they killed the weakest god seed that was still frozen after four seconds to make a total of six.

## **GREED: ALL FOR WHAT? #Chapter 1760: Worthy Loot. - Read GREED: ALL FOR WHAT? Chapter 1760: Worthy Loot.**

### **Chapter 1760: Worthy Loot.**

Their cooperation was flawless and silent. They didn't speak to each other at all. Their enemies, on the other hand, were shouting orders to each other so as to coordinate. Legion could also hear these orders, so they were able to prepare for the coordinated attacks of their enemies.

The bandits had decided to use their divine spells to attack, but it was too late and nearly useless. They were already frozen when they decided to create Divine Strikes of their own. By then it was too late to turn back the tides. Only 3 remained after 5 seconds.

These three continued slinging Divine Strikes, but they were also retreating at the highest speed. They had decided not to wait for the ice wolves to pressure the clones. The sight of Legion-3 turning his finger towards another enemy and that finger lighting up in the white glow of a divine strike was all the motivation they needed to interrupt him with a Divine Strike of their own while running for their lives.

Unfortunately, they were only able to stop the first three clones from casting spells against them. They couldn't prevent the other 6 from taking them off guard with a Divine Hold. Legion didn't let them go because they wanted to run. They managed to kill the remaining god seeds as they ran. With the god seeds gone, only the ice wolves remained.

Unlike the god seeds, the ice wolves didn't fall back because of the impressive display of divine spells. They were willing to fight to the death and wanted to surround them completely.

However, what they have in ferocity, they lacked the power to go through with it. Legion still made quick work of them. Then they collected their loot and examined it.

-Divine Orb

-LEVEL: 3

-DIVINITY: 33

This was the loot that the leaders of the bandits dropped. It made Legion-4 whistle appreciatively.

"Impressive divinity," he said. "And this is just half."

Legion-1 asked the angel, "How can they have so much divinity but so little Authority? Is there a way to get divinity that we don't know about?"

The angel shimmered into existence and replied, "There is no way to get divinity except from what you have just done. God seeds have to kill other god seeds for their divinity. As for the low Authority, I am guessing these god seeds are poor at converting mortals or they haven't spent much time converting mortals or both."

Legion-1 shook his head and said, "Either way, this is still impressive. It shows that we are lagging behind."

Legion-2 refuted. "We are lagging behind in divinity, but not Authority. It means we are doing something right."

He is not wrong to say that. They had to combine all the free divinity they got to give Legion-1 his impressive stats, but these god seeds on the other hand came early to the divine plane and took the divinity of other god seeds to strengthen themselves far beyond the average level of power.

Level 6 is quite impressive since most god seeds are level 1 or 2. Whatever level they are is dependent on if they forwent their divine spells, so it is usually 10% of their Authority. But these god seeds have more divinity than their Authority can grant them.

Unfortunately it came at a cost. They rushed the creation of their religion and didn't have time to convert a lot of believers before ascending to the divine plane. They spent an average of two days in the mortal realm while Legion spent 4 days.

They came early to the divine plane so were able to bully others with their numbers and gain divinity, but their Authority was lacking. Their advantage in divinity was supposed to snowball since they will meet less and less gods who could hurt them. Unfortunately, they met with Legion who managed to convert their whole tribe before ascending.

Legion-6 said as he went about collecting the other divine orbs, "We lost so much divine energy from this fight. I hope the rewards will be worth the 540 units of divine energy that we spent."

Legion-1 looked at the orb in his hand and said, "I'm sure it was worth it. At the very least, we have learned more about the pros and cons of Divine Spells."

Eventually they tallied all they gained and it amounted to 258 divinity from the god seeds, armor and weapons from those god seeds, and divine crystals from the divine beasts. The amount of divinity was not as much as Legion-1's stat, but it was still a lot.

They decided to return to Gemmis to replenish their Divine Energy and take care of their loot. The most important loot they gained are the 10 divine orbs that their slain enemies dropped. These orbs couldn't be kept in their inventory so they had to carry them around.

This undoubtedly drew the attention of others and caused them to be attacked on their way to the divine city.

The fact they have 10 divine orbs is enough to tell that they just killed 10 god seeds. Anyone in their right minds should know that they are dangerous and steer clear of them. But the fact they killed god seeds means that they have used or lost Divine Energy in the fight.

The fact that they are retreating to Gemmis also means that they have probably used a lot of Divine Energy and are going to replenish it.

All of these made them too tempting to be overlooked. After all, without Divine Energy, a god seed, no matter how powerful, is an arrow at the end of its flight. Any moment, and it will hit the ground. If something blocks its way now, then it will stop earlier and easily. That's what their enemies thought.

Legion realized that it was foolish to carry around the divine orbs. They decided that it would be better to absorb the divine orbs. But then they managed to kill two more god seeds and gain two more divine orbs. That changed their minds about the foolishness of dangling bait in front of others.

A/N: Bonus Chapter for 200 golden tickets goal.