

The Growth 257

Chapter 257 17: True Game · Gods' Calamity (2/3)

As the archetype of Satan, the Ancient Serpent of Eden, Samael has always been very low-key.

Especially after fleeing the Yawei God, Samael didn't even take over other worlds but led his Death Legion wandering through the All Heavens and Myriad Realms.

Even in the Civilization Game, Samael is very discreet.

Except for a few high-ranking Gods like Tranyas, very few know of Samael's Incarnation in the Civilization Game.

Yet, even Tranyas only knows that Samael enjoys playing True Games and experiencing different Exotic Realm landscapes in various worlds.

As for where his true form is? And his current situation?

No one knows except Samael himself.

In terms of mystery alone, Samael ranks at the top among the Gods in the Civilization Game.

However, Gods familiar with Samael know that he is a typical Lezi God, and getting him to reveal himself is not very difficult.

Thus, when Samael learned that a completely open world appeared in the Multiverse Game Hub, his attention was immediately drawn.

Compared to those limited-open True Games, the idea of a completely open world sounded incredible.

[Is this some Ancient God's 'honey pot'?]

This was Samael's first thought after confirming the authenticity of the news.

The so-called "honey pot" refers to a passive intelligence-gathering method—deliberately exposing a target to attract the attack of a greedy individual, thereby extracting intelligence from them.

In fact, such actions are not uncommon in the All Heavens and Myriad Realms.

Especially for a Lost God like Samael who has lost faith, identifying "honey pots" has practically become an instinct.

But Samael quickly realized his reaction was somewhat over the top.

Because this completely open world had been doubly tested by both the Civilization Game and the Multiverse Game Hub, essentially ruling out the possibility of it being a trap.

The only answer left is that it is provided by a generous Creator God, apparently quite lavish.

Based on Samael's understanding of Alanias, the likelihood is high that this completely open world will ultimately become part of the Multiverse Game Hub.

And the Creator God who provided this world would gradually deepen ties with the Donovan God during this process, naturally becoming part of its external support force.

This would be a mutually beneficial situation, one acceptable to both parties.

Upon recognizing this, Samael began to inquire with great interest about information related to this True Game.

Firstly, it's certain that this True Game hasn't fully opened to the public yet.

After creating this world, the Creator God didn't wait for it to evolve complete rules and creatures but handed it over to the Multiverse Game Hub's system.

Secondly, Samael was surprised to discover that this world comes with its own data-driven dimension.

This means, even without integration into the Multiverse Game Hub's system, this world could independently become a True Game.

"Is this a Creator God with the potential to become the 'God of Games'?"

Samael murmured thoughtfully, retracting his initial baseless speculations immediately.

Tranyas is undoubtedly the strongest "God of Games" in the All Heavens and Myriad Realms, every move they make is worthy of study and emulation for Gods on this path.

Even the Creator Gods that have existed since ancient times need to learn more from Tranyas in this respect.

Samael, having lived for many years and experienced many things, understands a simple truth very well.

Falling behind the times means even Gods will be eliminated.

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—Welcome to the "Gods' Calamity"!

—This is the apocalyptic aftermath of a battle among eight Gods.

—The ancient Gods have fallen, and foreign Old Gods are lurking.

—As a being born from the embers of apocalypse, your every move influences the future of this world.

—Collect Ancient Divine Relics, repel Outer God invasions, ignite the Fire of the New God...

—All these choices depend on your will.

As scenes of world destruction flashed before his eyes, Samael couldn't help but raise an eyebrow.

Within the Multiverse Game Hub, such game background settings are actually not uncommon.

Not to mention those virtual games, even in True Games, similar background introductions are quite normal.

The key issue now is that Samael sees some subtleties within these background introductions—the information described seems to truly exist?

"Even for a Creator God, isn't this a bit too generous?"

With such confusion, Samael habitually activated the "Create Initial Character Panel" present in all games.

Very commonly, he molded an image of a feathered Crimson Serpent, then chose to minimize all initial Attribute values—this was his habit as a veteran player.

Compared to the Ten-Mile Slope Sword God, who relied on powerful Attributes to crush the game.

Samael preferred outsmarting stronger opponents, using various techniques to clear the game.

"Huh?"

After completing all initial character settings, just as Samael was about to officially enter the game, the final selection interface popped up.

[Initial Artifact: Ancient Divine Relic/Outer God's Gift/Proof of the New God]

[Content Explanation: The initial Artifacts will determine your identity, Profession, path, and faction in this world, so choose carefully.]

Staring at the screen displaying three initial Artifacts representing three factions, Samael fell silent.

What rendered Samael speechless wasn't the abilities of these three initial Artifacts and their corresponding negative effects, but the initial Artifacts themselves.

As a God, Samael could clearly perceive that these three initial Artifacts could exhibit the same effects in other worlds as True Artifacts.

This means that as long as Samael is willing to pay the corresponding price, he could take these three initial Artifacts away via the Multiverse Game Hub's system.

This could also be considered a perk of True Games.

Generally, such Artifacts are usually post-clearance rewards.

The option to choose one out of three as an initial Artifact hasn't been seen by Samael in any True Game before.

After all, participants in True Games include not only Gods and Apostles but also many other ordinary beings.

For those ordinary beings, obtaining a True Artifact just by participating in a game is like a blessing from the heavens.

Let alone, according to the current background setting introductions, the Divine Artifacts acquired during the game campaign are not just a single initial Artifact.

If those Artifacts could all be taken out of this world...

At this thought, even a God of Samael's caliber couldn't help but feel a stirring of desire.

"Can such a generous existence truly exist in this world?"