

The Crafts 258

Chapter 258: Drudnid

The Sunil civilisation was neither the strongest nor the weakest species. However, based on the fact that they were able to have a foothold on the centre of the planet, they couldn't be underestimated, and were more or less amongst the top forces.

According to researchers, the Sunil civilisation couldn't be described as a science or magic civilisation to be exact; all their development seemed like a mixture of both and was aimed towards the mind rather than the body. Because of this, the Sunils had a weak body compared to the other intelligent species. To cover up for their weakness, they had created special warriors with tough bodies and impressive fighting abilities.

These warriors were actually forged from unique metals and materials, before an artificial consciousness was inserted inside them. It was essentially the same logic as robots, but instead of an artificial intelligence created through science, they were operated by an artificial consciousness created through neuro-magic.

Since the records of the Sunil civilisation were more or less destroyed, these creations were called Drudnids by the humans. Researchers theorised that the Sunil civilisation didn't just use Drudnids for battles against the other species, but to protect some of their most important regions. They were the perfect solution that helped the Sunil civilisation gain and hold a position amongst the top forces in Erete during the pre-human intervention era.

However, after the apocalyptic event that wiped out 99% of life on Erete, even the drudnids were somewhat affected. The majority of them were destroyed with the surviving ones having their consciousness riddled and flawed, making it difficult for them to communicate or function properly.

East Brafftford relics was the only Sunil civilisation relics that had a large number of Drudnids. It was because of these metallic creations that the entire relics couldn't be explored.

The deeper one went into the relics, the stronger the Drudnids found, as well as the more complete their consciousness was. However, that wasn't the scariest part. As drudnids were created for war, their battle aptitude and abilities were top-notch, even when compared to current humans within the area.

It was rumoured that the drudnids in the core region had almost 90% of their consciousness intact, and possessed strength on par with a tenth level Apertures Opening stage stellar practitioner. However, since no one has publicly made it there and returned alive, this rumour couldn't be confirmed.

Nonetheless, it was this rumour, as well as the proven existence of the fact that drudnids became stronger the deeper one went into the relics, that made the faction in Trundel City push for the destruction of the East Brafftford relics. If a day were to come when the drudnids suddenly left the relics, even though the city would be able to handle the threat, it would cost them a lot. Since such losses could be avoided, then why not do so?

At the moment, the drudnid Lucas faced was one of the flawed ones based on its previous speech from before. Although he couldn't understand it, Lucas wasn't surprised by it. Drudnids could speak, after all, they possessed an artificial consciousness, although it was one primed for battle.

Even though it had a flawed consciousness, this didn't make it an easy target. Based on the strike from before, the drudnid had the same strength on par with a third level stellar practitioner. Whether it was its movement speed or attack power, they were all ahead of Lucas. The only reason he had survived its earlier attacks was by reacting before they reached him thanks to his survival instincts. But that couldn't keep him going for long.

Having its attack missing, the drudnid didn't move right away but instead stared at Lucas.

Within that second, Lucas didn't hesitate as he summoned out the Stellar Circuit Battle-Armour, starting with the gauntlets first. This was because alarm bells had rung loudly within his head even though it seemed like nothing was happening on the drudnid's side.

Lucas didn't even wait for the gauntlets to manifest completely as he crossed his arms in front of him and also summoned his cuirass.

Bam

Almost immediately, Lucas felt an insurmountable force charge right at him. As his hands were crossed in front of him, the invisible force bashed into them, almost breaking Lucas arm bones into pieces if it weren't for the gauntlets that made a timely appearance. However, it didn't stop there as the force sent him flying backwards like a loose kite.

Bang

Lucas struck the wall of the building with such immense force that the impact was resounding and nearly shattered his spinal cord. Luckily, the cuirass had appeared just before then, absorbing a majority of the impact. Even then, the force was just so much that Lucas still got injured by it.

Barely managing to keep himself standing, Lucas could feel a metallic taste on his lips as he stared at the drudnid. He was injured, and not lightly. If it weren't for his reactions that made him summon the cuirass right away, Lucas might have had his bones broken, or worse, killed.

This was the worst state Lucas had ever been in since he had transmigrated into this new world. Not even when he faced off against the fifth level Ramirez was Lucas hurt this bad.

Although Lucas had defeated the fifth level Ramirez before, it was all thanks to the Stellar Circuit Battle-Armour which was paired with a bronze grade card of the third level Apertures Opening stage.

On the other hand, while the drudnid was on the level of a third level stellar practitioner, this was only in terms of energy output. As a creation designed explicitly for war, the drudnid's true strength couldn't simply be measured by its energy level.

Thanks to the well-designed artificial consciousness that was built for war, a drudnid's battle experience and tactics weren't what an average freelancer could compete with. Apart from that, it was also armed with the neuro-magical techniques of the Sunil civilisation, which made it even more so of a dangerous opponent. As such, it was no problem for drudnids to take on opponents one level higher than they were.

Overall, a third level stellar drudnid was roughly on the same threat level as an average fourth level Apertures Opening stage stellar practitioner.