

## The Crafts 262

### Chapter 262: State Of Emergency

"Success." Lucas breathed out as he stared at the metallic 'corpses' sprawled on the floor. He was finally relieved and could recuperate from his injuries.

However, someone was inclined to interrupt Lucas' rest.

"Host capabilities have improved, proving that the system's judgement is accurate."

"What judgement?" Lucas sensed something from the system's words.

However, the system went mute regardless of his tone or interest. Nonetheless, Lucas wasn't surprised by this; it was an attitude he was already used to. Regardless, he had an idea of what the system was implying.

With what he knew about the system, Lucas would find it difficult to believe that the system didn't foresee the events that took place. The system was too mysterious and destroyed his entire opinion of what systems were from the light novels he read back on Earth. At times it behaved like a conscious existence, while other times, it was simply monotonous like a machine. Regardless of which it was, the system always demonstrated a calculative quality. It was as if everything was under control.

Typically, having such an entity living within one's mind would trigger alarms and one would begin to think of ways to either control or get rid of it, but Lucas was different. Although he didn't know the system's full capabilities, Lucas was sure that he couldn't compare to even 1%.

Cross-world transmigration, revival, prophesy, reality manipulation, omniscience and omnipotence were just some of the abilities he had witnessed the system utilise. Even at his peak, Lucas could not compete with the system. Since that was the case, why think too much about things?

One might call him a coward or a weakling, but Lucas was realistic. He couldn't contend, so why let himself be plagued by fear and anxiety?

Also, the system has never directly threatened Lucas. Even though it sent him on dangerous missions, there was always a significant chance of survival in those missions; otherwise, Lucas would have died or returned severely injured from them.

What's more, the system provided him with training resources which Lucas dearly needed. Was it fostering him for possession? Plausible, but Lucas doubted that. It might just truly be as the system consistently iterated; it wanted to raise him into a Crafts-god. As for why, that was a question for future him.

With the drudnids now dead, Lucas proceeded to loot their bodies, which was essentially disassembling them for useful materials that could be recycled. At the same time, he recalled the challenges and progress he made during the battle.

Defeating the drudnids might have looked like a simple act, but it was involved with some subtle activities.

During the battle, Lucas had realised that he was facing off against the drudnids in the wrong way.

Drudnids weren't purely living beings, but more or less mental entities with a physical body. This wasn't the same with living beings as their existences couldn't simply be described on a mental level alone. But the same couldn't be said about drudnids.

Living beings could be said to be a combination of a soul, and a mind or conscious, inside of a physical body. On the other hand, a drudnid was simply a consciousness trapped inside of a physical shell. Apart from the differences in the quantity of constituents, there was also the difference in the quality of their 'containers'. One was locked within a 'body' while the other within a 'shell'.

This might not seem like much, but it created a weakness that was very important to the next point.

Since drudnids, from a certain angle, were purely consciousnesses, this made them more susceptible to mental attacks. Also, since they were locked within a physical 'shell' rather than a 'body', their container didn't offer much protection against mental attacks even of the weakest category.

If the drudnids had a more complete consciousness, they would have been able to resist by relying on the programmed techniques of the Sunil civilisation within them. However, they were currently fractured existences, which further reduced their resistance to mental attacks.

In other words, the most effective mode of attack against drudnids wasn't physical damage, but mental damage.

Lucas might not be able to use stellar energy on his own, but mental techniques were a slightly different story.

Due to the fact that he had experienced two transmigrations, Lucas' soul was much stronger than a typical living being, excluding those species blessed by the universe. In terms of raw power alone, his soul might be the same as a seventh or even eight level Apertures Opening stage stellar practitioner, and it kept growing at an absurd rate.

As his body was now the container for his soul, Lucas' powerful soul began to have an effect on his body. To be exact, it strengthened his mental abilities to the point that it began to develop mental energy; a unique energy that wasn't classified as a mystical energy.

Although Lucas was unable to utilise any complex mental spells from his past life, since he could sense his mental energy, Lucas was capable of gathering it together and using it like a battering ram. That was exactly what he had done.

Before contact, Lucas had gathered his mental energy and compressed it. Then as he laid his hands on a drudnid, the compressed mental energy would be released directly into the drudnid, disrupting its consciousness.

Because of the force of the mental energy attack, the unstable and incomplete consciousness of the drudnid was unable to remain firm and it would promptly disperse after the attack. Without a consciousness controlling it, the drudnid essentially became an immobile pile of metal.

Actually, this method was discovered long ago by pioneers who had ventured into the inner region. They had even created special gadgets that could give off a unique frequency capable of disrupting a drudnid's consciousness. Theories about the soul, consciousness and so on had already been long proven, so such gadgets weren't impossible to make; humans were more advanced than humans after all.

However, such gadgets were quite costly in a place like Eretre. Not many vestige-smiths on the planet even knew how to make them. That made them costly, and in turn, slowed down the exploration rate of the inner region.

Apart from the cost of those gadgets, the deeper one went into the East Braftford relics, the more complete the consciousness of a drudnid was. This increased the requirement for the quality and power of the gadget, and the higher that became, the more costly the gadget was. All these factors made it such that the exploration speed of the inner regions was too slow.

In the core region, the consciousness of a drudnid was rumoured to be complete, so such gadgets wouldn't even be useful.

Regardless, Lucas didn't know of this. He wasn't a pioneer neither was he close to their circle. He was also a newcomer and didn't relate with the upper levels of knowledge or power in Trundel City. But this didn't stop Lucas from reaching the same conclusion.

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While Lucas had a 'walk-in-the-park' experience facing the drudnids, the other tourists weren't so lucky. Between four to five hundred tourists had been teleported deep into the East Braftford relics.

Similar to what Lucas had surmised, the distance one was teleported had to do with their distance from the stele.

Some of the luckier ones had landed in the outskirts of the core region just like Lucas, whereas the unluckiest ones were in the core region. Regardless of which it was, they were all facing scenarios of life or death.

The average power level of the general hyuman population in the Bernin continent was higher than the other continents, but not by much. One's stellar refinement achievements had a lot to do with talent, or to be exact, their mDNA concentration. Typically, an average adult in the Bernin continent was between the mid to peak of the first level of the Apertures Opening stage. Compared to the other continents that had average adults still within the Body Strengthening stage, or if they're lucky, the early point of the first level Apertures Opening stage.

However, such achievements in stellar refinement couldn't even grant them a 30% survival opportunity in the inner region of the East Braftford relics, much less the core region. As such,

even though barely an hour or two had gone by, more than half of the five hundred tourists were already dead, and the number was still rising as time went by.

The inner region's greatest dangers were the fourth level Apertures Opening stage drudnids, with the third level ones being quite common there. However, the core region's greatest threats were the rumoured tenth level drudnids with 90% of their consciousness intact. Even if those rumoured creatures didn't exist, the core region had at least fifth level drudnids, which were equivalent to a sixth level stellar practitioner thanks to their battle-themed consciousness.

Against such monsters, there was no way a tourist at the peak of the first level could compare. What's more, not many of the tourists were even at this level.

Even though the outside world couldn't monitor them, anyone with half a brain would know that having twenty percent survivors was already a miraculous deed. Because of that, protests and complaints rose up against the city's government and a state of emergency had to be called.

As such, those who were still alive were either lucky enough to be in the inner region and have some strength, or were a group of experts gathered together like the Mertens siblings and their acquaintances.