

The Growth 182

Chapter 182 14: Third-Generation Skeletons (2/3)

Quinn is a skeleton from the Mountain and Sea Realm, and a new generation of the skeleton race.

From the initial revival from the bones of living creatures, to later manufacturing skeletons using the bones of bone beasts...

By Quinn's generation, the skeletons had already entered the third generation.

Its entire body is made of silicon-based skeletons created from active metal, possessing strength far beyond normal carbon-based life and even able to automatically grow and heal like a living organism.

When Quinn was first born, it didn't actually have its current appearance.

At that time, Quinn was just a small skeleton the size of a palm, directly "grown" from the Bone Forest.

Through years of gnawing and absorbing the silicon-based nutrients in the Bone Forest, Quinn gradually grew into its current form of a small giant three to four meters tall.

Height means size, height means power...

This is a timeless truth and the evolutionary tendency of most strength-revering creatures.

Theoretically, as long as Quinn doesn't die, its body size could continue to grow.

However, neither the guards of the Bone Forest nor Quinn intends to let this body continue to grow.

After all, every increase in size means doubling the consumption of nutrients and energy.

From a cost-effectiveness perspective, this is obviously not a wise choice.

Besides, even if the skeletons become bigger, can they surpass those epic-level creatures in the Mountain and Sea Realm?

What truly allows the skeletons to establish themselves in the Mountain and Sea Realm is their wisdom.

This point, after a thousand years of learning and training, and until becoming the first Ascender of the new generation, being sent to Marz World for exchange, Quinn understands deeply.

Compared to itself when it first took shape a thousand years ago, Quinn hasn't changed much in terms of size.

However, in mind and combat, Quinn now can easily outmatch its former self from a thousand years ago.

Yes, Quinn is one of the few warriors among the current skeletons, with a vigorous desire to fight that even surpasses the second-generation skeletons.

During that long thousand-year journey of learning, besides the knowledge every skeleton must learn, all of Quinn's energy was devoted to how to fight.

From the most basic stances, to crafting various powerful weapons, to the secret techniques of "Body Weaponization" left by the first Ascender, A Ke...

The energetic Quinn even learned the true Exorcism and Spirit-Controlling Techniques from the Prophets.

As long as he can enhance his combat effectiveness, Quinn doesn't care about the pained expressions of the Prophets.

After all, being a Scholar is just a profession, but fighting is Quinn's true passion.

Perhaps it is precisely because of this unique experience that the Prophets unanimously chose Quinn as an "exchange student" to be sent to Marz World.

As for sending "exchange students" to Marz World?

On the one hand, it is a long-standing tradition between the two worlds.

But on the other hand, it's also because Marz World is now in trouble.

The worlds in the Ascension Area are not scattered without rules; worlds with similar rules attract each other, forming a Ring of the World composed of multiple worlds.

Due to the similarity of rules, the creatures born within them are also highly similar.

So even if not Gods, creatures in the same Ring of the World can visit each other.

If we really account for it, the current Mountain and Sea Realm is actually a man-made Ring of the World.

It contains the Mountain and Sea Realm, Netherworld, and Brilliant Realm, forming a small internal cycle.

Externally, through means beyond time and space, it connects with Marz World and Void Divine Hall.

The difference is, the internal small cycle of the Mountain and Sea Realm has a time-space vortex as a barrier, preventing other worlds with the same rules from approaching.

Unless the Mountain and Sea Realm once again falls to the edge of the Fallen Area.

Or Li Hao actively approaches and captures a world; otherwise, it's basically impossible to have a situation like the Netherworld again.

Similarly, as part of the Mountain and Sea Realm's external cycle, Marz World will also attract worlds with the same rules and draw closer.

But the problem is, Marz World currently only has one God.

The Burrowing Insect race living in Marz World, although they struggled back from the brink of civilizational extinction, haven't returned to their heyday.

In such a situation, the approach of a foreign world will inevitably cause panic throughout Marz World.

Although in normal circumstances, situations like the previous one, where Gods from two Divine Pantheons collectively descend and perish together, are rare.

But even if it's simply comparing world foundations, the recovering Burrowing Insect Civilization clearly falls short.

Thus, the foreign skeletons appear crucial at this moment.

Firstly, skeletons can serve as a conventional force to deter the civilization of another world.

Secondly, Marz World can also use this to show the other world that it has the support of a more powerful world behind it.

Before figuring out the real situation, even if the other party is a world nurturing a medium or even large-scale Divine Pantheon, they will seriously consider the cost of assimilating Marz World.

Anyway, the only True God in Marz World, Kanas, is full of confidence in Li Hao's abilities.

The only worry is about how far that unfathomable Creator is willing to support him.

The third-generation skeleton—Quinn came to Marz World against this backdrop.

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"Is this another world?"

Crossing the transit teleportation gate in the Brilliant Realm, Quinn observed the completely unfamiliar world for the first time.

Unlike the lush and pristine Mountain and Sea Realm, which maintained its original topography as much as possible.

Marz World is a typical world transformed entirely by technology; everything within sight is man-made.

Skyscrapers that pierce the clouds, tunnels that reach into the core of the earth...

Everything in this world is so different, so refreshing to Quinn's worldview.

Until Quinn noticed the nearby Burrowing Insects, only then did he snap out of a brief moment of wonder.

"Is this your original appearance?"

Slowly approaching a familiar Burrowing Insect, Quinn curiously examined them.

Compared to their appearance in the Mountain and Sea Realm, the Burrowing Insects now have shed their Metallic Armor and are appearing before Quinn in their most initial, original flesh form.

"Aren't we much weaker than you imagined?"

Evidently already familiar with Quinn's character, the Burrowing Insect opposite struggled to straighten its upper body, then looked up at the other and said.

"This is the real us, a carbon-based life form living in standard gravity."

"Your world has multiple times our standard gravity; living in your world can only be done with the protection of Metallic Armor."