

The Growth 53

Chapter 53 - 5: The Dawn of Civilization

Shuli is an anomaly, even among the Immortals, he is one of those who stands out as unconventional.

Other Immortals, no matter how eccentric their personalities or how peculiar their worldview,

at least under Balian's teachings, they hold life in great reverence and rarely kill without necessity.

But Shuli is just the opposite; he possesses an intense desire for battle and challenges. While in the Central Plains, he often clashed with other Immortals.

Fortunately, the Immortals are generally broad-minded and didn't take much offense at Shuli.

Until Balian decided to have all the Immortals relocate to the Brilliant World within the Eye of the Creator.

Only then did Shuli decide to officially leave the Divine Concealment Land of the Central Plains, hoping to become someone who could truly stand alone like A Xin.

Thanks to the Sun and Moon Calendar created by Luo Fu, the Immortals, who originally had no concept of time, became aware of its existence.

A full cycle of the sun and moon is a day, and a full cycle of world changes is a year...

By counting with the stone watch he wore, Shuli became acutely aware that he had already left the Divine Concealment Land for a full eight hundred years.

During these eight hundred years, Shuli, like most of the Immortals, was enlightening the scattered skeletons across the world.

The difference is that those who chose to follow Shuli were also often highly aggressive, a different breed within the Skeleton race.

Speaking of this, it's necessary to mention the current living conditions of the Skeletons.

Since the Day of Sin arose, there have been instances of Skeletons awakening all over the world.

To take care of these "brothers and sisters," the Immortals began to gather them worldwide, teaching them to understand their identity and actions.

Although this is a difficult and prolonged task.

Yet, undeterred by the Immortals' enthusiasm, it indeed took thousands of years to complete this work, seen as onerous and thankless by other Gods.

As a result, the Skeletons gradually emerged from their original ignorance, beginning to grasp concepts of race and civilization.

However, different from general civilizations, the Skeletons have no need for food, so naturally, they haven't developed skills like farming or herding.

Even the initial skill of "kindling fire," which marks the advancement of civilization, is regarded as dispensable by the Skeletons.

However, although the Skeletons have no food requirement, they still have the most basic need for safety.

After all, unlike Immortals, bodily damage for them means death.

Under the siege of those fierce beasts outside, who can guarantee their bones won't be carried away or broken apart?

So out of concern for their safety, the first "tribes" and "cities" were born.

Talking about tribes, they are essentially a loose alliance of dozens or hundreds of Skeletons organized by the Immortals.

As for cities, it's even simpler.

Basically, it's under the guidance of the Immortals that they pile a circle of dirt heaps, stone platforms, or fences around their fixed activity area.

After all, the Skeletons don't need to worry about food.

Without the need to hunt or farm, they only require a small space to live for extended periods.

During the day, they listen to teachings under the Immortals' strict demands, and at night, they randomly dig a hole to bury themselves.

This was the "daily life" of the Skeletons for quite a long period.

This leisurely and laid-back life continued until a certain day five hundred years ago.

When the first Evil Ghost was born under the Day of Sin, the peaceful life of the Skeletons was gone forever.

Unlike the Skeletons or other beings, Evil Ghosts are those creatures unwilling to die, mutated into monsters under the Day of Sin's radiance.

Generally, after a creature dies, its soul gradually dissipates, reverting to the basic elements that compose this world.

But the existence of the Day of Sin causes those souls to mutate into creatures that harbor hatred towards the living before they dissipate.

The Evil Ghosts have no self, no consciousness.

They only madly attack all living beings they come into contact with capable of free movement.

Although the Skeletons are not classified as living beings, since they are capable of free movement, they still face attacks from the Evil Ghosts.

Unfortunately, besides fearing the sun and flames, these Evil Ghosts have no real weaknesses; ordinary physical means cannot even touch them.

Under such overwhelming external pressure, the once-stalled "civilization gears" of the Skeletons finally began to turn once again.

The first skill of civilization, "Flame," was the first to be illuminated by the Skeletons.

The Skeletons were amazed to discover that flames could not only disperse the Evil Ghosts but also prevent ordinary beasts from invading their homes.

Of course, for an average Skeleton tribe, developing to this point was already quite impressive.

To research skills for lighting fires more quickly and preserving kindling over longer periods...

The Skeletons began frequent exchanges, which led to the emergence of medium and even large tribes.

To better protect their safety, genuine "cities" also appeared in this process.

Then, within these cities, the Skeletons were surprised to find that in this world, besides themselves, there were so many strange kin and astonishing encounters.

Desire began to spread in the Skeletons' hearts, and curiosity emerged in their subconscious.

They no longer passively accepted changes from the outside world but actively sought out the mysteries they had not yet known...

The thousands of years of continuous enlightenment from the Immortals, at this moment, turned into genuine seeds of civilization.

Some Skeletons, unwilling to be confined in cities, began to ponder how to fight back or even eliminate those seemingly endless Evil Ghosts.

The tribe led by Shuli—"Li" was one of the best among them.

Under the leadership of the battle-fanatic Shuli, those who gathered under him naturally couldn't possibly be peacemakers.

In the era before the Evil Ghosts were born, Shuli led those Skeletons willing to follow him to strike out everywhere, slaying various ferocious and powerful beasts.

In Shuli's own words, I am different from my kind; they love preaching, but I prefer action.

Saying a thousand reasons to you cannot compare to practicing with me once.

And indeed, facts have proven that Shuli's words hold a certain truth.

His tribe—"Li" was the first to master the technique of replacing their bones with those of other creatures, enhancing their own strength.

Therefore, you can often immediately recognize the difference between "Li" and other Skeletons at a glance most of the time.

These battle-hardened warriors often have thicker bones, larger forms, and more peculiar shapes.