

E7 - Thus Saith the Elder

Source: [Crunchyroll](#)

Translator:

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Timer:

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(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

[00:10] ---

The magic in this world is divided

[00:12] ---

into the six elements of fire, water,
earth, wind, light, and darkness.

[00:21] ---

Fire, water, earth, and wind each
have their own magic attacks,

[00:27] ---

while light is basically used
for healing magic.

[00:32] ---

Darkness alone is unique--
in that strictly speaking,

[00:34] ---

it isn't magic that manipulates darkness.

[00:37] ---

Any specialized magic that doesn't
fall under the previous five elements

[00:40] ---

are included under
the umbrella term of "darkness."

[00:44] ---

As can be seen by watching
Liscia and Aisha training,

[00:48] ---

one can impart one's applicable magic
into their weapons or attacks.

[00:54] ---

There are a few who can create more
powerful magic phenomena than others,

[00:58] ---

known as mages. When a mage
is assigned to the armed forces,

[01:02] ---

the branch they are sent to
will depend on their element.

[01:06] ---

Fire elementals go to the army,

[01:07] ---

wind elementals go to the air force,

[01:09] ---

and water elementals go to the navy.

[01:12] ---

Earth elementals end up in the
Forbidden Army, which reports to the king.

[01:18] ---

Moreover, light elementals--
which serve as medics--

[01:22] ---

are assigned equally to each branch.

[01:25] ---

Luckily for us, the earth-elemental mages
were assigned to me,

[01:28] ---

and currently, I have the majority
of the Forbidden Army

[01:31] ---

employed in some
civil engineering projects.

[01:34] ---

Incidentally, my "Living Poltergeists"

[01:37] ---

are treated as part of the "other"
category--which makes them dark magic.

[01:42] ---

It was in this world that I decided
to take in a little adventure.

[02:00] ---

"Never mind, face forward,"

[02:05] ---

my heart just cried until it was hoarse

[02:11] ---

*When you lose something,
is that the end of it?*

[02:16] ---

*Is there no putting things back
the way they were?*

[02:22] ---

*Just as a line of clouds
moves off somewhere*

[02:28] ---

*when you take your eyes
off of them for a moment,*

[02:33] ---

so does everything else

[02:38] ---

I never thought there was a version of me

[02:45] ---

that the world would have a need for

[02:50] ---

But when I believed in what I believe,

[02:56] ---

I found myself as I truly am

[03:02] ---

Hello, yes, the first step

I take after nodding

[03:08] ---

Hello, yes, is toward

the yet-unseen horizon

[03:20] ---

Um...

[03:22] ---

"Thus Saith the Elder"

Are you the adventurer who

is temporarily joining our party?

[03:27] ---

Hey, could that actually be...?

[03:29] ---

Yes, the adventurer who wears a mascot
costume that we've heard about lately.

[03:33] ---

His appearance may be funny, but
apparently, he has considerable skill.

[03:36] ---

Are you sure we'll be all right
with this guy in our party?

[03:39] ---

Well, today's quest is to explore
the passageways beneath Parnam,

[03:44] ---

which is a beginners-level quest.

[03:46] ---

Where's the harm?

He seems charming enough.

[03:49] ---

Hmph, so what if he is?

[03:51] ---

Ahem!

[03:52] ---

In any event, I look forward
to working with you today.

[04:14] ---

He moves a lot better than you'd suspect.

[04:15] ---

Nothing to worry about, was there?

[04:22] ---

This quest is no challenge at all.

[04:25] ---

We're only walking around
these underground passageways,

[04:28] ---

looking for impassable routes and
seeing what creatures live down here.

[04:31] ---

We still have to keep on our toes, though.

[04:34] ---

Stop, everyone!

[04:35] ---

--What is it?

--There's something ahead.

[04:38] ---

And it's pretty huge!

[04:45] ---

A salamander!

[04:46] ---

No way! I've never
seen one this big before!

[04:52] ---

Wait!

[04:53] ---

Salamander fluids are strongly acidic.

[04:55] ---

Attacking with close-combat
weapons is dangerous!

[04:57] ---

Then I'll use my attack magic!

[05:00] ---

Your magic is fire-based, right?

[05:02] ---

It won't work against a salamander!

[05:05] ---

Which means that we...

[05:10] ---

...have no choice but to run!

[05:25] ---

Yow!

[05:26] ---

Please be careful!

[05:27] ---

It will do serious damage if its
secretions get splashed on you!

[05:31] ---

Sure, but...!

[05:35] ---

Master Mascot!

[05:36] ---

Cover your eyes!

[05:41] ---

What are you doing?!

[06:10] ---

Whew... W-We should be safe
all the way out here...

[06:16] ---

Right.

[06:17] ---

But is Master Mascot all right?

[06:21] ---

It looked like he took a major splash
of that thing's saliva.

[06:24] ---

Honestly, how could you trip like that?

[06:28] ---

What would have happened
if I hadn't come to rescue you?

[06:32] ---

No, you don't have to
apologize so profusely.

[06:36] ---

Besides, well, I *did*
get saved by you, as well.

[06:44] ---

Wh-What? Are you saying that you're glad

[06:47] ---

that I didn't get burned by that acid,
leaving my skin scarred?

[06:53] ---

I'm an adventurer.
I'm used to picking up scars.

[06:59] ---

It looks like she's managed to establish
a conversation with him.

[07:03] ---

Even though Master Mascot
hasn't said a word.

[07:06] ---

How does Yunon know what he's thinking?

[07:10] ---

Hmm... Could it be the power of love?

[07:15] ---

No way.

[07:26] ---

Whew...

[07:27] ---

It's a good thing I added acid resistance
to his surfaces, just in case.

[07:31] ---

Souma!

[07:33] ---

What are you up to in here?

[07:36] ---

He...

[07:37] ---

...looks a little bigger than the
last time I saw him, doesn't he?

[07:40] ---

I commissioned a craftsman down
in the castle town to make him.

[07:43] ---

And he moves around
with the same kind of magic?

[07:46] ---

Of course.

[07:47] ---

Ah! Don't tell me the "mascot adventurer"
they've been buzzing about

[07:50] ---

down in the castle town lately is--

[07:52] ---

Yeah, that's probably *him*.

[07:57] ---

Joining in with an adventurer party
to explore the underground passages?

[08:01] ---

But why would you do that?

[08:03] ---

Hmm? I had something I was thinking about.

[08:06] ---

I wanted to actually see what
the underground passages were like.

[08:10] ---

I can't guess as to what you're planning,
but did you turn anything up?

[08:15] ---

Well, in a sense.

[08:17] ---

Also, the adventure was pretty fun, too.

[08:20] ---

"Nine-Headed Dragon Archipelago Union
An oceanic state. Each island is led by
its own chief, who determines
their maritime territory."

[08:23] ---

"Poncho Panacotta: Timid, with no
self-confidence. Full of life
when cooking, he loves
to eat and entertain others."

[08:26] ---

"Several days later, morning"

[08:35] ---

You all look so good now.

[08:38] ---

Your eyes are hollow,
showing no signs of life,

[08:40] ---

and your faces look like the spirits
of the dead haunting their graves.

[08:44] ---

I know that these many days, you have
eschewed your bedrooms to work,

[08:48] ---

battled the numbers
from morning till night,

[08:50] ---

and shook off your families' pleas
to stop coming to the castle.

[08:54] ---

You are all in very deed my treasures!

[08:57] ---

Take pride! For all of the mental strain
you've gone through,

[09:01] ---

you have been saving this country!

[09:05] ---

It is thanks to your work that,
for the time being,

[09:07] ---

we have secured the capital that we need.

[09:10] ---

We can now move forward in earnest
with Project Venetinoval.

[09:17] ---

Venetinoval?

[09:19] ---

Yeah. That's the name of a new city
we're going to build here.

[09:22] ---

If it's on the coast,
does that mean you're making a port?

[09:25] ---

Yes. I'm planning to make it
the biggest bay city in the country.

[09:29] ---

But we already have Lagoon City in
the Walter Duchy as our primary port.

[09:36] ---

Souma, you don't mean...!

[09:38] ---

Huh? Oh, no, no! I'm not getting ready
to start any trouble with Duchess Walter!

[09:43] ---

Then what *is* the intended reason
for building a new port?

[09:47] ---

While we build a new city here,
we start constructing roads.

[09:51] ---

If we maintain a transportation network
from the port to the other cities,

[09:55] ---

we can control both maritime
and overland shipping,

[09:57] ---

making distribution of goods
much smoother.

[10:01] ---

Once the project is complete,

[10:02] ---

Venetinoval will become
the heart of the nation.

[10:05] ---

And the roads that stretch out
around it will be its blood vessels.

[10:09] ---

The kingdom's heart and blood vessels...

[10:12] ---

Is smoothing out distribution
really that big a deal?

[10:15] ---

Yeah, it's big!

[10:17] ---

Liscia, do you know how the prices
of things are determined?

[10:21] ---

Things that everyone wants
become more expensive,

[10:24] ---

and things that are left over become
cheaper. I know that much, at least.

[10:28] ---

Right. Prices are determined
in relation to supply and demand.

[10:32] ---

If there's an absolute shortage of
something, that's out of our hands,

[10:35] ---

but if distribution is done smoothly,

[10:37] ---

then if there's a shortage of some
material somewhere in the country,

[10:40] ---

it can be brought over from someplace
where there's a surplus.

[10:42] ---

"Quantity"

"Price"

it can be brought over from someplace
where there's a surplus.

[10:43] ---

"Quantity"

"Price"

Once the commodity excess
and deficiency are resolved,

[10:43] ---

"High"

"Low"

Once the commodity excess
and deficiency are resolved,

[10:46] ---

and a balance between supply
and demand is achieved,

[10:48] ---

"Supplying is easier"

the high prices will gradually decrease.

[10:50] ---

"Supplying is easier"

"Prices fall"

the high prices will gradually decrease.

[10:51] ---

We'll be leveling prices
throughout the kingdom.

[10:54] ---

I do indeed think that lower prices
are a good thing, but...

[10:59] ---

Liscia, what do you think is the most
in-demand item in the country--

[11:04] ---

the thing that people are seeking
more than anything right now?

[11:07] ---

Huh?

[11:08] ---

Oh, food!

[11:10] ---

That's correct.

[11:12] ---

One fundamental reason
for the food shortage

[11:14] ---

is that the domestic production
of food crops is too low.

[11:18] ---

So as a result, supply shortages are
driving prices up, spurring things on.

[11:24] ---

No matter how much food costs,
you can't just stop eating,

[11:28] ---

so food costs put the squeeze
on household budgets,

[11:30] ---

leaving less money
to spend on other things.

[11:32] ---

That is causing the nation's
economy to stagnate.

[11:36] ---

The crop conversion away
from cotton is proceeding,

[11:39] ---

but that won't produce results right away.

[11:41] ---

Right now, out of all our options,
this is the largest,

[11:45] ---

most effective measure we can take
to control skyrocketing food prices.

[11:48] ---

So we must do whatever it takes to
secure the budget to make this happen.

[11:56] ---

Once this project is completed,
our reforms will take a huge step forward.

[12:01] ---

This is also thanks to you
cutting out wasteful spending,

[12:04] ---

and managing to raise
enough funding for it!

[12:07] ---

On behalf of the people, I thank you!

[12:09] ---

Your names may not go down in history...

[12:13] ---

However, you have made
a far greater contribution here

[12:17] ---

than being a hero out on the battlefield!

[12:20] ---

That is something that I, Souma Kazuya,
will remember for the rest of my life.

[12:27] ---

You men are truly our nameless heroes!

[12:31] ---

You really have done a fine job.

[12:33] ---

As such, you will have a reward.
Starting tomorrow,

[12:36] ---

you may take the next five days off!

[12:40] ---

Ordinarily, I would at least
present you with medals,

[12:44] ---

but spending funds for that
would be upsetting our priorities,

[12:47] ---

after the work you did raising
those funds. I truly am sorry.

[12:50] ---

Instead, you may each take one bottle
of wine from the castle's wine cellar.

[12:55] ---

You can toast yourselves, sell it
for cash, or whatever you please!

[13:04] ---

What was that in there earlier?
I understand that you're happy,

[13:07] ---

but weren't you a little too worked up?

[13:09] ---

I've been working
since nearly the break of dawn,

[13:11] ---

and got a bit carried away
from lack of sleep.

[13:13] ---

But Souma, you have those, you know...

[13:16] ---

...Living Poltergeists,

[13:18] ---

that you can alternately let your
consciousness rest with, right?

[13:22] ---

Oh, uh, mm-hmm, I do.

[13:25] ---

But we were on the cusp of getting
the budget we needed for this project,

[13:31] ---

so I had each consciousness
running full strength.

[13:33] ---

Huh. I understand you're working hard,
but don't worry me like that.

[13:39] ---

There's no one who can take your place.

[13:41] ---

If that happens, you could always
summon another hero, couldn't you?

[13:46] ---

Let me get a little sleep. Once I wake up,
[13:49] ---
let's go together and see the planned
construction site for Venetinova.

[13:54] ---
Ludwin and his men should
already be there starting their work.

[14:00] ---
I'll need to go check on that...

[14:03] ---
All right. Good night--

[14:09] ---
He's already out. Must have been
pretty tired, all right.

[14:17] ---
You just said we could always
summon another hero,

[14:22] ---
but they wouldn't be *you*. I'd rather...

[14:27] ---
...have you, Souma.

[14:38] ---
This is closer to Parnam
than I was expecting.

[14:40] ---
Not even enough time to get hungry.

[14:45] ---
It's near the kingdom's center,

[14:47] ---
and geographically,
it's an ideal place to build a port.

[14:50] ---
Why has such a well-suited location
such as this gone unused?

[14:54] ---
Your Majesty!

[14:56] ---
Welcome, and thank you for coming.

[14:58] ---
You, too, Princess.

[15:00] ---
Welcome to the future site of Venetinova.

[15:03] ---
Ahem!

[15:05] ---
You, too, Aisha. Thank you
for escorting His Majesty.

[15:11] ---

Ludwin, getting right to it, can I have
a progress update on construction?

[15:15] ---

We've already finished marking off
the territory. Construction...

[15:19] ---

...was proceeding according to schedule...

[15:21] ---

What happened?

Did you run into any trouble?

[15:23] ---

Oh, well... Let's not discuss it out here.

I'll explain inside the tent.

[15:28] ---

There are people who are opposed
to the construction?

[15:31] ---

Yes, sire. They live in a village
a little farther inland from here.

[15:36] ---

They're led by an older gentleman
named Urup,

[15:38] ---

and insist that we must not
build a town on this land.

[15:41] ---

Why are they so opposed?

[15:43] ---

It's because this land is
the territory of the Kaijin,

[15:47] ---

and if we erect buildings on it,
we will incur its wrath.

[15:50] ---

"Kaijin"?

[15:51] ---

According to the old gentleman,
it is the god of the sea.

[15:55] ---

Kaijin, the god of the sea...

[15:58] ---

Does this world have sea gods, too?

[16:02] ---

Well, there may be those
who believe in them,

[16:06] ---

but I doubt that there actually are any.

[16:09] ---

I have never seen one myself, either.

[16:12] ---

It's likely some form of superstition,

[16:15] ---

but whenever houses are built
on the sea god's sacred land,

[16:18] ---

an enormous monster appears out
of the sea and swallows them whole.

[16:23] ---

A giant monster comes out of the ocean
and swallows the houses up...

[16:29] ---

Ludwin, I'd like to hear
what this old man has to say.

[16:32] ---

Huh?

[16:33] ---

Where should I go to see him?

[16:34] ---

Th-The village is not that far away.
I can show you there now.

[16:42] ---

Oh, it's *you* again!

[16:45] ---

I've already told you over
and over about the Kaijin!

[16:47] ---

I'm telling you,
building a town down there is--

[16:50] ---

Old-timer, forgive me, but would you mind
telling me more about this "Kaijin"?

[16:56] ---

And who might you be?

[16:58] ---

Acting King of Elfrieden, Souma Kazuya.

[17:01] ---

Hmm?

[17:03] ---

Y-Your Majesty!

[17:07] ---

So, Urup, about this "Kaijin"...

[17:10] ---

Oh, Your Majesty,

please reconsider building a town there.

[17:16] ---

That land has always
belonged to the Kaijin.

[17:20] ---

Which is why whenever we land-dwellers
build any houses on it,

[17:24] ---

it becomes angry and destroys them!

[17:29] ---

That's why no one from this village--

[17:31] ---

to say nothing of the next one over,
or the next one after that--

[17:35] ---

dares to live down there!

[17:42] ---

Urup, if you know exactly how far
the Kaijin's sacred land reaches,

[17:46] ---

would you mind telling me?

[17:52] ---

The sea god's sacred land, you say?

[17:55] ---

Don't tell me Your Majesty
believes that this "Kaijin" is real.

[17:59] ---

No, there's no such thing.

[18:03] ---

But since there was folklore that
has been handed down about it,

[18:06] ---

I do believe that there is a moral
included in the legend

[18:09] ---

that they wished to convey
to future generations.

[18:11] ---

And that is what the wrath
of the sea god is?

[18:14] ---

Yeah. The moral of the story is: "Don't
build houses in this specific place."

[18:20] ---

If you ignore the warning,

[18:22] ---

an unbelievably large monster

will appear from the sea

[18:25] ---

and swallow up the houses you've built.

[18:28] ---

I think that the wrath of
the sea god is really a tsunami.

[18:32] ---

But sire, I have never heard any tales
of that area being struck by a tsunami.

[18:37] ---

That's probably because the interval
between tsunamis is very long.

[18:41] ---

A hundred years, two hundred... we may
even be talking in terms of millennia.

[18:47] ---

Millennia?

[18:48] ---

Before coming back to the castle,

[18:50] ---

I went around to the other villages
surrounding the construction site

[18:53] ---

and asked them about
the folklore passed down to them.

[18:56] ---

From them, I got a rough estimate as to
the coverage a tsunami would have.

[18:59] ---

And that would be the slashed area
you marked on this map, right?

[19:03] ---

That overlaps the construction area
for Venetionova quite a bit.

[19:07] ---

Yeah, almost impressively so.

[19:09] ---

Then, Your Majesty, are you cancelling
construction of Venetionova?

[19:18] ---

The construction project
is moving forward.

[19:21] ---

However, we're going to change
the planned construction site.

[19:24] ---

Change it? At this point?

[19:27] ---

This V-shaped topography
is suited to being a harbor,

[19:31] ---

but when a tsunami happens,
there's a terrible risk of harm.

[19:35] ---

I'm thinking of moving the planned
construction site over here.

[19:38] ---

Th-That area did actually
come up as one candidate.

[19:43] ---

But sire, planning for a tsunami that may
or may not come in a thousand years...

[19:48] ---

Do we really have to be so--?

[19:49] ---

Nothing says that such a
one-in-a-millennium tsunami

[19:51] ---

still won't strike us anytime soon.

[19:55] ---

As long as we have the chance,

[19:57] ---

I'd like to make Venetiova a city
that can withstand a disaster.

[20:00] ---

"To provide is to prevent,"
is that what you are saying?

[20:04] ---

All of the elders that I asked

[20:06] ---

said that as a harbinger of the sea god's
wrath, the ground shook with anger.

[20:11] ---

So, an earthquake?

[20:13] ---

That's right.

[20:14] ---

When a large undersea quake happens,

[20:16] ---

the fault movement causes the sea floor
to rise up and sink down,

[20:20] ---

resulting in the sea's surface...

[20:24] ---

Well, never mind the reasons.

[20:26] ---

Just remember that if the ground
starts shaking, even a little bit,

[20:29] ---

there's a risk that a tsunami
might be on its way.

[20:33] ---

Very well.

[20:34] ---

Just to be safe, it's best
to consider it possible

[20:38] ---

that a tsunami could hit
the country's shoreline at any point.

[20:41] ---

So if there's an earthquake,

[20:43] ---

people need to get away from
the coast as quickly as possible.

[20:45] ---

If possible, they should take shelter
on higher ground.

[20:48] ---

We need to spread this information around

[20:50] ---

to all the people living near the coast.

[20:53] ---

As you wish. In that case,
it would be worth it to consider

[20:56] ---

where to take shelter
and preparing routes to get there,

[21:00] ---

in case there is an earthquake.

[21:02] ---

Please do. Now, as far as
specific construction planning...

[21:06] ---

First thing we need to do
is bank this whole area of land

[21:09] ---

to elevate our proposed construction site.

[21:11] ---

That... is going to take
an awful lot of time.

[21:15] ---

I'll have the Forbidden Army's
earth-magic mages make it a priority.

[21:19] ---

It will affect the construction
schedules elsewhere,

[21:21] ---

but I suppose that cannot be avoided.

[21:23] ---

If we place the residential
and commercial districts

[21:25] ---

somewhere a bit inland
from the seaboard...

[21:28] ---

Best to do the same for any consulates
and other important facilities.

[21:32] ---

That leaves the question of what
to do around the port facilities.

[21:36] ---

--His Majesty seems
unusually fired up about this.
--How does a seaside park sound?

[21:38] ---

--His Majesty seems
unusually fired up about this.
--Indeed. Then, even if
a tsunami does come along,

[21:39] ---

--He worked like crazy to get
the budget to do this project.
--Indeed. Then, even if
a tsunami does come along,

[21:41] ---

--He worked like crazy to get
the budget to do this project.
--it would keep any casualties
to a minimum.

[21:44] ---

It's only natural that he'd be fired up.

[21:46] ---

His Majesty really does care
a great deal about the kingdom.

[21:50] ---

Yes, he does. He really does.

[21:53] ---

Listen, Aisha...

[21:54] ---

Yes, what is it?

[21:56] ---

Do you happen to like Souma?

[21:59] ---

Yes!

[22:00] ---

I have great respect for him!

[22:02] ---

Aisha, let's be sure to support Souma,
so he can keep on smiling.

[22:08] ---

Yes, of course!

[22:18] ---

*The wind blowing by rushes
through the world,*

[22:22] ---

*connecting us when otherwise
we never would have met*

[22:26] ---

Unfurling wings that no one else can see,

[22:31] ---

*I take flight in search of a miracle
that no one else can find*

[22:43] ---

Seeking the courage to keep on choosing

[22:48] ---

the outcome of an ever-meandering morrow,

[22:52] ---

I never want to fear change

[22:56] ---

or doubt the blueness of the sky

[23:01] ---

More than any dreams I once had

[23:03] ---

and beyond any future I've imagined,

[23:05] ---

I want to keep on drifting along

[23:09] ---

*within this transcendently beautiful
moment I'm spending with you*

[23:13] ---

If I can make that come true...

[23:17] ---

*I shoot up through the blue
to the sky where we connect*

[23:22] ---

Grasp my destiny and reel it in

[23:25] ---

And through our joined hands,

[23:30] ---

you feel my helpless wish for eternity

[23:35] ---

Even if this is only an illusion

[23:37] ---

taking place within someone's dream,

[23:39] ---

I'll still take this blowing wind

[23:41] ---

and hold on tight as I take flight

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