

E10 - Foreign Homunculi

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(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.)

[00:01] MANICIA

"The stench from the hordes
of adventurers is bothersome."

[00:04] MANICIA

"Tourists are littering."

[00:07] MANICIA

"Please build a theater."

[00:09] MANICIA

"Please repair the roads."

[00:10] MANICIA

"Assign knights to Avancia, too."

[00:14] MANICIA

Those are all the major requests
from the townsfolk.

[00:18] MANICIA

There are more in there, so be sure
to look through it, dear brother.

[00:23] MANICIA

I'm going to go clean.

[00:25] MANICIA

Lime, I'll race you to the second floor.

[00:32] RUD

I love the sound of Manicia
energetically climbing the stairs.

[00:39] RUD/ID

Still, we've received a ton of requests.

[00:42] RUD/ID

*I'm glad the two major clans
agreed to an alliance with us,*

[00:45] RUD/ID

*but our growth has
come with a lot of issues.*

[00:50] NIN

Rud, come with me!

[00:55] RUD

What's wrong, Nin?

[00:56] NIN

This way.

[00:59] NIN

We found this girl lying on the ground.

[01:04] NIN

She's a homunculus.

[01:11] FAIR

P-Please help me.

[01:13] FAIR

My friends are still out there.

[01:15] FAIR

We were attacked in the
woods near this town.

[01:17] NIN

Let's go.

[01:18] RUD

Yeah.

[01:19] LUNA

Master, I'll come with you.

[01:22] RUD

No. I want you to stay here, Luna.

[01:24] LUNA

What?

[01:25] RUD

You treated this girl's wounds.
She'll feel safer with you around.

[01:32] LUNA

All right.

[01:45] SIGN

The Strongest Tank's Labyrinth Raids

[01:45] SIGN

Labyrinth Raids

[01:45] SIGN

m 124 277 | 134 267 140 274 144 272 150 275 163 260 177 271 472 271 488 261 502 275 507
270 510 274 518 267 528 277 516 288 526 298 517 306 510 299 506 304 500 299 489 312 473
302 178 302 163 313 150 300 146 303 140 299 134 306 125 297 134 287

[01:45] SIGN

A Tank with a Rare 9,999 Resistance Skill
Got Kicked from the Hero's Party

[03:05] RUD/ID

This path leads to the labyrinth.

[03:08] RUD/ID

*But I'm currently managing the labyrinth.
No monsters should be leaving it.*

[03:15] NIN

There!

[03:17] RUD

The homunculi are fighting each other?

[03:21] NIN

One side has clearly
been forced into this fight.

[03:25] NIN

Not only that, but the defenders seem to
have emotions, like the girl we met earlier.

[03:37] RUD

I'm an adventurer from Avancia,
a nearby town.

[03:41] RUD

Listen to me.

[03:43] RUD

Please.

[03:47] RUD

They won't listen.

[03:51] RUD

One of your friends came
to our town and requested help.

[03:55] RUD

Hey!

[03:58] RUD/ID

*That girl's an equal match
for her attackers.*

[04:06] RUD

Are you the homunculi
she was talking about?

[04:14] SAMIMINA

Yes, that's us.

[04:17] RUD

So who are they?

[04:20] SAMIMINA

Combat homunculi from Brunkels.

[04:26] RUD

Brunkels?

[04:27] RUD

That's the same country Luna fled from.

[04:30] RUD

Which means they're illegal homunculi.

[04:34] RUD

Nin, heal them.

[04:37] NIN

Got it.

[04:39] NIN

Area High Heal.

[04:41] AMON

I thought I heard something.

[04:44] AMON

Looks like they've gotten themselves into trouble.

[04:49] RUD/ID

No wonder they're anxious.

[04:51] RUD/ID

They're looking at a bunch of illegal creations.

[04:55] RUD

You called them combat homunculi.

[04:58] RUD

Do they not have emotions or self-awareness like you?

[05:01] SAMIMINA

No.

[05:02] SAMIMINA

Their only goal is to carry out their order to kill us fugitives.

[05:09] RUD

I see.

[05:11] RUD/ID

Then, they have to be defeated.

[05:14] RUD/ID

They may be homunculi, but still...

[05:16] RUD/ID

No, that's why it pains me more.

[05:19] RUD/ID

Perhaps they could've innocently laughed and cried like Luna.

[05:26] AMON

Having trouble fighting?

[05:28] RUD

Amon.

[05:29] AMON

They're no different from dolls.

[05:33] AMON

They're merely creations that have been granted some semblance of life.

[05:37] RUD/ID

Her words are cold, but she's trying to be considerate of my feelings.

[05:46] RUD/ID

They're not very fast.

[05:51] RUD/ID

Losing an arm doesn't stop them from charging in.

[05:54] RUD/ID

*They can attack like that
because they're homunculi.*

[06:05] RUD/ID

I can't react in time.

[06:09] RUD/ID

*But unlike last time,
I have my absorb shield.*

[06:13] RUD/ID

My body feels twice as light as normal.

[06:22] RUD

It's over.

[06:24] NIN

Rud, I've healed everyone.

[06:27] RUD

So, uh...

[06:29] RUD

*Your friend is at a place
that's sort of like my home.*

[06:33] RUD

Would you like to come, too?

[06:36] RUD/ID

*Some seem anxious. Some are hostile.
There's a whole range of reactions on show.*

[06:41] RUD/ID

It is what it is.

[06:42] RUD/ID

*Judging by their appearance,
they've likely had awful lives.*

[06:46] RUD/ID

They might even hate humans.

[06:49] SAMIMINA

Excuse me.

[06:50] SAMIMINA

*If you're offering, would it
be all right if we went there?*

[06:54] SAMIMINA

Honestly, I don't like humans.

[06:58] SAMIMINA

*But some of us are injured,
and we have nowhere to go.*

[07:07] RUD/ID

*After rescuing the homunculi,
we took them back to our clan house.*

[07:14] NIN

Well, that's taken care of for now.

[07:16] NIN

You know, it's great that
we took them in, but what now?

[07:20] NIN

They're homunculi from Brunkels.

[07:23] NIN

We'll have to speak with the
bailiff at the manor house.

[07:26] NIN

The news will eventually reach
the nation's higher ups, too.

[07:29] NIN

We won't be able to keep them safe.

[07:32] NIN

The townsfolk might be wary of them, too.

[07:35] RUD

I know.

[07:37] RUD

Avancia's bailiff is friendly.

[07:38] LUNA

Don't worry.

[07:40] RUD

I'm sure he'll hear us out.

[07:44] FAIR

Excuse me.

[07:46] FAIR

Thank you for saving us earlier.

My name is Fair.

[07:50] FAIR

Are you off to see your town's leader?

[07:53] RUD

Uh, yeah.

[07:54] FAIR

In that case, want me to tag along?

[07:56] RUD

What?

[07:56] FAIR

It'll be quickest if one of us
speaks to him directly.

[08:00] FAIR

He'll probably want to know
what's happening in Brunkels, too.

[08:04] RUD

But he might be wary of you.

[08:07] FAIR

Then you can bind my hands and feet.

[08:11] FAIR

I don't intend to sit and do nothing

after you've saved us.

[08:15] FAIR

I'll tell them everything I can.

[08:19] RUD

Fine.

[08:20] RUD

But we don't have to bind
your hands and feet.

[08:24] FAIR

Oh, in that case...

[08:28] TOWNSFOLK A

I don't recognize her.

[08:29] TOWNSFOLK B

I heard some people with magic stones
were taken to the clan house.

[08:34] TOWNSFOLK C

Maybe that girl with Rud
is a homunculus.

[08:37] TOWNSFOLK D

Is everything okay?

[08:40] FAIR

Um, Rud...

[08:42] RUD

What is it?

[08:43] FAIR

You're holding my hand
as a form of restraint,

[08:46] FAIR

but we drew attention
to ourselves instead.

[08:49] FAIR

I'm sorry if I've caused you trouble.

[08:52] RUD

It's no trouble at all.

[08:53] FAIR

What?

[08:54] RUD

I should be apologizing to you.

[08:56] RUD

The people of Avancia have never
encountered homunculi like you before.

[09:01] RUD

They don't mean any harm.

[09:03] FAIR

No, it's fine.

[09:05] FAIR

We were prepared for this

when we left that country.

[09:11] RUD

I see.

[09:15] RUD

Also, you don't need to
force yourself to smile.

[09:19] RUD

At the very least, not around me.

[09:22] FAIR

Okay.

[09:26] BAILIFF

I see. I understand the situation.

[09:31] BAILIFF

It sounds like you've
been through a lot, Fair.

[09:36] BAILIFF

So that country really was
creating homunculi after all.

[09:40] RUD

You knew, sir?

[09:42] BAILIFF

Only rumors. It sounds like they treat
their homunculi rather poorly.

[09:49] RUD

Would it be possible for the town
to offer them protection?

[09:53] BAILIFF

The town?

[09:55] RUD

I'm asking partly because
they have nowhere to go,

[09:58] RUD

but more than anything, the homunculi
could provide the manpower we lack.

[10:03] BAILIFF

What? You intend to put
the homunculi to work?

[10:06] RUD

I do. They're sentient, just like her.

[10:09] RUD

They can think and act for themselves.

[10:14] BAILIFF

Well, I can tell from observing
this girl that you're right.

[10:19] BAILIFF

They're no different from humans.

[10:21] BAILIFF

They're expressive, too.

[10:26] BAILIFF

Let me ask you a question, Fair.

[10:28] BAILIFF

A broad variety of homunculi are created,

[10:34] BAILIFF

from commanders capable of thought like you,
to fighters who specialize in combat.

[10:41] BAILIFF

Do you have any idea *why* homunculus
technology is so oddly advanced?

[10:45] FAIR

Apparently, it's due to a
demon king named Greed,

[10:50] FAIR

who showed up in Brunkels
about 20 years ago.

[10:53] BAILIFF

A demon king?

[10:54] BAILIFF

What is a demon king, an entity thought
to be fictional, doing in Brunkels?

[10:58] FAIR

I don't know the exact reason,

[11:01] FAIR

but it seems homunculus technology has
improved significantly by Greed's hand.

[11:09] FAIR

Homunculi like us are
being mass-produced.

[11:15] BAILIFF

I understand the situation.

[11:16] BAILIFF

I'll pass on what you've just
shared with us to the state.

[11:19] BAILIFF

Also, Avancia will provide
you with protection.

[11:24] FAIR

Thank you.

[11:27] FAIR

Looks like we get to stay
in the town for now.

[11:30] RUD

Yeah. You'll be kept
under supervision, though.

[11:35] FAIR

I know.

[11:36] RUD

Oh, right. There was this one girl who was fighting the combat homunculi in the forest.

[11:41] FAIR

Oh, you mean Samimina?

[11:44] FAIR

She's fairly strong for a commander.

[11:48] FAIR

I think she'll be a great asset in battle if it comes to that.

[11:52] FAIR

She's a bit standoffish, but she's caring and has a heart of gold.

[11:56] RUD

Yeah, I can kind of tell.

[11:59] FX

Tee-hee

[11:59] FX

Tee-hee

[12:00] FAIR

We've been treated really badly, so some of us hate humans.

[12:06] FAIR

But you saved us.

[12:08] FAIR

After coming here, I think we've realized some humans are kind to homunculi.

[12:16] FAIR

So things may not go smoothly right away, but I'm sure they'll understand eventually.

[12:22] RUD

You're right.

[12:26] RUD/ID

Is there anything I can do for them?

[12:32] RUD

Anyway, the town will officially be offering you its protection.

[12:37] RUD

And I'd like to find jobs for all of you.

[12:41] RUD

What are you good at?

[12:43] FAIR

I don't know if we're any *good* at it,

[12:45] FAIR

but in Brunkels, we made clothes and weapons and helped construct needed structures.

[12:49] FAIR

We even built entire towns.

[12:51] RUD

That's incredible.

So you can do anything, huh?

[12:55] FAIR

But Samimina's better at fighting than making things.

[13:01] HOMUNCULUS A

No. I don't want to.

[13:03] HOMUNCULUS B

We're gonna be treated badly again.

[13:05] HOMUNCULUS C

We'll get whipped.

[13:07] HOMUNCULUS D

I don't want to work under humans.

[13:09] RUD/ID

Of course. The homunculi have been working in terrible conditions until now.

[13:14] RUD/ID

I should've alleviated their anxieties first.

[13:17] RUD

By work, I meant under reasonable conditions.

[13:21] HOMUNCULUS A

For how long?

[13:22] RUD

Generally from 9 AM to 6 PM. Naturally, you'll get breaks, too.

[13:28] FAIR

That's...

[13:28] SAMIMINA

So short.

[13:29] HOMUNCULUS B

I don't believe it!

[13:30] HOMUNCULUS C

We can take breaks?

[13:31] HOMUNCULUS D

We won't get in trouble later?

[13:33] RUD/ID

Their circumstances must've been really awful.

[13:36] RUD

The specific nature and hours of your work are yet to be determined,

[13:40] RUD

but for now, thank you.

[13:42] SAMIMINA

Huh?

[13:43] RUD

What's wrong?

[13:44] SAMIMINA

Well, um...

[13:46] SAMIMINA

Where we're from, nobody thanks
homunculi. I was just surprised.

[13:51] RUD

I see.

[13:53] MANICIA

Jobs for the homunculi?

Then, how about this?

[13:58] MANICIA

Building the public baths.

[14:00] NIN

Good idea.

[14:02] RUD

There's the theater and town guard, too,
but I guess the baths come first.

[14:06] NIN

The reek the adventurers
give off is pretty unpleasant.

[14:09] RUD

Yeah, some of them
seriously don't wash properly.

[14:14] RUD

Okay, they can build the public baths.

[14:16] RUD

Manicia, could you write up
a proposal for the bailiff?

[14:19] MANICIA

Sure.

[14:23] NIN

By the way...

[14:25] NIN

Have you noticed that
Luna's been acting odd?

[14:27] RUD

She has?

[14:28] NIN

Yeah.

[14:30] (Flashback) LUNA

May I stay with the homunculi
in the clan house for a few days?

[14:36] NIN

She seems awfully interested
in the homunculi.

[14:39] NIN

She still hasn't left the second floor.

[14:41] NIN

Does she have some
attachment to homunculi?

[14:50] RUD

Luna.

[14:51] LUNA

Master.

[14:52] RUD

I'll help.

[14:54] LUNA

Is something the matter?

[14:55] RUD

Oh, well, actually...

[14:58] RUD

I wanted to talk to you for a bit.

[15:01] LUNA

What?

[15:02] RUD

We've been busy ever since
the homunculi arrived,

[15:07] RUD

so I thought it'd be good for us to chat.

[15:11] LUNA

Um, okay.

[15:12] LUNA

It sounds like they'll be constructing the
public baths, but what about *after* that?

[15:19] LUNA

Won't they be deemed unnecessary
once they're complete?

[15:21] RUD

Don't worry.

[15:23] RUD

I'm in charge of all that.

[15:26] LUNA

I see.

[15:28] RUD

Luna, are you okay? You've been spending
all your time with the homunculi recently.

[15:33] RUD

I'm told you ask them
about their time in Brunkels.

[15:36] LUNA

Well, you see, I consider myself
very fortunate that you took me in.

[15:45] RUD/ID

*Maybe Luna doesn't remember
much of her life over there.*

[15:50] RUD/ID

*She was probably shocked to hear
what the homunculi had to say.*

[15:56] RUD

Come to think of it, have you told
the others that you're a homunculus?

[16:03] LUNA

No, I haven't told anyone.

[16:05] LUNA

Telling someone could
cause trouble for you.

[16:10] RUD

I see. I didn't realize you had
waited this long to tell them.

[16:14] RUD

You should've told them sooner.

[16:17] LUNA

You're right, but...

[16:19] LUNA

Someday, when the people of this
town no longer fear homunculi,

[16:24] LUNA

I'd like to tell them the truth.

[16:26] LUNA

To that end, I'll do my very best to
make sure everyone finds happiness soon.

[16:33] RUD

I know you can do it.

[16:35] RUD

You'll be fine.

[16:38] RUD

I'm glad I rescued you.

I mean that from the bottom of my heart.

[16:42] LUNA

Master...

[16:51] LUNA

Thank you.

[16:55] RUD/ID

*In order to solve the problems
of Luna and the new homunculi,*

[16:58] RUD/ID

there are questions I need answered.

[17:01] AMON

You looking for someone?

[17:04] RUD

Yeah. Amon, you—

[17:05] AMON

Rud! You came all the way
here to look for me?

[17:10] AMON

Does this mean you've fallen
head over heels for me?

[17:13] RUD

Hey, get off me.

[17:15] AMON

Ouch.

[17:17] AMON

How dare you, Rud!
What if my students saw that?

[17:21] RUD

Students?

[17:23] AMON

I've started giving magic lessons.

[17:25] AMON

After all, I've got nothing else to do.

[17:27] RUD

There's plenty of work to be done
around here, especially construction work.

[17:32] AMON

The homunculi can do all that.

[17:34] AMON

I only do things that are fun for me.

[17:40] AMON

My students will learn magic
directly from a demon king.

[17:44] AMON

They're all future potential demon kings.

[17:46] RUD

Oh, right. I wanted to ask you
about a demon king.

[17:50] AMON

About me?

[17:51] RUD

No, the demon king known as Greed.

[17:54] RUD

I heard it was Greed who taught the nation
of Brunkels how to create homunculi.

[18:00] AMON

Hm, well, he's always loved doing research.

[18:05] AMON

It wouldn't surprise me if he knew about homunculus technology, too.

[18:10] RUD

Apparently, they're still mass-producing homunculi. Any clue why?

[18:15] RUD

Is he planning to invade?

[18:17] AMON

I doubt he'd do anything like that.

[18:21] RUD

Then, why?

[18:23] AMON

Probably to pass the time.

[18:26] RUD

To pass the time?

[18:30] AMON

Demon kings have unlimited lifespans.

[18:32] AMON

Even if we die, we eventually return to life in the same form.

[18:37] AMON

We're practically immortal.

[18:40] AMON

Apparently, when we die, we lose our memories, then wake up someplace later.

[18:45] AMON

On rare occasions, some of us recall our forgotten memories,

[18:48] AMON

but most stay lost forever.

[18:51] AMON

Since demon kings are immortal, we look for pastimes we can devote ourselves to.

[18:58] RUD

So Greed chose homunculus creation as his way to spend his long life?

[19:04] AMON

Not quite.

[19:08] AMON

Greed has always been trying to create the ultimate power.

[19:12] AMON

Homunculus research is just one way he's trying to achieve that.

[19:18] RUD

Create the ultimate power?

[19:20] RUD

From what I've heard so far, illegal homunculi seem pretty close to being that.

[19:26] AMON

Is that what you think as one who's also close?

[19:29] RUD

What?

[19:31] AMON

The power you possess is something Greed failed to achieve,

[19:35] AMON

even after years of research.

[19:37] AMON

Enhancement through the demonic power of mana,

[19:40] AMON

and through the divine power of the absorb shield.

[19:43] AMON

Greed concluded that whoever possessed both would be the ultimate power.

[19:49] AMON

You used both in your fight against me.

[19:53] RUD

Are you talking about that power?

[19:55] RUD

I get that Greed seeks ultimate power,

[19:59] RUD

but how did that lead him to create homunculi?

[20:02] AMON

Probably so he could experiment on them.

[20:08] RUD/ID

So Luna and the other homunculi were simply created to be experimented on?

[20:12] RUD/ID

That's the reason they were made to suffer like that?

[20:17] RUD/ID

You can't be serious.

[20:19] AMON

Are you angry?

[20:21] RUD

Of course I am.

[20:22] RUD

Those kids have emotions.

[20:24] RUD

Nobody could forgive him
for such inhumane actions.

[20:28] RUD

Is Greed currently in
a labyrinth somewhere?

[20:31] AMON

What's this?
Are you planning to go defeat him?

[20:33] AMON

He's strong, you know.

[20:35] AMON

You may not be able to
defeat Greed, even at full strength.

[20:41] AMON

And even if you want to win,
your ultimate power may pose an issue.

[20:47] AMON

The raw material that forms mana
is produced by monsters.

[20:50] AMON

If you use too much of it,
it may turn you into one.

[20:55] RUD

So I should avoid using it?

[20:58] AMON

You must control it.

[20:59] AMON

Those who fail to control
their mana become monsters.

[21:03] AMON

But use it well...

[21:07] AMON

and you could even become a demon king.

[21:10] RUD

I'm not interested in
becoming a demon king.

[21:14] AMON

No?

[21:16] AMON

Well, my magic lesson is about to start.

[21:19] AMON

See you later, Rud.

[21:27] RUD/ID

I need to get stronger so that I can

ward off Greed whenever he attacks.

[21:40] VOICE

Destroy it.

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