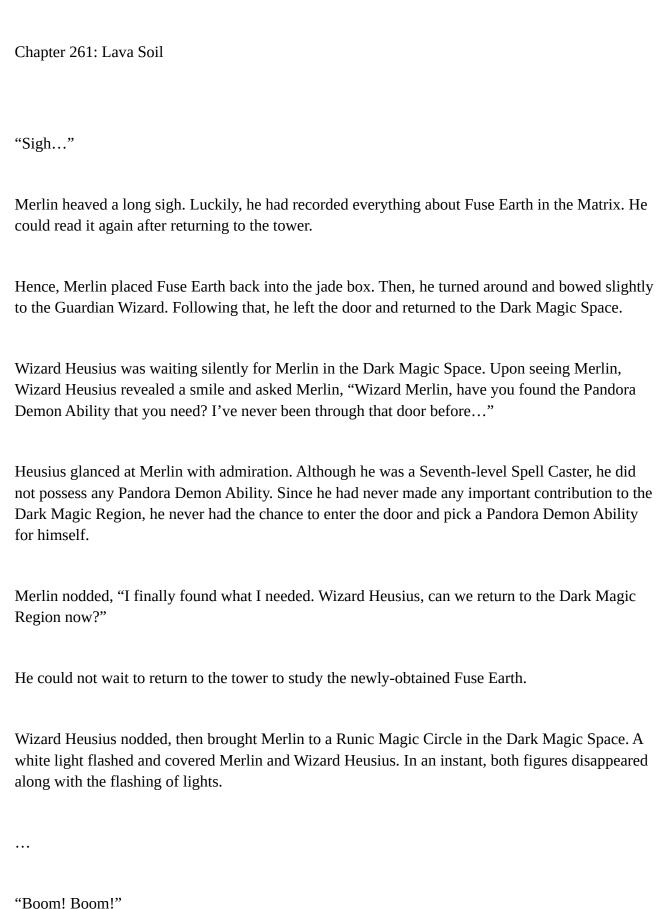
## W. Secret 261



A bright light flashed in the tower and the red vertical eye on Wizard Leo's forehead immediately opened wide. The eye let out strings of red light.

"Swish! Swish!"

Two figures walked out of the light. It was Merlin and Wizard Heusius who had just left the Dark Magic Space.

"Teacher Leo!"

After seeing Wizard Leo, Merlin revealed a smile. Wizard Leo nodded slightly. "Great, Merlin. It seems that you've found a Pandora Demon Ability that's suitable for you."

After a slight pause, Wizard Leo smiled at Wizard Heusius. "Old fool, I must thank you this time. Merlin, let's go!"

Then, Wizard Leo brought Merlin and left Heusius' tower.

During their journey, Wizard Leo did not ask Merlin about the Pandora Demon Ability that he had chosen. Instead, it was Merlin who could not stop himself from telling Wizard Leo. "Teacher Leo, I've exchanged for a Pandora Demon Ability called Fuse Earth in the Dark Magic Space."

"Hmm? Fuse Earth? I've heard of that, it's quite good. It's a Defensive Pandora Demon Ability, and it can also be incorporated into your spell. It's indeed a Pandora Demon Ability that's most suitable for you!"

Wizard Leo smiled. Apparently, he knew well about Fuse Earth.

Following that, Wizard Leo headed straight toward the top floor of the tower while Merlin returned to his room.

"Matrix, get me the information on Fuse Earth!"

Merlin instructed the Matrix to give him the information on Fuse Earth which it had recorded in the Dark Magic Space. Although Merlin had read through the information before, he was not able to look at the details of the information.

"Fuse Earth requires Lava Soil... Where do I find Lava Soil?"

Merlin frowned. The cultivation of the Pandora Demon Ability was not difficult. There might be some Pandora Demon Abilities that had a horrendous cultivation method. At the very least, the cultivation of Merlin's Glacial Finger and Fiery Collapse was not difficult. Only the cultivation of Darkness Heart was slightly difficult.

However, the most difficult part of cultivating Pandora Demon Ability was finding the items needed during cultivation. When Merlin cultivated Glacial Finger back then, he had obtained the hundred years' ice bone marrow from Wizard Sammir.

Meanwhile, the item needed to cultivate Fiery Collapse was already prepared in the ancient monument. In the case of Darkness Heart, the cultivation was mostly based on Merlin's understanding and reflection. Of course, Merlin would not be able to do it without Wizard Leo's Clarity Stone.

Thus, it was most difficult to find the item needed to cultivate the Pandora Demon Ability. Take the cultivation of Fuse Earth for example. Merlin didn't even know where he would find Lava Soil.

"Lava Soil. It should be an Earth-type item. I may be able to exchange for some books that introduce rare items of all types from the Resource Tower."

Merlin thought for a moment, then stood up and headed toward the Resource Tower.

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The Resource Tower was bustling with people. Most of them were official members of First-level and above. However, Merlin's presence in the Resource Tower still caused quite a stir.

After all, Merlin's current identity was very different from before. He was a Six-Elemental Spell Caster. Moreover, there were rumors going around that Merlin had killed two Third-level genius Spell Casters from Ozmu.

He was more active than Kleis back then, so even Third-level Spell Casters would nod to Merlin when they saw him.

Merlin was familiar with such treatment since he had been the center of attention in Tolle City then. Almost all Spell Casters of Shadison clan would show him their utmost respect when they saw him.

"Yeah, it's here. Earth-type potion material, alchemy material, and some rare items. I want these three books."

Merlin looked around randomly and found these three books related to Earth-type items. No matter if it was about potion materials, alchemy materials or rare items, Merlin had exchanged for them as long as they were related to Earth-type. These books might be helpful for Merlin to locate Lava Soil.

These three books were not expensive; they cost a total of less than fifty contribution points. Of course, Merlin did not consider this amount to be expensive since he had ten thousand contribution points. Even if he used up one thousand contribution points, he still had a lot left that could support his usage for a long time.

Moreover, he did not come to the Resource Tower very often, so he had little chance to use his contribution points.

After exchanging for these three books, Merlin let the Matrix to record all the content of the books. He did not have the time to read through the books in detail.

"The Matrix, find me the information about Lava Soil."

After recording the content of these books, Merlin directly searched the content with the help of the Matrix.

"Beep. Search completed. One information found. Lava Soil, mainly found in volcanoes, is a special type of soil which was formed after buried for thousands of years. It's a vital alchemy material. Rumors have it that there are many active volcanoes in Kurdmansla Islands and Lava Soil may be found from one of the volcanoes."

The Matrix had indeed found useful information about Lava Soil from the books.

Merlin was overwhelmed with elation. Lava Soil was an alchemy material, apparently used to transfigure a powerful alchemy product. However, the cultivation of Fuse Earth required the use of Lava Soil to be successful.

Moreover, the information also mentioned the rough location of Lava Soil. It could be found in the volcanoes at a place called the Kurdmansla Islands.

"Kurdmansla Islands? That place, huh. This is kind of troublesome..."

Merlin frowned. He had heard about Kurdmansla Island before. It was in the vast sea far away from the land and the Dark Magic Region. Instead of Death Sea, it was located in the true ocean near north.

Kurdmansla Islands was not under the influence of any spell casters' organizations such as the Dark Magic Region or Abyss Fort. In fact, the place was very famous for it was rich in rare potion and alchemy materials.

Hence, many roaming Wizards had gathered in Kurdmansla Islands. There were even Wizards from spell casters' organizations.

Merlin really wanted to look for Lava Soil at the volcanoes in Kurdmansla Islands. However, after careful evaluation, he thought that his ability was currently still lacking. Going to Kurdmansla Islands was different from going to Floating City and Tolle City. There were powerful sea creatures of all levels there, be it Fifth, Sixth or even Seventh-level.

The roaming Wizards there might also be Seventh-level Wizards. Although it was rare to have roaming Wizards who had become Seventh-level Spell Casters, the matter was not impossible. These Spell Casters mainly lived on the Kurdmansla Islands, subtly creating a commanding aura for the place.

Thus, Kurdmansla Islands was almost an equal influence on Sterling House as described in the Dark Magic Region's books.

If Merlin wanted to go to Kurdmansla Islands, he must improve his overall strength no matter what.

To improve his overall strength, the most plausible way to do it was to construct Second-level spells. Merlin's Mind Power had grown sufficiently strong now. Although he was still far from having Fourth-level Mind power, constructing a Second-level spell should not be an issue.

The Second-level spell that could drastically improve Merlin's ability was undoubtedly the Second-level Darkness-type spell, Darkness Tide. Once he had constructed Darkness Tide, Merlin could truly have the ability to stand against a Fourth-level Spell Caster in his top form with the enhancing effect of Darkness Heart.

"I still need a little more Mind Power to construct Darkness Tide. Let's wait until the Mind Power duplicate in the Bell Space has doubled again. Then, I'll construct Darkness Tide."

Merlin had made the decision in his mind, so he simply stayed in the tower to concentrate on meditating without taking a step out of the tower.

• • •

"Buzz..."

After a few days, the Bell Space at Merlin's chest vibrated violently. Merlin opened his eyes and muttered to himself, "It seems my Mind Power duplicate has reached its limit again."

Thus, he rapidly extended his Mind Power into the Bell Space to have a look. As expected, his Mind Power duplicate had reached its limit. With the Bell Space, the rate at which Merlin's Mind Power increase had sped up drastically.

"Merge!"

Without a moment of hesitation, Merlin merged the Mind Power duplicate in the Bell Space with his own Mind Power. Instantly, his Mind Power spiked up.

"Phew..."

Merlin heaved a long sigh. He felt that his Mind Power had increased to an unimaginable level. Such powerful Mind Power was definitely sufficient for him to construct his Second-level spell, Darkness Tide.

Chapter 262: A Life-Saving Object

"Matrix, begin analyzing Darkness Tide's Spell Model!"

As he felt the tremendous Mind Power within his body, Merlin no longer had any doubts as he began mobilizing the Matrix and reanalyzed Darkness Tide's Spell Model.

Darkness Tide's Spell Model was more complicated. It was even more complex than Dark Light Realm's Spell Model. However, this was nothing compared to the powerful analytical computing abilities of the Matrix. Very soon, the Matrix had reconstructed many Spell Models.

As Merlin had done many times, he chose the most stable Spell Model among them. It was also the one most compatible with the Spell Models of Dark Light Realm and Dark Mist.

In fact, compatibility became extremely important when a Spell Caster wished to become a more advanced Spell Caster. As his powers increased, he could construct more advanced Spell Models.

Like Second-level Spell Models, not only was there a requirement for certain levels of compatibility with First-level Spell Models but also there must be compatibility with Zero-level Spell Models.

The Spell Model would become problematic if the compatibility level was too low and the entire Spell Model would collapse in mere moments in the end. This was also why advanced Spell Casters were so rare. With every level they progressed to, the difficulty to construct suitable Spell Models increased manifold.

The only reason why Merlin was able to disregard the issues of compatibility and stability of the Spell Models was his possession of the Matrix. He could construct spells calmly and never had to worry about the Spell Models collapsing.

Having chosen the Spell Model, the next step was to simulate the Spell Model into his Awareness by using his Mind Power. This might take up a long period of time. After all, Darkness Tide was just too complex.

Merlin mobilized an immense amount of Mind Power and began to simulate the Darkness Tide's Spell Model with all his might.

An entire day had passed. With a sudden tremble, Merlin's entire body released an unnerving dark aura. An endless stream of Darkness Elements was rushing madly into Merlin's body.

"It's a success! I've constructed Second-level Darkness-type spell, Darkness Tide!"

Merlin opened his eyes. Although he seemed fatigued, his eyes were full of excitement. He had successfully constructed his first Second-level spell. As long as he had sufficient Mind Power, he was able to construct more Second-level spells.

"After Enhancement by Darkness Heart, even those with Fourth-level Mind Power wouldn't be able to withstand it if the strengthened version of Darkness Tide was released. Perhaps even those with Fifth-level Mind Powers would be somewhat affected."

Merlin was far too well-acquainted with the power of Darkness Tide. It was of the same origin as Dark Light Realm, only much more powerful. Once released, the Darkness Elements would surge toward the enemy like a tide. It would be extremely terrifying as it was more powerful.

It was even more terrifying due to Merlin's possession of Darkness Heart. The power of Darkness-type spells would also increase substantially.

Merlin's strength increased greatly as well after he obtained Darkness Tide. He could be considered to have stepped onto the level of a Second-level Spell Caster. Darkness Tide was an extremely difficult spell among Second-level spells. It would be much easier to construct other Second-level spells after successfully constructing Darkness Tide.

However, speaking of the Kurdmansla Islands, the distance between there and the Dark Magic Region was just too great. The Pandora Demon Ability, Fuse Earth, would be of tremendous help to Merlin, so he could not give up cultivating it.

If Merlin were to go, it may take him a year and a half. Within that period, if his Mind Power were to increase substantially again, it was possible for him to construct a second or third, or even more Second-level spells.

Therefore, Merlin had vaguely decided in his heart that he would first choose a spell most suitable for himself from the Resource Tower before leaving the Dark Magic Region.

When Merlin had obtained the first volume of the Neverending Book, there were spells of various types from the First to Third-levels, providing an abundance of spells. For roaming Wizards, those were naturally enough and more than they could ask for. However, for Merlin, the Dark Magic Region possessed a profound heritage and a long legacy; many of the unique spells there were not in the Neverending Book.

Due to this reason, Merlin had prepared to choose a Second-level spell in the Resource Tower.

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"Is a Second-level spell this expensive?"

Merlin frowned. He had arrived at the Resource Tower only to discover that these Second-level spells were easily a hundred or two hundred contribution points each. There were even some Second-level spells that were worth three hundred contribution points or more. These were extremely expensive for many of the Spell Casters in the Dark Magic Region.

However, these spells were extraordinary indeed. They were far more powerful than the Second-level spells recorded in the Neverending Book.

For example, the Fire-type Second-level spell Merlin had chosen, Sea of Purgatory Fire, was even more horrifying than Furious Flame. Once cast, the surroundings became a sea of fire which was as terrible as a purgatory.

There was also the Second-level Earth-type spell, Earth Veil, that would create a light formed by the condensation of Earth Elements around the Spell Caster. This was greater and stronger than Guardian Monument. If Merlin had the opportunity to cultivate the Pandora Demon Ability Fuse Earth to completion, this Earth Guard would become immensely horrifying once it was incorporated into the spell. The strength would increase by three to six folds immediately.

In addition, there was a Second-level Wind-type spell, Light Breeze. The name was simple but it was still far stronger than Wind of Freedom. Once cast, the Spell Caster's own body would become as light as the wind with increased speed.

Other than these three spells, there was also Lightning Flash. This was a spell that shared the same origin as Thunderlight Ball. The characteristic of being as fast as lightning would manifest, happening in a fleeting flash but with more terrifying destructive power.

Finally, there was an Ice-type spell called Ice Seal Zone. This was an extremely unique spell that would freeze every target within a zone as long as the zone was ice sealed.

The larger the zone was, the weaker the effects of the ice seal. Likewise, the smaller the zone, the more terrible the effects of the ice seal would become.

These five Second-level spells along with Darkness Tide constituted Merlin's future Second-level spells. Provided that he did not find better spells, he would construct these spells one by one after he had obtained sufficient Mind Power.

"Sea of Purgatory Fire, Earth Veil, Light Breeze, Lightning Flash, and Ice Seal Zone. Matrix, store all of these five spells."

Merlin instructed the Matrix to record these spells. The five spells were remarkable. Altogether, they cost Merlin more than a thousand and five hundred contribution points.

These were merely Second-level spells, and third-level spells would be even more costly. Fortunately, it was almost a year soon and Merlin would be able to receive ten thousand contribution points from the Dark Magic Region again.

After Merlin had chosen the Second-level spells and made impeccable preparations, he paid a visit to Wizard Leo's house to bid him farewell.

"Teacher Leo!"

Merlin's voice rang out. Following that, the huge doors slowly opened. There were traces of weariness on Wizard Leo's face. It seemed that he had been doing some sort of experiment which was making him very tired.

"Merlin, what's the matter?"

Although Wizard Leo had been frowning and looked weary, he still asked with a pleasant countenance upon seeing that it was Merlin.

"Teacher Leo, I've come to bid you farewell. I'm ready to pay the Kurdmansla Islands a visit."

Merlin gave a simple statement on his reason for the visit. Wizard Leo's eyebrows, however, became more tightly furrowed. It was only after a long moment that Wizard Leo slowly opened his mouth to speak. "Indeed, Lava Soil can only be found on the Kurdmansla Islands, but it's very far from the Dark Magic Region. If anything happens to you, I'm afraid I'd have no way of getting there in time."

Although Merlin had been in Floating City and Tolle City, in reality, Wizard Leo had always been paying attention to Merlin. In addition, there was a powerful deterrent force in the Dark Magic Region. Other than Ozmu, no one else dared to fight Merlin.

However, it would be different on the Kurdmansla Islands, which were too far away from the Dark Magic Region. Many Spell Casters had never even heard of the Dark Magic Region, so what impact could that have?

If he were to run into danger there, the Dark Magic Region would be helpless as well. Merlin's decision of traveling to the Kurdmansla Islands this time was actually a lot more dangerous than before.

"Teacher Leo, I've already made sufficient preparations!"

Merlin spoke staunchly.

A long moment passed before Wizard Leo nodded his head and said, "Very well, your capabilities can't be considered weak anyway. The typical Fourth-level Spell Casters aren't able to fight you. To be a great Spell Caster, you still have to go out often and experience the various wonders of the Spell Caster's world. In the future, this will also be very advantageous for you to construct your own unique spells."

Wizard Leo finally approved of Merlin going to the distant Kurdmansla Islands.

Just as Merlin was about to leave, Wizard Leo said, "Wait for three days before you leave the Dark Magic Region. After three days, pay me a visit here. I'll make you a life-saving object."

Having said this, Wizard Leo shooed Merlin out.

"Three days to make a life-saving object? Since he said it's life-saving, I'm afraid this isn't a simple object."

Merlin cast a glance at Wizard Leo's house. He felt a glimmer of eagerness for that life-saving object Leo was going to produce in three days.

Merlin could truly feel the sincere concern of a tutor for his student from Wizard Leo. It was the same as it had been with old man Etha. Although he had a weird temper, Merlin had always felt grateful for old man Etha.

Having left Wizard Leo's house, Merlin fell into contemplation for a few moments. Finally, he still felt that he should take the opportunity during these three days to teach Emma more.

Emma did not have the Matrix, and Merlin did not intend to directly take out the Spell Model constructed by the Matrix. This was Merlin's greatest secret, one that he would not reveal before anyone.

Furthermore, Merlin wanted to nurture Emma into a true Spell Caster. Naturally, he could not use such dubious and opportunistic methods to teach Emma.

"Teacher?"

When Emma saw Merlin outside the house, excitement showed up clearly on her face.

Merlin nodded and said, "After a few days, I'll leave the Dark Magic Region. So, during these few days, I'll be teaching you and imparting some knowledge on constructing Spell Models."

Although Merlin depended on the Matrix to construct Spell Models, he had become a First-level Spell Caster after all. Having spent such a long time in the Dark Magic Region, he knew some things about constructing Spell Model even though he had never constructed one personally before.

That was more than enough for him to teach Emma. Thus, Merlin waited quietly as he taught Emma.

Three days passed by in the blink of an eye. Merlin glanced at the highest level of the Wizard Tower as his heart filled with curiosity at the life-saving object that Wizard Leo would make. Therefore, he had come early to Wizard Leo's house and waited quietly.

Chapter 263: What One Sees and Hears

"Come in, Merlin."

Wizard Leo's voice wafted out from the house, sounding somewhat raspy.

Merlin pushed the door open immediately and walked in. He lifted his head to look, only to discover that Wizard Leo, who used to be full of vigor and energetic, now had an extremely weary expression on his face. Even the blood-colored light emanating from Darkness Eye on his forehead was somewhat dim.

"Teacher Leo, what had happened to you?"

Merlin could not help but ask immediately.

However, Wizard Leo waved his hand. A smile appeared at the corners of his lips and he spoke in a low voice, "Hehe, nothing much, it's just that I've expended a lot of energy producing this object. I'll be restored after a few days' rest. Come, Merlin, I've spent three days making this bracelet. Part of the Darkness Eye's powers is in it. All you have to do is to infuse Darkness-type elements into the bracelet at crucial moments, and the powers within the bracelet will be mobilized. However, that can only happen once so you must be careful. Don't mobilize the powers inside the bracelet unless you're forced to."

Wizard Leo's voice was somewhat raspy, and he looked extremely weary. At that moment, Merlin finally understood that it was all because he had been making this bracelet for him.

Furthermore, Wizard Leo had created this bracelet with such solemnity, a bracelet which definitely had extraordinary powers, that Merlin was afraid Wizard Leo had paid a certain price for it. It was far from the mere few days' rest he had said he would need to recuperate.

"Teacher Leo..."

Merlin took the bracelet, but he was somewhat at a loss and did not know what to say. His travels to the distant Kurdmansla Islands this time was extremely dangerous. Wizard Leo had journeyed to many places, so naturally, he knew the dangers there. That was why he had created such a life-saying bracelet for Merlin, regardless of the cost.

"The Kurdmansla Islands are very far. After you leave the Dark Magic Region, you must be careful as you go about your business... Alright, go out, I'm tired!"

Wizard Leo slowly closed his eyes and let Merlin leave.

Merlin gave a small bow before putting the bracelet on and turning to leave immediately.

Before he left, Merlin pondered for a moment before calling Laurinka and Emma to his side. He had to brief them on some matters.

"Laurinka, Emma, I might have to leave the Dark Magic Region for a period – could be a few months if it's short, or a year if it takes a long time, or perhaps even longer. So, you must amass knowledge well in the Dark Magic Region. Especially you, Emma. You've already constructed three Zero-level spells, but this isn't your limit. You must try to construct a fourth Zero-level spell and become a Four-Elemental Spell Caster!"

Emma and Laurinka could be considered Merlin's closest kin in the Dark Magic Region now, with the exception of Wizard Leo. Therefore, he had already decided to transfer part of his contribution points to Laurinka and Emma before he left so that their cultivation in the Dark Magic Region could be more successful.

"Teacher, are you really going to leave the Dark Magic Region for such a long time?"

Emma was somewhat reluctant to leave Merlin. Before Merlin, she still seemed to be the innocent and unaffected young lady from Ditas Town back then.

A smile appeared on Merlin's face as well. He opened his mouth to speak. "Emma, you must study the construction of spells well. If you have the chance, take the initiative and look for Wizard Nasha. She's very kind and detailed when it comes to guiding Spell Casters."

After a pause, Merlin seemed to have suddenly remembered something. He immediately lifted his head and swept his glance at Laurinka and Emma, before saying in a low voice, "Right, if you have the opportunity, go to Prakash City and visit the Wilson family for me. Visit my family!"

Merlin remembered the Wilson family. He remembered Old Wilson, Macy, his two wives, his son, and daughter. It had been a very long time since he had returned to Prakash City, so he did not know how they were now.

Now that he had to leave the Dark Magic Region for such a long time, there was a slight reluctance in his heart. Naturally, it would be best if Emma and Laurinka could have the opportunity to go to Prakash City.

"Teacher, don't worry. We'll definitely pay your family a visit when we have time."

Both Emma and Laurinka nodded.

"Then, I'll be at ease."

Merlin stood up and took a deep breath. Thereafter, he left Wizard Leo's tower and headed toward the Runic Magic Circle in the Dark Magic Region.

Merlin looked at the densely packed Runic Magic Circles and walked directly into their midst as he was already very familiar with the process as he had done this countless times. Following which, beams of light began to envelop Merlin; his emotions started to become somewhat complicated.

The place where he was heading toward this time, the Kurdmansla Islands, was a completely strange and unfamiliar place. Furthermore, they were simply just too far from the Dark Magic Region.

Merlin practically had no way of enjoying the protection of the Dark Magic Region on his journey this time. He would be like those roaming Wizards who had to venture off and make a living wandering from place to place alone.

"Hopefully, this trip will go smoothly..."

In the midst of Merlin's sighs, the silhouette of his body disappeared in an instant with the white light, gone without a trace.

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On a narrow mountain road, a figure ran forward in a mad dash at an extremely high speed. There was a sound of wind whistling in the surroundings before the figure vanished in the blink of an eye into the thick forest amidst the winding and narrow mountain roads.

"Stop first. I've run out of Magic Power again, I need to use the elemental crystal stones to restore my Magic Power."

This figure slowly came to a halt. Thereafter, it looked for a cave to rest and began to use elemental crystal stones to restore his Magic Power. Lo and behold, he was a Spell Caster.

This figure was Merlin, who had just left the Dark Magic Region. Due to the immense length of the journey this time, Merlin did not rent horses and a carriage. Instead, he directly relied on Gale and Wind of Freedom to rush his journey in a frenzy.

However, that had caused great exhaustion of his Magic Power. Therefore, Merlin would pause from time to time and used Wind elemental crystals to restore his Magic Power.

Indeed, elemental crystal stones could be used to quickly restore Magic Power. However, that was an extremely extravagant practice. Some roaming Wizards could only obtain a single elemental crystal stone with great difficulty at any one time. How would they dare to use them so extravagantly for the purpose of restoring Magic Power?

Only people like Merlin, a Spell Caster who came from a spell casters' organization, and possessed many elemental crystal stones, would use them in such an extravagant manner to speed up the restoration of Magic Power. His purpose was to hurry and reach the Kurdmansla Islands sooner.

"Alright, Magic Power has been restored. Let's continue to hurry forward!"

Merlin had used elemental crystal stones to restore his Magic Power. It was very quick, so his Magic Power was restored in just mere moments. He could then cast Gale and Wind of Freedom again.

"Swoosh!"

Merlin had a map with him, one that he had obtained through an exchange in the Dark Magic Region. Hence, he followed only a direct route as he moved forward. There was not a single instance when he used the wide main roads. Instead, he continuously darted through the thick forests of the mountains.

"Hmm, is there someone in front?"

Merlin was extremely fast. However, he seemed to have discovered that there were people in front of him. His speed decreased slowly as he went forward to look.

All he saw was a vast space in the midst of the thick forest. There was a crowd with over a hundred nude men surrounding a gigantic rock. They seemed to be praying.

Merlin shook his head gently. He had seen such a sight many times. These men were barbarians who had not undergone development to attain civilization. There were many people like them who existed both in the Kingdom of Light and the Kingdom of Blackmoon.

Relatively speaking, the development of civilization for both the Kingdom of Light and the Kingdom of Blackmoon were extremely great to these barbarians.

Merlin had left the Dark Magic Region for almost half a month. He had been through many places and had seen all sorts of barbarians. He had also seen the vast differences between folk cultures in the Kingdom of Blackmoon.

It was only by literally walking out that he could have seen all that, and it had greatly enriched Merlin's knowledge and experiences, giving him a more intuitive and profound understanding of this world.

The Kingdom of Blackmoon was too vast. This world was also too vast. Even a few great and powerful Elemental Swordsmen would not dare to claim that they had walked on every corner in the Kingdom of Blackmoon.

Only Spell Casters could travel to various places. From the distant lands overseas to the depths of the wild, thick forests, Spell Casters had left their mark almost everywhere.

If one were to explain this using civilization theory, the extraordinary group, the Spell Casters, had actually far surpassed the development of the Normies in this world. Spell Casters were at an even higher level of human advancement.

For example, there would not be any Normies at the Kurdmansla Islands, the destination of Merlin's trip this time. There were powerful and huge sea monsters that could easily swallow a small village. Hence, Normies would not be able to contend with them at all.

Only Spell Casters could survive in such horrendous environments, and also thrive with incomparable prosperity.

"Go, let's continue on. According to the map, I've only just completed half of the journey now."

Merlin disregarded this tribe of barbarians. Fierce Wind Elements appeared in surges around his body, turning into a black shadow. Immediately, it dashed past the barbarians.

"It's a god!"

All the barbarians shouted when they saw Merlin. They knelt on the ground as they murmured to themselves. Merlin did not know what they were saying.

Merlin shook his head helplessly. Ignoring them, he continued to walk forward.

One day, two days... Ten days!

Merlin only walked out from that thick forest after another ten days. That was enough to describe the scale of how vast the forest was.

Merlin arrived at another grassland after passing through the forest. This grassland was immensely vast; there seemed to be no end to it. In the distance, Merlin could hear a horrifying noise which sounded as though it came from aterrible force of nature 1 .

"Those are... Galloping wild beasts?"

Merlin felt greatly shocked. On the vast grassland were thousands of fierce wild beasts that were running wildly. Such a spectacular scene could cause even Merlin to feel a mysterious sense of awe. For a moment, he even stopped to watch the amazing sight of thousands of beasts galloping.

These were only the most common of wild beasts, but once gathered, the destructive power formed was more powerful than Merlin's spells. Even with Merlin's capabilities now, he would not dare to stand before them and resist these terrible wild beasts.

"Not only must a truly great Spell Caster have deep and profound knowledge, but he must also have expansive life experiences! Only then can he create even more mystical and powerful spells that are much closer to the nature of the world!"

In Merlin's mind, he suddenly remembered the words of a great Wizard who he had seen in the Dark Magic Region. At the time, Merlin did not comprehend what those words meant, but now he seemed to have gained some insights.

It was because when he saw the spectacular sight of a thousand beasts galloping, there was an inexplicable throbbing in his heart; a desire to create a new spell.

Only Seventh-level Spell Casters could create new spells. Some special geniuses, gifted Spell Casters, although few, could create completely new spells that were the most suitable for themselves due to various reasons.

However, creating new spells were too difficult. Moreover, Merlin relied on the Matrix for even the construction of spells. All that had happened was he had felt his heart palpitating mysteriously; he did not truly want to create new spells.

"Forget it. It's better if I wait until I've gotten more foundational spells if I wish to create new spells. Hopefully I'll be able to rely on the data integration processed by the Matrix and derive the most suitable new spells for me!"

Merlin shook his head and tossed the unrealistic idea to the back of his mind. Thereafter, he continued to hurry toward the Kurdmansla Islands.

Finally, another month had passed. Merlin had traversed grasslands, lakes, mountains, forests, and the likes. He was already immensely fatigued, but he could finally see the ocean.

He cast a glance over the boundless ocean. The sea breeze hitting his face seemed to bring with it a waft of saltiness.

A smile broke out on Merlin's face. He could see the ocean now, which meant that he was not far from the Kurdmansla Islands!

Chapter 264: Two-headed Infant

The sea stretched endlessly, seemingly without borders. It was the first time in this world that Merlin had witnessed such a vast stretch of sea. It looked much more spectacular than any grassland, mountain, or jungle that he had seen throughout his journey.

Merlin gradually approached the beach. The scorching heat of the sun had him feeling stifling hot. The breeze blew on him, gently flapping his black Wizard robe in the air.

However from his view on the beach, aside from the endless stretch of sea, Merlin did not see any islands, much less the Kurdmansla Islands, which was a huge cluster of islands consisting up to thousands of smaller islands with varying sizes. It was so large that one should be able to spot them at one glance.

"Could it be that I've come to the wrong place? The Kurdmansla Islands isn't here?"

Merlin frowned and proceeded to check his surroundings. He did not find any footsteps on the beach, which indicated that people seldom come to this beach.

Clearly, Merlin had successfully located the sea, but he failed to find the Kurdmansla Islands.

As such, Merlin chose a direction and continued walking along the beach.

"Ooh-ooh-ooh..."

A gust of sea breeze blew from afar. From it, Merlin could vaguely make out sounds of wailing, as if an infant was crying.

"Infant cries? Is there somebody up front?"

A cold shiver trickled down his spine. Being at an unfamiliar place, Merlin dared not let his guard down. The infant cries came out of nowhere, which made it very peculiar. He was instantly vigilant.

Nonetheless, as he needed to investigate the infant cries, Merlin quietly made his way towards the source of the sound.

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Behind a huge rock on the beach hid two Spell Casters, a male, and a female. They looked panic-stricken. Fear was written all over their faces.

"Why's there a Two-headed Infant?"

"Rumor has it that this place is one of the most dangerous zones around Kurdmansla Islands. That proved to be very much true now since we've already stumbled upon a Two-headed Infant though we've only just entered the peripheries of this region. I'm just afraid that this is just the beginning of our doomed fates!"

Though both of them looked like Second-level Spell Casters, they seemed to be terrified by this "Two-headed Infant", as if they were not confident of defending themselves against it.

Right now, they could only hope for a miracle.

"Ooh-ooh-ooh..."

The intermittent infant cries gradually turned louder and clearer. The two Spell Casters were stricken with fear upon hearing the wails. Once targeted by the Two-headed Infant, one's death would be imminent, and it would be a dreadful one.

"Just wait, if someone else walks by this place, maybe the Two-headed Infant will shift its attention to the passerby, then we'd be safe."

The male Spell Caster uttered helplessly.

"You really think we'd be this lucky? This place has always been flagged as extremely dangerous. Spell Casters won't normally venture here. What makes you think someone will just pop by here and drag the Two-headed Infant's attention away?"

Even the female Spell Caster's voice trembled a little. The Two-headed Infant was a Darkness-type sea beast, which excelled in Mind Power attacks. On top of that, with its immense Mind Power, it could lure and control other sea beasts or Spell Casters.

For this reason, many Spell Casters would not want to encounter a Two-headed Infant, because it was too much of a nuisance. Without enough Mind Power, even a Third or Fourth-level Spell Caster would be controlled by a Two-headed Infant. They would then lose their conscience slowly, eventually dying a gruesome death. That in itself would be a horrid scene to behold.

These two Spell Casters had previously witnessed a fellow Spell Caster who was controlled by a Two-headed Infant, who then unwittingly sliced off his own body, piece by piece, and fed his own flesh to those brutal sea beasts.

The mere recall of such a scene made them shudder in fear. They would not want to be at the receiving end of the Two-headed Infant's mind-controlling abilities and proceed to do unimaginable things.

"Eh? Someone's really coming this way!"

Suddenly, the male Spell Caster glanced delightedly at a spot on the beach, some distance away. He saw a figure approaching them with great speed.

"Let's hope this will catch the Two-headed Infant's attention. As soon as it notices that Spell Caster coming our way, we'll leave this place at once, and run as far away as we can. It'll be best if we can return to the Kurdmansla Islands!"

Excitement appeared on the male Spell Caster's face as he watched the figure approach.

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"Ooh-ooh-ooh..."

Merlin raced wildly along the beach, intense Wind Element fluctuations beaming from his body. He had finally found the "person" who was emitting those infant cries.

Perhaps, it should not be called a "person", because the infant cries came from a small, two-headed creature, with two infant-like faces.

Those two faces were ugly and haunting. One face had different-colored eyes, red and blue respectively, which seemed to be bleeding as fresh blood was slowly dripping onto the ground. The other face had tiny pits all over, giving it a sieve-like appearance, which looked ghastly and atrocious.

The sight of this monster was indefinitely more terrifying than Wizard Leo, even for the likes of Merlin. After finding out what this creature looks like, he too exhaled sharply and immediately took a few steps backward.

"What kind of monster is this? Could it be a sea beast?"

Merlin mumbled softly. Throughout his time in the Dark Magic Region, he had only heard of the presence of numerous powerful sea beasts at Kurdmansla Islands and that they came in various grotesque forms. Besides, they were immensely powerful and had a distinct difference from Elemental Monsters or Elemental Beings, in that they were special creatures exclusively spawned from vast seas.

"Ooh-ooh-ooh..."

Right when Merlin was still observing this two-faced monster, its cries suddenly became loud and sonorous. At that instant, Merlin felt his concentration shifting out of focus. Ominous streaks of Dark Elements were followed by an immense wave of Mind Power and it started to shape images of a lucid illusion around him.

"A Darkness-type monster?"

When Merlin sensed the illusion, he felt relaxed. If this monster was a stronger kind of beast, he might have to keep vigilant. However, since it was a Darkness-type monster, he was not afraid.

Merlin had perfected the Darkness Heart and that granted him invulnerability against most Darkness-type spells. Why would he worry about this monster's illusions? Plus, back at Abyss Fort, he had already experienced countless illusions in the Darkness Void. Why would he fear this monster with two giant heads and scary faces?

"Interesting. It's my first time here and I've already met such a unique sea beast, but sorry to say, you've taken on the wrong opponent. Illusions are useless against me, break!"

A smile etched across Merlin's face. With that, the force of darkness surrounding his body shuddered slightly. His Darkness Heart had taken effect and the illusion around him vanished immediately.

Upon breaking the two-headed monster's illusion, Merlin moved slightly. An intense Wind Element emerged from his body, which surged abruptly, reaching the two-headed beast in almost an instant.

Merlin spread his palm and muttered, "Demon Ability, Glacial Finger!"

"Swoosh"

A streak of chill immediately gushed towards the two-headed beast. It realized the approaching danger too as its two heads started producing extremely high-pitched sounds.

These high-pitched sounds penetrated the clouds, and even Merlin flinched when the sounds reached his ears.

"So-ush."

The high-pitched sounds seemed to be doing the trick. A frog-like monster suddenly jumped out from the shore and its body expanded rapidly, just like a balloon. With one pump it grew about three or four times in size.

The frog monster puffed out two big eyes, its humongous body shielding the two-headed monster, clearly protecting it. However, Merlin did not hesitate and the chills from his Glacial Finger enveloped the frog monster's body.

"Ka-cha!"

It seemed that the frog monster was not really powerful either, because after being subjected to the cold snap of Glacial Finger, its gigantic body immediately disintegrated into countless little fragments and scattered onto the beach.

This time, it truly scared the two-headed beast as nervous expressions began to show on its faces. It scrambled back to the sea for safety.

"Trying to escape? Too late!"

It was Merlin's first encounter with a sea beast and the strange creature piqued his interest, so he wanted to catch this two-headed monster alive to carefully study it.

Hence, he prepared to withdraw his spell to first trap the two-headed beast. Even a First-level spell would also work effectively on the two-headed beast. Besides its great Mind Power and the ability to create illusions, the beast did not have any other spells, which was why Merlin was quite confident of catching it alive.

Suddenly, as the two-headed beast was escaping towards the shoreline, both its heads let out a loud shrill simultaneously, the loud sound numbed any bystanders' senses.

"Bom-Bom"

Along with the loud shrill, Merlin felt like the entire beach was shaking. A huge water column had risen into the sky from beneath the sea and a gargantuan creature emerged, swiftly making its way towards the beach.

Simultaneously, some giant seagull-like creatures appeared in the sky above, and they too let out a long squeal, after which they dived downwards.

That was the sea and the sky reacting, and now the beach too. Rat-like creatures with shiny black coats of fur burrowed out from the thick sand, letting out sounds of "chi-chi-chi". Their tiny eyes gleamed with a bloody illumination.

"These are all summoned by the two-headed monster?"

Merlin could not help but to inhale sharply, seemingly taken aback. That two-headed monster that he thought to be harmless had surprised him by recruiting so many menacing monsters.

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"Damn it, damn it, what kind of idiot is this Spell Caster? How can he enrage the Two-headed Infant? Does he intend to have our graves dug here?"

The two Spell Casters hiding behind the big rock could not help but stare in awe as they witnessed the scene not far away, the male Spell Caster reacted furiously shortly after.

That was what a Two-headed Infant was truly capable of, commanding the presence of many sea beasts. Even most Fourth-level Spell Casters would flee as far as they could after seeing a Two-headed Infant.

However, someone dared to attempt the live capture of a Two-headed Infant, even going so far as to enraging the monster. Right now, the Two-headed Infant was truly incensed as it summoned the control of so many of sea beasts.

At the heart of such a huge commotion, it became impossible for them to creep away from the beach.

"So, what shall we do now?"

When the female Spell Caster saw the swarm of sea beasts on the beach, the color drained from her face. She was clearly at her wits' end.

"What else? Wait. We can't make a move now, cause if the Two-headed Infant and those sea beasts see us, we're toast! Blame it on that idiot, he's the one who enraged the Two-headed Infant..."

The male Spell Caster was still fuming as he glanced at the beach a distance away, looking at that figure with the black Wizard robe.

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Back on the beach, Merlin stared at the many sea beasts surrounding him, a serious expression on his face. These sea beasts had gathered around him from all directions, effectively surrounding him. Meanwhile, the Two-headed Infant sat high up on the back of another sea beast, positioning itself like a war general as it commanded the rest of the sea beasts.

Merlin finally understood clearly that these sea beasts were all summoned by the two-headed monster.

Merlin's sights were set on the humongous sea beast that was just washed ashore. Its whole body was like a hill, and its huge size alone was enough a factor to deter anyone.

Any normal Spell Caster would feel helpless at the sight of it.

As for Merlin, he merely raised his guard a little. These sea beasts may have come in numbers, but he was not afraid at all. Based on the energy radiating from these sea beasts' bodies, he inferred that their powers were only equivalent to that of a Fourth-level Spell Caster.

Only that gigantic sea beast managed to deter Merlin a little. The other sea beasts may have come in great numbers, but to Merlin, they were all easy to defeat.

"Darkness Tide!"

Merin did not hesitate for one bit as he went on the offensive, his first move in the form of a recently constructed Second-level Darkness-type spell, Darkness Tide.

At that moment, the originally sunny beach was plunged into darkness. Light rays were distorted, and rich Darkness elements rapidly condensed. A huge shroud of darkness engulfed the numerous sea beasts around him in almost an instant.

Darkness Tide is a Second-level Darkness-type spell. With the complementing enhancement from Darkness Heart, even if Merlin had not unleashed the enhanced version of Darkness Tide, he would still be capable of casting an illusion over a Fourth-level Spell Caster.

As for the numerous sea beasts, they were all monsters with weak Mind Powers. The only exception was that two-headed monster as it was a Darkness-type monster. Hence, it would probably be unaffected by Darkness Tide. As for those sea beasts that it had summoned, they stood no chance against the illusions from Darkness Tide.

At the moment darkness befell, all the monsters went silent, as they were all propelled into the realm of illusion.

"Kill!"

At the time, these sea beasts could only await their slaughter, as Merlin walked freely in the darkness like a fish that was granted water 1 . He casually cast his spells. Even though there was a large number of them, it did nothing to help them as they were absolutely defenseless and were annihilated one by one.

Darkness Tide paired with Darkness Heart, it was the very first time that its mighty powers were exhibited. The scary fact was that this was only a Second-level Darkness-type spell.

If it was a Third-level or Fourth-level spell, Darkness Heart could assimilate into the Fourth-level Darkness-type spell, which by then, the power of Darkness-type spells would be truly tremendous. It would reveal the true powers of the notorious Demon Ability, Darkness Heart.

"Ka-cha".

Merlin was casting Ice-type spells, killing a huge number of the evil monsters, which he followed up by using flames. After that, Merlin harnessed his Magic Powers and charged towards the sea beasts with his strong physique, thus obliterating them.

It was quite the pity because the moment Merlin unleashed Darkness Tide, it seemed to have invoked fear in the two-headed beast. It was indeed unaffected by the Darkness Tide spell as it immediately found its way out of the area that was immersed in darkness, leaping into the endless stretch of sea.

"Shame, I still can't catch that two-headed monster."

Merlin was panting. He had just used his strong physique to kill god-knows-how-many monsters, and now fatigue was catching up to him.

Until Merlin dispersed the Darkness Tide, darkness slowly receded, sunlight regaining its shine on the beach. Suddenly, a dreadful scene came into sight.

On the vast beach laid an immeasurable amount of torn carcasses belonging to those killed sea beasts. It was a scene of macabre.

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"This... How's it possible? Who in the world is this Spell Caster?"

Looking at the dense masses of numerous sea beast carcasses on the beach, the two Spell Casters who were hiding behind the rock looked astonished. Their emotions were tumultuous and they were unable to settle down even after a while.

Even the Two-headed Infant had resorted to fleeing. It was a known fact that a Spell Caster as high as the Fourth-level would act cautiously upon seeing a Two-headed Infant. It was to the extent that they would not hesitate when presented with any slightest chance of escaping.

In fact, they had never heard of someone who could force a Two-headed Infant to flee. Perhaps, only those Fifth-level or stronger Wizards could pull off such a feat.

Could it be that this Spell Caster, who looked so young, actually be a Fifth or Sixth-level Spell Caster?

"Shu-ack"

Right when these two Spell Casters were still accustoming to their pounding hearts, that black-Wizard-robed figure on the beach some distance away seemed to have noticed something, abruptly turning his sights towards their hiding spot.

These two Spell Casters felt their hearts sink, as they crouched behind the rock. They dare not move in the slightest.

Chapter 265: Disappointment

"Come out!"

Merlin looked calm, but his sights were set on a rock some distance away, at the beach. He had already realized that there were people hiding behind the rock.

The Spell Casters hiding behind the rock looked at each other. Their faces displayed helplessness, but that turned into calm expressions soon after. The male Spell Caster muttered under his breath, "Let's go. We've already been spotted, there's no point in hiding anymore."

The female Spell Caster took in a deep breath and gave a slight nod. Together, the two of them walked out from behind the rock.

"My fellow Spell Caster, we were imminent prey to the Two-headed Infant earlier but thankfully, you've chased it away. If it weren't for your timely rescue, our fates would've been sealed."

The male Spell Caster thanked Merlin immediately as he stepped out. He had prior experience in dealing with similar situations. Under these circumstances, he knew that he must not let conflict arise between both sides. Otherwise, they would be put in a precarious position.

"Oh? The monster is called a Two-headed Infant? Such a fitting name!"

Merlin mumbled under his breath. He had never seen such a monster before, much less heard of it, and it was not until now that he found out it was called the Two-headed Infant. Judging by these two Spell Caster's expressions, the Two-headed Infant must be a very terrifying monster.

Though Merlin was only whispering to himself, the male Spell Caster was sharp and caught what he said. A cheerful expression appeared on his face as he quickly interrupted, "How may I address you, Sir?

Merlin hummed for a moment before deciding against being secretive. Calmly, he answered, "Merlin."

"Ah, so you're Wizard Merlin. You don't seem to recognize this Two-headed Infant, so I assume you're not a Spell Caster from Kurdmansla Islands. I'm curious to know where you're from?"

Upon hearing what the male Spell Caster had said, an indescribable expression flashed in Merlin's eyes. Merlin asked, "You two are Spell Casters from Kurdmansla Islands?"

"That's right. We're Spell Casters from Fort Udon 1

, one of the three major factions on Kurdmansla Islands. My name is Gerson, and she's Wizard Delph."

Merlin nodded in silence. The sole reason he traveled all the way here was to locate Kurdmansla Islands. Now that he had met these two people, his task had become much easier.

"Wizard Gerson, Wizard Delph, I'm indeed a traveler from far away. My aim is to locate Kurdmansla Islands."

Merlin kept his explanation brief, not wanting to reveal his true identity. However, both Wizard Ferson and Wizard Delph did not follow up on that. Instead, they kindly offered, "That's convenient, Wizard Merlin, cause we can bring you to Kurdmansla Islands. We, especially our people from Fort Udon, have always welcomed powerful wizards from distant lands. If Wizard Merlin is interested in joining our faction, I'd gladly introduce you."

"I'll give it a thought."

After a brief pause, Merlin glanced at that seemingly endless sea again. He looked fairly worried as he muttered, "I think it's best if we leave this place quickly. That Two-headed Infant could still return, and by that time, I'm afraid that even I don't have the confidence to deal with it again."

Merlin's fear did not stem from the Two-headed Infant itself, but rather from its overpowered summoning abilities. It was stunning how it could control some powerful sea beasts.

If the Two-headed Infant were to summon stronger sea beasts, even Merlin would not be able to fend them off. Hence, the danger was still present, and it was best for them to pick up their pace and leave this place.

Wizard Gerson nodded in agreement. It seemed like he was still recovering from the events earlier when he added, "True, we should really leave now. It's way too dangerous here."

Wizard Gerson was still traumatized. He and Wizard Delph were already regretting coming to a dangerous place like this. They could not quite believe that the first thing they encounter here was a Two-headed Infant. If not for Merlin, they would have been doomed.

Therefore, the three of them left the beach hastily.

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"Wizard Merlin, you've come to Kurdmansla Islands to join which faction? You can't survive without the protection of a faction on Kurdmansla Islands. Even the most powerful Spell Casters will join certain factions. Otherwise, they won't have any safety assurance when facing the sea beasts' violent attacks."

Along their way, Gerson was trying his best to update Merlin about some current affairs on Kurdmansla Islands.

There was no doubt that Kurdmansla Islands was a busy place, but that was on the basis that the place was safe. In truth, Kurdmansla Islands was not just unsafe, it was treacherous.

The thousands of small isles that formed Kurdmansla Islands were often a target of the menacing sea beasts' attacks. The sea beasts are true dictators of this vast sea. Every now and then, the sea beasts would gather in mass and attack Kurdmansla Islands.

This seemed to have become a norm for Kurdmansla Islands, and this precisely highlights the importance of factions. The stronger factions would be able to organize their forces and vanquish those sea beasts systematically. With that, one would not have to face the sea beasts alone, reducing the risks involved. On top of that, one could also split the various types of profits gained after eliminating the sea beasts.

For those Spell Casters who did not join any factions, no matter how strong they were, they would still crack under fatigue as a result of constant battling with endless waves of sea beasts. There were quite a few examples of those who had perished this way.

However, Merlin did not agree to it immediately. He had only just arrived at Kurdmansla Islands, so it made sense that he wanted to learn more about it first. Besides, he came here to find Lava Soil. If he could find it on Kurdmansla Islands, he would not need to look for it amongst those dangerous volcanoes.

"Right, besides Fort Udon, what other factions are on Kurdmansla Islands?"

Merlin recalled Wizard Gerson mentioning earlier that Fort Udon was only one of the three major factions on Kurdmansla Islands. This means there were two other factions that were more or less similar to Fort Udon.

Wizard Gerson did not conceal any info. On the contrary, he gave him a generous explanation. "Kurdmansla Islands houses a lot of factions, but the others are mere tiny factions. There are only three undisputed, dominating factions. Besides us Fort Udon, the other two factions are Gray Wing Alliance and Wizard's Tower."

Merlin ingrained those two factions' names in the back of his mind so that he could match them upon arriving at Kurdmansla Islands. However, the prerequisites for that to happen were if Merlin's had failed to find Lava Soil, thus leaving him no choice but to stay on Kurdmansla Islands for a little while longer.

Before long, Merlin could already see ubiquitous small isles at the edge of the beach. These isles were not far apart from each other. From afar, they looked as though they were all connected, and it seemed that there were tens of thousands of them.

This was the Kurdmansla Islands!

"Wizard Merlin, we've reached Kurdmansla Islands. We'll now head straight to the largest main island. Almost all of the factions, be it big or small, are stationed on the main island."

Wizard Gerson gave Merlin a detailed walkthrough as Merlin narrowed his eyes and scrutinized the location of the main island.

After brief scrutiny, he came to realize that the main island's location was really strategic as it was almost completely surrounded by the rest of the isles. Not only was it the largest, but it was the safest of all.

He had heard from Wizard Gerson that Kurdmansla Islands was not safe, because every once in a while there would be a great number of sea beasts launching attacks on Kurdmansla Islands. By that time, it would be a scene of a massacre with fierce battles going on everywhere. However, the strategic position of the main island ensured that the sea beasts would have a hard time infiltrating the main island.

No wonder so many factions rather station themselves on the main island, including the top three strongest factions.

Soon, under Wizard Gerson's lead, Merlin arrived at the main island. Quite a number of Spell Casters greeted Wizard Gerson. It would appear that he was quite popular around here.

"Wizard Merlin, we've arrived at Fort Udon. Have you decided on which faction you're going to join?"

Wizard Gerson's eyes gleamed with anticipation. He was well aware of Merlin's capabilities. Once Merlin joins Fort Udon, he would be rewarded generously and earn a lavish fortune.

"I'm not in a hurry really. Is there a place here that sells alchemy materials in bulk?"

Merlin gave a slight smile. He did not plan to make his decision at this point in time.

"Yes, there are places like these, but they're all Fort Udon merchants who mainly sells alchemy materials to members of our faction. If you're not one of ours, the prices are going to be steep."

"Doesn't matter, I just want to take a look."

Merlin did not mind at all. He had a lot of elemental crystal stones in his ring and he was already wastefully using the stones to replenish his Magic Powers while he was rushing his journey here, so he did not mind spending a little more of them. As long as he got his hands on Lava Soil, however many elemental crystal stones he spent would still be worthwhile.

Seeing that Merlin did not mind, Wizard Gerson did not add on to his point. Instead, he brought Merlin to a spacious shop. Many Spell Casters could be seen patronizing the place.

"Wizard Merlin, just request whatever you need here. If you can't find it here, you won't find it anywhere else on Kurdmansla Islands, even if you go to the other merchants."

Merlin nodded and entered the shop. Seeing him walking in, a sweet-looking female Spell Caster immediately came forward to welcome him.

"My dear Master Wizard, what can I get for you?"

This female Spell Caster looked like an Entrance-level Spell Caster. However, she looked rather young and seemed like she had just started cultivating recently. Anyhow, there was still a chance that she could become a First-level Spell Caster.

Merlin thought for a moment and asked, "I need Lava Soil. Do you have it here?"

"Lava Soil? That's gonna be tough. Lava Soil may be a precious alchemy material, but even for a place like Kurdmansla Islands, it's still scarcely found. One would need to look for it among the dangerous volcanoes. In recent times, there are very few Spell Casters who'd still look for Lava Soil. Master, if you need to craft certain casting tools, we have better replacements as raw materials. I can recommend you..."

Merlin immediately cut the female Spell Caster short. He furrowed his eyebrows as he interrupted, "You don't have Lava Soil here?"

The female Spell Caster gave Merlin a look over. She then nodded and continued, "That's right, people seldom scavenge for Lava Soil, so we really don't have it here. Even if you go to the other shops on Kurdmansla Islands, I'm sure you can't find it there either."

Merlin was somewhat disappointed. He could not quite believe, that after all the effort he made to finally arrive at Kurdmansla Islands, he still could not manage to find Lava Soil. Did he really have to go look for it amongst the dangerous volcanoes after all?

He had to remember, that once those volcanoes erupt, even a Seventh-level Spell Caster would not escape death if he or she was unprepared.

Just as Merlin was beginning to feel let down, Wizard Gerson, who had been standing behind him spoke, "So, turns out that you're looking for Lava Soil. If you were to join the Fort Udon faction, it really won't be hard to obtain some."

Chapter 266: Fort Udon

"Oh? You have an idea?"

Merlin turned around. He narrowed his eyes, staring closely at Wizard Gerson.

Wizard Gerson had met many strong Spell Casters before but that kind of stare Merlin gave him made him feel uncomfortable. He dared not look Merlin in the eyes, so he responded with his head held down. "Wizard Merlin, Lava Soil is indeed found at the volcanoes on the Kurdmansla Islands, but the volcanoes are extremely dangerous. Occasionally, some of them will erupt, so they are unpredictable. Even a Seventh-level Spell Caster will not set foot into the volcanoes without caution.

"However, once you've joined Fort Udon, you'll be able to purchase a map for a lesser amount of elemental crystal stones. In this map, you'll find the records of all thirty-six thousand eight hundred and fifty-nine volcanoes on the Kurdmansla Islands. It'll include information regarding which volcanoes are still active or inactive, how many times they've erupted, and even the chronological pattern of their eruptions, all of which are meticulously analyzed and recorded.

"With such a map, I believe you'll not be put in any danger when you venture into the volcanoes in search of Lava Soil. Fort Udon used many resources, personnel, and up to decades of hard work to complete this map bit by bit, which is why it's only available for Fort Udon's very own Spell Casters. Outsiders don't get to buy this map."

Merlin listened to every word of Wizard Gerson's explanation attentively, and he was indeed somewhat attracted. If this map was really like what Wizard Gerson had described and contained such extensive records, Merlin would then have no reason to worry about his safety when he looked for Lava Soil. Otherwise, even with powers like his, if he had entered an active volcano and it erupted, he would be reduced to ashes by the scorching lava.

Therefore, after a long thought, Merlin finally nodded and agreed. "Very well, Wizard Gerson, I'll need you to recruit me then."

Upon hearing Merlin's agreement to join Fort Udon, Wizard Gerson let out a long sigh of relief, a smile etching across his face.

This time, with Merlin's recruitment into Fort Udon, Wizard Gerson would be entitled to lots of rewards. That was also the most essential reason why Gerson was so insistent on persuading Merlin to join Fort Udon.

"Haha, good, good. With your strength, Wizard Merlin, in Fort Udon, you could even become a gray-robed Wizard."

When Wizard Gerson mentioned the term gray-robed Wizard, a look of admiration flashed on his face.

"Hmm, what's a gray-robed Wizard?"

Merlin asked directly. Since he was going to join Fort Udon, he might as well inquire about the basic information on the organization.

Thus, Gerson started giving Merlin a detailed explanation.

It turned out that in Fort Udon, there was a strict differentiation between Spell Casters. An Entrance-level Spell Caster would not even have the chance to join Fort Udon. Therefore, the weakest Spell Casters in Fort Udon were all First-level Spell Casters.

First to Third-level Spell Casters were black-robed Spell Casters, while Fourth to Sixth-level Spell Casters were gray-robed Spell Casters. For Seventh to Ninth-level Spell Casters, the outer rim of their gray robes would be lined with gold, making them quite eye-catching.

Depending on each Spell Caster's level, their entitled rights and allocated resources would definitely differ too.

After Merlin finished hearing Gerson's elaboration, he furrowed his eyebrows in silence. Even though he had the capability and power of annihilating a Fourth-level Spell Caster, still, he was not truly a Fourth-level Spell Caster himself.

Merlin had only just constructed his first Second-level Magic Power model, hence he was merely a First-level Spell Caster. At the very most, he could only be considered half a Second-level Spell Caster.

If his status was to be determined based on which level of Spell Caster he was, he could only be a black-robe Wizard.

"Wizard Merlin, we're here!"

Wizard Gerson brought Merlin to a considerably spacious place surrounded by many giant castles. These castles had the strangest architectural designs and were starkly different to those in the Kingdom of Blackmoon or the Kingdom of Light.

Moreover, around those castles, Merlin could sense the aura of runes, which indicated that they were all warded by Rune Magic Circles, somewhat similar to the towers in the Dark Magic Region.

Along the way, Merlin met a few Spell Casters as well. All of them had black robes, so they seemed like First to Third-level Spell Casters. Those with gray robes or gold-lined gray robes remained to be unseen.

After all, at Fort Udon, Spell Casters with gray robes or better were not a common sight.

Wizard Gerson led Merlin all the way to the front of a giant castle with white walls and a dome roof. Then, he muttered under his breath, "Wizard Merlin, there's where Fort Udon is tasked to evaluate your skill sets, strength, and status. Remember, in Fort Udon, a higher status will grant you vastly more influence and resources. Therefore, you don't need to hide your abilities, just show them the best that you've got."

Merlin nodded and pushed open the big castle door. He then stepped inside.

"Creak".

Behind the door was a grandiose, lavishly decorated lounge, but there was nobody there. There were only several gray-robed Spell Casters who were lazing around, resting their eyes.

"Hmm? Somebody's here?"

"Finally, there's somebody. I wonder if this one's a black or gray-robed Wizard? Let me recall, the last time a gray-robed Wizard joined us at Fort Udon, was like three years ago?"

"The number of Spell Casters who came from outside of the Kurdmansla Islands gradually lessened, strong Spell Casters even more so. It was so different from a few years back. Back then, we had limitless supplies for cultivation, attracting a large number of Spell Casters to the Kurdmansla Islands."

"True, recently those sea beasts' activities have become more frequent, launching several wideranged attacks, inflicting massive losses on the Kurdmansla Islands. As a result, those Spell Casters who came from afar would carefully reconsider their decision after witnessing such occurrences. Some Spell Casters even chose to leave right away."

These gray-robed Spell Casters felt rejuvenated upon seeing a stranger walked in. They fixed their sights on Merlin, scrutinizing him closely.

Merlin too was staring at these gray-robed Spell Casters. The fact that they were donned in gray robes revealed their status. They were gray-robed Spell Casters of Fort Udon and were at least Fourth-level Spell Casters.

Merlin walked to the front of these gray-robed Spell Casters and greeted them calmly, "My fellow Wizards, I've just arrived on the Kurdmansla Islands from a place far away. I've heard that Fort Udon was decent, which is why I'm interested to join!"

"Dear Wizard, how may I address you?"

One of the gray-robed Wizards asked in a peaceful tone.

"Merlin!"

"Wizard Merlin, you're a Spell Caster of which level?"

Merlin paused for a moment, then slowly opened his mouth and answered, "First-level Spell Caster!"

"First-level Spell Caster?"

These gray-robed Wizards who were still enthusiastic not long ago suddenly froze their expressions. Shortly after, one by one, they shook their heads and went back to resting their eyes, leaving only one gray-robed Wizard asking Merlin questions.

This gray-robed Wizard expressed a somewhat disappointed too, but he continued his conversation with Merlin. "Wizard Merlin, due to the fact that you're a First-level Spell Caster, we can only grant you the status of a black-robed Wizard. Even so, you can still enjoy the various forms of benefits offered by Fort Udon…"

The gray-robed Spell Caster continued explaining all the benefits of Fort Udon passionately, only pointing toward one corner of the lounge in the end. It was a see-through room which was built with glazed tiles.

The glazed tiles may look fragile, but they were filled with mysterious runes which covered the entire room. In the color glass room, there were a number of sturdy-looking Alchemy Creatures that wore masks.

"These are all our Fort Udon's Alchemy Creatures – a First, Second, and Third-level respectively. If you can beat them, we'll then be able to grant you your corresponding status and position. Defeating a First-level Alchemy Creature will make you a Novice black-robed Wizard. If you can beat a Second-level Alchemy Creature, you'll become a Middle black-robed Wizard. Let's say you triumph over the Third-level Alchemy Creature, you'll then become an Expert black-robed Wizard. All three yields the same outcome of becoming a black-robed Wizard, but there are huge differences between Novice, Middle, and Expert black-robed Wizards. So, which Alchemy Creature will you choose?"

The gray-robed Wizard set his eyes on Merlin the moment he had finished talking.

Merlin, on the other hand, thought for a moment. He then gently scanned his eyes over those Alchemy Creatures in the psychedelically translucent room, and muttered, "I can pick any one of those Alchemy Creatures?"

"Of course. As long as you're confident, you get to choose any Alchemy Creature. After all, we at Fort Udon don't look at one's Spell Caster level alone. If you have formidable strength and are able to defeat a Second-level Alchemy Creature, we would then give you the privileges of a Middle black-robed Wizard. However, I'd like to warn you that all these Alchemy Creatures are extremely ruthless. If you don't have the confidence, we'd recommend you to pick the First-level Alchemy Creature. Otherwise, you'll be killed by an Alchemy Creature, and that'll be quite a pity."

After hearing the gray-robed Wizard's thorough explanation, Merlin shook his head gently. Instead, he said, "I don't need these three Alchemy Creatures. Give me an Alchemy Creature that's stronger, like that one over there!"

Merlin's sights were set on the last translucent room. There was an extremely burly creature which looked like a tiny giant and had a body full of greenish spikes. It looked terrifying.

At one glance, this Alchemy Creature looked a whole lot stronger than the three Alchemy Creatures that the gray-robed Wizard had introduced earlier.

"Hmm? You'd like to challenge a Fourth-level Alchemy Creature?"

Watching Merlin point at that Herculean Alchemy Creature which looked like a tiny giant, the gray-robed Wizard looked somewhat astonished, expressing a doubtful look in his eyes.

"Correct, the Fourth-level Alchemy Creature!"

Merlin replied calmly. A great deal of confidence seeping from within his words.

"Challenge the Fourth-level Alchemy Creature?"

"Interesting, I thought you're only an ordinary First-level Spell Caster, but I didn't expect that you'd dare challenge a Fourth-level Alchemy Creature. The last time somebody took on a fourth-level Alchemy Creature was like what, ten years back?"

"It seems that we're in for a good show then. Wizard Merlin looks very confident, and I'm intrigued to see how a First-level Spell Caster can beat a Fourth-level Alchemy Creature. If he wins, I'm afraid another evil prodigy will emerge from Fort Udon."

Upon hearing Merlin's wishes to challenge the Fourth-level Alchemy Creature, one after another, those gray-robed Wizards who were lazing around began staring wide-eyed at Merlin, looking at him in awe.

"Alright then, since you insist on challenging the Fourth-level Alchemy Creature, I shall fulfill your wish!"

The gray-robed Wizard did not try telling Merlin off either. Instead, he stood up and led Merlin to the room with the Fourth-level Alchemy Creature inside.

Chapter 267: Creating Greater Wonders

"Ka-chak."

The doors of the psychedelically translucent room swung open to either side. The gray-robed Wizard pointed inward and told Merlin, "Please enter, Wizard Merlin. If you can't hold on any longer, just give us a signal. We'll stop the Alchemy Creature immediately."

The gray-robed Wizard might have said that they could put the Alchemy Creature under control, but having to battle in such a narrow space, it would be virtually impossible to stop the Alchemy Creature promptly.

Thus, challenging the Alchemy Creature had its own risks. The reason the gray-robed Wizard said that was only to assure Merlin that they prioritized his safety.

Merlin took a glance at the Alchemy Creature. It wore a mask and had a body full of spikes. He then nodded in a calm demeanor. Soon after, the gray-robed Wizard forcefully slammed the door shut, locking the translucent room. All the gray-robed Wizards at the lounge diverted their sights to the veluriyam room.

The Alchemy Creature in the room acted as if it received some kind of command. Its eyes which were initially closed opened abruptly, and the spikes on its body increased in size, becoming extra pointy. It glowed with ice-cold illuminations, ones that would make a person shudder.

It was the first time that Merlin had seen such a fearsome Alchemy Creature! In addition, Fourth-level Alchemy Creatures were very difficult to produce. Even in Floating City, the strongest Alchemy Creature was only Third-level.

It was an immense qualitative leap from a Third-level Alchemy Creature to a Fourth-level Alchemy Creature, and it was in no way simpler than a Third-level Wizard promoting to a Fourth-level Wizard.

"Roar!"

Besides spikes, the Fourth-level Alchemy Creature's body was wrapped with a thick black iron chain too, much to his shock. Following its loud roar, a puff of white steam spewed from its mouth, which instantly transformed into a sharp spear, hurtling toward Merlin.

At the same time, the Alchemy Creature swung its huge iron chain toward Merlin. The whistling sonic noise that was produced felt like an imposing threat, even for Merlin.

"The Fourth-level Alchemy Creature's physique is surprisingly strong, so much so that even my physique wouldn't be up to its level... Still, I'm a Spell Caster, I don't have to outdo the Alchemy Creature in terms of physique!"

Though Merlin's physique had significantly improved after practicing the fourth relief sculpture, when facing an enemy, his first thought would naturally be using spells, he was still a Spell Caster after all.

Meanwhile, this Fourth-level Alchemy Creature was very aggressive, so Merlin dared not shield the attacks with his robes alone, because chances were, even his robe could not protect him.

Therefore, Merlin did not show any hesitation. He stretched out his hand and pointed in front with force, and exclaimed, "Pandora Demon Ability, Glacial Finger!"

"Swoosh!"

Instantly, a chill was sent toward the Alchemy Creature. This Alchemy Creature was only superior in strength, but in terms of speed, it was not even close. In addition, it was incapable of evading Merlin's Glacial Finger.

Merlin did not muster his brute force to hoist the Alchemy Creature's iron chain either. Instead, he unleashed Wind of Freedom, granting him almost seamless agility, and the ability to navigate the tightest of spaces with ease. This too had highlighted Wind of Freedom's special characteristic. If it was a Zero-level spell like Gale, it would not enable him to move around so elegantly within such a narrow space in the room.

"Boom!"

The Alchemy Creature's huge iron chain struck the ground with great force, and the ground felt like it was quaking. It even made Merlin worry that the entire veluriyam room would collapse in a second.

Nonetheless, it did not take long until complex-looking runes started appearing in the room. The Alchemy Creature's attack earlier could not even cause the room any damage.

"What a strong force..."

Merlin mumbled under his breath, and a strange expression flashed in his eyes. A Fourth-level Alchemy Creature was indeed petrifying. If he had chosen not to unleash Wind of Freedom to dodge the chain but to depend on his robe to hoist the chain instead, that strong force could have torn his robe apart.

The Alchemy Creature's iron chain hit the ground forcefully. This was its first attack, but it could also be its last as Merlin's Glacial Finger had already wrapped around the Alchemy Creature's iron chain. The sub-zero freeze radiated from the iron chain to the Alchemy Creature in swift speed, enveloping the Alchemy Creature's body in the blink of an eye.

"Ka-chak! Ka-chak!"

The surface of the thick black iron chain froze into a layer of crystalline ice immediately. Moreover, the tough black iron chain started cracking apart the moment those crystalline ice emerged, breaking into several segments.

That was the impressive element about Glacial Finger. No matter how tough the raw iron was, it could still freeze and crack them apart, much less a human body made of flesh. Therefore, no matter how strong this Alchemy Creature's physique was, Merlin was still confident that the frost from Glacial Finger could encase the Alchemy Creature in an Ice Seal.

As anticipated, with Merlin's Glacial Finger, a layer of crystalline ice started condensing on the sturdy Alchemy Creature's body. Yet, the Alchemy Creature was quite powerful as it unexpectedly dislodged the ice with a single shake of its body.

The ice might have been shaken off, but how could that be it for Glacial Finger's freeze? Along with the dislodged ice, a huge area of the Alchemy Creature's flesh too had shed off from its body.

In the blink of an eye, the Alchemy Creature turned into a hideous monster with fresh blood all over its body.

"Is that not enough? Come again then. Pandora Demon Ability, Glacial Finger!"

Merlin saw that the Alchemy Creature was not dead, so he unleashed Glacial Finger once more. The Fourth-level Alchemy Creature was indeed a tough foe to take down.

The truth was, Merlin's current, first stage of Glacial Finger, or the first form of Fiery Collapse was limited to reaching the frontiers of a Fourth-level spell, or of those extremely destructive Fourth-level spells.

If one wished to enhance the powers of these two Pandora Demon Abilities, one could only wait until becoming a Fourth-level Spell Caster to do so.

This was why when facing a Fourth-level Alchemy Creature, Glacial Finger could not possibly kill it in one hit.

Merlin unleashed Glacial Finger once again, and the eerie chills wrapped the Alchemy Creature once more. By now, the Alchemy Creature was already sapped of energy and was merely struggling in vain. Even its roars became hoarse.

"Ka-chak!"

Finally, the Alchemy Creature's body was completely frozen in ice, just like a lively, crystal clear ice sculpture.

"Crack!"

Merlin called out softly. Instantly, the ice crystals cracked apart. Like eggshells, the burly figure of that Alchemy Creature shattered into countless fragments, scattering onto the ground.

Merlin took a glance at the ice fragments on the ground and proceeded to knock on the room door. The gray-robed Wizards who were staring into the room from outside started showing solemn looks on their faces.

"Pandora Demon Ability, that's Pandora Demon Ability!"

"Since he has Pandora Demon Ability, it was not surprising that he was so confident. A Fourth-level Alchemy Creature is not even his match!"

"Haha, this time, there'll be a new addition of gray-robed Wizard into us, Fort Udon."

These gray-robed Wizards could tell at one glance that Merlin had used a Pandora Demon Ability earlier. However, there were no greedy looks expressed for his Pandora Demon Ability, instead, the gray-robed Wizards were all very delighted.

"Creak".

The door opened, and Merlin walked out from the room. That gray-robed Wizard who was with him earlier had smiles all over his face as he spoke, "Wizard Merlin, the spell that you've used earlier was a Pandora Demon Ability, right?"

Merlin furrowed his eyebrows and watched the gray-robed Wizard cautiously. At such an unfamiliar place, he could not tell exactly what these gray-robed Wizards were actually thinking.

Yet, these gray-robed Wizards had silent eyes, clear of any hints of greed, so Merlin felt albeit relaxed. Besides, he had already showcased Glacial Finger, and could not refute it anymore even if he wanted to.

Hence, Merlin nodded and said, "That's right. What I've used was a Pandora Demon Ability."

Seeing Merlin admitting it himself, these gray-robed Wizards responded with a mere chuckle. They seemed to have noticed Merlin's reluctance. The gray-robed Wizard reassured Merlin, "You don't have to worry. Do you know why Fort Udon could cement a place on the Kurdmansla Islands?"

Merlin shook his head as he really did not know why. Everything he knew about Fort Udon was through the knowledge from Wizard Gerson's brief explanation.

The gray-robed Wizard suddenly put on a serious face and muttered, "We, Fort Udon don't have the most members or resources on the Kurdmansla Islands, but how are we the most powerful?"

"It's because we, Fort Udon hold true to one principle – unity! In Fort Udon, excluding the privileges, we treat each and every member equally in every other matter. Those who dare exploit a fellow Fort Udon member would receive the most severe punishment, no matter what the reason for that action was."

"Due to our unity, we even dare to call ourselves the number one faction on the Kurdmansla Islands. Be it the Gray Wing Alliance or Wizard's Tower, they are both a level below us when face to face with us, Fort Udon. Wizard Merlin, it should now be clear to you, that even though we know you have a Pandora Demon Ability, we'll not have any sly thoughts toward you. Actually, when you've officially joined Fort Udon, and understood how things work here, you'd naturally start liking Fort Udon."

Merlin expression looked odd.

"Unity?"

Upon hearing the Fourth-level Spell Caster in front of him uttering the word "unity", Merlin felt somewhat puzzled. In the Dark Magic Region, there was competition everywhere, how could there be any sort of unity? Even in a normal human being's world, it would still be hard to find a group who could be entirely united.

However, the clarity in these gray-robed Wizard's eyes made Merlin hold some degree of anticipation in them.

"Wizard Merlin, maybe you don't believe me, but I shall repeat the same words. Once you've officially joined Fort Udon, you'll get to know us better. We hold our greatest respects for our three fort leaders, who are all Ninth-level Spell Casters. At the same time, the three of them are each other's closest friends and had been together since the very beginning, when they were still Entrance-level Spell Casters. After several hundreds of years had passed, they became Ninth-level Spell Casters together. This alone is a non-replicable feat. Through the toughest hardships, the three of them would still help each other, never leaving anyone behind.

"With such precedents from our three Castle leaders, it wouldn't be unusual for such camaraderie to exist within Fort Udon."

After a brief pause, the gray-robed Wizard glanced into the room, looking at the remains of the Alchemy Creature which was reduced into numerous fragments of ice. He then smiled at Merlin and said, "Wizard Merlin, you've already defeated a Fourth-level Alchemy Creature, you can now become a Novice gray-robed Wizard of Fort Udon! However, you have another opportunity. You can go and challenge any Middle gray-robed Wizard, which is a Fifth-level Spell Caster. Once you succeed, you can then become a Middle gray-robed Wizard. There are distinct differences between these two."

Chapter 268: Issuing a Challenge

"Fifth-level Spell Caster?"

Merlin began mumbling to himself. Truthfully, he was rather excited at the prospect. After all, he had just constructed a Second-level Darkness-type spell, Darkness Tide. If it was enhanced by Darkness Heart, Merlin did not know how powerful it really was. However, he was certain that Fourth-level Mind Power would be unable to withstand it.

At the moment, Merlin's strongest spells were no longer Fiery Collapse and Glacial Finger. They were only at the first stage or first form, and their strength was merely at the level of powerful Fourth-level spells. They would not be of much use against a Fifth-level Spell Caster.

Therefore, Merlin's greatest strength was currently the second-level spell, Darkness Tide after it had been enhanced by Darkness Heart. If only Darkness Tide was able to trap Fifth-level Mind Power in the illusion or even if it merely somewhat affected it, then Merlin would have the ability to fight a Fifth-level Spell Caster.

In the Dark Magic Region, Merlin would not have the opportunity to battle against a Fifth-level Spell Caster. As for Wizard Leo, Merlin had no intention of going against him for Wizard Leo was much stronger. Even an average Sixth-level Spell Caster would be no match for him. Merlin's Darkness Tide would have no effect whatsoever on Wizard Leo.

Now, he had the chance to challenge a Fifth-level Spell Caster from Fort Udon. If he succeeded, he would obtain the rank of a Middle gray-robed Wizard in Fort Udon, and receive more benefits.

As a result, Merlin nodded. "I'll challenge a Middle gray-robed Wizard!"

Seeing that Merlin had agreed to challenge a Fifth-level Spell Caster, these gray-robed Wizards broke out into smiles. Then, a tall and lanky gray-robed Wizard said, "Wizard Merlin, please wait for a moment. I'll invite a Middle gray-robed Wizard for this challenge!"

Merlin bobbed his head, and then looked toward the translucent rooms. It seemed that Fourth-level Alchemy Creatures were the strongest ones in there.

"Are there no Fifth-level Alchemy Creatures in Fort Udon?"

Merlin softly inquired. If there were Fifth-level Alchemy Creatures, then he would not have to face the Fifth-level Spell Caster directly.

The gray-robed Wizard shook his head slightly. "Wizard Merlin, it's far from simple to transfigure a powerful Alchemy Creature. The average Third-level Alchemy Creature is already considered formidable. There are very few who would be able to transfigure a Fourth-level Alchemy Creature. There are many alchemists in Fort Udon but the number of those who can transfigure Fourth-level Alchemy Creatures is too few. What's there to say about Fifth-level Alchemy Creatures? Therefore, if we feel that someone has the capabilities of a Fifth-level Spell Caster, we'll invite a genuine Fifth-level Spell Caster to test it out."

After a pause, the gray-robed Wizard shot Merlin a mysterious look, laughing quietly. "What's more, there's one good thing about not facing an Alchemy Creature. If a Middle gray-robed Wizard is willing to take on this task, then Wizard Merlin would not need fear for his safety. A Middle gray-robed Wizard would make their moves in an appropriate manner. Once you surrender, they would stop immediately. After all, you were able to defeat a Fourth-level Alchemy Creature, and are already eligible to become a gray-robed Wizard in Fort Udon, so you're considered as one of our members."

Initially, Merlin still harbored some doubts about facing a Fifth-level Spell Caster. If his Darkness Tide was useless, then he might be in danger. However, now that he heard what this gray-robed Wizard had said, his worries were thoroughly put to rest. He just had to wait for the right time to show them everything he had, and see how far he was from the standard of a Fifth-level Spell Caster.

After Merlin had waited for a moment, the gray-robed Wizard who had gone to invite a Fifth-level Spell Caster finally returned, but there were no other Spell Casters following behind him.

This gray-robed Wizard shook his head lightly, and said helplessly, "Wizard Merlin, Wizard Sakvara is currently preparing a potion. I'm afraid that it would take two or three days to complete,

so for the time being, we invite you to stay in Fort Udon. Wizard Sakvara will naturally come after that."

He would still have to wait for two or three days. After muttering to himself, Merlin ultimately nodded. He could use this time to make some preparations.

"Alright, I'll wait for two or three days in Fort Udon."

Thereafter, a gray-robed Wizard warmly brought Merlin away from the great hall.

"Wizard Merlin, the place that we've arranged for you is a space we prepared expressly for visiting Spell Casters. Just wait there for a few days, and once Wizard Sakvara has finished preparing the potion, we shall inform you."

Merlin bobbed his head, following which the two of them arrived at a residence with low ceilings. Although it was no castle, the surrounding environment was decent with many rooms. It looked like it was indeed prepared for visiting Wizards.

"Alright, I'll leave first. After two or three days, I shall update you."

The gray-robed Wizard finished speaking and left directly.

Merlin gave his surroundings the once-over and was very satisfied. Thereafter, he entered an empty room. The décor inside was relatively simple, and it was completely spotless. Someone must have cleaned it every day.

This residence with low ceilings contained many rooms, but Merlin had observed that almost all of them were empty. This meant that there were very few Wizards from the outside who visited Fort Udon. Even the number of Wizards who wanted to join Fort Udon must be very few.

"Buzz... Buzz..."

Merlin was sitting in the middle of the room when something vibrated at his chest and a scorching heat began to emanate from it.

"The Mind Power duplicate within the Bell Space has reached its limit again?"

Merlin was momentarily stunned, but after some calculations, he realized that it had been a long time since he left the Dark Magic Region and came to the Kurdmansla Islands. It was normal that his Mind Power duplicate would reach its limit during this time.

Thus, Merlin hurriedly extended his Mind Power into the Bell Space. As expected, the Mind Power duplicate in the Bell Space had reached the limits of the Bell Space and needed to leave the Bell Space.

"Fuse!"

Without the slightest hesitation, Merlin immediately fused with the Mind Power duplicate in the Bell Space. He had practiced this many times, so it barely took him a while before the Mind Power duplicate's Mind Power was completely fused with his own.

Merlin's Mind Power began to expand greatly, and he felt exhilarated.

"Not bad, my Mind Power has grown immensely once more. Although it's not at the peak of Third-level Mind Power, it's nearly there. Perhaps I'll reach that point after fusing a few more times with the Mind Power duplicate."

Merlin perceived this growth in his Mind Power and was pleased. Between Third-level and Fourth-level Mind Power, there was a complete leap in the upgrade. The quantitative change would induce a qualitative change. The improvement would be huge, and the required "amount" of Mind Power was also colossal.

Therefore, even though Merlin had the Bell Space, and his Mind Power was growing at an incredible rate, it was not easy to reach the stage of Fourth-level Mind Power. After all, Merlin had only been a Spell Caster for a few years while those Wizards from Spell Caster clans had begun their Mind Meditation since young. Hence, their Mind Power had gradually increased bit by bit through meditation. Merlin, being able to grow at such a pace, had already surpassed many Spell Casters who had begun their Mind Power Meditation since young.

There would have been such a great increase in his Mind Power if he had not just constructed the Second-level spell, Darkness Tide, and used up a huge portion of Mind Power to stabilize it.

Even so, the strength of Merlin's current Mind Power was enough to construct a Second-level spell. Of course, it would not use up more Mind Power than Darkness Tide had.

When Merlin was in the Dark Magic Region, he had already chosen a few Second-level spells of different types which he was satisfied with. These spells were relatively stronger ones, unlike the merely average spells in the Neverending Book.

Now, what Merlin had to do was to carefully choose which spell he should construct first.

"I'm in no urgent need for Offensive spells as I have Fiery Collapse and Glacial Finger for now. These are comparable to Fourth-level spells, so at the moment, Offensive spells can't directly increase my powers.

"The Speed spell Light Breeze is suitable for my current situation. In an unfamiliar place like the Kurdmansla Islands, it's likely that I'll run into some danger. If I have Light Breeze, then my chances of escaping when danger happens is greater."

Merlin carefully thought about it for a moment, before finally focusing his gaze on the Defensive spell Earth Veil. This spell would provide a more complete defense and was much stronger than Guardian Monument.

Although it was merely a Second-level spell, and its defensive capabilities could not compare to Merlin's robe, this would only be temporary. Once Merlin found some Lava Soil, he would immediately be able to cultivate the Pandora Demon Ability, Fuse Earth.

With the enhancement of the Pandora Demon Ability, Fuse Earth, Merlin would be able to completely combine it with Earth-type Defensive spells. At that point, Merlin's Earth Veil would become extremely formidable.

Therefore, constructing Earth Veil now was also a way of preparing for the cultivation of Fuse Earth in the future.

With his heart set on this, Merlin instantly initiated the Matrix. "Begin analyzing the Spell Model of Second-level spell Earth Veil!"

"Beep. Analysis completed. One hundred eighteen thousand six hundred and thirty-five Spell Models have been newly constructed!"

Earth Veil's Spell Model could not be considered complex, so the Matrix quickly analyzed many Spell Models from scratch. Merlin began choosing among these for the best Spell Model in terms of the three aspects of stability, power, and compatibility.

Currently, he was constructing a Second-level spell, and beneath the Spell Model of the Second-level spell were the First and Zero-level Spell Models. Therefore, compatibility was evidently an increasingly important factor.

Merlin had realized the significance of compatibility since the previous time he constructed Darkness Tide. Thus, when he selected a Spell Model, firstly, it would have a high compatibility, following which he would consider stability, before finally looking at power.

If it was not highly compatible and clashed with the other Spell Models, then it would easily collapse. If that happened, even the most miraculous potions would be of no use.

"This Spell Model is just it!"

After a long period of selection and comparison, Merlin finally picked out a Spell Model which he was relatively satisfied.

As such, Merlin quickly mobilized his Mind Power and began simulating Earth Veil, gradually constructing it in his Awareness.

Chapter 269: The Three Major Factions

The process of simulating a Spell Model using Mind Power was a rather slow one. Merlin took two full days before he finally simulated Earth Veil's Spell Model in his Awareness.

"Boom!"

The instant the Spell Model was simulated in his Awareness, Merlin felt a violent tremor in his mind. Large amounts of Earth Elements swarmed into his Awareness and were quickly turned into Magic Power by Earth Veil's Spell Model.

"It's finally done!"

Merlin let out a long breath. With the Matrix, he was very successful in creating Spell Models. Moreover, as long as his Mind Power was sufficient, it was completely safe to construct Spell Models.

Now, Merlin possessed two Second-level spells. After some time, as the Mind Power duplicate within the Bell Space constantly increased his Mind Power, Merlin hoped to successively construct other Second-level spells in a few months and ultimately become a Second-level Spell Caster.

It could be said that this was a terrifying pace of growth. After all, Merlin had only become a First-level Spell Caster not long ago. Compared to those who needed four or five years to become a Second-level Spell Caster, the possibility of Merlin becoming a Second-level Spell Caster in such a short time was considered a very rapid growth.

All of this was thanks to the Matrix. It aided Merlin in constructing stable Spell Models. Who knew how much time that had saved Merlin?

Earth Veil was successfully constructed but Merlin did not exit the room. Instead, he stayed inside. He still had to use elemental crystal stones to boost the transformation rate of Earth Veil's Magic Power.

. . .

"Curse it all! Donaugh had joined Gray Wing Alliance. It's harder for us to kill him now."

A male Wizard with long brown hair over his shoulders spoke somewhat furiously.

Another female Wizard with a tall build and delicate features frowned as well. "Since Donaugh has joined Gray Wing Alliance, let's join Fort Udon. I've heard that Fort Udon is the strongest faction on the Kurdmansla Islands! If we stay here on the Kurdmansla Islands, we'll eventually have the chance to kill Donaugh!"

This female Wizard also wore an icy expression, clenching her teeth as she spoke.

This pair of Spell Casters, a man and a woman, had just entered the residence from outside and was walking as they conversed.

Hearing what the female Wizard said, a hint of hesitation flashed across the male Wizard's face as if he wanted to say something but eventually stopped.

"Would that be easy? Although Fort Udon is the strongest faction on the Kurdmansla Islands, it's no match for Wizard's Tower and Gray Wing Alliance in terms of resources. What's more, although Donaugh is despicable, his Spell Caster Quality is excellent. If he joined Gray Wing Alliance for a longer period, I'm afraid that he'll be stronger than us. At that point, it would be harder for us to kill him..."

In the end, the male Wizard expressed the apprehensions that he felt. After the female Wizard heard what he said, she slowed down her steps and stopped, lowering her head in silence.

"Is there really no way?"

"What other way is there? We can only wait. We can't join Gray Wing Alliance as we want to kill Donaugh and he wants to kill us. Hence, we can't join Gray Wing Alliance as he did. As for Fort Udon, I hear that they're very united. As long as one becomes a Wizard of Fort Udon, one need not be afraid of running into danger on the Kurdmansla Islands. It's better if we join Fort Udon for now, and then decide what's our next move."

The male Wizard seemed to have made up his mind long ago.

"It looks like that's all we can do..."

A pensive look hung over the female Wizard's face as she appeared helpless. Just as they were about to choose a room, they seemed to discover something, and their faces revealed a slight shock.

"There's someone in this room? Wasn't it said that in recent times there isn't anyone who wants to join Fort Udon? Why is there someone here?"

The couple had inquired about the situation in Fort Udon when they were outside, so generally, they were sure that no one was joining Fort Udon recently. Hence, there should only be the two of them here.

"Creak."

Just as they were frozen in bewilderment, the door of the room slowly opened, and out came a young Spell Caster dressed in a black Wizard robe.

"You two Wizards are joining Fort Udon as well?"

The young Spell Caster looked toward the couple and asked with a smile.

"Hmm? May I ask who you are, Wizard?"

The male Wizard fixed a distrustful gaze on the young Spell Caster who suddenly appeared, his eyes filled with caution.

"You can call me Merlin. Like you, I'm a Spell Caster who wants to join Fort Udon!"

The young Spell Caster was Merlin. After he had successfully constructed his Second-level Spell, Earth Veil, he had been using elemental crystal stones to increase the transformation speed of Magic Power in Earth Veil's Spell Model. It took him until now for Earth Veil's Spell Model to have sufficient Magic Power.

After this, he only had to slowly accumulate Magic Power to fill up the Spell Model, and no longer needed to use elemental crystal stones as replenishment.

Merlin overheard the conversation between these two Spell Casters without missing a word, so he thought that he might as well open the door and come out. His intention was to ask these two for information regarding Gray Wing Alliance and Wizard's Tower.

After all, Merlin had only heard about Gray Wing Alliance and Wizard's Tower from Wizard Gerson of Fort Udon. From Wizard Gerson's point of view, it was likely that he would not introduce these two factions in a fair and impartial manner.

However, these two Spell Casters obviously seemed to know a lot about Fort Udon, Gray Wing Alliance, and Wizard's Tower, so Merlin thought of understanding these three factions through them.

"So, it's Wizard Merlin. I'm Vadrak and this is Wizard Bella. We both plan to become Fort Udon's black-robed Wizards. However, we've not made the final decision, so we were arranged to come here."

Wizard Vadrak breathed a small sigh of relief but after some thought, he realized that there could be no mishap happening here in Fort Udon. He had been overly cautious earlier.

Merlin could also tell that they were First-level Spell Casters who could meet Fort Udon's requirements. Barring anything unexpected, they would become black-robed Wizards in Fort Udon.

"Wizard Vadrak, Wizard Bella, you seem to be very familiar with the Kurdmansla Islands?"

"Indeed we are. We came from a distant place and heard some Spell Casters talking about the Kurdmansla Islands, so we know something of the situation here. In reality, it's our first time here on the Kurdmansla Islands as well."

This time, it was Bella who spoke.

Merlin felt a surge of enthusiasm. He looked toward the sky, which seemed a long way off from becoming dark, so he asked softly, "Since it's your first time here as well on the Kurdmansla Islands, why don't we three take a walk around the island? I've been here for a few days but haven't left Fort Udon."

"Alright, we wanted to take a look around too. We've heard about how the Kurdmansla Islands are so prosperous, yet had never had the chance to come here. Now that we've arrived, it'll be good to see it for ourselves."

Wizard Vadrak and Wizard Bella had no objections. They wanted to check out the island as well. Thus, the three of them quickly left Fort Udon.

"The island is huge, almost comparable to a small-sized landmass, and it's even many times bigger than the city we were staying in!"

Bella and Vadrak walked on the island and felt astounded upon seeing the size of the island.

The Kurdmansla Islands were formed by tens of thousands of big and small islands. The island they were currently on was the main island of the Kurdmansla Islands, which was the biggest.

The gigantic island stretched as far as the eye could see and was enormous. It was not that much different from a small landmass. This was also why Fort Udon, Gray Wing Alliance, and Wizard's Tower were stationed on this island.

Other than its size, the island was filled with Spell Casters peddling potion materials, alchemy materials, and even spells.

One should not judge these wares based on how they were set out on the ground. In fact, some of these were very precious, worth over ten thousand elemental crystal stones. They cost such an enormous sum, yet no one dared to stir up trouble. This was because Gray Wing Alliance, Wizard's Tower, and Fort Udon had set the rules together. As long as one was on the Kurdmansla Islands, one would receive the protection of the three factions, and no fights were allowed.

If they discovered someone breaking this rule, the three major factions would join forces to hunt that person down. Once, there was a powerful Seventh-level Spell Caster who totally disregarded this rule of the three factions, and killed some Spell Casters on the island. In the end, that Spell Caster was cornered and killed by the masters of the three factions.

Hence, a relatively safe environment was guaranteed on the island. In addition, there were countless mysterious, precious materials which came from the ocean, as well as materials which could only be obtained from the carcasses of sea beasts. Therefore, the Kurdmansla Islands were able to attract many Spell Casters despite its remote distance, allowing the entire place to become prosperous.

"Oh, right, Wizard Vadrak, you know the situation of Gray Wing Alliance and Wizard's Tower?"

Merlin gradually slowed his steps and inquired in a low voice.

Wizard Vadrak shot Merlin a glance, looking pensive before he began to slowly say, "Wizard Merlin, there's a large number of people in Gray Wing Alliance, and it's also rich with various cultivation resources. It could be considered a huge faction. As for Wizard's Tower, its numbers are not many – not even fifty people. However, Wizard's Tower only accepts Spell Casters who are

Fourth-level or above. It's been said that anyone who joins Wizard's Tower would even receive the legendary Pandora Demon Ability! The founder of Wizard's Tower is enigmatic, and there are few people who know about the true circumstances of that mysterious founder, but the majority of Pandora Demon Abilities within Wizard's Tower are contributed by that mysterious founder.

"As for Fort Udon, its numbers are not huge. It's not rich with resources and could boast of no topnotch spells or legendary Pandora Demon Ability. Nonetheless, Fort Udon is worthy of being named the number one strongest faction on the Kurdmansla Islands. As for the reason, I believe Wizard Merlin knows already — unity! The Spell Casters of Fort Udon are incomparably united, and joining this faction is just like integrating into a large family... Previously, a Spell Caster named Wizard Yalen explained the situation of the Kurdmansla Islands to us in detail. He had lived on the island for decades, and all that he spoke of was what he had experienced himself."

At the mention of "Wizard Yalen", a strange change washed over the faces of Vadrak and Bella, and their expressions seemed to reveal a strain of sorrow.

Chapter 270: Defenseless and Dissatisfied

In his mind, Merlin was still processing the information regarding Gray Wing Alliance, Wizard's Tower, and Fort Udon that Wizard Vadrak had just provided.

In particular, he was coming to terms with the fact that Wizard's Tower had more than forty Spell Casters who were Fourth-level and above. This was even more than the Dark Magic Region. Within the Dark Magic Region, there were merely thirty plus individuals who could build their own towers.

This meant that Wizard's Tower, in terms of manpower, was comparable to a spell casters' organization with an extensive background and ancient inheritances such as the Dark Magic Region.

Although the Dark Magic Region was a small-sized spell casters' organization, most factions would be no match for it. In the Dark Magic Region's description of the Kurdmansla Islands, it was still only a "savage" land where roaming Wizards gathered, and sea beasts were bitterly fought and struggled against.

However, now that Merlin had arrived on the Kurdmansla Islands, based on what he saw and heard for himself, the Kurdmansla Islands had already become stronger.

By itself, Wizard's Tower was already a powerful faction which was not inferior to the Dark Magic Region. On the other hand, Gray Wing Alliance and Fort Udon were the other two formidable factions which were no weaker than Wizard's Tower.

If these three factions joined forces, the power of the entire Kurdmansla Islands would be on par with a medium-sized spell casters' organization.

As for large-sized spell casters' organizations, they did not form merely on the basis of having a large number of members. At least one Great Wizard was required to establish a large-sized spell casters' organization.

For instance, although Sterling House was not a spell casters' organization, due to Great Wizard Sterling's presence, it could feasibly be compared to those large-sized spell casters' organizations. Of course, this was all due to the Great Wizard Sterling's presence.

The Kurdmansla Islands were similar to Sterling House, only Merlin did not know if there was a Great Wizard on the Kurdmansla Islands.

"Wizard Vadrak, the three major factions of the Kurdmansla Islands are powerful indeed, and there are countless other factions, which mustn't be underestimated even though they might not be comparable to the three major factions. Now that the Kurdmansla Islands have developed to their present powerful state, can this be maintained if there's no Great Wizard to oversee things?"

Merlin lifted his head and looked toward Wizard Vadrak.

"Great Wizard..."

Wizard Vadrak mumbled softly to himself for a moment, then a mysterious smile tugged at the corner of his lips. He said in a low voice, "Wizard Merlin, in truth, there's a Great Wizard on the Kurdmansla Islands, only not many people know of this. Even I'm unclear about the specifics. Perhaps you can ask the people at Fort Udon."

Merlin felt a shiver deep within his heart. He did not think that the Kurdmansla Islands would really have a Great Wizard. If what Wizard Vadrak said was true, then the entire Kurdmansla Islands had unwittingly developed into an enormous faction that was comparable to large-sized spell casters' organizations, just like Sterling House.

Even in terms of overall capability, the Kurdmansla Islands were far more powerful than Sterling House. After all, there were a few Ninth-level Spell Casters in the three major factions of the Kurdmansla Islands alone, and Sterling House was only supported by the Great Wizard Sterling without any Ninth-level Spell Casters at all. There were not even many Seventh-level Spell Casters in Sterling House.

The reports and information the Dark Magic Region and other spell casters' organizations had on the Kurdmansla Islands were far too outdated. Things were different now, and the Kurdmansla Islands had become a colossus!

The main island was bustling with noise and movement, and the hubbub of Spell Casters peddling their wares on the street evoked a fondness in Merlin as it was just like when he was in Blackwater City.

However, Vadrak and Bella were somewhat downcast, and their spirits could not be lifted. This seemed to be related to the "Wizard Yalen" who was mentioned in the earlier conversation.

Merlin did not inquire about this "Wizard Yalen". It must be something difficult for Wizard Vadrak and Wizard Bella to talk about, and something inappropriate to bring up.

Since both of them had lost their good mood, and Merlin had learned of some information regarding Gray Wing Alliance and Wizard's Tower from Vadrak, he asked Wizard Vadrak and Wizard Bella, "The two of you are tired, so why don't we head back to Fort Udon and rest?"

Wizard Vadrak and Bella nodded and began turning back.

However, they had only taken a few steps when a commotion was heard behind them. The expressions of Vadrak and Bella changed as they spun around, their eyes glaring straight ahead.

"Donaugh!"

Wizard Vadrak's gaze was fixed on a Spell Caster wearing a light-colored Wizard robe and a widebrimmed black hat as he yelled through clenched teeth.

"Hmm? Vadrak? Bella?"

The face of the Spell Caster who was called "Donaugh" clearly went blank in the instant he saw Vadrak and Bella, but this was swiftly followed by a darkened expression.

"Heh heh, so it's you guys. Seems like you haven't joined any factions. Good, good. You guys have been following me from the start and had nearly caused my death a few times. Now, it's payback time!"

A vicious expression emerged on Wizard Donaugh's face, following which he turned to another tall Wizard and said, "Wizard Hitte, there shouldn't be anything preventing me from making a move here, right?"

The tall Wizard eyed Merlin and the rest, and a cold smirk tugged at the corner of his lips. "Rest assured, the Kurdmansla Islands' rule which bans fights don't apply to us of the three major factions. You're now a Spell Caster of our Gray Wing Alliance. It's not a big deal if you kill a few Wizards."

"That's perfect!"

With that, Donaugh brandished an arm fiercely, and thick strands of Fire Element began rapidly fluctuating over his body.

"Flaming Ray!"

Wizard Donaugh lifted one hand, and a fiery beam of flame erupted. Its speed was extremely quick, and in the blink of an eye, it had reached Vadrak.

"Bang!"

Vadrak reacted quickly as well. An Earth-type Defensive spell materialized before him, but it was only a First-level spell and was shattered by Flaming Ray right away. Moreover, the blaze was pushing through without stopping and was burning on Vadrak's body.

"Snap!"

Thick ice crystals immediately formed on Vadrak. This was a spell he casted on himself to freeze the flames on his body.

"Second-level spell? You've already successfully constructed a Second-level spell?"

Vadrak dispelled the ice crystals. Even though the flames on his body were gone, his face was still rather drained. It had only been one attack, and yet, he was already injured.

Wizard Donaugh's Flaming Ray was obviously a Second-level spell, far stronger than Vadrak's First-level spell.

"Heh heh. Back then I was chased down by you two all the way here to the Kurdmansla Islands. I could construct Second-level spells long ago, only I didn't have time, being chased all the way by you. Hmph, don't think that I was afraid of you! If I intended to avoid getting tangled up with you two lunatics, you think I would have come all the way to the Kurdmansla Islands? However, you're foolish indeed to have followed me here. It's your death wish!"

Donaugh's expression twisted in fury. It seemed like he had been pathetically hunted down by Vadrak and Bella the entire way here, which was why he harbored so much hatred.

"Donaugh, damn you!"

A sharp light glinted in Wizard Bella's eyes, following which she rushed forward as a violent burst of Wind Elemental fluctuations emerged around her.

"Whoosh! Whoosh!"

Blades of wind covered the entire ground, speeding murderously toward Wizard Donaugh.

"It's useless. This time I've joined Gray Wing Alliance, and handed over a precious alchemy material I've taken from that old fool Yalen. Not only did I win Gray Wing Alliance's interest but I also received a robe that can withstand Third-level spell attacks, haha!"

Wizard Donaugh roared heartily. Despite the wide-ranging wind blades crashing into him, he was under no threat at all. The robe he was wearing could almost keep up with the robe Merlin had exchanged for in the Dark Magic Region.

Gray Wing Alliance had the most resources. Before this, Merlin did not quite believe that. How many resources would be required of various Spell Casters and could a faction with such a brief heritage possess all this?

However, now that he had seen the robe that Donaugh was wearing, Merlin was astounded. He faintly suspected that he had underestimated Gray Wing Alliance.

Wizard Bella immediately came to Wizard Vadrak's side and supported him, slowly retreating. Although they seemed to hate Wizard Donaugh to the extreme, they were in danger in these current circumstances.

"Donaugh, do you still remember how Wizard Yalen treated us? He guided us to construct Spell Models, and explain to us how to prepare potions. He was basically our teacher, yet you shamelessly ambushed him. For someone like you, not even ten thousand deaths will pay off your sin!"

Wizard Bella's chest was heaving ceaselessly, and her ashen face revealed that her fury had reached its peak.

It was not surprising that when Wizard Bella and Vadrak saw Donaugh, they would become so furious. They had hunted Donaugh all the way to the Kurdmansla Islands with everything they had.

It was just that Donaugh's talent seemed superior to theirs, and he had given an essential alchemy material to Gray Wing Alliance, winning their attention and was bestowed a robe with powerful defensive capabilities. Vadrak and Bella were no longer a match for Donaugh.

Now that he understood the truth, Merlin stared at Donaugh, and a cold glint flashed in his eyes.

Donaugh currently wore a stormy expression, glaring at Wizard Vadrak and Bella. He was filled with a raging murderous intent.

"Die!"

Donaugh extended both arms once more, and the scorching flames surged out. The blaze transformed into two rays which flew toward Wizard Bella and Vadrak respectively.

Vadrak drew in a deep breath, and yelled toward the heavens, "Donaugh, we're just about to become members of Fort Udon. You dare to kill us?"

"Fort Udon? You've joined Fort Udon?"

Hearing Vadrak mention Fort Udon, the surrounding Spell Casters were visibly excited. On the Kurdmansla Islands, Fort Udon was definitely considered the most powerful faction.

Based on the reactions of these people, one could tell that Fort Udon had such colossal influence!

Donaugh's face shifted with uncertainty. However, when he saw that Wizard Vadrak and Wizard Bella were not wearing the robes of Fort Udon, he laughed coldly. "Heh heh, you're still not members of Fort Udon currently. So, what if I kill you?"

Donaugh paid no mind to Vadrak's words and continued channeling the Flaming Ray that was reaching out towards Wizard Bella and Wizard Vadrak. In their current situation, they would be hard pressed to defend against such a powerful Second-level spell.

"Wizard Yalen, Bella and I are useless. We have no way to avenge you now!"

Vadrak and Bella exchanged a glance. Their faces were rather pale, and their eyes were filled with a defenseless and dissatisfied look.