

Sixth 111

Chapter 111: Bloodlines and Body Refinement

Magic Power is the Wizard's combat resource. Herag, having more resources than Wizards apprentices of the same level, enjoys more flexibility and higher limits.

After fully lighting up the first Array Map, Herag reached another bottleneck in his data.

If he does not continue advancing to Third Class Wizard Apprentice, his data cannot be further improved, having reached genetic limits.

To continue enhancement, he must take the Dawn and Dusk Potion to break through his limits and become a Third Class Wizard Apprentice.

Herag has already begun preparing for the refining of the Dawn and Dusk Potion. He isn't rushing into refinement but repeatedly rehearsing the refining process of the Dawn and Dusk Potion.

He only has one Frozen Stone Giant Heart, the opportunity only comes once, and he must maximize success probability.

Besides significant progress in cultivating the Starry Sky Meditation Technique, an important matter has been completed.

"The contents of the Ancient Magic Stone Slab analysis have been completed, currently organizing..."

Shenlan's analysis of the Ancient Stone Slab content is complete, and Herag very much wants to know what kind of magic is recorded on it.

"Great Dark Heaven: Tier One Innate Spell, can devour all Bloodline Power to strengthen oneself, also able to devour malicious intent, resentful energy to strengthen oneself."

According to the residual information in the Ancient Stone Slab, this is a Tier One Innate Spell named Great Dark Heaven.

A Tier One Spell is essentially a Level 1 Spell, previously referred to as one ring, two rings, later changed to level one, level two, merely a name change.

"It's actually an Innate Spell," Herag contemplated, not looking at the Spell Model, his Spiritual Power currently unable to observe this Spell Model, otherwise might explode his mind.

Every Third Class Wizard Apprentice, upon advancing to Official Wizard, must select a Level 1 Spell, constructing this Level 1 Spell's Spell Model.

Successfully completing a Level 1 Spell's Spell Model and solidifying it as one's own Innate Spell signifies a successful advance to Level 1 Official Wizard.

The casting of an Innate Spell requires no Magic Power, nor incantation. It is the most crucial spell for every Level 1 Official Wizard.

Due to the characteristics of Innate Spells, many Wizards choose Defensive Level 1 Spells as their Innate Spell.

This allows for self-preservation capability without consuming Magic Power and enables continuous self-protection at any time.

The Great Dark Heaven, such Tier One Innate Spell, can only be studied as an Innate Spell.

Meaning that one can only solidify it as one's Innate Spell when advancing to Official Wizard. Once having an Innate Spell, one cannot learn Great Dark Heaven afterward.

Herag heard of such Innate Spells, but existing instances of such spells are virtually none, almost lost to history.

Only the Wizard Race had inherited such Innate Spells, but that was countless years ago. No Wizard Race or Wizard Tribe exists today.

Upon seeing some information about this spell, Herag decided to solidify Great Dark Heaven as his Innate Spell upon advancing to Official Wizard.

Strictly speaking, Great Dark Heaven is a Body Refining Technique.

Unlike conventional Wizards who use spells for combat, Body Refining Wizards emphasize the strength of the body.

It somewhat resembles the Knight's cultivation path, but far more powerful than Knights.

Great Dark Heaven can devour other Bloodline Powers to enhance oneself, alone providing Herag reason enough to not refuse.

Wizards, from First, Second, Third Class Wizard Apprentice, to advancing Level 1, Level 2 Official Wizard, require consuming potions to break through genetic limits.

But Great Dark Heaven does not require it. Even upon reaching genetic limits, one can enhance oneself by absorbing other Bloodline Powers to strengthen their Bloodline Power.

The devouring aspect of Great Dark Heaven has no upper limit, representing infinite possibilities.

The group that left behind this Ancient Stone Slab survived that primitive era relying on this Innate Spell, constantly defeating then-existing Demons, absorbing their bloodline, strengthening themselves to develop and grow.

For ordinary Wizards, absorbing other bloodline powers is difficult, risking instant death from bloodline conflict.

However, post solidification of Great Dark Heaven as one's Innate Spell, such concern vanishes.

Herag restrained the internal impulse, forcing himself not to view the contents of Great Dark Heaven.

His current duty is silent cultivation until the advance to Official Wizard, then mastery of this spell.

Presently, the most crucial task is refining Dawn and Dusk Potion.

Herag had Shenlan input the formula and refining method of the Dawn and Dusk Potion long ago and has been familiarizing himself with this content these days, while continuously rehearsing.

Once Herag felt all preparations were ready, he entered the laboratory, informing Ed and Judy not to disturb him. Anyone, including Erza, must not interrupt.

Seeing his particularly serious expression, Ed understood the importance of the matter, opting to stay up vigilantly outside until Herag emerged.

Herag entered the lab: "Shenlan, commence Dawn and Dusk Potion refining assistance."

"Task has been filed, executing now..."

Herag's vision presented various data, flow hints showing what each step entails, what materials require handling, along with the required time for each reaction all marked.

Shenlan's hints arrive directly through nerves, eliminating action delays post-hearing, transmitting all information almost synchronously to Herag.

By leveraging this, Herag achieves near-perfection in every step of his potion refining, with meticulous precision.

The lab was quiet, with only Herag's muted processing of various Magic Potion Materials sounds.

A large crucible contained a green liquid, mixed with unknown solids, bubbling away.

Herag focused on the crucible, his hand gathering Fire Energy Particles, controlling the temperature, maintaining the cooking of the concoction.

He glanced at the time marker from Shenlan in his vision, and upon seeing time had arrived, maintained the flame to continue brewing, while inputting Magic Power into the Frozen Stone Giant Heart.

After Magic Power flowed into the Stone Giant Heart, the ice on its surface began melting, with the melting water vanishing instead of dropping.

The Cold Insect Grass's freezing is special, unable to melt just by fire but only through Magic Power can the ice melt.

Once completely thawed, the Stone Giant Heart maintained stable, vigorous pulsation, with surface tissue and blood vessels visible clearly.

Post-thawing, the Stone Giant Heart quickly loses activity, requiring immediate immersion in the green solution within the crucible.

Chapter 112: Rank 3 Wizard Apprentice

Herag hurriedly placed the Stone Giant's heart into the cauldron, and the flames beneath it maintained a steady burn without extinguishing.

Once the Stone Giant's heart entered the cauldron, it quickly absorbed the solution within.

In just a few seconds, the solution in the cauldron visibly diminished.

The previously blood-red Stone Giant's heart now had some patches of green on its surface.

The solution continued to decrease, while the Stone Giant's heart kept beating. With each beat, the solution in the cauldron would diminish further.

However, the Stone Giant's heart did not swell and increase in size; instead, it shrank with each beat.

As time went by, the solution in the cauldron was gradually absorbed entirely by the Stone Giant's heart.

The Stone Giant's heart, initially the size of a basketball, gradually shrank to the size of an egg.

Now the Stone Giant's heart completely lost its heart-like appearance, transforming into a green lump of flesh, still pulsating continuously.

The brewing of the Dawn and Dusk Potion was not yet finished. Herag took out a dagger, sliced open his finger, and let fresh blood drip onto the pulsating Stone Giant's heart.

The blood dripped onto the surface of the Stone Giant's heart, quickly emitting sizzling sounds and billowing blood-colored smoke.

Soon, the green Stone Giant's heart transformed into a blood-red lump of flesh, lying at the bottom of the cauldron, pulsating continuously.

Herag took a deep breath and, using his bleeding hand, grabbed the flesh lump, then swallowed it whole.

This flesh lump was the Dawn and Dusk Potion, distinct in form from other magic potions.

As the lump entered Herag's mouth, he bit down hard, causing its internal solution to burst forth, mixed with blood and various other liquids.

A strong stench lingered in his mouth and throat, and if not for Herag's strong control ability, the smell alone could have made him nauseated and vomit.

Herag held firm, gritting his teeth as he swallowed everything in his mouth.

After the lump entered his body, a burning sensation soon spread from his stomach and esophagus.

This wasn't an illusion; his stomach and esophagus were genuinely burning.

"Detected body damage at 5%, immediate treatment recommended!"

"Detected body damage at 8%, immediate treatment recommended!"

...

Shenlan continuously issued warnings, which Herag outright ignored. This was the necessary consequence of consuming the Dawn and Dusk Potion.

Once the lump reached his stomach, the potion's effect began to take hold, transmitted to every corner of his body via blood flow.

Herag felt a burning sensation all over his body, indicating the Dawn and Dusk Potion was truly taking effect.

"Detected body damage at 15%!"

"Detected body damage at 21%!"

In Herag's vision, Shenlan issued severe warnings, flashing red repeatedly.

"Shenlan, continue checking my overall condition."

Herag remained calm, his mind unaffected by the pervasive aching pain.

The surrounding free energy particles, especially the dark energy particles, began to gather toward him, forming a storm of energy particles.

These energy particles adhered to the surface of his body, crazily burrowing into his flesh, making Herag feel as if thousands of needles were pricking him, both itchy and painful.

"Beep beep! Are you insane!"

Suddenly, Herag found himself standing on a crosswalk, beside a traffic light showing red, while the driver behind him furiously honked, scolding him from the car window.

He ignored the driver's angry rant, glanced around, and saw tall buildings everywhere.

"Isn't that the place where I used to work?" Herag recognized his former workplace.

"No, this isn't reality!"

With his strong spiritual power, Herag quickly cleared his mind, and the surrounding scene instantly vanished, returning him to the cold laboratory.

"Too bad I couldn't borrow a cigarette from someone." Herag chuckled, feeling a bit regretful.

"Huh? Have I ascended successfully?"

He suddenly realized that as the hallucination faded, his ascension was already complete.

"Shenlan, check my current physical data."

"Herag Merlin: Power 7.2, Agility 6.5, Constitution 8.1, Spirit 17.5, Magic 8%."

Herag examined the data panel and found his magic power had dwindled to only 8%, though there were still reserves of magic power in the Star Sky Array that were unused.

"Is this the force field?"

Herag sensed that his entire body was enveloped by a layer of magic force field, the hallmark of a Third Class Wizard Apprentice.

Upon ascension to a Third Class Wizard Apprentice, one's entire body becomes covered with a force field.

This force field serves as a natural protective barrier, comparable to a Level 0 Magic Shield, without consuming magic power, ever-present like breathing.

This significantly enhanced the defensive capabilities of Third Class Wizard Apprentices, giving them a natural advantage when facing First and Second Class Wizard Apprentices.

The force field also emitted certain radiation, affecting ordinary people over prolonged exposure.

This radiation was beyond the wizard's control, growing stronger with increased power.

This is why cities densely populated by ordinary people seldom housed any wizards; Third Class Wizard Apprentices and Official Wizards would not live in places filled with ordinary people.

Wizard Organizations were similarly built away from the populous areas, inaccessible to ordinary people.

After becoming a Third Class Wizard Apprentice, it becomes even harder to produce offspring with ordinary people, drastically increasing the difficulty of conception.

Wizards like Dino, who stayed at sea for long periods, would seldom linger when visiting offspring like Erza.

The stronger the power, the stronger the radiation; he wouldn't want to affect these descendants.

Herag estimated the strength of his body's force field and found it slightly weaker than the Dark Energy Shield but still quite impressive.

After ascending, Herag took out a bottle of Starry Sky Potion, mixed it with water, and drank it.

After consuming the Starry Sky Potion, he commenced meditation, and a second array map appeared in his mind, with fifteen points.

"It seems the number of points on subsequent array maps should gradually increase."

Herag thought so too, as each array map could store 50% of his magic power, accumulating more storage over time.

If the point number remained constant, it would be quite unreasonable.

Following this, he began meditation practice on the eleventh star.

A few hours later, Herag slowly opened his eyes.

"The Starry Sky Potion's effect has decreased significantly; it's still usable, but once I ascend to an official wizard, it might lose effectiveness entirely."

After meditation, Herag discovered the Starry Sky Potion's effect on meditation practice had reduced to roughly half its previous strength.

It still accelerated his meditation speed, but the effectiveness had considerably diminished.

He was uncertain if this was due to his ascension to a Third Class Wizard Apprentice or his frequent consumption of Starry Sky Potions making his body resistant, thus diminishing the potion's effect.

Herag shook his head, deciding not to dwell on it for now. He'd resolve the issue after ascending to an official wizard. For now, he'd make do with what he had.

Chapter 113: The News

After advancing to a Third Class Wizard Apprentice, the side effects of the Starry Sky Potion had significantly less impact on Herag.

Previously, that surge of restlessness was difficult to suppress, but now it almost had no effect on him.

"Dark Energy Shield!"

Herag released the Dark Energy Shield, noticing that the shield's strength had greatly improved once again.

He distinctly felt the surrounding free energy particles increase. In fact, the energy particles around had always been this abundant; it was just that, after becoming a Third Class Wizard Apprentice, he could perceive more energy particles.

Half a month after the advancement, Herag continued to repeat his previous routine.

Having just advanced, he needed some time to familiarize himself with his current power, stabilizing his spiritual power through meditation.

Shenlan also saw some improvement, with its detection range reaching five hundred meters, feeling vastly larger in experience, completely different from before.

"Erza?" he sensed Erza's carriage approaching in this direction.

Herag thought about how he hadn't been to the City Lord's Mansion for some time, which is why Erza must be coming to check on him.

Herag tidied up a bit before heading to the door.

As he reached the door, Erza's carriage also arrived, driven by the Great Knight Lewandowski.

Erza wore a long dress, traditional noble attire, covering most places tightly; her attire was generally very formal outside.

"Why did you come?" Herag asked while helping her down from the carriage, holding her hand.

Erza pouted: "You still remember me? I thought you had forgotten about me."

"I told you, these days I need to retreat and practice." Herag smoothly wrapped his arm around Erza's waist.

"Did you succeed?" Erza, upon closing in, sensed the unusual aura around Herag.

"That's right." Herag nodded.

Erza: "A sixteen-year-old Third Class Wizard Apprentice..."

Through Dino, she learned a lot about Wizards and naturally knew that advancing to a Third Class Wizard Apprentice at sixteen symbolized infinite potential, with a high possibility of becoming an Official Wizard.

Not every Wizard Apprentice can become an Official Wizard; most stay at the apprentice stage for a lifetime.

"What plans do you have next?" Erza asked.

Herag pondered: "I'll continue staying here. The matters at Moonlight Forest are still unresolved. If I reach the requirements to advance to an Official Wizard but still can't return, I'll need to consider how to acquire the necessary resources for advancement."

"So you'll leave here eventually?" Erza asked.

Herag nodded: "Yes, I certainly won't stay here long."

Erza sighed, anticipating this.

She touched her belly: "Can you give me a child before you leave?"

"I am now a Third Class Wizard Apprentice; it's difficult to conceive a child with you." Herag shook his head.

"How do you know without trying?" Erza, unwilling to give up, said while holding Herag's hand.

Feeling that softness, Herag had some restlessness again and turned to lift Erza horizontally.

After a long time apart, they shared another intimate moment.

...

Two months later.

"Herag Merlin: Power 8.0, Agility 7.1, Constitution 8.8, Spirit 18.6, Magic Power 100%."

The meditation of the eleventh star had completed, taking Herag nearly three months; the effect of the Starry Sky Potion had indeed waned considerably.

The second Array Map finally illuminated the first point, with fourteen points remaining.

The spiritual power requirement to advance to an Official Wizard is twenty points, and the Starry Sky Meditation Technique allows for the meditation of five stars at the Third Class Wizard Apprentice stage. Herag could meditate on four more stars.

"It's time to start preparing for advancement to Official Wizard."

Herag thought if he couldn't return to Moonlight Forest shortly, obtaining the things needed for advancement would be difficult.

Firstly, the ancient potion required for advancement; many of its materials are high-tier potion materials, which are hard to come by.

If he were in Moonlight Forest, Herag could purchase directly from Larry.

There's a heap of things in his Space Ring now, enough to sell to buy an ancient potion.

He could also make it himself, but the cost would be quite high.

Moreover, crafting the ancient potion isn't as simple as the Dawn Potion or Dawn and Dusk Potion he dealt with before; even with Shenlan assistance, it's very difficult for Herag to successfully craft it at his current level.

Herag believes the ancient potion is a critical resource controlled by major Wizard Organizations, and most Wizard Apprentices have almost no chance of crafting it successfully.

This is one reason why Larry and Master Potion Masters hold such high status; they can easily craft ancient potions, which is crucial for Wizard Organizations.

Wandering Wizard Apprentices likely can't advance to Official Wizard in their lifetime; the key ancient potion is almost out of their reach.

The major Wizard Organizations control these resources, almost dictating the path to advancing to Official Wizard.

In addition to the ancient potion, a potion called Amanda is also needed for advancing to Official Wizard.

Amanda can stimulate body potential, aiding breakthroughs to become an Official Wizard, and one can use more than one dose.

This is why advancing to an Official Wizard before eighteen is necessary; the older you get, the less potential your body has left.

Even using more Amanda potions at too old an age won't help, and overconsumption might exhaust one's potential and lead to death.

It's common for older Third Class Wizard Apprentices, unwilling to stop at this stage, to consume one Amanda potion to no effect, then recklessly take two more doses, burning up their lifespan entirely.

While Herag was contemplating these issues, he suddenly paused, then retrieved a Talisman Stone from his Space Ring.

He saw it flicker a few times: "There's news from Moonlight Forest!"

Herag immediately opened the Talisman Stone to check the message.

"The war between Moonlight Forest and Green Cottage is nearing its end, and there's a current ceasefire with negotiations ongoing. You can return. I will notify you if there are changes."

This was a message from Larry, sent two days ago.

Currently, Herag was too far from Moonlight Forest, resulting in delayed messages.

Additionally, being outside, Herag didn't have the permission to reply, only able to passively receive messages.

After receiving the message, Herag looked around and said with some sentiment: "It's time to leave."

He wasn't in a rush to depart immediately; the route back needed careful investigation and planning.

Surely, the Violet Kingdom was off-limits due to the peculiar Valley Town, which Herag preferred to stay away from entirely.

After ruling out the eastern route, the only options left were heading north or taking a boat along the West Coast around to the east.

Chapter 114: Departure

The journey by boat was too convoluted, and the sea was filled with too much uncertainty.

Herag ultimately decided to head north of the Doris Kingdom, and once he was out of the kingdom's borders, he would then travel east to reach the region of the Moonlight Forest.

He took out a map to check, benefiting from the Doris Kingdom's excellent road construction, it wouldn't actually take much time; half a month should suffice to reach the northern border.

After crossing the border, it would take approximately four to five months to reach the Moonlight Forest.

After planning his route, Herag prepared to arrange the matters here.

He went downstairs and shouted, "Ed!"

The sound of hurried footsteps soon followed, as Ed, holding scissors, quickly ran over; he happened to be trimming the flowers and plants in the flowerbed.

"Ed, I'm going to leave here soon. You and Judy can stay in this house for now; I probably won't be coming here much in the future," said Herag.

Ed was very surprised, and somewhat panicked: "Master, where are you going? Ed can always follow you."

Herag shook his head: "You're just an ordinary person; the place I'm going to isn't suitable for you to live in. You should settle down here; live well with Judy for the rest of your life. I'll ask Erza to arrange some work for you, so you can learn some skills to earn money and support your family."

"Master..." Ed knelt on the ground, his entire body prostrate, expressing his gratitude to Herag.

Ed was no longer a slave; Erza had arranged for him to have the citizenship of Ryan City's town.

For Herag, this was just a trivial matter, but for Ed, it was as if he had been given a new life.

Judy could also move out of the slum and no longer have to live in that place, surrounded by sewage and frequent corpses.

Ed and Judy definitely couldn't afford such an expensive house themselves, nor did they feel worthy of it.

Now, Herag had instructed them to live here in the future, and Ed thought to himself that no matter what, he must maintain and take good care of the house, as it is Master Herag's house.

"Ed, let's go to the City Lord's Mansion." Herag said as he got on the carriage.

Ed, initially enmeshed in sadness, was immediately invigorated upon hearing Herag's words.

He briskly sat in the driver's seat, the reins gripping tightly in his hands; every time he drove for Herag, he felt his life was very meaningful.

The carriage made its way through the bustling city and stopped in front of the City Lord's Mansion.

The City Lord's Mansion was well acquainted with Herag's carriage, and upon stopping, soldiers quickly arrived to lead the carriage to the backyard, providing grass and water for the horse.

Ed could also take a short rest in the backyard, waiting for Herag to emerge.

If Herag were to stay overnight, he would rest in a small room in the backyard, with food provided by the City Lord's Mansion.

Herag now entered the City Lord's Mansion without needing any announcement, walking in on his own.

Entering the mansion, he skillfully arrived at Erza's private chamber and softly knocked on the door.

"Come in," came Erza's lazy voice.

She didn't need to ask to know it was Herag because if it were Lewandowski knocking, he would specify what matter he was reporting.

Erza lay in her chair, in front of a large floor-to-ceiling window, sunlight streaming in; Erza lazily stretched on the long bench, enjoying the warm rays.

The scene made Herag feel like it was an oil painting, a very beautiful one.

"I am leaving," Herag whispered.

Erza continued lying there with her eyes closed and said nothing; silence enveloped the room.

Soon after, although keeping her eyes shut, tears trickled down Erza's cheeks.

She opened her eyes, gently wiping away the tears, her voice feigning steadiness but with a slight tremble: "Will you come back?"

"Probably not, don't wait for me, I'm a wizard..." Herag said, feeling powerless for the first time.

His meaning was clear: a wizard's life is long. He might not return to Ryan City for a very long time, and when he does come back, Erza may very well be getting on in years.

For Herag, it was just a goodbye, but for Erza, it could possibly be a forever farewell, as not every farewell precedes another meeting.

"Then leave, don't return. Even if you do return, let it be after I die so at least you can forever remember me in my youthful beauty," Erza said softly.

Herag walked over and crouched by the chair, burying his head in Erza's arms, closing his eyes without speaking.

Erza held Herag's head, gently stroking his cheek, savoring this moment of quietness and peace.

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Three days later, Herag and Erza stood at the entrance of the City Lord's Mansion.

Ed stood behind them; he had waited in the backyard for Herag for three days.

Herag removed the ring from his hand, the Sorlo's Fireball Ring.

The ring was enchanted with a Small Fireball Technique, which now held little significance for him.

By simply gathering Fire Energy Particles, Herag could conjure a fireball, and the Small Fireball Technique was fairly easy to learn.

He placed the ring on Erza's hand: "This is a demonized item, imbued with a Small Fireball Technique. If you face danger, infuse it with a stream of Magic Power to activate it."

Erza extended her delicate fingers, delightfully admiring the ring: "Yes, I'll always wear it."

Though weak in strength, she possessed enough Magic Power within her to utilize this demonized item.

After a brief farewell, Herag embarked on his journey.

Just like his arrival, this time he was joining a caravan to leave.

This caravan was also heading north beyond the borders, then east all the way to the Reilena Kingdom, and after crossing Reilena Kingdom, going west through the Violet Kingdom back to Doris Kingdom.

Herag happened to be going the same way, and he would pass by the Moonlight Forest en route.

The carriage he arrived in was left behind by Herag, or rather, bought by Erza and stored in her City Lord's Mansion.

Erza had specially prepared a new carriage for Herag, drawn by two tall horses; the interior was exceptionally spacious, crafted with top-tier materials, the worth of which was unknown.

She wasn't worried about the carriage causing trouble for Herag; those tempted by wealth who might rob him couldn't possibly overpower him, and those who could wouldn't do it just for a carriage.

Ed initially insisted on driving for Herag, but was swiftly kicked off by Herag.

With Judy already pregnant, Herag didn't want Ed to risk not returning, lest his previous efforts go in vain.

Many in the caravan were eager to drive, aware of Herag's esteemed status, as City Lord Erza personally saw him off to the carriage.

Driving for Herag was the caravan leader's youngest son, likely hoping to get closer to Herag.

Chapter 115: Back Again

The trade caravan began to move forward quickly until they left the northern border.

Herag discovered that the development of the Doris Kingdom was not without reason, at least they placed great importance on road construction.

Upon observing along the way, he found that the roads were regularly maintained to ensure smooth surfaces.

After reaching the border, the exit examination was not as strict, mainly checking if there were any fugitives in the group, and generally, they were allowed to pass directly if there were none.

Once they crossed the border, they entered a stretch of primeval forest, where the roads were not as easy to traverse, and the caravan slowed down.

The caravan spent a month getting through the primeval forest without encountering any major troubles.

There were many wild beasts and demons in the primeval forest, but seeing such a large caravan, they dared not approach.

During this period, Herag stayed in the carriage, continuing his meditation practice. Before setting off, he had already prepared enough Starry Sky Potions for use.

Luckily, the side effects of the Starry Sky Potion no longer affected him much; otherwise, he would have had no outlet for his suppressed feelings.

"Shenlan, divide the Great Dark Heaven's spell model into several modules, then give me one module's spell model separately."

Shenlan's spiritual power had increased significantly, and she could now attempt to read the spell model of the Great Dark Heaven.

"The Great Dark Heaven spell model has been divided into modules, a total of thirty-two modules. Here is module number one."

Shenlan displayed the spell model of module number one in front of Herag.

Just a glance made Herag feel a headache; there were more than three hundred parameters in one module, though only twenty-seven related formulas.

However, these formulas were very complex, with daunting calculations.

"How did ancient people master this spell?" Herag was somewhat puzzled.

He did not believe that ancient people could comprehend such complex formulas and methods of calculation, yet how could they construct spell models without mastering these?

Herag shook his head and continued reading and calculating this module.

He intended to thoroughly understand this Level 1 Talent Spell so that constructing this spell model would be easier when he advanced to an Official Wizard.

In the blink of an eye, a day had passed.

Three months later.

The caravan passed through a grove of red maples, and Herag glanced at it. Upon reaching a fork in the road, he said to the caravan leader, "I've arrived at my destination, so I'll leave you now. Safe journey ahead."

The caravan leader laughed and said, "Safe travels, sir! Thank you for looking after us along the way."

Herag was preparing to return to the Moonlight Forest, so naturally, he couldn't let anyone else drive the carriage. He had to sit at the front and drive the carriage himself.

There was no news from Larry along the way, which meant the war was at least in a paused state.

Herag looked at the familiar red maple forest around him, recalling when he first left the Moonlight Forest from here.

He was only a First-Class Wizard Apprentice back then and had to flee immediately in the face of a Third-Class Wizard Apprentice from the Green Cottage.

Now, in the blink of an eye, he was already a Third-Class Wizard Apprentice, with at least some ability to protect himself.

Based on previous memories, Herag followed the road straight ahead and arrived at the familiar inn two days later.

By this time, the inn was very different from before, with a giant skull covering the entire inn.

"Show your Talisman Stone." A Third-Class Wizard Apprentice emerged from the mouth of the skull, which served as the inn's entrance.

He noticed Herag had already changed into the Wizard Apprentice Robe and asked.

"Herag Merlin, a student of Mr. Larry." Herag took out the Talisman Stone, also mentioning that he was a student of Larry to avoid some trouble.

The person took the Talisman Stone, checked it carefully, and then returned it.

"Go on in." He allowed entry after confirming there was no issue.

Herag drove the carriage into the inn and found that the defense force here was very strong, with seven Third-Class Wizard Apprentices and two Official Wizards.

He also noticed many battle marks on the ground around, some being large scorched areas, and other places had large sunken pits.

It was clear that a fierce battle had occurred here before; Herag was thankful he left early, as being caught up in the war would have surely cost him his life.

"Mr. Larry, I'm back."

After returning to the Moonlight Forest, Herag let out a sigh of relief. The Talisman Stone could be used normally again, and he immediately sent a message to Larry.

Larry replied, "Take a rest for two days first, then come to me the day after tomorrow, and I'll update you on the recent situation."

"Understood."

Herag drove the carriage past the familiar Moonlight Forest.

He looked into the depths of the Moonlight Forest from afar, where a barrier blocked out the sky, enveloping almost the entire Moonlight Forest.

"I suppose this is the barrier defending against the Green Cottage."

Such a large-scale, prolonged barrier must have been jointly created by several Official Wizards.

Herag continued on the main road towards the Northern Forest Region, encountering the Hellfoot on the way. The Hellfoot curiously glanced at the two horses pulling Herag's carriage, seemingly wanting to take a closer look.

But with duties to attend to, it couldn't delay on the road and had to continue its journey.

After arriving in the Northern Forest Region, Herag realized that the previous war might have been fiercer than he imagined.

Many houses in the Northern Forest Region were already collapsed, evidently the result of spell bombardment.

The population in the Northern Forest Region had noticeably decreased; even among the undamaged houses, few had lights on, and there were hardly any people active.

Herag drove the carriage to his house's area. Fortunately, his house remained intact.

This area was relatively deep, with most houses unaffected.

Herag also found two letters stuffed under the door, both covered in dust, indicating they had been there for quite some time.

He picked them up, blew off the dust on the envelopes, and discovered one was from Lillian, and the other surprisingly from Emil.

Herag tied the two horses in the woods behind, unloaded the carriage, and let the horses rest.

There were stables in the Moonlight Forest, where Herag could leave the horses to be cared for by others for a fee.

The house had accumulated a lot of dust from being away for so long.

Using magic, Herag quickly cleaned it, taking about an hour to completely remove all the dust in the house.

After completing the basic cleaning, Herag brewed a pot of coffee and lounged on the sofa to read the letters.

The first letter he took out was from Emil; he had previously sent them a letter but hadn't expected it to actually be delivered.

Between two distant continents, across a vast ocean, this letter truly wasn't an easy feat.

Chapter 116: The Letter

"Herag, I have a child! It's a son named Wayne Sara. You're the child's godfather, so if you have the chance, come back and see him. By then, we might not be around anymore, but he should still be here."

"Master Claude's health is worsening, I don't know if he can make it through this winter."

...

"The adventurer group I established is doing better and better; it has made a name here, and many people come to me for work."

"Recently, I feel that I'm getting closer to becoming a Great Knight. It might not be long before I reach the breakthrough. By then, I'll have more power to protect Wayne, protect Melissa, and protect Jimmy and the others who followed me out."

...

"You've gone to that distant continent, you're bound to encounter many dangers. Herag, you're still young, so be cautious of others and stay alert. The Wizard's world, according to Master Claude, is mysterious and dangerous. You must be very careful and don't be hasty in anything."

...

Emil's letter was long, full of family affairs, and Herag read it very patiently.

Until he reached the end, he realized he had been reading for a long time and felt he hadn't read enough.

It felt as if Emil was right in front of him chatting, and he wanted to chat a bit longer, but the letter had ended.

Herag sighed, carefully putting the letter back and then storing it well in his Space Ring.

He then proceeded to open Lillian's letter.

"I've heard there's some friction between your Moonlight Forest and Green Cottage, it's quite unsettled, and a war might even break out. If you don't know where to go, you can come to me; no Wizard would dare to lay a hand on you at Augustus Academy."

...

"I don't know if this letter will reach you while you're still at Moonlight Forest, but if you have other avenues, be very cautious once you're out."

"If you come across any relics, don't enter them. Most Wizard relics are beyond the capability of us Wizard Apprentices to explore. You can remember their location and explore them after advancing to an Official Wizard."

"Remember, those places are even more dangerous than you imagine; don't go there at all!"

...

Lillian's letter mainly talked about things outside, like Wizard relics.

Herag chuckled; he read the letter late as he had already visited one.

It seems Valley Town is a Wizard relic, exhibiting many features Lillian mentioned, indeed lurking with many dangers, escaping from there was truly by luck.

However, with great risk comes great reward; the Stone Slab of Great Dark Heaven alone was worth the adventure.

Herag put down the letter, intending to visit Augustus Academy later after the situation stabilized.

Augustus Academy, unlike other Wizard Organizations, does not prohibit Wizards from other organizations from entering its premises.

Even if other organizations' Wizards want to visit, they must go through a strict approval process to be allowed in.

However, Augustus Academy only requires a simple registration, advance notification, and application, allowing people from other Wizard Organizations to visit.

In some sense, it really is like an academy, more open compared to other Wizard Organizations.

Of course, they're able to do this because of their formidable strength.

It's said that a powerful Wizard Organization supports Augustus Academy, which is the source of its confidence, and other Wizard Organizations don't dare to provoke it easily.

Looking at the map, Augustus Academy, Moonlight Forest, and Green Cottage, these Wizard Organizations are all located on the outskirts of the Kala Continent, merely on a protruding corner of it.

Going further north, there are still vast unknown regions.

The force backing Augustus Academy originates from that unknown region.

Herag's Space Ring also contains a Heart of the Ocean Necklace, prepared as a return gift for Lillian. He plans to give it to her and take a tour of the renowned Augustus Academy once the situation settles.

All these plans must wait until the situation stabilizes, which Herag is unsure of at the moment, and will need to consult Mr. Larry the day after tomorrow.

Herag returned to his room, cleaned it once more, took a hot bath, and then lay in bed to meditate.

Before meditating, as usual, he mixed a Starry Sky Potion and drank it to slightly increase his meditation speed.

A day later, Herag began walking into town, intending to visit Mr. Larry.

As he walked through the town's streets, he noticeably felt there were fewer people.

Someone like him, who could find a chance to leave Moonlight Forest and avoid the war, was in the minority; more people were forced to stay and participate in the war.

As it stands, those missing are likely to have already died in the war.

Herag looked at the Talisman Stone's friend list, and there was no reply from Leo.

The impression Herag had of Leo was of a very diligent person, who was both setting up a stall at the flea market and studying Magic.

This person didn't have much of a background, so he probably couldn't leave Moonlight Forest. With no reply from him, he most likely also died in the war.

Bessie was still alive, but it seemed she was injured and bedridden at home, saying they could meet once she felt better.

Herag arrived in front of Larry's building, knocked on the door, and it was still Gami, the old house elf, who opened it.

Gami looked older than before, struggling even to walk.

"The master's on the second floor, you can go up yourself. Gami can't move," Gami said feebly.

Herag gave him a glance and went upstairs.

Larry was taking off his rubber gloves, still wearing safety goggles.

Seeing Herag, he smiled, "I knew I wasn't wrong about you! Already a Third Class Wizard Apprentice, truly impressive. Your cultivation speed is nearly catching up with those scored in the 90s, really not bad."

Herag's cultivation speed was beyond Larry's expectations. He hadn't anticipated Herag would return as a Third Class Wizard Apprentice after just a trip out, which is an achievement that's quite tough outside.

"I was just lucky," Herag smiled.

He took a wooden box from his Space Ring, opening it to reveal the Moonstone Grass inside.

Larry walked over to take the wooden box, observed the Moonstone Grass, and nodded, "Very good, mission completed successfully."

"Isn't Gami near death? He seems out of it," Herag asked.

Larry glanced upstairs and said, "Pretty much, he's quite old now, probably only has another fifty years left."

"Fifty years..." Herag was speechless; the Elf Race's lifespan was indeed ridiculously long.

Gami looked like a wreck, yet could still live for another fifty years, really tenacious enough.

Chapter 117: Sale

Herag felt a bit emotional. Even if he risked it all to become an Official Wizard, he'd only have 300 years of life, which is not as long as Gami.

The Elf Race naturally possessed an incredibly long lifespan, far exceeding that of humans.

Some people are born in Rome, while others are born as cattle and horses.

Larry took off his goggles, cleaned them briefly, and poured a cup of brewed coffee for the two of them.

"Sit down."

The two sat down beside a small round table, and Larry said, "Let me tell you about the recent situation."

"The war between the Moonlight Forest and the Green Cottage is now confirmed to be over, and both sides are negotiating post-war matters."

"Do you know who ended this war? Someone you know."

Larry said and took a sip of coffee.

Herag asked, puzzled, "Someone I know?"

In his mind, the only person he knew who might influence the course of a war would be Malcolm.

But Larry didn't know he knew Malcolm, so it could only be someone else.

It couldn't be Larry, who stayed at the Moonlight Forest's gate all day without stepping out, steady as an old dog.

"Who could it be?" Herag pondered for a long time but couldn't think of who it might be.

Larry chuckled and slowly revealed a name: "Fegar."

"Fegar?"

Herag's mind quickly conjured up the image of Fegar, who always had an expressionless face and cold, indifferent eyes.

"How could it be him?"

If Herag remembered correctly, Fegar was a Second-Class Wizard Apprentice at the time.

But with a qualification of only five, it was almost impossible for him to advance to a Third-Class Wizard Apprentice. How could such a Fegar influence the war situation of two Wizard Organizations?

"He's already an Official Wizard," Larry continued with news that Herag found unbelievable.

"An Official Wizard?!" Herag was shocked.

With a wizard qualification of seventy-five, and Shenlan Assistance, he was still only a Third-Class Wizard Apprentice and far from becoming an Official Wizard.

Fegar's wizard qualification was a mere five points, yet he was already an Official Wizard.

Larry nodded: "That's right. Are you envious? Learn about his experiences, and you won't be."

...

After Larry recounted Fegar's story, Herag understood.

When Fegar initially joined the Green Cottage, he was quickly noticed by Malcolm.

Of course, it wasn't because of his wizard qualification, but because Malcolm saw him as a promising experimental subject.

Thus, ever since Fegar joined Green Cottage, hellish days began.

Malcolm conducted all sorts of torturous experiments on him, each enough to kill a person.

But not only did Fegar survive, he grew increasingly stronger.

Seeing this, Malcolm became even more interested in Fegar, continuing various experiments during the war without stopping.

When the war reached its critical stage, Fegar quietly ascended to an Official Wizard and successfully ambushed Malcolm.

Malcolm was severely injured by him, and Fegar escaped Green Cottage immediately after succeeding.

The event quickly triggered a chain reaction, leading to the defection of two more Official Wizards from Green Cottage.

The war situation changed rapidly, with Malcolm, the main instigator, severely injured.

Internally, many in Green Cottage disagreed with the war, and after Malcolm was injured, the peace faction quickly gained the upper hand.

The war then gradually subsided, with Malcolm still recuperating and Fegar missing.

Despite his successful ambush on Malcolm, many were sent by Malcolm to hunt Fegar down, yet Fegar's whereabouts remained unknown.

"Even if Fegar became an Official Wizard, how did he manage to severely injure Malcolm? How did he do it?" Herag was still incredulous.

Malcolm was considered a powerful wizard even among Level 1 Wizards, while Fegar had only just ascended; even with an ambush, it would seem implausible to severely injure Malcolm.

Larry shook his head: "Only the two of them might know the details; no one else knows what really happened at the time."

He also found it quite incredible. Malcolm hadn't revealed any specifics to the outside world, so no one knew what methods Fegar used.

Herag thought about it, couldn't find any leads, and decided not to dwell on the matter anymore since it had nothing to do with him.

He took out a Dragon's Beard Grass from his Space Ring: "Teacher, what do you think of this?"

Larry's eyes lit up: "This Dragon's Beard Grass is of good quality."

He lifted the Dragon's Beard Grass, holding it to observe closely.

Once dug out from the ground, Dragon's Beard Grass turns into ordinary grass without any aggression.

If planted again, it would soon regain vitality.

"What's the market price for this?" Herag asked.

"A plant of Dragon's Beard Grass of this quality sells for 120 Magic Stones; it's a good item, not easy to obtain," Larry praised.

"I have five more of these, Mr. Larry, would you like them?" Herag presented the remaining Dragon's Beard Grass, keeping one for himself as a spare.

He didn't need Dragon's Beard Grass in the short term; selling them for Magic Stones would allow him to acquire other resources.

Larry: "Looks like your outing was fruitful this time; okay, I'll take them all at market price since I need them too."

Larry understood Herag's intent; he couldn't sell them outside but used him as the selling channel.

But he was happy to do it, as these things were hard to come by.

Herag then took out a pile of Magic Potion materials: "Teacher, have a look at these as well?"

Larry widened his eyes: "Did you dig up someone's Magic Potion Garden?"

Herag scratched the back of his head and laughed: "No, no, I picked them up on the road."

"I'll take all of these, but the price will be slightly lower than the market rate, and you understand why. Let me calculate; including the Dragon's Beard Grass, I'll give you a total of 3,765 Magic Stones."

Such a large amount of Magic Potion materials couldn't be used by Larry alone, so he planned to sell them to Moonlight Forest for a profit margin; he wouldn't lose out. He kept one of each Magic Potion material for himself, for future use.

Herag didn't mind the slightly lower price; the safe transaction was the most important.

Selling them himself could indeed earn more, but it entailed significant risks.

Larry, being his teacher, could earn more, and Herag didn't mind.

Larry, wealthy and generous, handed over the 3,765 Magic Stones right away.

Originally, Herag's Space Ring didn't have much space left, but after selling these Magic Potion materials, it became spacious.

Herag looked at the pile of Magic Stones in his Space Ring and finally felt a bit well-off.

Previously, he had to toil for a single Magic Stone by mushroom picking, compared to now selling a High-level Magic Potion material; the speed of earning money was vastly different.

Someone like Larry, a Master of Magic Potions, had a speed of earning far beyond Herag's imagination, proving that the stronger one's abilities, the easier it was to make money.

For Wizard Apprentices at the lowest level, life was exceedingly difficult. Resources had to be exchanged for Magic Stones, yet without ability, they earned few Magic Stones, creating a vicious cycle.

Chapter 118: Part-Time Work

"Wait a moment, don't leave just yet; I need to check if your knowledge in Magic Potion has regressed. I have an order for Memory Potions here. Brew one for me to see," Larry said, getting up.

Herag suddenly felt as if he was studying under a mentor in a past life.

Larry led Herag into his laboratory, where all the materials related to the Memory Potion were ready.

The Memory Potion is a magic potion that stabilizes Spiritual Power, which is very useful for Wizards; for example, after conducting an experiment or when Spiritual Power is unstable, drinking a bottle will stabilize it.

The market price for a Memory Potion is generally around sixty to seventy Magic Stones, making it a relatively high-tier potion.

This potion was not difficult for Herag, as its difficulty was much less than that of the Dawn and Dusk Potion.

He began processing the Magic Potion Materials proficiently and then started the refining process.

During the refining process, he deliberately was not so precise, intentionally being slightly off in some steps.

Once the final product was completed, Larry said, "Not bad, but some areas could be more perfect. It may have to do with your familiarity. It's already quite good for a first attempt."

Larry then proceeded to explain some precautions to Herag, pointing out those steps where Herag had deliberately been slightly off.

Herag listened carefully, seemingly eager to jot it all down.

After Larry finished speaking, Herag decided to perform the process once more.

This time, Herag deliberately performed better than the last time, and the quality of the Memory Potion produced improved significantly.

Larry smiled and patted him on the shoulder, "Very nice! I have a total order of fifty Memory Potions to produce. Work a bit harder the next few days, and I'll give you twenty Magic Stones as compensation. You can also use this opportunity for some training."

"Thank you, Mr. Larry!" Herag understood that Larry was treating him as a workforce.

However, he had no complaints; at least there were Magic Stones to earn. Although it's a bit less, it's still good.

Larry had helped him so much; helping with these tasks was only right.

Herag worked very efficiently, immediately starting the refining process without a word.

There were plenty of raw materials for the Memory Potion; he could produce seventeen or eighteen in a day, finishing the fifty within two or three days.

With Herag taking over the refining of the Memory Potions, Larry could enjoy some leisure and return to his study to read.

As he left, he said, "Return by dusk, and call me if you need anything anytime."

"Yes, Master," Herag replied energetically, as if returning to the days of working for a mentor.

Refining the Memory Potion was indeed a form of training for Herag.

Being able to practice his magic potion refining skills, the average person wouldn't have access to this many materials to practice with.

Herag deliberately controlled the quality of the finished products; some were high quality, some average, and occasionally some Memory Potions didn't meet the required standards.

This was normal; if he were to consistently perform perfect refining, given the Shenlan Assistance, he could almost always produce high-quality Magic Potions, which would be too unusual.

Two days later, all fifty potions were successfully refined.

Herag managed to control his level to be better than the average Wizard Apprentice, but not excessively exceptional.

"Very nice! I often have such orders. If you're willing, I'll contact you next time," Larry said, inspecting the quality of the fifty finished products, clearly satisfied.

"Of course, Master, just let me know," Herag naturally was willing; earning Magic Stones while gaining experience, even if a bit tiring, didn't bother him.

This kind of opportunity, for other Wizard Apprentices, would be highly sought after even without Magic Stone compensation.

Of course, with their level of Magic Potion refining, Larry wouldn't consider them; they wouldn't make money and might even incur a loss.

Herag's skills were decent, allowing him to take on some simple Magic Potion refining orders, making the job much easier for Larry.

Students, after all, are there to handle these chores.

"In addition, now that you have become a Third Class Wizard Apprentice, your permissions will increase, and you can access the second floor of the library. However, be aware that you might occasionally be assigned tasks," Larry reminded.

Herag asked, "Do I need to register or anything?"

Having access to the second floor of the library was great news, as he just had a lot of knowledge to learn.

"No, once you advance to a Third Class Wizard Apprentice, Moonlight Forest automatically records it," Larry explained.

Herag nodded, "I see, I wonder what kind of tasks will be assigned to me."

Larry pondered, "There could be all sorts of tasks. Now that the war has just ended, indeed, there are many matters to address. For Moonlight Forest, someone like you, a Third Class Wizard Apprentice, is a suitable executor for tasks."

"Hopefully, I won't encounter too dangerous tasks," Herag said with a wry smile.

He only wanted to practice quietly until he advanced to become an Official Wizard without any unexpected events occurring.

Once Moonlight Forest assigns a task, he cannot refuse it; he must execute it.

Only after becoming an Official Wizard will his contract with Moonlight Forest automatically conclude.

For Moonlight Forest, once a Wizard Apprentice advances to Third Class, they are considered a useful talent.

First-Class and Second-Class Wizard Apprentices have limited usefulness, typically not assigned many tasks.

Unless it's war, weaker Wizard Apprentices become expendable.

After leaving Larry's place, Herag bought some food and daily supplies in town.

The house hadn't been visited for a while, and many things needed restocking.

Currently, he had three thousand seven hundred eighty-five Magic Stones, a fortune for a Wizard Apprentice.

"The market price for an Ancient Magic Potion is over nine hundred Magic Stones per portion, and for Amanda's Potion, it's one hundred Magic Stones per portion. My current Magic Stones are more than enough for me to buy potions. So for the upcoming time, it's about learning and Meditation, striving to meet the advancement requirements for an Official Wizard as soon as possible."

Herag quickly decided on his subsequent course of action. He wasn't short of Magic Stones anymore, not needing to miserably hunt for mushrooms or do tasks.

He resolved that unless Moonlight Forest assigned him a task, he would never step out of Moonlight Forest.

Without becoming an Official Wizard, he wouldn't leave, focusing on stable development was the safest path.

Herag glanced around; the crowd was still sparse, with only two people talking in the café, very quiet.

After returning home, he began to organize the knowledge he needed to supplement.

First were the courses of Herbalism and Magic Potion; he needed to learn more advanced knowledge as the basic introductory knowledge previously acquired wasn't sufficient anymore.

Some of the Magic Potion Materials he harvested in Valley Town were unknown to him, which Larry had to explain one by one after he returned.

Chapter 119: Second Floor of the Library

There's no need to worry about the textbooks for Herbalism and Magic Potion; Larry has them all, and Herag has already obtained them.

There's no need to worry about the courses either, as Larry is personally explaining them, truly treating Herag as a student.

Herag took out the Talisman Stone and had a look; there are almost no courses scheduled during this period, and it should be a few days before the regular courses start one after another.

The courses in the Moonlight Forest are very cheap, mainly for the convenience of Wizard Apprentices. The Official Wizards teaching them generally do so due to mission requirements, with the task being to conduct at least one class every three months.

The Moonlight Forest provides a lot of resources to the Official Wizards who sign the contract, and correspondingly, these wizards must assume certain responsibilities and obligations.

In this recent war between the Moonlight Forest and the Green Cottage, several Official Wizards died, leading to severe losses for both sides.

The knowledge Herag urgently needs now includes information related to Ancient Magic, which is not available on the library's first level, so he can only check the second level to see if it's there.

The library of the Moonlight Forest consists of a total of seventeen levels, and even a Third Class Wizard Apprentice can only borrow books up to the second level.

To access any higher, one must be an Official Wizard with a signed contract to borrow books.

Since Herag has decided to focus on the Great Dark Heaven as his Talent Spell, he certainly needs to understand more about related knowledge.

The next morning, at dawn, Herag finished his meditation and headed for the library.

These two days, Larry temporarily has no order tasks, so it's a good time to go to the library to replenish knowledge.

When Herag arrived at the library, he found more than a dozen people already waiting outside.

The library wouldn't open for a while, so a few people were squatting by the roadside, reading books under the street lights.

Herag recalled Leo again; the Talisman Stone had yet to return any messages. This person had few friends, so Herag had no way to inquire about his whereabouts.

Most of the people outside the library, like Leo, worked hard, mainly being First and Second-Class Wizard Apprentices, with only two Third Class Wizard Apprentices including Herag.

Herag glanced at the time in his sight, and as soon as it reached six o'clock, the library doors automatically opened.

The waiting Wizard Apprentices filed in orderly, with no jostling for position.

This place is unlike schools in the past life where there were many people competing for spots.

The library of the Moonlight Forest is all about being "vast and sparsely populated," with plenty of vacant places.

Herag first wandered around on the first floor, scanning and inputting some of the newly added books with Shenlan.

The book updates here are slow; even when there are new books, they are typically written by Moonlight Forest's own wizards and put into the library after approval.

Herag followed the stairs to the second level.

The second floor doors were closed, and on the door was a slot. Herag placed the Talisman Stone into it.

The Talisman Stone immediately lit up, the slot glowed green, and with a ding, Herag took his Talisman Stone, and the door opened automatically.

The second level of the library was even more expansive than the first, with rows of bookshelves stretching beyond sight.

"Looks like there's Spatial Magic here too."

Herag estimated the space here, which was significantly larger than it appeared on the outside, at least three times bigger than the first floor.

There were currently only two people on the second floor, one being the librarian at the front desk, who was a Third Class Wizard Apprentice.

This person looked very old, with white hair and a beard. The sign in front of him read: "Leighton Potter."

The lifespan of a Third Class Wizard Apprentice typically ranges from one hundred twenty to one hundred fifty years, aging much slower than ordinary people.

However, this Leighton appeared so old that he must be over a hundred.

Herag knew that some Wizard Apprentices, when they are old and unable to advance, would leave Moonlight Forest and return to their hometowns to retire.

But some, like Leighton, don't plan to leave and choose to spend the rest of their life in Moonlight Forest.

Moonlight Forest doesn't drive them away, as there are plenty of positions needing people, such as librarian roles, which are suitable for these elderly folk.

Work in the library is very light; even book sorting isn't required.

There are spells inside the library, so all books placed in the designated location return automatically to their original shelves.

"Are you newly promoted?" Despite his age, Leighton's eyes were still keen, and he sat on the front desk chair with a smile.

Herag nodded, "Yes, I'm here to check out the second level."

"Hmm, every newly promoted Third Class Wizard Apprentice comes eagerly to see the second level, so I pretty much know every Third Class Wizard Apprentice in the Forest. Even though I'm old, my memory is good; I remember everyone, and you, this is the first time I've seen you."

Leighton's speech was slow, but his words were clear.

After conversing with him for a while, Herag learned about the general classification of books on the second level and their corresponding areas, initially heading to the historical section.

After Herag left, Leighton also picked up a book, reading slowly, occasionally sipping coffee, looking very leisurely.

Herag arrived beneath the bookshelves, raising his head to look at the tall shelves.

The bookshelves here were very high, about nine meters, making it difficult to see which books were on top, even while looking up.

But this wasn't a big issue for Herag, as he had Shenlan to obtain information.

It was also a minor task for a Third Class Wizard Apprentice, who generally had the skill of Magical Perception.

To retrieve a book from the top, they could effortlessly use Magic Power to maneuver it down, and the corresponding book would automatically fly to them.

Herag began with the first book on the first bookshelf in the historical section, scanning and inputting each one into the Shenlan database.

He didn't have time to go through them in detail, seizing every moment to input these books.

Given the vast range of the second level, Herag estimated it would take three to four days to scan all the books.

The second level books were far more abundant and in-depth than those on the first level, where many of the works could find higher-tier versions here.

Four days later, Herag stood before the final bookshelf, flipping through a book titled "Dragon Race Geography," quickly having Shenlan scan the contents for input.

"Finally done," Herag thought to himself.

The wealth gained from this level was immense, providing sufficient knowledge for a long time to come.

For ordinary Wizard Apprentices, the content here might take decades to fully read.

But Herag didn't need to read every book; as long as the data was in Shenlan's database, he could retrieve it as needed.

Once this task completed, Herag began to seriously delve into the books.

He intended to explore topics related to ancient history and Ancient Magic, as well as information on Body Refining Wizards.

However, he naturally didn't need to remain in the library for this; he could read at home, lying on the bed.

When leaving, he noticed Leighton had fallen asleep, slumped over a book, peacefully dozing.

Chapter 120: Shopping Spree

After leaving the library, Herag began preparing his next plan.

Now that he had enough magic stones, he was ready to purchase many level 0 spells.

The variety of level 0 spells is diverse, and most wizard apprentices, due to time, effort, and financial constraints, cannot support themselves learning and mastering many level 0 spells.

But Herag was different. With Shenlan's assistance, he could save a lot of time learning and mastering level 0 spells, and he wasn't short of magic stones to freely purchase spells now.

The more spells one masters, the more responses one has to various situations.

There are three ways to purchase level 0 spells. The cheapest is the flea market, where wizard apprentices generally sell spells they've learned themselves, just to get some returns, so the price is a bit lower.

There's also the option of buying from the official store in Moonlight Forest, where there's a greater variety but at higher prices, which Herag couldn't afford before.

The last option is directly trading with other wizards. For instance, Herag previously bought spells from Leo and Larry.

Herag decided to check out the flea market first. Although there weren't many people recently, saving a bit still matters.

It was nearing midnight when he left the library, so Herag went home and meditated all night, setting off for the flea market the next morning.

The flea market was noticeably quieter than before, with few vendors and even fewer visitors.

After browsing for a while, Herag found a vendor selling level 0 spells.

He squatted by the roadside and examined the spell models laid out on the ground, excluding the level 0 spells he already knew, and picked out three that seemed nice.

"Small Fireball Technique"

"Flame Shield"

"Magical Missile"

The Small Fireball Technique has decent lethality, and once mastered, it can be cast faster and stronger than using demonized items.

The Flame Shield is a fire attribute shield, and this shield spell is quite special.

Aside from being defensive, it also has a certain level of offensiveness.

The surface of the Flame Shield is high-temperature, allowing the user to charge into enemy formations with the shield on.

For fire element-specialized wizards, this shield is quite good.

Although Herag is not fire-specialized, he still plans to buy it because he can never have too many shield-type spells.

The last one is Magical Missile, which is most suitable for Herag, as it is a dark attribute attack spell.

Currently, Herag doesn't have a single dark energy attack spell, so Magical Missile comes in handy.

Magical Missile is considered a practical level 0 spell with low mana consumption and decent lethality.

"How much for these three level 0 spells?" Herag asked.

The vendor, a frail second-class wizard apprentice, glanced at Herag and said, "Two magic stones per book."

"I'll take them all," Herag found the price acceptable and bought them all, as the market price was generally this amount.

He promptly paid six magic stones and collected the three level 0 spell books.

The vendor carefully took the six magic stones, seemingly relieved.

Herag knew what six magic stones meant for an average wizard apprentice; they could accomplish a lot with that.

He then continued browsing other stalls but found few level 0 spells available, ending up buying only one more, "Ice Arrow."

"I still have to check out the spell store in Moonlight Forest." After browsing without finding anything valuable, Herag headed towards the magic shop.

The magic shop is located across from the Lion Coffee Shop, in a five-story building.

The magic shop used to be quite bustling, but nowadays, few people can be seen entering or exiting its entrance.

The magic shop mainly sells level 0 spells and a few level 1 spells.

Besides spells, it also offers a large number of casting materials for sale.

Many spells require the corresponding casting materials to be performed, and these materials are often consumable, needing regular replenishment.

Herag's current spells do not require casting materials, so he rarely deals with these or comes to the magic shop to buy casting materials.

The magic shop looks like a bookstore on the surface, with numerous bookshelves inside. Each row of shelves is lined with books, each containing a spell's spell model.

Each book is priced below it, and the first floor is all level 0 spells, generally priced between three to five magic stones, typically one magic stone more than at the flea market.

"Hand of Weariness."

Standing before a bookshelf, Herag immediately noticed this spell.

The Hand of Weariness is a status spell, which, after casting, causes the enemy to fall into a state of weariness upon contact.

It seems unremarkable but is quite useful in real combat.

In high-intensity combat, a single lapse in attention could cost one their life.

The only drawback is that the spell requires close range to cast.

But that wasn't a problem for Herag, as he had his own plans.

After picking up the Hand of Weariness from the shelf, Herag continued browsing and soon found another spell he was interested in.

"Mana Armor."

This spell is also defensive, but unlike shield spells, Mana Armor increases physical-type attack resistance on the body surface, like wearing armor, hence being called Mana Armor.

Herag was happy to take any defensive spell, so he grabbed it right away.

He subsequently purchased five shield-type spells, almost collecting all the shield-type spells among level 0 spells.

Besides shield spells, Herag also bought some beneficial spells.

"Great Stride Running: Instantly increases movement speed, lasting one second."

This is a speed burst spell, and since Herag hasn't learned it yet, he doesn't know the specific stats.

He figured the spell could be quite useful and possibly have some unexpected effects.

"Blood Python's Fury: Greatly increases physical strength and power."

This is a spell that requires casting materials, using the blood of a Blood Python Bull smeared on any part of the body for casting.

"Indomitable Will: Enhances resistance to negative effects such as charm and fear."

"Blessing of the Mountain Elf: Temporarily receive the blessing of the Mountain Elf, granting you a body as strong as a Mountain Giant."

There aren't many beneficial level 0 spells, so Herag selected three that seemed good.

Next up were the dark energy spells.

As a wizard apprentice specialized in dark energy, he had mastered too few spells in this area.

Dark energy spells were relatively scarce, and after going through them, Herag picked up a book titled "Level 0 Spell: Shadowy Corner."

This is a shadow element spell, categorized under dark energy element.

"Shadowy Corner: Merge your body into the shadows, concealing your presence."

This is more like a thief's stealth technique, but more sophisticated and effective.

Herag had his eyes on this spell immediately, as it was perfect for ambushing and looting.

However, this spell is only for ambushes, as it becomes useless if the enemy is prepared with magical perception.