

Sixth 141

Chapter 141: Departure

At night, Herag entered a state of meditation as usual.

Although he had already been promoted to an Official Wizard, meditation practice could not be neglected.

Some white mist drifted in his mind, which was the spiritual power that had been gaseous.

At this stage, many sensations were completely different from before.

Herag now only needed to flick his finger to condense a fireball in his hand, which was no weaker than the Small Fireball Technique.

Due to being monitored, it was inconvenient for him to test the change in the strength of his magic for the time being.

Before starting the meditation, Herag drank a portion of the Starry Sky Potion, wanting to test its effect.

Half an hour later.

"As expected, the Starry Sky Potion has no effect anymore."

During meditation, Herag found that the Starry Sky Potion's speed boost to his meditation was now negligible.

He was not surprised by this; the effectiveness of the Starry Sky Potion had already greatly diminished when he was a Third Class Wizard Apprentice.

"I need to develop new potions afterwards."

Herag planned to continue experimenting with and researching new potions to accelerate his meditation speed once he settled down.

Being monitored now made everything inconvenient, so he hoped to reach the Cheqi Family's Magic Potion Garden and settle in soon.

Early the next morning.

Herag wrote a letter to Lillian, briefly explaining his situation.

He then took out a wooden box, placed the Heart of the Ocean Necklace inside, and finally found someone to send it out.

The original plan was to give it to Lillian in person, but the potential threat of Malcolm had not yet been resolved, so Herag could not go to Augustus Academy alone.

Malcolm was proficient in the Divination Technique, so if he wandered around outside, he might be found at any time.

Herag had just advanced and was in the Gaseous Stage. Malcolm was already a Crystalization Wizard, and Herag was not yet able to contend with him.

Malcolm was always a hidden danger, a bomb that could explode at any time.

Herag had been pondering how to solve this problem.

In terms of current strength, the gap was too large, and a hard fight was definitely not feasible.

Only by stabilizing his practice and quickly improving his strength could he overcome the issue.

Larry's actions were swift; as soon as Herag returned home after sending the letter and necklace, Larry arrived.

"How's the packing?" Larry asked.

Herag looked around. The room had been cleaned thoroughly, with tables and chairs back in their places, and everything was just as it was when he arrived.

He nodded and said, "All packed."

Larry patted his shoulder and said, "Then let's go, the family members have arrived."

Herag took one last look at the room before following Larry out.

When they left, they took the Hellfoot, heading to the Red Maple Post Station on the east side.

This was the far eastern part of the Moonlight Forest, where the main activity area of the Cheqi Family was located, in the eastern Kane Kingdom.

The Kane Kingdom was the largest kingdom in the east, under the jurisdiction of Augustus Academy.

The people sent by the Cheqi Family to meet him could not approach the post station and were waiting in the Red Maple Forest outside; Herag needed to walk there by himself.

When Herag got off and left, the Hellfoot nudged him gently with its head.

"Goodbye," Herag said with a smile, patting the Hellfoot's head.

This Hellfoot was familiar to Herag; it was the one he often rode before.

It seemed that this Hellfoot still remembered him.

At the Moonlight Forest's stables, Herag still had two horses, gifts from Erza for pulling carriages.

He directly transferred ownership to Larry, leaving them under his name to continue being maintained by the Moonlight Forest since it was cost-free.

If nothing unexpected happened, these two horses could live out the rest of their lives at the stables, no longer needing to go out to pull carriages every day.

Larry accompanied Herag as they walked out of the Red Maple Post Station and then descended the mountain into the Red Maple Forest.

After about half an hour of walking, a carriage was parked not far away.

Beside the carriage stood two people; from their aura, one was a Great Knight, and the other was an Official Wizard.

As soon as Herag saw them, the two also looked over.

Larry stepped forward and introduced, "Uncle Blake, this is Herag."

Blake had a beard that made him look in his forties, with a large sword at his waist and wearing armor, looking more like a knight than the Great Knight beside him.

"Herag, this is my uncle, Level 1 Crystalization Wizard Blake Cheqi. This is the family's Great Knight Pete, who usually takes care of some chores in the Magic Potion Garden," Larry introduced Herag.

"Mr. Blake, Mr. Pete," Herag greeted them individually.

Though Pete was only a Great Knight, he was part of the Cheqi Family. Herag understood that just because he was an Official Wizard, he should not look down on others but should show basic respect.

Being kind to people could avoid a lot of unnecessary trouble.

Of course, this was also selective; with some people, indifference and ruthlessness were necessary.

Pete was surprised that Herag would greet him, his face showing a hint of surprise.

He had met many Official Wizards, and few had ever looked at him directly.

Pete's impression of Herag improved slightly, and he said respectfully, "I'm responsible for the daily operations of the Magic Potion Garden. If you need to purchase any daily necessities or other supplies, you can come to me, Mr. Herag."

In the Magic Potion Garden, he managed everyday logistics and personnel matters.

For Herag, Pete was essentially an errand boy who could help handle some daily tasks.

Blake looked at Herag and said, "Thank you for joining. Our Cheqi Family welcomes such an excellent wizard like you, and we will do our best to provide you with a good environment and excellent resources."

"Thank you, Mr. Blake, thank you to the Cheqi Family, and thank you, Mr. Larry, for providing me with a place to stay. I will do my best to prove my worth."

Herag was well aware that the Cheqi Family would not offer something for nothing; he had to show his usefulness.

Larry spoke up, "Uncle Blake, this kid is very quick at learning, and he has a great talent for Magic Potion Refining. You can trust him with many things, and he'll surprise you."

Hearing this from Larry made Blake pay more attention to Herag.

As Larry said, if Herag was new to the Magic Potion Garden, Blake certainly would not assign important tasks to him immediately.

First, he was not familiar with Herag's character, and second, he was not yet sure about Herag's capabilities.

Even though Herag was Larry's student, that only indicated sufficient talent, not necessarily experience.

But with Larry's strong recommendation of Herag, Blake began to reconsider some of the arrangements he would make for Herag.

Blake laughed and said, "It seems you have a lot of confidence in your student."

"Of course," Larry replied proudly.

After a brief conversation, they were ready to set off. Herag sat in the carriage facing Blake, while Pete sat at the front driving the carriage.

Chapter 142: Land of Dawn

Larry turned around to return to Moonlight Forest; he still had some magic potion order tasks to handle temporarily.

Moonlight Forest was making full use of him, the Master of Magic Potions, after all, the employment fee was quite high, and they had to earn back the cost.

The safety of the road didn't need to concern Larry; with Blake, this Crystalization Wizard, there basically wouldn't be any problem.

Even if something did happen, he, as a Liquidation Wizard, couldn't help much.

Moreover, Larry wasn't good at fighting; most of the time he was studying magic potion.

The carriage followed the main road through Red Maple Forest and came to a crossroads.

When Herag returned with the caravan, it was here that he parted from them.

The carriage continued eastward at the crossroads, taking the same road the caravan had taken.

Three days later.

The carriage gradually entered flatlands; the terrain was flat, and the horizon was visible to the naked eye.

A shadow of a city appeared in the distance; this was Williams City, a border city on the westernmost side of the Kane Kingdom.

Entering the city also required strict ID verification and other procedures, but Pete just showed a metal badge, and the border soldier respectfully allowed them through.

This badge was the family emblem of the Cheqi Family, with the main feature being a plant engraved on it.

Even if the soldier didn't recognize the badge, he wouldn't dare to act rashly.

The carriage was driven by Great Knights, so what kind of person would be sitting inside?

They're not foolish; they can tell at a glance who they can afford to offend and who they can't.

Herag and the others stayed in Williams City for a day, mainly to bathe, eat, rest, and also to replenish some supplies like water and food.

They didn't need to rush; they rested whenever necessary.

After resting for a day, the three continued their journey, spending five days passing through two small cities before finally arriving at a valley.

This place is called Blackrock Valley, belonging to the Cheqi Family, mainly used for cultivating various magic potion materials and common herbs.

The soil in Blackrock Valley is special, pure black, making it very suitable for the growth of various magic potion materials.

The carriage stopped at the entrance of the valley, which had a small castle.

Three guards stood atop the castle, all of Knight Level. Additionally, there was a Third Class Wizard Apprentice responsible for the defense work at the valley entrance.

When they saw Blake and the others get out of the car, they opened the castle gate.

Blake introduced, "This is Blackrock Valley. The whole valley is set up with defensive witch arrays. This array was purchased from the wizard organization in the Land of Dawn; even a Level 3 Wizard can't break through it quickly."

"So you can rest assured about the safety here; it's no worse than Moonlight Forest."

Herag observed the terrain while having Shenlan record the surrounding data.

He asked, "What is the Land of Dawn?"

"Larry hasn't mentioned it to you?" Blake asked in surprise, then realized, "You just advanced not long ago, so it's normal not to have had the chance to tell you."

Blake took out a map, a standard map of the Kala Continent.

The map of the Kala Continent extends from the Doris Kingdom in the west to the Kane Kingdom in the east, with every place marked.

The map Blake held was also detailed with the locations of each wizard organization and their jurisdictions.

At the northernmost part of the map, there was a void, depicting countless mountain ranges.

Blake circled a marked area with his finger, "This is the position most maps of the Kala Continent will label."

He then moved his finger to the continuous northern mountain ranges, "As for here, it has always been an unknown area to most ordinary people of the Kala Continent. And this, is the Land of Dawn."

Blake continued, "This place we are currently in is called the Barren Land by the people of the Land of Dawn."

"Barren? Does it mean a lack of resources?" Herag asked.

Blake said, "Yes, but it's not entirely accurate. Besides the scarcity of resources like magic potion materials, another critical point is the energy particle concentration."

"Energy particle concentration?"

This sentence suddenly made Herag realize that the energy particle concentration of the Kala Continent seems to be much higher than that of the Coleson Continent.

Before coming here, he was only a First-Class Wizard Apprentice with not much understanding of energy particles, so he wouldn't have noticed the issue of energy particle concentration.

Now that Blake mentioned it, Herag recalled that the energy particle concentration in the two places was indeed different.

Blake nodded, "That's right, it's about energy particle concentration. You won't feel anything because you've always been here, but once you go to the Land of Dawn, you'll experience how high the concentration is there."

"Meditating in such a place will be much faster than here. Moreover, in the Land of Dawn, there will be more people with wizard qualifications, making wizard cultivation and ascension relatively easier there."

"Then why don't people here go to the Land of Dawn? I haven't even heard of this name before."

After thinking about this question, Herag guessed that there might be some restrictions; the inside story here was apparently not something ordinary Wizard Apprentices could access.

Blake said, "These wizard organizations in the Barren Land, like the Green Cottage, Moonlight Forest, and Aluf Swamp, were once all wizard organizations of the Land of Dawn."

"Then why are they all here now?"

"They were all exiled. Once, the Land of Dawn had countless powerful wizards, and the number of people embarking on the wizard path kept increasing."

"With the development over time, another issue arose—the resources were insufficient."

"A lack of resources would lead to war, and war would have winners and losers. The wizard organizations here now were the former losers."

"They lost that war and were exiled here."

"Additionally, people from these wizard organizations can never set foot in the Land of Dawn again, unless under special circumstances, like Augustus Academy."

"Augustus Academy is special; it is a wizard organization of the Land of Dawn; this is just a branch. The people of this organization can enter the Land of Dawn, but if people from other organizations enter rashly without permission and are discovered, they will be exterminated."

"In fact, Augustus Academy acts as the manager of the Land of Dawn here, monitoring everything and occasionally intervening in some matters."

Blake tapped the mountains in the north with his fingers, "Originally, there weren't so many mountains here. After these wizard organizations were exiled here, the wizards from the Land of Dawn created endless mountains to block people from the Barren Land from going over."

"Ordinary people would have a hard time going over; wizards naturally have ways to pass these mountains. But as I said, once discovered, it would be a death sentence."

As he said this, he seemed to remind Herag not to impulsively venture over.

Chapter 143: Black Rock Valley

Herag understood this principle, he definitely wouldn't act recklessly.

From Blake's description, if you go from the Barren Land to the Land of Dawn without permission, that's equivalent to illicit crossing.

If illicit crossing is discovered, you won't just be sent back; you'll be executed on the spot.

Herag had no doubt that the wizards of the Land of Dawn had this capability; they occupy better regions with better conditions.

Moreover, over the years, they've had a larger wizard population, creating a positive cycle where more outstanding wizards emerge constantly.

Herag finally understood why Augustus Academy was so unique; not only does no one dare provoke them, but they also mediate disputes between wizard organizations.

Even internally, it's open, allowing other wizards to visit.

This is all due to their strong background and powerful strength.

Herag quietly took note of this matter. Although he had no way to go to the Land of Dawn at present, if there was an opportunity in the future, he would definitely seize it.

Being able to cultivate in a place with better conditions is undoubtedly the best choice, and Herag had no reason not to go.

Blake sighed, "Alas, if a talented seed like you could go there, you'd have a better development. Unfortunately, there are too many restrictions. I've seen countless outstanding wizards over the years stuck at the Level 1 Crystalization stage, unable to step into the Level 2 Wizard threshold. In the Land of Dawn, it's relatively easier to break through to a Level 2 Wizard."

"They have abundant resources and have the conditions and strength to plunder from other planes, so as long as you're talented enough, there are ample resources to nurture you. But in the Barren Land, we don't have such conditions. For most people, advancing to an Official Wizard is already very difficult, let alone advancing to a Level 2 Wizard."

"In fact, this is also a means for the Land of Dawn to restrict the Barren Land. Without sufficient resources, we can never surpass their control."

Herag nodded, "I understand now, thank you Mr. Blake for clarifying this for me."

He finally understood why wizards like Dino and Malcolm were always in the crystalization stage.

Herag originally thought the threshold for Level 2 Wizards was too high, causing these outstanding wizards to be unable to advance for a long time.

Now it seems that resource issues severely restricted their advancement pace.

"Is Dino always at sea looking for a solution?" Herag suddenly thought of this problem.

Since the land route is blocked, he might as well look for resources in the sea.

Herag continued to ask, "Since the witch array was purchased from the Land of Dawn, does this mean you also have channels to connect with them?"

Blake nodded, "Consider them some intermediary channels; there are always some resource transactions, but they sell to us at a particularly high price."

Speaking of this, he gritted his teeth a bit, indicating that it was exceptionally expensive.

This is also understandable; the Land of Dawn controls most resources and sells them to the Barren Land, pricing them however they wish, because you have no other choice.

"Let's go inside and talk slowly." Blake smiled as he put away the map and walked ahead.

Herag followed closely behind, with Pete driving a carriage at the back.

As Herag passed through the castle gate, he felt a magical wave sweep over his body.

Blake turned back and said, "That's the scanning feature of the witch array, mainly to detect if you have any evil spirits or resentment, as these are usually well-hidden and troublesome to handle."

"I see." Herag nodded.

He previously had hidden evil spirits on him, and the Moonlight Forest should have had similar defensive measures, but they didn't detect them.

If it weren't for Lady Moran helping him deal with the evil spirit, the witch array in Black Rock Valley might also have failed to detect it.

Black Rock Valley initially had narrow paths, but after a few hundred meters, the view opened up.

In front of Herag was a vast plain, divided into many different plots like farmland, each plot growing different types of plants.

In the middle of these fields, there were wooden houses every so often, seeming to have people living in them all the time, which Herag guessed were for those tending and watching over the fields.

Blake introduced, "From here on, it's the Cheqi Family's Magic Potion Garden. Our Cheqi Family produces many magic potion materials every year, selling them to many wizard organizations or wizard families."

"Besides, we also refine finished magic potions for sale, or others commission us to refine magic potions for them. These are some of our business and may be among your main tasks in the future."

"With such a large Magic Potion Garden, the variety must be rich. Can I buy materials here regularly?" Herag asked.

With such a large-scale Magic Potion Garden, Herag would no longer have to worry about lacking materials for magic potion experiments.

The only thing was, he didn't know what the rules here were.

Blake smiled, "You're truly a qualified alchemist; of course, you can buy here. Most magic potion materials here can be used if needed, just follow the process to register, and the cost will automatically be deducted from your compensation."

"By the way, you will earn a compensation of one hundred Magic Stones per month. If you receive any alchemy tasks, each one will come with a separate commission. In reality, most of an alchemist's income comes from these orders. When using the magic potion materials here, prices are much lower than market prices; you'll find magic potion materials surprisingly cheap."

Herag smiled, "That's pretty nice."

Since this is the origin, the magic potion materials can naturally be priced very low.

As a single individual, Herag wouldn't use much magic potion material, so to the Cheqi Family, it was negligible.

Moreover, this can be seen as part of the cost of nurturing an alchemist.

Receiving compensation of one hundred Magic Stones per month was more than satisfactory for Herag.

He never asked Larry about compensation before, as his main purpose in coming here was to have a safe environment to develop, making compensation the least important issue.

Furthermore, Herag believed Larry wouldn't treat him poorly.

"That's Mandrake over there, and over there is Stone Root Grass..."

Blake led Herag along the roads between the fields, introducing the magic potion materials planted around, and Herag took notes of them all.

"Alright, you can learn more slowly later. Let's go to your residence."

Blake led Herag all the way to a broad crossroad, heading north with Herag.

"Here's where you'll live from now on."

Blake brought Herag to a castle and turned around to say.

Chapter 144: Bloodline Absorption

This castle looks very ancient, at least seven or eight hundred years old in style.

The castle also occupies a large area, Herag estimated it should be over six thousand square meters.

Despite the size, the castle was very quiet, without any sounds of human activity.

"This castle belonged to the nobles who originally lived here when Black Rock Valley was purchased. Usually, no one lives here; it's always empty. Those Wizard Apprentices and servants are not fit to live here, and I don't like it either, it's too big. What do you think?" Blake asked.

Herag was quite satisfied and said, "It's pretty nice, I like it here."

For others, it might be too deserted and too quiet, not at all suitable for an ordinary person to live in long-term.

But for Herag, it was just right; he liked being alone, without anyone disturbing him.

Being alone made it much easier to do many things.

"Let's go inside and have a look." Blake led Herag into the castle.

There were many buildings inside the castle, and Herag chose the innermost Inner Castle as his bedroom and experiment place.

"I'll arrange for two servants for you; they will live in the gatehouse at the castle entrance and help you handle some daily chores," Blake said.

Herag said, "Thank you, I quite like this place."

Blake laughed and said, "I was afraid you might find it lifeless here; as long as you like it, that's good. I'll leave now; I live in a compound to the east. If you need anything, you can come find me. Servants will help arrange food, clothes, etc.; just tell them if you need anything."

After Blake left, a male and a female servant reported for duty.

The man's name was Lennon, forty years old, and he was skilled at driving and horse-rearing. He was mainly responsible for relaying messages and running errands for Herag.

The woman was named Mary, in her thirties, responsible for cooking, laundry, cleaning, and other chores.

"Just do your respective tasks as usual, and you are not allowed to enter the Inner Castle without my permission," Herag ordered.

The two bowed and expressed their understanding.

Herag glanced at their physical condition; there seemed to be no problems currently, just that their appearance and age didn't quite match.

Both were only in their thirties or forties, yet some gray hair could already be seen on their heads.

Inside Black Rock Valley, if not a Wizard, one would be a Wizard Apprentice; ordinary people staying here long-term would be affected by radiation, greatly reducing their lifespan.

But they were just servants, mere consumables for the Cheqi Family; no one would care about their lifespan.

Only someone like Pete, a Great Knight, could barely counteract these radiation effects with his strong physique.

This was because there were very few Official Wizards in Black Rock Valley; most were Wizard Apprentices.

If you placed Pete in a place like Moonlight Forest, where Official Wizards gathered, without taking some anti-radiation Magic Potion, his lifespan would also be reduced by radiation.

After going out, Lennon returned driving a carriage, which would belong to Herag from now on for travels.

He unloaded many things from the carriage, including bedding, mattresses, and other living supplies.

The hygiene of the castle had already been cleaned in advance, but Mary still meticulously cleaned every part of the Inner Castle.

This was the place where Herag was going to live; she dared not slack off, even picking up single strands of hair to throw into the trash heap.

Mary's work included much more; afterward, Lennon would have to bring a lot of vegetables, some of which needed to be stored in the castle's cellar, while others had to be pickled and dried.

There were also things like cured meat and smoked fish that needed to be stocked up; Herag might not eat that much for the time being, but it was necessary to have them.

Herag wandered around the castle, inspecting each room and planning future uses for them in his mind.

Upon discovering that the Inner Castle also had a spacious basement, Herag decided to set up the laboratory there, offering more concealment and sound isolation.

Herag took out some experimental equipment from his Space Ring, quickly dividing the basement into different sections; soon, the prototype of a laboratory took shape.

A few days later, in the basement.

Over the past few days, Herag had become completely familiar with the castle and unexpectedly found two secret chambers, though there was nothing inside them.

The operation of the castle was also on track; every mealtime, Mary placed the prepared food on the designated table.

Tonight, Herag would begin the most critical step: the cultivation of the Great Dark Heaven.

Before Herag, a glass vessel was filled with potion, soaking a small black leg.

A long time ago, practitioners of the Great Dark Heaven directly consumed the flesh and blood of the target bloodline to digest and devour its Bloodline Power.

Herag didn't need such a primitive method; he had complete experimental equipment and Shenlan to help extract the bloodline, so there was no need to directly eat this remnant limb.

The black little man's leg still maintained its vitality, without decay or deterioration.

Herag clamped out the small leg from the vessel, simply processed it, and infused it with Magic Power to extract all the blood into a beaker.

The subsequent steps were more complex; Herag needed to use Magic Power to eliminate all other impurities from the blood.

Herag slowly removed the impurities one by one, with the help of Shenlan.

An hour later, the beaker contained only bright red blood.

Herag infused Magic Power into the Great Dark Heaven's Spell Model, and a Stone Slab phantom appeared behind him.

With a thought, the blood in the beaker was absorbed into the Stone Slab phantom.

Immediately, the Bloodline Power from the blood spread from the Stone Slab, merging into Herag's own bloodline.

Herag felt some pain all over his body, indicating that the Bloodline Power was being absorbed and integrated.

An hour later, Herag slowly opened his eyes, a spark of electricity flashing in his eyes.

"Shenlan, check my physical state."

"Herag Merlin: Power 16.5, Agility 17.3, Constitution 17.4, Spirit 42.2, Magic Power 100%."

There was a significant improvement in all physical data, especially agility, which directly increased to 17 points.

This was just the enhancement to the physical body after absorbing the Bloodline Power, without using the Bloodline Power yet.

After absorbing the Bloodline Power of the black little man, Herag gained a Talent Ability, namely the power of Thunder Control.

Through Bloodline Power, Herag could stimulate muscle tissues across his body with electricity, greatly enhancing his body's speed, defensive capability, and Power.

He also learned through Bloodline Power inheritance that when the Bloodline Power becomes stronger, he could cover his entire body surface with the power of lightning, leading to a qualitative improvement in speed, Power, and the like.

There are two ways to strengthen Bloodline Power: the first is to continue absorbing the same type of bloodline, directly enhancing one's corresponding bloodline.

The second method is to enhance one's own strength; as strength increases, the hidden power of the bloodline will gradually reveal itself.

Chapter 145: Bloodline Mark

"Detected a special mark." Shenlan suddenly provided a prompt.

Upon hearing the prompt, Herag glanced at his chest as instructed, where there was a black mark.

The mark resembled a humanoid figure with a pair of wings on its back. The specific shape was unclear, only a simple outline could be seen.

"Shenlan, what is this?" Herag asked.

Shenlan: "Searching the archives, querying relevant information..."

Ten seconds later.

"Based on data speculation, the likelihood of the mark being a Bloodline Mark is 97.7%. Generally speaking, a Bloodline Mark only exists on the most original and purest bloodline of this line."

"Due to the subject absorbing the humanoid figure possessing a trace of the Thunder God Ancestral Bloodline, it is speculated that the subject has awakened the true Thunder God Ancestral Bloodline during the absorption process."

Shenlan provided the data-based speculated results.

"The true Thunder God Ancestral Bloodline?"

Herag suddenly understood. The humanoid figure originally only had a trace of the Thunder God Ancestral Bloodline, and this amount of Bloodline Power was already very thin.

Generally speaking, even if he absorbed the figure's bloodline, most of the Bloodline Power would also just be the figure's.

However, Herag had now awakened the Thunder God Ancestral Bloodline, which meant that he was now truly a direct bloodline of the Thunder God Ancestral line, a true bloodline holder.

"What is the function of this Bloodline Mark?" Herag continued to ask.

Shenlan provided data: "The Bloodline Mark usually harbors more core Bloodline Power. The possessor can activate the Bloodline Mark to gain more powerful Bloodline Power."

"Activate?"

Herag moved his thoughts and communicated with the Thunder God Ancestral Mark on his chest.

The mark quickly reacted, emitting a black glow.

Starting from the mark, the skin began to gradually turn black, and it seemed poised to cover the whole body.

Herag quietly waited for the change to complete, but surprisingly, the blackness was quickly suppressed by some force, retreating back into the mark.

At this moment, he also felt a strange sensation, as if the world around him was rejecting him, a sensation he had never experienced before.

Once the black completely retracted into the mark, the sense of rejection disappeared.

"This is... I understand now."

Herag recalled his experience in the Abyss Plane and suddenly understood.

The Thunder God Ancestral Bloodline Power belongs to the power of the Abyss Plane, and would be suppressed and rejected by the World Will in the Wizard World.

That is to say, Herag would have difficulty using the true Thunder God Ancestral Bloodline Power in the Wizard World Plane.

After trying twice more, he found that he was indeed being suppressed by an inexplicable force, preventing him from activating the Bloodline Mark.

"It seems I'll have to wait until I get to the Abyss Plane next time to test the true power of this bloodline."

Having tried twice without success, Herag could only temporarily abandon activating the mark.

Unable to activate the Bloodline Mark, Herag began attempting to use the existing Bloodline Power.

He moved his thoughts, mobilizing his internal Bloodline Power, and faint electric lights began flashing across his skin.

"Power +1.2, Agility +2.3, Constitution +1.7."

Shenlan simultaneously provided the Bloodline Power enhancement data.

Herag continued to mobilize his internal Bloodline Power, the electric lights on his body increasing, making his hair stand slightly on end.

"Power +5.3, Agility +5.7, Constitution +5.5."

This was the current enhancement brought by the bloodline, and the increase in data was not very significant.

Herag still needed to continue absorbing the Thunder God Ancestral Bloodline, or continue increasing his strength, to stimulate more Bloodline Power.

However, he was not limited to absorbing only the Thunder God Ancestral Bloodline, the Great Dark Heaven was all-encompassing and could absorb any Bloodline Power.

After verifying the Bloodline Power, Herag began casting other spells, recording the relevant data.

First were various Level 0 attack-type spells.

"Small Fireball Technique 2.5 units."

"Magical Missile 1.7 units."

"Ice Cone Technique: 2.9 units."

"Ice Arrow: 1.5 units."

...

The intensity of each Level 0 Spell saw considerable improvement, with a significant enhancement in attack strength.

Herag currently lacked Level 1 attack spells, but this was not something that could be rushed, only gradual progress could be made.

He planned to have Blake contact the Cheqi family's channel to see if he could purchase some suitable Level 1 Spells.

He currently had over two thousand Magic Stones, which seemed like a lot, but Level 1 Spells were expensive.

Herag could not use all of them to purchase spells, some needed to be reserved.

Now that he had left the Moonlight Forest, many things were not as easy to obtain.

There were many rare Magic Potion Materials and Casting Materials that, if they suddenly appeared, could not be purchased without sufficient Magic Stones and would be quickly bought by others.

So one must always keep a reserve of Magic Stones at all times, just in case.

"Absolute Defense!"

After experimenting with all attack spells, Herag then began testing his strongest defense spell.

Initially, during the Third Class Wizard Apprentice stage, it had a defense intensity of 18 units. Now, he wasn't sure what the intensity would reach.

"Shenlan, calculate the strength value of Absolute Defense."

"After calculation, the estimated strength value of Absolute Defense is 45 units."

"45 units... That's enough to block Malcolm's Blood Manipulation Technique twice." Herag was quite satisfied with this result.

Malcolm is a Level 1 Crystalization Wizard, and it seems Blood Manipulation Technique was his commonly used Level 1 Spell.

In terms of attack intensity, Blood Manipulation is definitely not Malcolm's strongest attack spell.

But to some extent, it indicates that the average spell attack intensity of a Level 1 Crystalization Wizard is around 20 units.

Herag's current Level 0 attack spell intensity was below 3 units.

"I wonder what kind of intensity I would have using a Level 1 Spell?" Herag felt that even if he used a Level 1 Spell, the intensity would likely not exceed 10 units.

After verifying the intensity of Absolute Defense, Herag smeared a portion of blood on his palm: "Blood Python's Fury."

He wanted to continue verifying the enhancement brought by various beneficial spells to himself.

Various beneficial spells were continuously applied to himself as Herag constantly monitored the data changes.

"Herag Merlin: Power 26.1(3.1)(3.3)(3.2), Agility 24.5(2.1)(2.2)(2.9), Constitution 26.3(4.3)(4.6), Spirit 42.2."

After amassing a variety of beneficial spells, Herag's body data reached a quite good level.

He believed that with this body data, it would not be so easy for Malcolm to kill him.

The only shortcoming was that, although his body data was high, it might not be capable of countering various strange spells.

At least Malcolm could not possibly engage him in melee combat.

"Not enough, let's add the Bloodline Power and try again."

Herag closed his eyes, beginning to mobilize the Thunder God Ancestral Bloodline Power within.

As electric lights flashed across his body, his body data began to rise once more.

"Power 31.4, Agility 30.2, Constitution 30, Spirit 42.2."

Chapter 146: Magic Potion Fields

After Herag used his Bloodline Power, his Strength, Agility, and Constitution attributes all broke through thirty points.

He casually clenched his fist, feeling that explosive power.

With an average attribute of thirty points, Herag felt like he could punch the mammoth in Valley Town to death with one hit.

Now, even facing Malcolm, he believed that as long as he had the chance to get close, without Malcolm being on guard, he could at least severely injure him.

This level of power is not something an ordinary body can withstand.

"I wonder what kind of power will emerge from the Bloodline Mark in the Abyss Plane," Herag thought with some anticipation, but he suppressed this impulse.

The Abyss Plane is certainly not a place to recklessly visit; it's too dangerous over there.

The Land of Dawn serves as a barrier from the Barren Land, to some extent providing Herag with a relatively safe environment, at least not worrying about encountering a Level 2 or Level 3 Wizard right outside.

After advancing to Level 1, with the means he now possesses, Herag at least has some ability to protect himself.

"I wonder how long it will take for the energy to be fully charged."

Herag glanced at the Plane Coordinate Mark in his palm; the shadow was more solid than before, indicating some energy had been replenished.

He tried to communicate with it, and from the feedback of the mark, the energy was still insufficient.

If he wants to visit the Abyss Plane next time, Herag must be fully prepared.

Early the next morning, Lennon was quietly waiting outside the Inner Castle.

The two servants already knew that if they had something to report to Herag, they just needed to wait outside the Inner Castle.

Herag noticed him immediately, knowing there was something to report, so he left the basement.

"Sir, Mr. Blake asked me to tell you that he will take you to visit the Magic Potion Field this afternoon," Lennon reported.

Herag nodded and said, "Alright, I got it."

For the past few days, Blake hadn't looked for him, and with nothing else to do, Herag focused on cultivation and research.

...

In the afternoon, Blake arrived outside the castle and, upon seeing Herag already waiting at the castle gate, smiled and asked, "Getting used to it? If you need anything, just let me know."

Herag replied, "It's quite good, no discomfort. There is indeed something I need Mr. Blake's help with."

"What is it?" Blake inquired.

"I'd like to purchase a couple of Level 1 Spells. Does Mr. Blake have any connections for that?" Herag expressed his thoughts.

Blake nodded, "That's possible, absolutely no problem. What type of spells do you need?"

Herag pondered, "Preferably Shield Magic, Offensive Magic, or Beneficial Magic of these three kinds. What's the general price range?"

"As for the price, it's hard to say. The price difference between different Level 1 Spells can be significant. The cheapest could be around seventy or eighty Magic Stones, but expensive Level 1 Spells could cost thousands of Magic Stones."

Blake continued, "I'll ask for you. When there are specific spells and prices, you can decide on what to purchase based on the situation."

"Thank you, Mr. Blake!" Herag expressed his gratitude.

Blake waved his hand, "We're family, just a small favor. Having you join our Cheqi Family, if I couldn't even help a bit, I wouldn't have the face to keep you here."

"Mr. Blake, you're too kind," Herag said with a wry smile.

He knew clearly that being able to stay here was the best outcome.

After all, his main purpose for coming here was to evade Malcolm's threat, with work being secondary.

"Let's go take a look at the Magic Potion Field."

Neither of them rode horses, choosing instead to walk.

Riding is strictly forbidden in the Magic Potion Field because the paths between the fields are relatively narrow, and if a horse gets out of control and charges into the fields, the losses could be significant.

"Currently, there are over seven hundred plots of cultivated land, with people watching over the fields every so often. These people are mostly First-Class Wizard Apprentices or ordinary Knight Level individuals."

As Blake walked through the fields, he introduced some of the circumstances here.

The wooden houses Herag saw earlier were where the field watchers lived.

Their job is to sow the magic potion seeds and monitor the growth of the magic potion materials, handling any issues promptly.

If they are unsure how to handle a problem, they must report it to Pete, who will then inform Blake.

Now with Herag, he will also be notified.

With the knowledge Herag learned in the Moonlight Forest, dealing with basic growth issues of magic potion materials posed no difficulty, as this belonged to the foundational knowledge of Herbalism and Magic Potion.

"Shenlan, record the conditions of each plot of land, including the types of magic potion materials planted, quantities, and growth conditions."

"Task has been archived, currently executing."

In Herag's mind, a 3D map of the Magic Potion Field appeared, marking what magic potion materials were planted in each plot and their current growth status.

Blake spent hours leading Herag through the entire Magic Potion Field, giving Herag a clear understanding of the situation here.

"Larry said he sent some books that are on the way, all related to Magic Potion knowledge. These are for you. When you receive them, you can study them more, it's relatively advanced magic potion knowledge," Blake mentioned.

Herag nodded, "I'll study them carefully."

With his current knowledge of magic potion, Herag had no problem crafting ordinary potions, but he had scarcely touched high-tier potions such as Ancient Magic Potions, requiring time to learn.

With Herag's current Spiritual Power, he is capable of crafting more advanced potions.

These high-tier potions are the main sources of income for an Alchemist.

On the outskirts of the Magic Potion Field, there's a relatively large flat land.

On this flat land stood more than thirty people, all responsible for managing the fields as wizard apprentices and knights.

Herag and Blake stood in front of these people, and Blake introduced, "This is Level 1 Wizard Herag Merlin, who will also be one of your managers in charge of the Magic Potion Field."

Over thirty people directed their gazes at Herag, surprised and somewhat incredulous upon seeing such a young and even slightly immature face, yet firmly remembering Herag.

For these wizard apprentices of insufficient aptitude, being able to work for a pure-blood Wizard Family like the Cheqi Family was extremely fortunate, and they cherished the opportunity.

For them, an Official Wizard was someone lofty and unattainable.

Herag smiled and nodded, observing the conditions of these people.

Most appeared to be in good health and spirit, indicating that at least the food here was not an issue.

To the west of Black Rock Valley, there were rows of wooden houses, which served as their residences, appearing to be in decent condition.

The wealthy Cheqi Family did not skimp on those working for them, treating them not as slaves.

Chapter 147: Data-Driven Management

After Blake finished speaking, Herag said, "I will make some arrangements later, and I hope everyone can cooperate. The goal is to improve the yield of the Magic Potion Field."

Having toured each Magic Potion Field, Herag already had some ideas in mind.

Blake introduced him briefly to everyone, after which they dispersed to continue their respective tasks.

"Mr. Blake, I have some ideas, and I will show you once I have developed them to see if they're feasible," Herag said as he walked alongside Blake.

Blake nodded, saying, "No problem."

Upon returning to the castle, Herag gave instructions to Shenlan: "Shenlan, provide a growth and cultivation plan for the Magic Potion Field in Black Rock Valley, detailing the current growth status of each field, the possible future growth status, potential problems, and necessary actions."

His concept was simple: with Shenlan, modern management of the Magic Potion Field was entirely possible.

The charm of data analysis lies in its ability to predict future situations based on current conditions.

Magic Potion Materials also face issues like pests or sudden wilting, which are normal occurrences and part of the expected loss.

However, all changes have precursors; if problems can be identified in advance, they can be addressed beforehand.

For these Wizard Apprentices, adequately performing regular care and management is commendable, but predicting issues in advance is difficult, achievable only by experienced elders.

Herag, utilizing Shenlan's capabilities in data analysis and calculation, could create detailed growth plans and reports for the Magic Potion Field, assisting the Wizard Apprentices in management, thereby greatly enhancing the overall yield.

"The plan is complete."

Shenlan quickly delivered results, as such calculations were not challenging for it.

Soon, a detailed plan and several data reports appeared before Herag's eyes.

He took some parchment and used magic power to imprint these plans and reports onto the parchment.

Two days later, Herag took these materials to see Blake.

Blake's residence seemed simple, just a small wooden house with a vegetable garden.

The garden had some ordinary vegetables, and there were no servants in sight, indicating Blake personally tended to it.

As Herag arrived at the garden's entrance, Blake emerged.

"Mr. Blake, take a look at this," Herag said, handing over his organized materials to Blake.

Blake looked at the parchment, initially struggling to understand the forms, but after a brief explanation from Herag, he grasped it instantly.

"This... this is truly a marvelous design!" Blake was captivated not by the content but by the pie charts, bar charts, and tables that offered a refreshing, eye-opening perspective.

Blake, being a seasoned wizard, quickly realized the implicit value within these data presentation methods.

This approach could be applied not only to managing the Magic Potion Field but also to various domains, including the analysis of Spell Models.

Blake exclaimed, "Herag, did you come up with all this?"

Herag smiled modestly, "Just something I pondered in my spare time."

"Genius! Larry wasn't wrong; you are a true genius!" Blake praised generously.

Continuing to examine the parchment, Blake said, "I see you've written about the growth trends and potential occurrences within seven days, a month, and three months for each Magic Potion Field. How did you achieve this?"

Herag explained, "These are predictions based on existing knowledge. While not entirely accurate, they offer a reference. If any predicted issues arise, they can be proactively resolved."

Blake reviewed the content carefully, comparing it against his experience, and found that most of it matched.

He was quite familiar with this but typically lacked the time and energy to oversee each Magic Potion Field thoroughly.

"This is excellent. I'll have some copies made and distributed," Blake decided swiftly.

Herag said, "I will update the content monthly, making real-time adjustments based on growth conditions."

After some thought, Blake advised, "Don't spend too much time on this, as your personal practice is also important."

"It's fine; maintaining this won't take much time. Once the data models are established, only minor adjustments are needed," Herag explained.

Handling the data analysis and computing work was Shenlan's task.

The parchment was quickly copied into dozens of sheets and distributed to the Wizard Apprentices and Knights responsible for managing the Magic Potion Field.

Herag gathered these individuals at the Magic Potion Field's open area to explain how to interpret these materials.

The Wizard Apprentices, naturally more intelligent and receptive than ordinary people, quickly grasped the data charts and plans.

However, the Knights were slower to learn, struggling with many of the concepts.

These Knights primarily recognized words and had minimal exposure to advanced knowledge.

Unlike Wizard Apprentices, they had to learn basic mathematical and scientific knowledge.

This could not be helped—it would take time.

"If you have any questions, feel free to ask me. Help each other and ask among yourselves," Herag instructed.

The Wizard Apprentices and Knights nodded, pondering the materials on the parchment.

Soon, a perceptive Wizard Apprentice whispered, "This could replace us all."

He realized that with these tools, fewer hands were needed; a small team could manage the Magic Potion Field.

And by adhering to the plans, issues could be addressed promptly, eliminating the need for constant oversight.

During the following two weeks, the Wizard Apprentices and Knights familiarized themselves with the plans and data graphs, gradually becoming adept at managing the Magic Potion Field according to the plans.

In the initial phase, Herag spent some time guiding them, only to find that after a few practical demonstrations, they soon comprehended.

Now, Herag could confidently leave them to manage it independently.

A few days later, Blake sent someone to deliver news about a few Level 1 Spells.

Herag hurried over, and Blake said, "As per your request, the family has contacted three Level 1 Spells. See if you're interested. If so, we'll purchase them for you first."

Chapter 148: Giant Transformation

Blake handed over a piece of parchment with brief information about three Level 1 Spells written on it.

"Level 1 Spell: Dark Magic Ball, a Level 1 offensive spell of the Dark Energy Element, priced at 150 Magic Stones."

"Level 1 Spell: Dark Armor, a Level 1 defensive spell of the Dark Energy Element, priced at 350 Magic Stones."

"Level 1 Spell: Giant Body, can enlarge the body and enhance overall physical power, priced at 300 Magic Stones. Friendly reminder: please prepare several sets of clothes."

After reading through these spells, Herag nodded and said, "They all look good, I'll take them all."

Blake laughed and said, "Knowing that you're specialized in the Dark Energy Element, I specifically sought these out for you. Spells of the Dark Energy Element aren't expensive, but there are fewer of them because there are not many wizards with this attribute."

After spending a total of 800 Magic Stones, Herag had 1,500 Magic Stones left after buying these three spells.

Herag was quite satisfied with these three Level 1 Spells; both the Dark Magic Ball and Dark Armor were spells of the Dark Energy Element, well-suited for him.

The spell Giant Body, according to its description, is a body enhancement type of Beneficial Magic, though its exact effects are unknown.

"This spell can make the body larger, and if combined with my Partial Petrification Technique, it could also become harder..."

Several days later, the spells Herag purchased arrived at Black Rock Valley.

Three thick Spell Model Books were placed on Herag's desk, and he first picked up the spell Dark Magic Ball.

The spell model for this spell is relatively simple, primarily using dark energy particles to release explosive energy.

"Shenlan, begin analyzing and constructing the spell model for Dark Magic Ball."

"Task has been logged, estimated time required: 1 hour and 25 minutes, estimated magic power consumption: 17%."

After Herag advanced to become an Official Wizard, Shenlan found it relatively easier to analyze Level 1 Spells as well.

When considering the performance of Shenlan at the Third Class Wizard Apprentice stage, these Level 1 Spells would consume a lot of time and magic power.

In Herag's mind, the spell model for Dark Magic Ball gradually began to take shape.

The complexity of Level 1 Spells compared to Level 0 Spells lies in that the spell model of Level 1 Spells generally has multiple modules, and each module is more complex than those of Level 0 Spells.

The more complex the Level 1 Spell, the more modules it has, making the construction also more complex.

After observing a few Level 1 Spell models, Herag discovered that the structure of Absolute Defense is somewhat similar to the spell model of Level 1 Spells, with its principle also being modular.

However, Absolute Defense uses several Level 0 Spells as individual modules, while each module of a Level 1 Spell cannot be a standalone spell model.

One hour later.

"The spell model for Dark Magic Ball has been constructed."

After Shenlan completed the construction of the Dark Magic Ball spell model, Herag went to a flat area behind the castle.

There stood several round logs from the Forbidden Magic Forest, which he used specifically to test the power of spells.

Herag softly chanted a few syllables, infusing magic power into the spell model of Dark Magic Ball.

In his hand, dark energy particles quickly gathered, rapidly forming a black magic ball, slightly smaller in size than a basketball.

Around the black magic ball, black rays flashed, emitting a strong magic power fluctuation.

Herag aimed at the opposite log and threw the Dark Magic Ball in his hand.

Boom!

A loud explosion was heard, causing Mary and Lennon, who were working, to flinch. Seeing that the sound came from behind the castle, they continued with their tasks.

Such disturbances were frequent, as the esteemed Herag often conducted spell experiments.

The log had some dents and damage, but overall, it wasn't severely damaged and could be used many more times.

"Shenlan, assess the strength of Dark Magic Ball."

"Based on the calculations, the estimated strength of Dark Magic Ball is level 8, and it consumed 6% of magic power."

Herag nodded in satisfaction; this strength was in line with expectations.

In terms of attack strength, the Dark Magic Ball indeed lived up to its Level 1 Spell status, far surpassing the strength of a Level 0 Spell.

When he can advance to a Crystalization Wizard, the strength of Dark Magic Ball should be comparable to Malcolm's Blood Claw.

After concluding the Dark Magic Ball experiment, Herag proceeded with constructing the spell model for Dark Armor.

This spell does not fall under Shield Magic but is actually Summoning Magic, except it summons protective gear.

Two hours later.

"Dark Armor."

At the thought of it, a set of black armor quickly solidified on Herag's body.

This is full-body armor, covering even the head thoroughly.

The helmet resembled a crown, and the black armor emitted a black glow, making it look more like those legendary Fallen Knights rather than characters of a lawful alignment.

This set of armor was extremely light, almost weightless, yet incredibly hard.

"Shenlan, assess the defensive strength of Dark Armor."

"Assessing... After calculations, the estimated average defensive strength of Dark Armor is 40."

Shenlan calculated the average strength because the defensive strength of the armor varied at different parts; for example, the breastplate had the highest strength, while the legs had relatively weaker strength.

A defensive strength of 40 was already impressive, and combined with Absolute Defense, Herag was confident he could hold out longer against a Crystalization Wizard.

Finally, there was the spell Giant Body. After Herag completed the construction of its spell model, he didn't immediately cast it, but instead headed to the back garden of the castle.

Not knowing the specific effects of this spell, he was worried he might inadvertently break the roof.

"Giant Body!"

After infusing magic power into the spell model of Giant Body, a force flowed from the spell model, spreading through his entire body.

Herag glanced down to see his muscles swelling, and his bones becoming thicker.

His body gradually grew taller, and his vision also started to elevate.

A few seconds later, the transformation stopped.

"Shenlan, assess the changes brought by Giant Body."

"Assessing the relevant data..."

"Giant Body: Strength +4.1, agility +1.2, constitution +5.6, height +1.2 meters."

Herag had now become a true giant, with a height exceeding three meters.

He was already rather tall, and after the Giant Transformation, he turned into an imposing figure, his entire body's muscles proportionately swelling.

Herag briefly calculated that if he were to include all Beneficial Magic, his final physical stats would reach the following levels.

"Strength 35.5, agility 31.4, constitution 35.6, spirit 42.2."

Herag was now even more eager to know how much his body could be enhanced when he entered the Abyss Plane and activated his true Bloodline Power, combined with these spells.

He looked down at his already shredded clothes with a bit of helplessness, but indeed, his entire body had grown larger.

It was already big, and now it was even bigger.

He immediately used Dark Armor, and as he had imagined, the Dark Armor would adapt to his body size.

Chapter 149: High-level Healing Potion

In the courtyard square at the back of the castle, a giant over three meters tall stood in the middle of the space, clad in black full-body armor.

If there were people around, anyone who saw this would surely be horrified.

After completing his experiment, Herag put away the magic and his body rapidly shrank.

He glanced at his tattered clothes, smiling helplessly.

"I can't just run naked to the backyard..."

Herag had no choice; he had to wear something.

Though he was the only one in the inner castle, running around naked in broad daylight felt rather strange.

Herag took a set of clothes from his space ring and put them on, feeling much better.

"Looks like I need to keep several sets of clothes ready from now on," Herag thought.

"Next is to complete the advanced version of the Starry Sky Potion. The current Starry Sky Potion is no longer useful to me; I need to experiment with a new potion formula to accelerate my meditation speed."

He returned to the laboratory, preparing to let Shenlan inference improve the formula of the Starry Sky Potion when Blake arrived.

Herag had to put this matter aside and went to the castle gate to see what Blake wanted.

Seeing Herag, Blake said, "Your first order has arrived. There's an order of high-level healing potions that you need to complete, totaling fifty portions, with a delivery time of three months."

"No problem," Herag nodded.

He felt eager to start. High-level healing potions are very commonly used among official wizards, outclassing the White Sage Healing Potion by a hundredfold.

Of course, the price is also much higher than the White Sage Healing Potion.

According to the market price, a single high-level healing potion costs seventy to eighty magic stones, and a typical official wizard would only carry two or three for emergencies.

Because of the high price, even official wizards have to consider the cost.

"You'll get a 10% commission from this batch of high-level healing potions, and there's plenty of time, so you don't have to rush. This order is mainly for practice, as you haven't crafted high-level potions before, so you need to get familiar with it slowly," Blake advised.

Herag replied, "I understand."

"The materials will be sent over tomorrow. Generally, alchemists need about 1.5 to 2 portions of raw materials to make potions. I'll prepare two portions for you, and if you need more, let me know," Blake said.

Herag asked, "What if there's excess material?"

Blake laughed, "The excess will belong to you; it's one of the perks, but that depends on your skills."

He didn't think Herag could save much raw material on his first attempt at crafting high-level healing potions; even two portions might not be enough.

It's not that Blake looked down on Herag; it's purely a matter of experience.

No matter how talented, one needs to accumulate experience. At first, due to the lack of experience, there will be various mistakes, leading to higher material wastage.

Early the next morning, wizard apprentices pulled several carts to the castle gate, and Lennon helped move the goods from the carts into the castle's storage.

Herag took some materials from the storage to the lab and began preparing to craft high-level healing potions.

The main ingredient of the high-level healing potion is Dragon's Blood Grass, which contains components with strong healing abilities for wounds.

After alchemists use special methods to craft Dragon's Blood Grass into high-level healing potions, it provides strong recovery for both external and internal injuries.

In most situations, as long as you have one high-level healing potion, your life can be saved, unless you're already dismembered.

"Shenlan, start the high-level healing potion crafting assistance,"

Recently, Herag had read several books sent by Larry multiple times, becoming familiar with many high-level potion formulas and crafting processes.

In these books, high-level healing potions were almost used as introductory examples for teaching.

Herag took out a green herb and used magic to extract its juice.

The green herb, once juiced, yielded a blood-red liquid.

Furthermore, the blood-red liquid bubbled as if boiling once it was extracted.

Herag immediately used magic to envelop the liquid, integrating magic into every part of it to stabilize its properties.

Soon, the liquid stopped boiling and became calm.

This step seemed simple but required strong spiritual power.

If Herag were still a Third Class Wizard Apprentice, his spiritual power wouldn't be able to stabilize the juice of the Dragon's Blood Grass, let alone control it.

This is due to the stringent spiritual power requirement. Even with Shenlan's assistance, it cannot be achieved, which is why only official wizards can craft high-level potions, as many stages demand high spiritual power.

With his current spiritual power meeting the standards and with Shenlan's assistance, Herag crafted potions methodically.

About three hours later, Herag had a blood-red solution in a test tube in his hand.

From the color, it was a pure high-level healing potion.

Herag spent three hours on his first crafting attempt, estimating that as he became more familiar, he'd be faster in subsequent attempts.

The fifty portions seemed like they could be completed in less than a month.

Blake didn't expect Herag to work this quickly. He initially assumed Herag would need at least several days to familiarize himself with the crafting process, before being able to regularly produce high-level healing potions.

Further, the quality of high-level healing potions requires time for gradual adjustment and optimization, all of which consume necessary time for a novice potion maker.

Herag planned to craft two portions daily, dedicating five to six hours to it, while the rest of the time would be for meditation practice and study.

With his current spiritual power, mistakes were rare.

Blake's prepared two portions of material would not be wasted by Herag; any leftovers went into his space ring.

Herag focused more on the crafting, since any surplus belonged to him.

He also controlled the potion quality slightly, ensuring all met the standard, with several being of high quality.

Herag knew he needed to remain low-key but also realized that he couldn't be too low-key, as he had to show his value for the Cheqi Family to increase their investment.

He intended to inform Blake after two months that he had completed the order.

That timing would neither be too late nor too early but within a reasonable range.

A month and a half later.

Looking at the neatly arranged fifty portions of high-level healing potions before him, Herag felt a sense of achievement.

He had already asked Lennon to inform Blake.

Besides these fifty portions, Herag crafted an additional thirty portions of high-level healing potions for his own use.

Where ordinary wizards would prepare two or three, Herag had thirty in reserve, which might lead some to think he planned to open a shop.

Outside the castle.

"You've completed the crafting?" Blake asked in surprise.

Herag nodded and presented a box of high-level healing potions.

Chapter 150: One Year

Blake picked up a piece from the box and examined its quality, a smile appearing on his face.

He then proceeded to inspect each High-level Healing Potion, and afterwards, he raised his head and said, "Very good, it's really hard to believe that this is your first time crafting High-level Healing Potions. Seems like I can confidently assign you order tasks in the future."

"As long as Mr. Blake is satisfied." Herag showed a look of relief.

Blake laughed, "Don't put too much pressure on yourself. From what I see, you're already a very qualified Alchemist."

Although the ratio of high-quality potions in Herag's batch was not high, considering it was his first time refining High-level Healing Potions, reaching this level was already not easy.

Moreover, even at this current level, he could be considered a certified Alchemist.

"You can split this order into three hundred and fifty Magic Stones, which will be combined with next month's salary and issued together," Blake said.

Herag's monthly salary was one hundred Magic Stones, so this order alone was worth more than three months of salary.

After this day, Blake officially regarded Herag as an Alchemist, occasionally assigning some orders to him.

These orders were almost all High-Level Magic Potions, and in the process of completing them, Herag not only familiarized himself with various potion crafting processes but also earned a lot of Magic Stones.

He gradually controlled the quality of his output, and as time went by, the quality of the potions he crafted improved, making Blake value him even more.

Soon, a year had passed.

Herag held a bottle of blue potion, poured a little into a glass of water, and the plain water quickly turned blue.

He picked up the glass of blue water and drank it, then began to meditate.

"Herag Merlin: Power 18, Agility 18, Constitution 19, Spirit 46, Magic Power 100%."

In this year's time, he completed a three-star meditation, with only two points left in the second array map.

He took time to complete the improved optimization experiment of the Starry Sky Potion, removing the Demon Flower ingredient and replacing it with an insect called the Three-star Insect.

After adding this insect, the Advanced Starry Sky Potion was a success, enabling Herag's meditation speed to reach completing a star in three to four months.

However, the cost of the Three-star Insect was relatively high, and it was not available in Black Rock Valley, so he had to purchase it individually through the Cheqi Family's channels.

The cost of one Advanced Starry Sky Potion was fifty Magic Stones, and one could be used ten times, which required one hundred and fifty Magic Stones per month.

Herag's monthly salary was only one hundred Magic Stones, and if it weren't for the extra income from orders, he wouldn't be able to afford the Advanced Starry Sky Potion.

Fortunately, after Herag's potion crafting skills were recognized, he received more orders, greatly increasing his income to support the expenses for the Advanced Starry Sky Potion.

"Four thousand one hundred Magic Stones."

Herag estimated that after accumulating for a year, this was his total value, a considerable fortune.

Over the past year, with Herag's help, the overall yield of the Magic Potion Field improved by about 20%.

This made Blake value Herag even more, applying to the family to increase Herag's salary from one hundred Magic Stones to two hundred Magic Stones.

On Herag's finger, aside from the Space Ring given by Lillian and the Blessing Ring of the Wind Elf, there was one more ring.

This ring was embedded with a Ruby, with an internal space as large as a football field.

This was his reward from the Cheqi Family after working in Black Rock Valley for a year.

Such a Space Ring with such a large space is priceless on the market, basically sold as soon as it appears.

In the past year, Herag's Space Ring had accumulated various potion reserves of all types, nearly filling the original Space Ring.

With the ring rewarded by the Cheqi Family, the space immediately felt abundant.

He placed all the potions into the new ring, neatly and categorically stored.

The value of just this pile of potions was estimated to be over ten thousand Magic Stones, all stored by Herag for his own use.

The plane coordinate imprint in his palm still didn't have enough energy, so he couldn't travel to the Abyss Plane yet.

After a busy year, Herag was ready to start another matter: the selection and absorption of Bloodline Power.

Currently, he only had the Bloodline Power of the Thunder God Ancestor.

Herag had also experimented with capturing small animals to conduct bloodline experiments, finding that the Great Dark Heaven remained indifferent to the bloodlines of these small animals, with no reaction at all.

He subsequently learned that not all animals have Bloodline Power; most animals do not carry such heritage in their blood.

In other words, to have Bloodline Power, one must be inherently a powerful creature, like demons.

"Looks like I'll have to trouble Blake," Herag pondered.

While staying in Black Rock Valley, he could only obtain the flesh of demons through the channels of the Cheqi Family.

...

In Blake's garden.

"Demons? What type do you need?" Blake asked.

Herag replied, "Any kind of demon will do. The stronger, the better. I want to conduct some experiments and need the flesh of powerful demons."

Blake nodded, "Got it, I'll keep an eye out for you, and will let you know if there's any news."

It's normal for wizards to experiment with demon flesh, especially for Alchemists, who often need to study the effects of various materials to research potion formulas.

These materials, apart from herbs, naturally include demon flesh.

Blake didn't think much of it and just noted it down.

He immediately took out a piece of paper, wrote some information on it, and then chanted a few syllables. A Hexagram Array appeared in front of him, and a little elf with six wings was summoned.

Blake took out a Magic Stone, placed it in front of the little elf, and said, "Send the letter to Bartolomeo Cheqi."

The little elf had a delicate face, tilted its head to glance at Blake, and then instantly stashed away the large Magic Stone in its arms.

She then took the letter and held it in her arms, disappearing back into the Hexagram Array.

"Is that the Cheqi Family's messenger?" Herag asked with curiosity, seeing Blake sending a letter in front of him for the first time.

"Yes, a very cute little fellow. Oh, she's older than me, haha," Blake chuckled dryly.

Messengers are a method of communication between wizards, through contracting with certain creatures, and then paying a certain cost each time to have them deliver letters or items for you.

The cost might be a Gold Coin or a Magic Stone; Herag had also heard of a messenger requiring a fingernail piece each time.

Herag always envied such messengers but unfortunately had no way to obtain one.

He still relied on Talisman Stones to communicate with others, hanging this Talisman Stone under the Cheqi Family's name.

Every Talisman Stone used outside the Wizard Organization needed to be registered at Augustus Academy to connect to the Magic Net.

Talisman Stones could only be used in areas covered by the Magic Net, whereas messengers ignored distances.

There're very few creatures capable of serving as messengers, and those with such capabilities wouldn't contract with a weak wizard like him.

This little elf has a contract with the entire Cheqi Family.