

Sixth 251

Chapter 251: Introduction

"These three individuals are Red Witch Aria, Dark Horror Reduin, and Dawn Mage Mick."

"Like Herag, I am also a subordinate of Lord Parker, who in turn is a subordinate of Dawn Mage Mick."

...

After Pries explained, Herag and the others roughly understood.

Serlandir is divided into three factions, and their superior, Parker, belongs to Dawn Mage Mick's faction.

So the three of them are automatically categorized under Dawn Mage Mick's faction.

After Pries finished speaking, he took a sip of coffee to soothe his throat and asked, "If you have anything else you need to know, feel free to ask me, after all, the journey is still long."

Herag thought for a moment and asked, "Can David and Reese stay in the city of Serlandir?"

The first thing he thought of was this question. Since he is a member of Serlandir, he can naturally stay within Serlandir's sphere of influence.

However, David and Reese have not yet entered any wizard organization, essentially being people without an identity.

Pries laughed and said, "They can, of course. According to the rules, they should enter the Central Region and become residents there."

"Central Region?" Herag was somewhat puzzled, as Pries hadn't mentioned it before.

"Oh, forgot to mention. The Central Region is managed jointly by the Six Great Wizard Organizations, belonging to a neutral public territory, not any specific wizard organization."

"David and Reese have two choices: one is to send them to the Central Region upon arriving at Serlandir, the second is to stay by your side as your followers. Since they are already qualified to remain in the Land of Dawn, they can follow you as followers."

"Of course, this depends on whether David and Reese are willing to stay. If they are not, they can wait for the uniform allocation opportunity later. At that time, all those who pass the examination from the Barren Land will be gathered, allowing the Six Great Wizard Organizations to select them."

"If any wizard organization takes an interest in you, you can join another wizard organization. If not, you will have to settle in the Central Region."

Pries explained the pros and cons in detail.

It's ultimately up to David and Reese's own will. If they wish to stay as followers, they can remain in Serlandir.

This is actually a good choice for them, who are not so outstanding, as it means they indirectly stay in Serlandir.

But since they are not official members of Serlandir, they will not have access to the benefits that Herag enjoys, effectively making them non-staff.

So if David and Reese want to enter a formal wizard organization, they have to go to the Central Region and wait for the subsequent unified distribution selection to see if there's a chance.

However, with Parker and Reese's qualifications, it might not be easy to join other wizard organizations. Otherwise, Parker would have taken them in from the start.

Actually, Parker's willingness to let David and Reese travel with Herag was to have them stay by Herag's side.

Even if they don't have the status of official members of Serlandir temporarily, there will always be a chance in the future.

Reese first spoke up, "I am willing, wherever Herag is, that's where I want to be."

"Me too," David nodded and said.

They both actually had no objections; they definitely wanted to follow Herag.

David and Reese are very aware of their abilities, and without Herag, they might not survive for long.

But by staying at Herag's side and assisting him, there's more opportunity to do better.

They have been at Herag's side for a long time and are impressed by his strength and means. It seems like all troubles get resolved around Herag.

As for the follower status, David and Reese don't care.

It's just a title, and without the benefits of being an official member of Serlandir, they are okay with that.

Having slightly fewer benefits is tolerable; they don't ask for much.

For Reese, none of this matters; she just wants to be with Herag.

Pries nodded and said, "Alright, just register it when we arrive, and later you will also have a chance to enter Serlandir. As long as you perform excellently or improve your strength, you will have the opportunity to enter Serlandir."

Herag continued to ask, "What is our daily work mainly after we get there?"

"Hmm... there are many types of work, depending on what you are good at or interested in choosing from. Our Serlandir is a very large organization, so there's work of all kinds."

"Generally, there are tasks like Magic Potion Refining, Witchcraft Artifact Crafting, Witch Array Crafting. There are also tasks involving dealing with irregular events in certain areas or capturing certain wizards."

"These are common tasks, and sometimes the organization will issue some mobilization tasks or mandatory tasks. If a task is assigned to you, unless there are special circumstances, you must execute it."

"As for mobilization tasks, they are rare, usually involving wars like those of the Elf Plane or conflicts with other wizard organizations."

After Pries finished, he took another sip of coffee and continued, "Of course, besides these, there are also many benefits. Official members of Serlandir can buy properties in any city in Serlandir at half price and settle there. The organization will also provide monthly salaries based on your strength and provide most resources needed for advancements."

"For example, Magic Potions needed for advancing from the Wizard Apprentice stage are provided for free by the organization."

"Also, for the Rule Power needed by Crystalization Wizards to advance to Official Wizards, members within the organization can exchange it once their Contribution Points meet the target. However, this level of item requires an application and review."

"Additionally, organization members' lives, families, and properties are protected by the organization. If you are killed by people from other wizard organizations, after investigating the situation clearly, we will avenge you or demand compensation."

Herag nodded, listening carefully.

He didn't care about revenge or compensation because once a person is dead, those things are pointless.

It seems like the Land of Dawn indeed isn't that safe; he needs to be more cautious.

No matter how powerful Serlandir is, it isn't the same as his own strength, and he cannot rely too heavily on external power. His strength is fundamental.

As long as he is strong enough, everything can be in his control, and he can protect everything himself.

"The internal organizational structure is quite simple overall, but it is also complex. Even I can't figure out how many small organizations and small departments there are. The expedition team where you stayed for a year is one such organization jointly established by the Six Great Wizard Organizations, with members from each of the wizard organizations inside."

"If you want to go to Lord Parker afterward, you can also submit an application."

Chapter 252: The Map

Herag nodded and said, "Hmm, Lord Parker mentioned before that he suggested I advance to Level 2 Wizard before participating in the pioneer war."

"Lord Parker is right; Level 1 Wizards indeed face some dangers in the pioneer war. Actually, this time we're deploying the airship not just to pick you up but to deliver some special equipment to Lord Parker and increase manpower over there." Pries said.

Herag nodded and said, "No wonder."

From the beginning, he felt that dispatching such a large airship just to pick up people seemed a bit exaggerated.

The value they, three Level 1 Wizards, could create in the coming years might not even match the cost of a single trip of this airship.

Herag speculated that the airship must have another purpose, and it seemed his guess was correct.

For three insignificant figures like them, it wasn't possible for Serlandir to mobilize such a big effort.

The deployment of such a large-scale airship by Serlandir must mean that the things being transported and the additional personnel are not simple.

The local inhabitants of the Elf Plane facing Base 27 are probably about to suffer a major blow.

However, for now, this has nothing to do with Herag.

Herag glanced out the window, where clouds had already surrounded them, occasionally revealing glimpses of the land below through small gaps.

Unknowingly, the airship had already flown into the clouds.

About two hours later, Herag saw the endless mountain ranges beneath the clouds.

These mountains looked a bit strange, but Herag couldn't pinpoint exactly what was strange about them at the moment.

Reese also looked out the window, muttering about how strange the mountains appeared.

Pries poured himself a cup of hot coffee and smiled, "It feels strange, doesn't it? Did you notice that the mountains below are a bit too orderly?"

"Orderly..."

Herag suddenly realized why the mountains below seemed so odd to him.

The mountains below were unusually orderly. Normally, each peak would differ, with a more natural arrangement.

However, the Ten Thousand Mountains below appeared almost like copy-paste, all looking the same and arranged very neatly.

This gave an odd impression, as if they were artificially carved and created.

In fact, they were indeed man-made mountains, but their vast size made it unlikely that one would immediately recognize them as artificial.

With Pries' reminder, Herag and the others reacted, marveling at the Ten Thousand Mountains outside the window.

What kind of power could create such an extensive range of mountains?

Herag found it unimaginable.

"Why do you think the Wizards of the Land of Dawn created the Ten Thousand Mountains?" Pries asked with a smile.

"Why..." Herag thought for a moment and then said, "I heard before that they were created to prevent the Wizards of the Barren Land from entering the Land of Dawn, as a kind of natural barrier."

Pries smiled but didn't speak, taking a sip of coffee before saying, "Right, but it's not entirely correct. To be precise, hindering the Wizards of the Barren Land from entering the Land of Dawn is just a secondary function. More importantly, it's to prevent the spread of desolation."

"Desolation? What is desolation?" Herag asked.

Reese and David also looked puzzled, not understanding what Pries meant by desolation.

From Pries' tone, this desolation was likely quite extraordinary; otherwise, the Wizards of the Land of Dawn wouldn't have created such an extensive range of mountains.

Pries thought for a moment and said, "You're aware, aren't you, that the Wizard Plane is but a trivial plane among many, and many planes are far more powerful than ours. The Abyss Plane is one of these."

"The Abyss Plane..."

Reese and David nodded slightly at the mention of this term. They had heard of the Abyss Plane in various stories and legends, though they had never encountered it personally.

Of course, they didn't know that the power coursing in Herag's veins originated from the Abyss Plane.

In many tales from the Barren Land, the Abyss Plane is a being of immense power, with varied and formidable demons within.

Pries' mention of the Abyss Plane suggested that desolation was most likely related to it.

Pries continued, "A long time ago, the Abyss Plane launched a large-scale invasion against our Wizard Plane. It was a war that lasted many years, with numerous powerful Wizards perishing during that war."

"We paid a tremendous price to barely repel the invaders from the Abyss Plane. Many of us died; the population decreased significantly and it took many years to recover. I believe you in the Barren Land have a rule against excessive slaughter of ordinary people, which is actually a legacy from that time."

"Wizards are very powerful; even a casual strike can kill many ordinary people. In the distant past, ordinary people held a status similar to pigs and dogs. After that war, the Wizards realized the importance of ordinary people to the Wizard Plane and established rules prohibiting their slaughter."

"Although we barely repelled the Abyss Plane invaders at that time, many residual issues remain unresolved to this day."

"I believe you all have seen the map of the Barren Land; this is the current map of the Land of Dawn."

Pries unfolded a map on the table.

Herag and the others looked down, finding the location of the Barren Land after a while.

On this map, the Barren Land was just a corner of a continent extending into the sea, extremely inconspicuous. Without labeling, Herag wouldn't have found it.

To the north of the Barren Land lay the Ten Thousand Mountains, beyond which lay the territory of the Six Great Wizard Organizations.

Serlandir was in the south, the Wizard Organization closest to the Ten Thousand Mountains, while the other five Wizard Organizations were spread in various directions.

In the center of these Wizard Organizations lay the place known as the Central Region.

This was the extent of the Land of Dawn, with just Serlandir alone being several times the size of the Barren Land.

When combined with the other five Wizard Organizations and the area of the Central Region, the Barren Land seemed pitifully small by comparison.

But this wasn't the entirety of the map.

The indicated range of the Land of Dawn included only the Six Great Wizard Organizations and the Central Region. Beyond these areas, there lay vast unknown regions.

Compared to these unknown regions, the Land of Dawn was merely a small patch.

"Did you know that before the invasion of the Abyss Plane, these unknown regions were once our active areas?" Pries said, pointing to those vast unknown regions.

"Why are these areas no longer active? What happened?" Herag inquired.

Pries smiled bitterly and said, "These regions have become life-forbidden zones, with various bizarre and strange occurrences happening, along with many inexplicably powerful entities."

Chapter 253: Desolation

"There are many powerful beings in the Abyss Plane. When they invaded the Wizard Plane, they eventually left, but they left behind a lot of pollution."

"This pollution is extremely terrifying. It can turn entire mountain ranges and kingdoms into dead lands. Moreover, the polluted areas can give birth to various bizarre entities that are incredibly powerful. Even a Level 3 Wizard entering would mean certain death."

"Desolation is the most widespread form of pollution. Compared to other types, it's relatively less frightening, but it covers a vast area."

"So far, apart from the Land of Dawn and Barren Land on the map, these areas have all been taken over by desolation. Fortunately, desolation does not extend into the ocean, so it does not affect other continents."

Herag asked, "What happens to areas polluted by desolation?"

"In areas polluted by desolation, life forms cannot grow; all life ceases, underground rivers dry up, and the land stretches bare for miles. More importantly, if a life form dies within the desolation, over time it evolves into various bizarre entities."

"The stronger the deceased was in life, the more powerful the desolation they evolve into."

"Therefore, if a wizard from the Barren Land recklessly tries to cross the Ten Thousand Mountains and dies in a desolated area, it will become a troublesome problem."

"The Ten Thousand Mountains were created initially to halt the further spread of desolation. Back then, the great Mengsa Wizard nearly exhausted all of his life energy to create this mountain range capable of blocking the spread of desolation."

"It's by his death that we were left with the Barren Land as the last pure land. If the Land of Dawn were to fall in the future, we'd have no choice but to retreat to the Barren Land."

Pries said in a deep voice.

At this point, Herag finally fully understood the significance of the Ten Thousand Mountains.

The Barren Land and Land of Dawn are the only remaining unpolluted areas on the Kala Continent.

As for why not develop on other continents, the reason is quite simple—the resources for wizard training are extremely scarce there.

Herag came from the Coleson Continent and naturally knows the conditions there.

Resources are extremely scarce, almost approaching zero.

Herag hasn't been to other continents, but he assumes they are similar, which is why the wizards are forced to stay in the Land of Dawn and Barren Land.

Herag asked, "The Barren Land is shielded from desolation by the Ten Thousand Mountains, but how did the cities in the Land of Dawn survive?"

He was puzzled; such a large area on the map couldn't be surrounded by mountains, so there must be other methods.

"Wizard Towers," Pries uttered the three words.

Herag knew of Wizard Towers.

In addition to being residences, they also function as research laboratories, libraries, treasure vaults, defensive fortresses, dungeons, and even teleportation gates.

Wizard Towers are not only living facilities but also essential production facilities with significant importance.

However, Herag didn't know that Wizard Towers could also block such pollution as desolation.

Seeing his confusion, Pries explained, "The Wizard Towers I'm talking about aren't the personal towers owned by individual wizards in the traditional sense. Instead, they are defensive facilities present in every city in the Land of Dawn. They can block such pollution as desolation, while also reducing the radiation impact on ordinary people, allowing them to live normally in the wizard congregation areas."

"Can ordinary people actually live in wizard congregation areas?" Herag was genuinely surprised.

In his understanding, it was very difficult for ordinary people to live alongside wizards.

The stronger a wizard is, the more powerful the radiation they emit, severely affecting ordinary people.

Hence, wizard organizations in the Barren Land are situated far from ordinary people's gatherings to avoid impacting them.

This actually causes numerous inconveniences as the wizard population is still too small, and only a few have the talent of a wizard.

But in the daily operation of a wizard's life, every aspect requires many people to carry out tasks, relying solely on wizards is not enough.

This inevitably involves some ordinary people, but those who participate do not last long—they either have to be replaced regularly or die early, which is very inconvenient.

Yet, in the Land of Dawn, ordinary people are able to live within wizard congregation areas, representing a significant meaning behind this.

These ordinary people have a huge population base, and if they grow up in an environment rich in wizard culture, the chances of producing outstanding wizard candidates naturally increase.

If there are excellent wizard candidates, they will almost certainly be discovered in such an environment.

In such an environment, talent will inevitably shine and not remain hidden.

Unlike Herag's previous experience on the Coleson Continent, even if you have the talent of a wizard, neither you nor those around you would be aware.

Even if you scored full marks, it would be useless because you have limited exposure to wizards.

Despite the wizard attraction principle, only a minority truly embark on the path of a wizard, with most leading lives akin to ordinary people.

So, in the Land of Dawn, anyone with the talent can be discovered.

As long as your talent is outstanding enough, naturally someone will invest resources to nurture you.

This may be the reason why the Land of Dawn grows increasingly stronger, whereas the Barren Land lags far behind in the basic cultivation and discovery of talent.

Pries continued, "Yes, in the Land of Dawn, the majority are actually ordinary people, with a very low proportion of wizards. Within the range of a Wizard Tower, ordinary people aren't affected by radiation and can participate normally in all city affairs."

The airship slowly flew over the Ten Thousand Mountains, the colossal roar echoing between the mountain ranges.

After a few hours of conversation around the sofa, the three—Herag among them—had a basic understanding of the Land of Dawn and Serlandir.

Outside the window, it was already completely dark; nightfall had arrived.

Looking out the window, there was nothing but pitch-black darkness.

Herag recalled when he flew on planes in his past life, he could enjoy the night views of cities.

But here, not a trace of light could be seen, only the ink-black darkness and silence.

Pries smiled, "We've unknowingly talked for this long, let me take you to your rooms. In fact, you can choose any room you like. Even though the airship is quite large, there are only about sixty people on it now, so there's plenty of room."

"Only about sixty?" Herag had been absorbed in the conversation and hadn't had the chance to explore the airship's situation.

He had assumed that such a vast airship, which seemed like a flying city, would require several hundred people to operate.

Plus, with other passengers, it would be perfectly normal to have over a thousand people, easily accommodating that number. But he hadn't expected there to be just over sixty now.

Pries explained, "Most people already disembarked at Augustus Academy. They had to participate in the pioneering war, reinforcements from various wizard organizations. Now it's the return trip, and naturally, there aren't many people, just the three of you added."

Chapter 254: Basic Introduction to Witch Array

Herag chuckled, realizing the three of them really were just catching a ride.

The structure of the third level of the airship was complex, with several residential areas.

The three picked two rooms near the windows, so they could enjoy the scenery and not feel stifled during the long journey.

Herag once stayed at sea for several months, stuck at the bottom of a ship, aware of how unbearable that oppressive feeling could be.

After spending a few days on the airship, Herag discovered there was a library onboard, and it was quite large.

When he learned that all the books in the library were free to read, Herag felt like he had found a treasure and wished he could stay in the library twenty-four hours a day.

Every morning upon waking up, Herag would dive into the library to start reading the books there.

The collection was quite extensive, covering topics like Magic Potion, Magic Principle, Elemental Magic, and Spatial Magic.

Most importantly, Herag found a book titled Basic Introduction to Witchcraft.

In the Barren Land, there was no knowledge passed down about witchcraft.

But here on the airship, this Basic Introduction to Witchcraft was casually placed on the shelf like a tabloid magazine, accessible for anyone to read.

Of course, Herag wouldn't pass up this opportunity to learn, especially since it was free.

With not much else to do on the airship, he decided to sit in the library and start learning.

His enthusiasm soon led Reese and David to begin studying as well, each quietly immersing themselves in some books within the library.

Herag recorded all the library books into Shenlan and then delved into Basic Introduction to Witchcraft.

After fully reading the book, Herag roughly understood.

The foundation of witchcraft is runes, of which there are many types, numbering in the thousands.

Each rune has different properties and functions.

By arranging these runes systematically, one can form witchcraft with various effects.

Due to the vast number of runes, the combinations are numerous, forming all sorts of completely different witchcraft.

The basics for beginners is first to recognize, become familiar with, and master a variety of runes.

The more runes one can master, the better, since runes are the fundamental units for designing witchcraft; the most basic tools.

The more runes, the more tools you have, making it obviously advantageous when designing and setting up witchcraft.

Indeed, Basic Introduction to Witchcraft only contains introductory content, recording only sixteen basic runes.

For novice wizards delving into witchcraft, these sixteen can actually sustain a long period of learning and usage.

To master runes, one needs to construct their structures in the mind through Spiritual Power meditation.

This process requires Spiritual Power throughout, demanding high Spiritual Power and control.

Ordinary wizards need a long time to observe rune structures and slowly use meditation to build them in their minds.

However, Herag has Shenlan.

"Shenlan, begin constructing these sixteen runes," Herag commanded.

"Task registered, execution in progress, estimated time is thirty-one minutes."

In Herag's mind, Shenlan manipulates Spiritual Power, beginning the precise construction of rune structures.

In just half an hour, the sixteen runes had been entirely engraved in Herag's mind.

Herag opened his eyes, spread his right hand, and Magic Power amassed in his palm, instantly depicting a basic rune.

Naturally speaking, when ordinary wizards start learning witchcraft.

Just the step of depicting runes takes a significant amount of time, as it requires Spiritual Power to intensely focus; the control of Spiritual Power to depict runes must be flawless.

A slight deviance would cause the runes to immediately dissipate.

For beginners, this is a high difficulty process that requires time to get familiar.

But currently, the rune in Herag's hand was seamlessly evolving, with the sixteen runes emerging in succession, and Herag depicted them effortlessly.

He had fully mastered these sixteen basic runes.

The most basic witchcraft is to combine different runes to form a mini witch array.

Herag glanced at his clothes, then engraved and branded three runes into the fabric.

Then, Herag picked up the coffee beside him and dripped a drop of coffee onto his clothes.

As the coffee landed on the sleeve, it quickly seeped into the fabric, leaving a blob of coffee-colored stain.

But immediately after, a barely perceptible ripple appeared on the surface of Herag's clothes, and the coffee stain vanished instantly.

"One of the most basic witch arrays, a Cleaning Array."

Herag successfully set up an array for the first time, albeit a simple basic witch array, but it brought him some joy.

He thought of the witch arrays in Black Rock Valley and the ones he had encountered before.

In retrospect, he realized the tremendous power those witch arrays held.

For instance, the Guardian Witch Array in Black Rock Valley could cover such a large area; who knows how many runes were involved in constructing that array.

The knowledge here is very profound, and Herag increasingly felt that he had much to learn and a long way to go.

Pries came to the library after, saw the three of them immersed in their books, and sat across from Herag.

Hearing the movement, Herag lifted his head and greeted, "Good morning, Mr. Pries."

Pries nodded, glanced at the book Herag was reading, and smiled, "Very good, managing to get out from that Barren Land, truly exceptional. You should read this introductory book on witchcraft more; there's no such knowledge in Barren Land. In the Land of Dawn, it's considered children's enlightenment books."

"Children's enlightenment..." Herag was at a loss for words.

No wonder this book was casually placed like a tabloid magazine; it turns out in the Land of Dawn it's considered children's enlightenment literature.

...

Half a month passed, and the three practically lived in the library, absorbing knowledge like students cramming for finals.

By then, Herag also took on the role of a teacher; David and Reese would consult him whenever they encountered any questions.

Herag could answer most questions directly, with clarity and logical precision.

This was partly due to the vast amount of data stored in Shenlan, and also owed to Herag's persistent years of learning and thinking.

In two weeks, the airship flew over the Ten Thousand Mountains and only now began to exit the region of the Ten Thousand Mountains.

The three stood by the window and looked down, below there were no longer continuous mountains, but a flat expanse of land.

However, unlike usual land, the terrain below was black with many large fissures, as if it had been dried for a long time.

Chapter 255: Peril on All Sides

Looking down from the sky, below is an endless black plain.

The black plain is filled with cracks of varying sizes, some so deep they become gorges.

The entire plain shows no trace of green, and no vegetation can be seen.

On the ground below, not even a single weed is visible, nor any signs of animal activity.

As for humans, they are even less visible, with not a trace of human activity left behind.

Pries stood by the window and said, "In places where desolation spreads, no vegetation can grow. If we hadn't preserved the Land of Dawn and the Barren Land, we wouldn't even have places to plant crops, and who knows how many people would starve to death."

"Moreover, the territory of the Land of Dawn has been shrinking year by year, being gradually eroded over the years."

Herag asked, "With the Wizard Towers guarding the cities, can they still be breached?"

If the territory is getting smaller, it means that there were once cities protected by Wizard Towers that still succumbed to desolation pollution or were breached by demons.

Now the various Wizard Organizations in the Land of Dawn are very powerful, yet even they can only retreat step by step...

Pries smiled bitterly, "Yes, every so often, unavoidable anomalies occur. For example, someone inside a city suddenly gets contaminated, and overnight, the pollution spreads throughout the city. Or perhaps some places suddenly see a powerful and strange being appear, directly invading the city..."

"Although such events are rare, once they happen, they spell doom. The fall of a city is often very sudden and swift."

"So why do we invade other planes to plunder resources? We are forced with no other choice. If we don't plunder resources from other planes, we certainly won't have enough resources here. We can only expand into new planes."

The wizards of the Land of Dawn invade and plunder other planes for their own survival.

The major Wizard Organizations in the Land of Dawn may seem powerful now, but they are actually surrounded by hidden crises.

Compared to the vast polluted areas, the Land of Dawn is actually just a very small region.

In those unknown polluted areas, who knows what kind of powerful demons might exist?

If one day these powerful beings were to suddenly come forth, the total annihilation of the Land of Dawn is not impossible.

No one knows the current situation in the polluted areas, and even those who explore can only scout the outskirts without venturing deep.

Herag never imagined the situation the wizards of the Land of Dawn faced was so dire.

In the Barren Land, he never heard about these things nor understood the overall situation of the Kala Continent.

Now, after understanding, he realized the problem facing all wizards is very grim.

People in the Barren Land, not knowing the truth, live more easily, with less pressure.

Whereas the people of the Land of Dawn know from birth what surrounds them and the situations they face. From the beginning, they know what kind of circumstances they are against.

David and Reese also fell into deep thought; they never imagined the Land of Dawn, which they always yearned for, was in such a crisis-ridden environment.

Many thoughts flashed through Herag's mind; he thought future actions had to be even more cautious.

The situation in the Land of Dawn is too complicated. Besides the internal factions, the external polluted areas also pose a big threat.

Herag thought for a moment and asked, "Mr. Pries, which city are we going to?"

In his mind, he already had the full map of the Land of Dawn, with numerous cities in Serlandir, each uniquely positioned.

Herag wanted to see which city he would end up in. Theoretically, the closer to the Central Region, the safer it would be because it is further from the polluted areas.

But in fact, polluted areas are also distributed among the major cities, marked as black regions on the map.

Though the polluted area between cities isn't as vast as the external ones, they are rather scattered, present in many places.

"Silver Moon City is where Lord Parker primarily resides, and our Lord Parker's faction mostly operates in Silver Moon City," Pries said.

Herag immediately glanced at the map etched in his memory and found the location of Silver Moon City.

Serlandir is located in the southern part of the Land of Dawn, near the Ten Thousand Mountains region.

Silver Moon City sits at the southernmost part of Serlandir, and it's the city closest to the Ten Thousand Mountains area.

In terms of overall location, Silver Moon City is relatively safe because there are no large polluted areas nearby.

The only polluted regions are those between Silver Moon City and the Ten Thousand Mountains, and their coverage isn't very large.

Most importantly, this swath of polluted area is mostly plains, allowing a clear view of the situation there.

Unlike some other areas, where a city might directly face an unseen, boundless polluted area, without knowing what's inside.

The only problem with Silver Moon City is that it lacks a buffer zone, with no other cities in front to shield it.

If any unexpected situation occurs, Silver Moon City faces those threats directly, without any means for buffering.

But this isn't something Herag could choose; Silver Moon City already counts as a rather good location.

All he could do was to tread carefully, planning cautiously for various situations that he might encounter later.

The airship flew over the black plains for nearly half a month.

Looking at this plain, Herag thought if it weren't for the desolation pollution, this could have been a very habitable place.

The vast plains have a lot of land that could be cultivated; just these plains alone could sustain all the people in the Land of Dawn.

Unfortunately, now being polluted by desolation, it's completely turned into wasteland, without even a single weed, let alone suitable for growing food.

Herag clearly saw a now-dry ravine, whose width once suggested it was a rushing river nurturing the vast surrounding plains.

About a hundred kilometers from the dry ravine is the location of Silver Moon City.

Herag could already see the city from afar from the airship.

Besides having tall city walls, Silver Moon City was also enveloped in a layer of transparent light shield.

Upon seeing Silver Moon City, the speed of the airship gradually slowed, and the altitude steadily decreased.

The airship finally landed on an open space in front of Silver Moon City's gates, where the land was yellow.

The area within the light shield surrounding Silver Moon City was unaffected by desolation pollution.

The black earth and the yellow land were distinctly outlined, especially noticeable when viewed from the sky.

"Remember not to run around after we disembark; stay below for the inspection," Pries advised.

Chapter 256: Silver Moon City

"What kind of inspection?" Herag asked.

"It's mainly to check if you've been polluted. If you have, you'll be immediately banished and won't be able to enter Silver Moon City," Pries explained.

"Banishment... doesn't that mean..."

Herag glanced at the blackened land outside the protective barrier, which was an area polluted by the wasteland.

If he were banished here, it would mean being exiled to the polluted area.

The outcome awaiting him surely wouldn't be pleasant.

Pries patted his shoulder, "Don't worry, you're all wizards from the Barren Land. It's impossible for you to be polluted."

Herag nodded, outwardly appearing more relaxed.

But inside, he was a bit anxious.

Because he had the Thunder God Ancestral Bloodline power within him, which belonged to the Abyss Plane.

Herag wasn't clear on the inspection methods or the standards for determining pollution, so he felt some tension.

If they determined he was polluted due to the Thunder God Ancestral Bloodline, he wouldn't be able to explain himself, nor could he.

But there was no retreat now; he couldn't just run away, as that would appear too suspicious.

Herag felt the plane coordinates in the palm of his left hand.

If things went wrong, he would activate the plane coordinates and escape to the Abyss Plane.

Although it would also be dangerous over there, there was no other choice.

After the airship landed, a long ladder was lowered from each deck level.

Herag and the others naturally didn't need the long ladder; they could easily float down with a Feather Fall Technique.

A total of sixteen people disembarked from the airship; the others seemed to be airship staff and did not get off.

After Herag and his group got off, the airship took off again, flying off into the distance.

Herag's group stayed where they were, not wandering around as Pries instructed, waiting for the inspection phase to start.

The others chatted casually, seemingly used to it.

Herag glanced at Silver Moon City, realizing only upon arrival how tall the city walls were.

From the air, he hadn't felt much, but standing beneath the city walls, looking up, he felt their immense height.

The city gate was initially closed but slowly opened after a while, and a group of black-robed individuals walked out.

The group was tightly wrapped in black robes, even their faces were completely covered with black veils.

"Don't resist," Pries whispered to Herag and the other two.

Hearing him speak, Herag was taken aback. Before he could react, the black-robed individuals pulled out stoppered vials, removed the stoppers, and threw them toward Herag and the others.

The vials shattered upon nearing them, releasing a pink mist.

The mist instantly enveloped Herag and the others. Herag smelled a fruity fragrance but couldn't identify the fruit—it was unfamiliar to him.

A moment later, the pink mist dissipated.

Pries looked at Herag and the other two, "All right, you can enter the city now."

"That's it?" Herag was bewildered, not having realized the inspection was already over.

He had been considering a quick escape to the Abyss Plane if anything came up during the inspection.

"Of course, why, you want to stay outside?" Pries laughed.

The black-robed group had already turned and left, their movements smooth and practiced, likely done many times before.

Herag exchanged a glance with David and Reese, then followed Pries into Silver Moon City.

Pries explained as they proceeded, "The pink mist earlier is called Rain Dew Reagent. It's highly sensitive to various sources of pollution like wasteland contamination. Even a tiny trace turns it blood red. Even if a slight bit is hidden in you, the Rain Dew Reagent would detect it."

"If you haven't come into contact with any pollution sources, it just disappears, and nothing happens."

Herag nodded, "No wonder they left without a word."

Following Pries past the city gate, the heavy, massive gate closed behind them with a dull thud.

Herag looked into Music City, where many tall structures came into view.

If not for the architectural style differing from his previous world, Herag could have thought it was a modern city.

The roads were spacious and clean, all paved with white stones.

Many 10 to 20-story buildings stood within the city.

Looking down the street, he was relieved to see carriages were still the mode of transportation, although the horses were not ordinary.

The horses here clearly had demon bloodlines, horns growing from their heads, their muscles rippling clearly as they ran, showing their immense power.

Silver Moon City was vast, larger than any city Herag had seen in the Barren Land, almost like a small kingdom.

The streets bustled with people, both wizards and ordinary folks.

In the time he stood there, Herag had already seen many Level 1 Official Wizards, and Wizard Apprentices were numerous.

Of course, ordinary people outnumbered them, making up the majority.

Herag looked up and exclaimed, "That is..."

Upon looking up, he saw a massive Floating City hovering high above Silver Moon City.

Hearing his exclamation, Pries looked up and smiled, "That's Lord Parker's residence, also the only Floating City in Silver Moon City. Each Floating City has a complete internal system. Even if the Land of Dawn were entirely polluted, a Floating City would remain unharmed. However, building a Floating City comes at a high cost, something an ordinary wizard can't even dream of."

Herag nodded, ceasing his curiosity for now, as it had little to do with him at the moment.

"Let's go and register your information in the Land of Dawn's Magical Network. Here, your identity is crucial and very convenient," Pries smiled.

Although Herag and the other two weren't entirely sure, they obediently followed Pries.

After walking a bit, Herag noticed that it seemed a tall tower appeared in every area.

"Mr. Pries, what are these towers?" Herag asked.

"Those are Wizard Towers," Pries explained.

"Wizard Towers? So many!" Herag had assumed there'd be just one tower per city, but it seemed each area had one.

Pries nodded, "That's right, those are Wizard Towers. Their design is to increase resilience and the city's risk mitigation. If there was just one Wizard Tower, and it fell, the city would be doomed. But with many Wizard Towers, each is independent and has its own functions."

Chapter 257: Household Registration

"Even if a few Wizard Towers encounter issues, the other Wizard Towers can operate normally without significantly impacting the entire city."

After Pries explained it, Herag understood.

Each Wizard Tower can protect a district, so if one tower has problems, it only affects a small area.

From the perspective of the entire city, this design is undoubtedly the best, enhancing the city's risk resistance.

Of course, this method is costly and expensive to implement, but it is certainly worth it.

Pries led Herag and his companions to a palace, or at least it looked like a palace.

There were only two Great Knights fully armored at the palace entrance. Herag always felt that their symbolic significance outweighed their actual guarding role.

Because there were many people coming in and out at the palace entrance, many Wizard Apprentices and Official Wizards among them, any of whom could easily be stronger than those two guards.

In front of the palace, there were wide and long steps, and at the foot of the stairs lay a boulder inscribed with several words in Sivr Language, translating to: Silver Moon City Hall.

"Let's go up." Pries stepped onto the stairs first, starting to enter the City Hall.

Once you ascend the stairs, you arrive at the first floor of the City Hall.

The first floor of the City Hall is vast, resembling a giant plaza.

Herag glanced up and saw six or seven more floors, though there appeared to be fewer people up there than on the first floor.

The first floor of the City Hall had countless rooms and counters, making Herag feel dizzy.

There were several benches scattered around with people sitting on them, all here to conduct business affairs in the City Hall.

Pries led Herag to a room called Household Registration Management, which also had a counter outside with a long queue.

However, Pries seemed to have privileges and directly brought Herag and his two companions into a small room to conduct their business.

"This area is primarily for household registration. Herag, you are an official member of Serlandir, so your household registration is in Silver Moon City. David and Reese will be registered under your name as attendants. Later, if they have the chance to enter Serlandir, they can establish their own household registration," Pries explained.

Herag nodded, "Got it."

The City Hall staff took out several long forms for Herag, David, and Reese to fill out in detail.

This time, Herag was cautious and checked the forms, finding no Magic Power presence.

He had Shenlan scan them, and nothing abnormal was found.

He had already gotten to know Pries better during the airship ride.

Members of Serlandir don't need to sign any contracts, which is very different from the management style of Moonlight Forest.

As a member of Serlandir, Herag's household registration is in Silver Moon City, making him a Silver Moon City resident, yet he also belongs to Serlandir.

If Herag prefers, he could do nothing all day and stay in Silver Moon City without anyone complaining.

Of course, unless Serlandir has special circumstances and issues a mandatory task for Herag, then he must complete it, or the consequences would be unbearable.

This does not require contract constraints, as the vast difference in power means they aren't needed.

However, if Serlandir issues such a task, Herag would likely be unable to avoid being involved.

But under normal circumstances, such tasks are rare, allowing Herag to arrange his affairs and schedule as he pleases.

He can choose to stay in Silver Moon City for research and study, or he can actively undertake various tasks from Serlandir to earn Magic Stones or Contribution Points.

Herag could even choose to become a business tycoon and start trading between cities.

As long as you follow the rules and pay taxes, no one will interfere with you.

With this high level of freedom, contracts become rather excessive.

David and Reese also filled out their information on the attendant forms, and from now on, they are registered under Herag's name.

Once Herag and his companions completed the forms, they handed them back to the staff.

The staff carefully checked them twice and corrected some mistakes or incomplete information before leaving.

"We need to wait a bit; they're going to input your information into the Magic Net," Pries said.

About half an hour later, the staff returned with three Talisman Stones in hand.

These Talisman Stones were larger and slightly different in appearance than those from the Barren Land.

In comparison, the Talisman Stones from the Barren Land looked more like a youthful version.

The staff handed the Talisman Stones to Herag and his companions respectively and then said, "These Talisman Stones are bound to your identity, and only your Magic Power can activate and use them. Next, I'll explain how to use them..."

After an hour of explanation, Herag fully understood the role of Talisman Stones in the Land of Dawn.

Firstly, regarding identity, Talisman Stones serve as an identification card and can be used for most identity verifications.

If the Talisman Stone is lost, you need to promptly come to the City Hall to reset it, as the previous stone will be deactivated.

Each Talisman Stone is bound to its owner's Magic Power, usable only by the individual.

Herag glanced at his information panel, which recorded some basic information and household registration and organizational affiliations.

He currently has no residence, but now holding a resident status, Herag can purchase property in Silver Moon City.

Many of Silver Moon City's information can be synced and updated via the Magic Net.

For instance, if Herag bought a house somewhere under his name, the property information could be synced to the Talisman Stone via the Magic Net.

Herag also noticed that his Gold Coin and Magic Stone balance was zero.

Throughout the Land of Dawn, Herag can store the Talisman Stone at banks affiliated with major Wizard Organizations, allowing storage of Gold Coins and Magic Stones.

The Talisman Stone will display his balance, and numerous transactions can be conducted directly using the stone, with the balance deducted accordingly.

Of course, corresponding taxes cannot be avoided.

However, the tax rate is relatively low, and this transaction method is convenient, so Wizards in the Land of Dawn generally adopt this approach for transactions.

Similar to the tasks in Moonlight Forest, here the Talisman Stones also have a task hall.

However, the number of tasks is vast, and there are many issuers.

Serlandir's tasks only comprise a small portion, with most issued by Silver Moon City or other cities.

Herag merely glanced at them and felt overwhelmed, as there were too many tasks to even browse through.

Besides tasks, there are also tavern forums divided by different cities.

Herag noticed he could switch to forums from other cities, with each participant's name indicating which city they hail from.

Chapter 258: Bank

Beneath the tavern forum are many small rooms; some are public, and others are private requiring a password.

Herag observed and felt that it would be quite useful for remote discussions and meetings.

Between the cities of the Land of Dawn, there is some distance, along with pollution zones as barriers, making travel not so convenient.

With the Talisman Stone, it indeed reduces a lot of hassles, providing many conveniences for wizards.

Using this Talisman Stone to accept tasks is more convenient than in Moonlight Forest, because systems of Magic Stones, Gold Coins, and Contribution Points are integrated, allowing task rewards to be settled directly on the Talisman Stone.

All of this is built upon the powerful endorsement of the Six Great Wizard Organizations.

Unless the Six Great Wizard Organizations desert us, those Gold Coins and Magic Stones won't just disappear.

But if all Six Great Wizard Organizations are gone, then Gold Coins and Magic Stones will be useless too.

Herag plans to store some Magic Stones and Gold Coins in the Celestial Bank later; he is very accepting of these "novelties" and adapts quickly, with few doubts.

After all, these are merely remnants of what he played with in his past life.

Herag glanced at the friend interface, searched Lillian's Talisman Stone number, and immediately Lillian's brief information appeared.

He promptly sent a friend request, waiting for approval.

The Talisman Stone uses a real-name system, without any nicknames, and name information cannot be changed.

Once Lillian sees the message, she'll naturally know it's Herag.

What puzzles Herag is that Lillian already had a Talisman Stone here before coming to the Land of Dawn.

It seems Augustus Academy and Celestial Bank are somewhat different.

The organization behind Augustus Academy in the Land of Dawn is also called Augustus Academy, or rather, this here is the true Augustus Academy.

The influence range of Augustus Academy is the northern part of the Central Region, and also the northernmost part of the entire Land of Dawn.

The large area in the north of the Land of Dawn all belongs to Augustus Academy.

Herag's location, Serlandir, stands apart in the south, gazing at Augustus Academy in the north.

The Talisman Stone of the Land of Dawn does not have many restrictions and can be used freely for external communications.

Though the Six Great Wizard Organizations frequently have conflicts, overall, they are cooperative and united.

Because they face the same problems, they believe they can only deal with the threats of the pollution zones by working together.

The immense external pressure leads to internal conflicts being controlled within a reasonable scope, avoiding grand confrontations.

"This is roughly how it's used. Any other issues?" the City Hall staff asked.

"No issues, thank you." Herag quickly picked up the ropes, fully comprehending these things.

The group stood up and left the small room. Pries suggested, "I recommend you store some Magic Stones and Gold Coins in the Celestial Bank for easier access later."

"Alright," Herag naturally had no objections, as he was planning to do just that.

The Celestial Bank is present in every city, even those of other Wizard Organizations.

The bank in Silver Moon City is not far from City Hall; all are in the city center area, just across a street.

The Celestial Bank is also very large, comparable to City Hall, with many people coming and going.

The security forces here are visibly stronger; Herag saw at least six Level 1 Wizards dressed in the bank's uniform patrolling back and forth in the hall.

In the deeper parts of the bank, certainly, more powerful beings guard.

Pries easily found a familiar staff member at the bank who helped Herag and the others with the necessary procedures.

Herag stored sixty thousand Magic Stones, keeping over forty thousand Magic Stones on him; Reese and David also stored some Magic Stones as well.

Gold Coins were stored directly as ten thousand, enough for expenses for a good length of time afterward.

Herag glanced at the Talisman Stone, and the data of Gold Coins and Magic Stones was quickly displayed.

Only the Contribution Points section remained zero; Contribution Points can only be awarded for tasks officially released by Serlandir.

If there are any special contributions or merits, contribution points will be rewarded as well.

If one participates in tasks like pioneering wars, the contribution point rewards will be high.

Herag's earlier performance at Base 27 earned quite a few contribution points.

But regrettably, he wasn't a member of Serlandir at the time, unable to earn contribution points.

Many things inside Serlandir cannot be bought merely with money; one must meet the contribution point requirements.

This is considered a kind of test mechanism by Serlandir, where one can easily and clearly see the value each person creates through contribution points.

Simply idling inside without contributing anything, relying on time to accrue credentials, will not suffice.

Only your actions count, and contribution points reflect this well.

Upon completing the procedures and opening the bank account, Pries said, "Herag, your current salary is one thousand Magic Stones per month, to be deposited monthly on the first into your account. Any additional rewards will be credited to your account later."

In the Barren Land, one thousand Magic Stones a month is already a high income.

However, in the Land of Dawn, it seems inadequate, especially to support him, David, and Reese, the three Level 1 Wizards.

Herag, who had understood from the airship, knows the cost of living in the Land of Dawn is relatively high.

Due to the limited usable land area, the yield of vegetables and fruits is quite low.

Though wizards utilize knowledge of Magic Potion and Herbalism to artificially cultivate food in large quantities, it merely ensures food sufficiency for everyone.

But various vegetables and fruits become luxury items since they are not mass-cultivated, with yields much lower than staple food.

Suddenly, Herag felt that ordinary people in the Barren Land perhaps live better than those here.

Because resources are distributed from top to bottom, those at the lowest levels here are undoubtedly worse off than the ordinary folks in the kingdoms of the Barren Land.

At least ordinary folks in the Barren Land can afford vegetables and fruits if they wish to.

However, the Land of Dawn guarantees a bottom line, ensuring no one starves to death, whereas starvation is common and not rare in the Barren Land or Coleson Continent.

Herag believes that being able to feed everyone and prevent starvation in this era is a remarkable achievement by the wizards in the Land of Dawn.

"I've arranged a free half-month stay for you in an inn. Afterward, you'll have to solve your accommodation issues yourself, whether renting or buying a house; it's up to you," Pries said.

Herag thought that if he stays longer in the Land of Dawn, buying a house might be better than renting.

Of course, this is if he can afford it.

Chapter 259: House Hunting

Herag thought for a moment. If he remembered correctly, the formal members of the Serlandir faction have a once-in-a-lifetime opportunity to buy a house at half price.

He then asked, "Mr. Pries, how much does a house in Silver Moon City generally cost?"

Pries pondered, "It depends on the district, the price varies quite a bit. Let's head out first, I'll take you to an inn to settle in. Buying a house isn't something that can be done in one or two days."

"Thank you, Mr. Pries," Herag expressed his gratitude.

Pries waved his hand and laughed, "No worries, we're all from the same faction, no need to stand on ceremony. Besides, your guidance task is worth twenty Contribution Points, and such easy points are not something you can just pick up without effort."

Pries led them through a series of twists and turns, and after crossing several main streets, they arrived in front of a tall inn.

The inn was located at the intersection of a busy cross street, with a lot of foot traffic, suggesting it wouldn't be cheap to stay here.

However, Herag and his companions had their accommodation covered for half a month by the Serlandir faction, so the expense wasn't an issue.

Pries helped Herag and the other two register and complete the check-in process at the inn's reception, then went upstairs to become familiar with the route.

The rooms here were quite small, smaller at least compared to those Herag had stayed in before, likely due to the location, making them more expensive and thus smaller.

But the basic facilities were present; apart from a bathroom, there was even a small kitchen.

After checking the room to ensure everything was in order, Pries said, "Herag, I'll give you the Talisman Stone number of someone from the Property Management Center. He's also a member of Serlandir and won't overcharge you. Of course, to be safe, check with me before any transactions. Only pay if there are no issues."

He finished speaking and sent a number to Herag through the Talisman Stone. After memorizing it, Herag added the person as a friend and discovered his name was Jamie.

"Thanks for your help, Mr. Pries. If there's anything I can help with in the future, feel free to ask."

Pries was genuinely responsible, and Herag was very grateful to him for helping him avoid being clueless upon arriving in the Land of Dawn.

Pries laughed, "No problem, no problem. I'll be off now. Get comfortable quickly, and contact me via Talisman Stone if there's anything."

"Okay, thank you, Mr. Pries." Herag and his companions saw Pries to the inn's entrance and watched him leave.

After returning to his room, Herag noticed the Talisman Stone flashing; Jamie had already accepted his friend request.

"Mr. Herag, Pries has already told me about your situation. Welcome to Silver Moon City and to joining the Serlandir faction," Jamie greeted.

Herag replied, "Mr. Jamie, I'm interested in buying a house. Do you have any suggestions?"

"The price varies greatly depending on the area in Silver Moon City. Simply put, the closer you are to the city center, the more expensive it is; the closer to the city wall, the cheaper it is. However, this isn't always absolute, as there are some special cases. Do you have a map of Silver Moon City? I can explain it to you," Jamie said.

The Talisman Stone could only send text messages, couldn't send or store pictures.

Herag glanced at the map in his hand and replied, "I do."

Jamie responded, "What are your requirements? What kind of environment do you need?"

"Quiet, preferably not too noisy, and places with fewer people," Herag thought for a moment and said.

He didn't like crowded places, as more people often led to more trouble.

The Land of Dawn was a complex place, and the fewer the problems, the better.

Jamie replied, "These places are generally more expensive. The cheaper places have higher population density. What's your budget?"

"The budget would be within tens of thousands of Magic Stones at most," Herag had just over ten thousand Magic Stones, so his budget was limited.

"That's fine. Hang on a minute, I'll help you pick some places, and you can see which one you like," Jamie replied.

About ten minutes later, Jamie sent over some place names.

Herag compared them with his map. The first was a residential area called King Street, located in the middle of the eastern part of Silver Moon City, quite far from the city wall, priced at eighty thousand Magic Stones for a small courtyard.

The second option was a small courtyard in the southern part of Silver Moon City, relatively cheaper at fifty thousand Magic Stones.

The third option was a small courtyard in the northwest of Silver Moon City, priced at seventy thousand Magic Stones.

Herag immediately excluded the southern courtyard because it was too close to the city wall. Upon examining the location on the map, he saw several taverns and inns nearby, which tended to have more complicated visitors.

As for the northwest courtyard, after thinking for a while, Herag decided against it.

It was too close to a residential area for common people, which from the map clearly had dense housing, indicating a high population.

Even though it was some distance away, Herag was still not satisfied.

As for the residential area on King Street, it seemed more suitable. The surrounding buildings weren't dense, and there were no large residential areas, so foot traffic wouldn't be high.

The only downside was that it was more expensive, requiring eighty thousand Magic Stones.

Herag replied, "Mr. Jamie, could you please send me more property introductions? I'd like to compare a few more."

"No problem." Jamie quickly sent over more place names.

Herag invited Reese and David to discuss and settled on three candidate locations.

Of course, it was mainly Reese involved in the discussion, while David remained mostly silent, simply agreeing each option was good.

To him, everything seemed fine.

"Mr. Jamie, could you take us to see these houses tomorrow?" Herag asked.

"No problem, are you at the Cross Inn?" Jamie inquired.

"That's right."

Jamie said, "Sure, I'll come to pick you up around 10 o'clock tomorrow."

...

The next morning, Herag and his companions waited downstairs at the designated time.

A carriage slowly stopped outside the inn, and then a man alighted, glanced at the inn entrance, and soon identified Herag and his companions.

Jamie approached and tentatively asked, "Mr. Herag?"

Herag nodded, "Yes, are you Mr. Jamie?"

Jamie extended his hand with a smile, "Yes, yes, pleased to meet you."

After a handshake, David and Reese introduced themselves, then boarded Jamie's carriage.

On the carriage, Jamie said, "Mr. Herag, you have a good eye; the three locations you've selected are all decent properties. In my opinion, any of them would be a good choice. Once you visit all three, make your decision."

Herag smiled and nodded. He had picked the three most expensive ones, so naturally, they wouldn't be bad.

Over the next two days, Herag and his companions visited all three places under Jamie's guidance.

Chapter 260: The Library

Silver Moon City is indeed too large. Due to the three houses Herag selected being in different locations, it was impossible to view them all in one day.

The group took a carriage and spent two days reviewing the houses and their surrounding conditions.

After comprehensively considering the conditions of the three places, Herag ultimately chose the residence on King Street.

Upon inspection, Herag found that the place on King Street was the quietest, with fewer residents around.

He only learned that the houses in this area could only be purchased by members of Serlandir.

The number of official Serlandir members is not many, and with the vastness of Silver Moon City, they are more sparsely distributed, making it relatively quieter.

This fitted Herag's requirements even more, as an area comprised entirely of Serlandir members made for a simpler social composition.

After comprehensive consideration, Herag decided to purchase the house on King Street.

As a formal member of Serlandir and a first-time property buyer, he received a 50% discount.

The original price was eighty thousand Magic Stones, and Herag paid forty thousand Magic Stones to buy the courtyard on King Street.

After completing the transactions, Herag paid the forty thousand Magic Stones directly with Talisman Stones, leaving a balance of two thousand Magic Stones, which, combined with the four thousand Magic Stones on him, amounted to sixty thousand Magic Stones remaining.

Residences on King Street are all standalone courtyards, separated by dozens of meters.

There are no bustling populated areas nearby, so it is very quiet.

Herag put his hand on the doorknob at the entrance, and when he touched it, the door opened automatically.

This small courtyard is equipped with a Witch Array, which can autonomously record personnel information and automatically identify who may enter freely.

Those without recorded identity information cannot open the door to enter.

The house comprises three floors and many rooms.

David voluntarily requested to stay in a room on the first floor, while Herag and Reese chose the master bedroom on the second floor.

Having moved into the new home, Herag, following past life's customs, decided the three of them would cook a meal themselves at home.

He and Reese went to a nearby market to purchase some ingredients and discovered that the prices for vegetables and fruits were indeed ridiculously high.

They spent a total of five Gold Coins on a pile of ingredients.

While they did buy quite a lot, the expense was still unreasonable.

Herag was not short on Gold Coins, but ordinary people without his wealth could not afford these vegetables in their daily life.

Herag seldom revealed his culinary skills, but he took out the wok and other cooking utensils he previously had made by a craftsman to cook several dishes, leaving David and Reese surprised.

They never imagined Herag could make delicious food, and though they had never seen these dishes before, the aroma was enticing and mouthwatering.

At the table, the three quickly started eating heartily.

After eating for a while, Herag said, "We currently have enough Magic Stones to last us for some time, so during this period, let's focus on diligently improving our skills."

"Aren't we going to take on tasks?" Reese asked.

"We can take on tasks, but it depends on the situation. Avoid dangerous ones as much as possible; we must focus on making ourselves stronger during this time," said Herag.

Herag's subsequent strategy was simple: grow steadily.

First, use the existing Magic Stones to exchange for resources, while also taking on some low-risk tasks to earn Magic Stones and Contribution Points.

Once strength has increased, and if resources become inadequate, then consider taking risks.

"Tomorrow, we go to Silver Moon City's library to enrich our knowledge base as much as possible," Herag said.

"Okay." David and Reese had no objections and followed Herag's lead.

At night, Herag glanced at the Talisman Stone; Lillian's friend request still hadn't been accepted, leaving him wondering what she was doing.

...

The library of Silver Moon City has a total of five floors, and the first three are open to the public, requiring just a card, costing ten Magic Stones a month.

The price isn't too high, and most people can afford it.

As an official member of Serlandir, Herag can use the first three floors of the library for free.

The fourth and fifth floors are more special; Herag discovered that entering the fourth floor requires 100 Contribution Points to borrow books, which are charged per book.

The fifth floor requires 500 Contribution Points to enter, and it is also charged per book.

Herag browsed the tavern forum, searching for information related to the library.

He learned that the first three floors of the library mostly hold foundational knowledge, lacking advanced or profound content.

The fourth and fifth floors of the library contain more advanced and profound knowledge, with each book needing separate payment of Magic Stones to borrow.

Prices vary for different books, with some even costing tens of thousands of Magic Stones, just for borrowing, not purchasing.

The next morning, Herag and the two others took a carriage to the library of Silver Moon City.

The library of Silver Moon City is a cylindrical building, standing there very prominently and visible from afar.

"Hello, registration." Herag and the two others said upon arriving at the library's front desk.

The receptionist was a young lady, looking about twenty years old, with a very weak magic aura, only at the level of a First-Class Wizard Apprentice.

In the Land of Dawn, Wizard Apprentices with such poor qualifications usually engage in ordinary work, slightly better than ordinary people.

Many job positions require only a bit of Magic Power, typically filled by those with poorer qualifications.

"Okay, please show your Talisman Stone," the lady said.

Herag took out his own Talisman Stone and quickly completed the registration.

"Mr. Herag, as an official member of the organization, you are free to browse the first three floors. Since your current Contribution Points are zero, you cannot access the fourth and fifth floors," the staff member respectfully returned the Talisman Stone, saying.

Herag nodded and let David and Reese proceed with their own procedures.

Each of them paid ten Magic Stones and could view books on the library's first three floors for one month.

One month will certainly be insufficient; they can renew it later.

David and Reese each had three thousand Magic Stones provided by their families, enough for their long-term use, so there was no need for Herag to pay.

"Let's go, you two go check out the catalog and choose the books you want to read," Herag said.

Unlike these two, Herag intended to enter all the books' content from the three floors, then decide which to focus on.

Upon entering the library, the three separated and began searching for their desired books to study.

Herag started storming through the books, recording the contents of every shelf as he passed.

While recording books in the history section, Herag paused for a rare moment.

From a book titled "Brief History," he saw the words Sixth Ring Tower.