

Sixth 261

Chapter 261: Six-Ring Tower

"Brief History" in this book provides a concise record of history from before the Dawn Land was born to the present, with content that is very simple, often just skimming over many events.

Herag initially didn't pay much attention to it, just like other books, flipping through the contents and scanning them for records.

Unexpectedly, he saw the words Sixth Ring Tower.

Herag had previously considered the possibility of learning about the Sixth Ring Tower in the Dawn Land, only realizing aboard the airship that the six great wizard organizations in the Dawn Land were not called the Sixth Ring Tower.

He didn't ask Pries about it either, because he wasn't sure what kind of existence the Sixth Ring Tower was.

After finishing this Brief History, Herag was relieved he had never mentioned the Sixth Ring Tower to anyone.

Moreover, he would never reveal to anyone in the future that his meditation method came from the Sixth Ring Tower.

According to records in "Brief History," before the birth of Dawn Land, when the Abyss Plane had not yet invaded and the pollution zones hadn't appeared.

That time was roughly ten thousand years ago, when wizard culture was prevalent on Kala Continent, it was the time when wizards were most powerful.

Various brilliant talents emerged, and numerous powerful wizard organizations were distributed across the land.

Back then, the wizards' reach extended not only throughout the Wizard Plane but also to other planes.

It was the peak of strength for the Wizard Plane; many planes could not rival it, unable to resist the invasions and plunder by the Wizard Plane.

During this period, many powerful wizard organizations expanded rapidly, leveraging resources acquired through plunder.

Most of the current wizard organizations in the Dawn Land were the leaders of that time; otherwise, they wouldn't have survived till now.

Among these wizard organizations, Sixth Ring Tower was indisputably the strongest wizard organization.

The Sixth Ring Tower had six Sixth Ring Wizards who jointly established the Sixth Ring Tower.

At that time, the Sixth Ring Tower was the holy land in the hearts of all wizards, and countless wizards fought to join it.

During the glorious era of the Sixth Ring Tower, other wizard organizations hardly had a say, and the Tower effectively ruled the entire Wizard Plane.

All the authority was in their hands, and promising new talents were prioritized for entry into the Sixth Ring Tower.

But when the Abyss Plane began invading, everything changed.

At that time the Wizard Plane was very strong, but the Abyss Plane was even stronger.

The book doesn't say much about the specifics, only that when the Abyss Plane invaded, it decimated many resisting wizards with overwhelming force.

At this time, the wizards, who always placed themselves above others, realized they weren't as strong as they thought.

Then began a long-battling plane war, with wizards having the advantage in local combat, while the Abyss Plane invaders were suppressed by the World Will, unable to exert their full power.

The first wave of invasion from the Abyss Plane didn't completely defeat the wizards; given a chance to breathe, the wizards quickly organized themselves.

In this process, the Sixth Ring Tower played a leadership role, organizing the wizards to resist the invasion of the Abyss Plane.

But later, the Sixth Ring Tower became traitors, embracing the Abyss Plane.

This surprised everyone and dealt a significant blow to the Wizard Plane.

According to records in "Brief History," the sudden allegiance of the Sixth Ring Tower to the Abyss Plane left the defenses weak, allowing the Abyss Plane to exploit the situation.

At that time, the wizards were plunged into fierce battles, paying a heavy price to repel the Abyss Plane and repair the plane fractures everywhere.

Many said that if the Sixth Ring Tower hadn't betrayed the Wizard Plane at the time, they could have repelled the Abyss Plane at a minimal cost, and not so many people would have died.

Moreover, the invasion from the Abyss Plane was repelled, but left many aftermath issues, like today's pollution areas.

The Sixth Ring Tower was utterly nailed to the pillar of historical shame, despised by all.

After that, any wizard still loyal to the Sixth Ring Tower was annihilated.

Herag silently returned the book to the shelf, pondering something.

"Brief History" introduces too little, lacking detail, with too many things merely glossed over.

Herag doesn't completely believe the depictions in this historical book, as history is written by victors, and many records reveal oddities and irregularities, some defying logic.

What is written in "Brief History" isn't necessarily the truth, but the truth the victors want people to know.

Herag can only explore the true history once he has enough strength in the future.

However, these are temporarily not important; Herag only needs to know that the Sixth Ring Tower carries a negative image in the Dawn Land, affecting some subsequent decisions.

Since he knows the Sixth Ring Tower is deemed as sinners, he must not have any ties to the Sixth Ring Tower, at least not let anyone know.

Herag continued picking up other books, scanning them for recording.

During this time, he came across some history-related books, and the content about the Sixth Ring Tower was practically the same.

The evaluation of the Sixth Ring Tower was also very consistent, regarded as traitors to the Wizard Plane.

Herag suddenly remembered that the plane coordinates he held came from a wooden disc, which is engraved with a hexagonal tower.

And these plane coordinates just happen to lead to the Abyss Plane.

Herag paused his hand holding the book, feeling the wooden disc likely originated from the Sixth Ring Tower.

Regarding why it serves as coordinates for transferring to the Abyss Plane, and what the purpose of creating this disc was, Herag remains unclear.

Herag absorbed and processed the information he just encountered while continuing the task of scanning books for recording.

Due to the crowded library, Herag had to slow down and input gradually.

Otherwise, in others' eyes, Herag would appear to flip through a book and put it back immediately, which repeated continuously would seem very odd.

Herag initiated Shenlan's environmental detection, constantly monitoring the surrounding activity, and only scanned books after confirming no one was observing him.

This caused the book input speed to slow significantly, and Herag spent seven days completing the input of all books on the first floor.

When stepping onto the second floor, David and Reese were still on the first floor, not even finishing their first book.

For any wizard, learning requires time, even after reading through in seven days, truly understanding and mastering takes much longer.

The second floor of the library is slightly smaller in area than the first floor, with significantly fewer books.

However, most are more advanced books here, the content discussed takes a deeper level.

Herag, as before, recorded the books here at a leisurely pace.

Others come to find particular books out of necessity; he directly takes away the contents of the entire library.

Chapter 262: Mission

Herag spent five days inputting all the books from the second floor of the library and then proceeded to the third floor.

The books on the third floor were fewer than those on the second floor, and the number of bookshelves had visibly decreased.

Additionally, there were far fewer people reading here.

After glancing at the books on the shelves, Herag understood that these were more advanced books.

Recalling the books from the first to the third floor, he couldn't help but think it's no wonder the Wizard Influence in the Land of Dawn is so strong.

These books are almost barrier-free for the citizens of Silver Moon City, as they can borrow books every month for ten Magic Stones, significantly enhancing overall knowledge quality.

Herag learned that the selection of Wizard Apprentices here starts at a young age.

Everyone undergoes three wizard aptitude selections from the time they start school until they graduate at sixteen years old. Those with aptitude are chosen by Serlandir.

Of course, being chosen doesn't mean one can enter Serlandir; further assessment and selection must be passed.

Only after a series of assessments can one become a formal member of Serlandir.

Those who fail the assessments can only engage in other wizard-related jobs, becoming reserve personnel for Serlandir.

If they perform outstandingly later, or make other contributions, they can also enter Serlandir.

Herag felt that Serlandir was really strict about the requirements for entry, but once admitted, the management became less strict.

Simply put, whether you strive or not after entering is your business; no one will control you.

However, as long as you work hard enough and accumulate enough Contribution Points, you won't lack resources, as Serlandir will provide everything for you.

Herag thought as he picked up a book from the shelf to start inputting.

"Magic Principle: Structured Application of Spatial Energy Particles"

"Advanced Magic Potion"

"Cast Magic on Your Cheese"

"Intermediate Witchcraft Introduction"

"Secrets a Witch Can't Help But Tell"

...

Herag was simply enamored with these books, greedily absorbing the knowledge within them.

The database of Shenlan once again recorded a wealth of knowledge, laying a solid foundation for Herag's future development.

Much of the knowledge might not be immediately useful to Herag, but quantity leads to quality changes, and it would certainly be hugely beneficial in the future.

In five days, Herag completed the input of all the books on the third floor.

Spending a little over half a month, the contents of the first three floors of the library were completely recorded in Shenlan.

Herag closed his eyes and organized these entered knowledge: "Where should I start learning?"

The knowledge entered this time was abundant and relatively high-tier, quite complicated.

But learning definitely comes step by step, and he couldn't simultaneously learn so many subjects.

After considering for a while, Herag decided to first learn witchcraft-related knowledge, and then supplement his learning with advanced knowledge about Magic Potions.

The "Basic Introduction to Witchcraft" he had previously read only explained the most basic knowledge and elaborated on sixteen runes.

Regarding the incredibly large knowledge system of witchcraft, Herag had only scratched the surface.

"Shenlan, select the books related to witchcraft." Herag recalled that he had input several witchcraft-related books.

"Searching..."

"Witchcraft-related books are as follows:"

"Intermediate Witchcraft Introduction"

"Explanation of One Hundred Witch Runes"

"Thirty-six Common Witch Array Structures"

"Witch Array: Attribute Relationship"

...

Shenlan provided a total of six witchcraft-related books, covering various aspects of witchcraft knowledge.

Herag began reading, learning, and understanding each book as given by Shenlan.

Two months passed in the blink of an eye.

During these two months, Herag, along with David and Reese, went to the library to study earnestly every day.

Sometimes, Herag didn't go to the library, because witchcraft also required practical hands-on experiments, which could only be performed at home.

During these two months, Herag focused on studying witchcraft wholeheartedly, increasing his mastery of rune quantities to over a hundred, and had completely mastered some basic structure paradigms.

The so-called structure paradigms are fixed combinations of runes.

These paradigms are the experiences summarized by countless predecessors, with stable structure and good efficiency, having passed the test of time.

When studying, Herag and other later learners could apply these paradigms directly to actual witch array designs without hesitation.

In these two months, through some small exercises, Herag already had basic abilities for witch array construction and design.

Next, naturally, it was time to verify.

Herag thought for a moment that his current ability was enough to complete the design of a Level 1 Witch Array.

However, the materials for a Level 1 Witch Array are generally quite expensive, and buying them just for practice felt wasteful, and reselling them wouldn't guarantee a quick sale.

Witch arrays require carriers, which are usually some bizarre materials.

Some materials are Demonized Items; some are items containing strong Magic Power; others are Casting Materials.

No matter which type of material, their price would not be cheap.

"Rather than buying materials myself for practice, it's better to take tasks directly..."

Herag felt this was the most efficient approach, as it allowed for practice while making money.

The only issue is, if he made mistakes, he would have to compensate financially.

"The reason I've come this far is solely through my efforts, with my infinite wisdom, tackling a minor Level 1 Witch Array should be no problem. Coupled with Shenlan's auxiliary support, the success rate remains high. Even if it fails, it's just compensating money, which I can afford at present."

After pondering for a moment, Herag took out the Talisman Stone and started searching for suitable tasks.

The task hall inside the Talisman Stone, once opened, was filled with a screen full of tasks, and refreshing them resulted in an entirely different list.

Fortunately, there was a search function; Herag searched for tasks related to witch array.

There were still many; then searching for Level 1 Witch Array tasks, the number slightly decreased.

Herag browsed through and saw a task titled: "Assist in creating a Level 1 Water-Resistant Witch Array, with the effect needing to cover a house area of a hundred square meters underwater, price negotiable."

"A Water-Resistant Witch Array, needing to cover a hundred square meters underwater, is this person planning to build an aquarium?" Herag muttered a couple of words, wizards always had peculiar hobbies.

But these had nothing to do with him. Checking the task issuer's name, Baron, he clicked the name and sent a message.

"I am willing to take your task, what's the price?"

Soon, Baron replied back: "Do you have the nerve to take on my task as someone who isn't even a member of the Witch Array Master Association?"

Herag was stunned; what kind of existence is the Witch Array Master Association? He had never heard of it, and moreover, how did the other person know he wasn't a member of this Witch Array Master Association?

Chapter 263: Witch Array Master Association

Herag was about to message and ask what the Witch Array Master Association was, but saw a chat window prompt: "The other party has blocked your messages."

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Herag was speechless for a moment, this person directly blacklisted him.

Herag did not continue to look at other tasks, he thought he must first understand what the Witch Array Master Association was; otherwise he might encounter the same situation as now.

He opened the tavern forum and searched for words related to the Witch Array Master Association.

The relevant information and posts quickly came up, and after reading carefully, Herag generally understood.

The Witch Array Master Association is a neutral organization set up with the background of the Six Great Wizard Organizations.

Its main purpose is to unify the management of all Witch Array Masters, and to conduct evaluations and ratings for them.

Witch Array Masters generally have three levels: Level 1 Witch Array Master, Level 2 Witch Array Master, Level 3 Witch Array Master.

Anyone can sign up for the Witch Array Master Association's assessments, and after passing the evaluations, they will receive an official Witch Array Master level certification from the association.

Simultaneously, a tag representing the Witch Array Master level will be added to the personal information within the Talisman Stone, and others can see this when they check your profile.

Therefore, those who publish tasks in the task hall usually first check if you have a tag and what level it is, and then they consider talking to you about cooperation.

Herag was just like a headstrong novice, with a blank personal profile, rushing to accept a Witch Array task. Others certainly thought he was here to cause trouble and directly blacklisted him.

"Since there is a Witch Array Master Association, wouldn't there also be a Magic Pharmacist Association?"

Thinking of this, Herag continued to search for the Magic Pharmacist Association and found that such an organization truly existed.

Like the Witch Array Master Association, the Magic Pharmacist Association is also a neutral organization jointly established by the Six Great Wizard Organizations, and anyone can apply for assessment.

The level division of Alchemists is the same as the Witch Array Masters: Level 1, Level 2, Level 3.

After understanding, Herag realized that the standard for Level 1 Alchemist is the ability to concoct High-tier Potions, which already filters out the majority of people.

The Ancient Magic Potion needed for promotion to Official Wizard is a typical High-tier Potion.

High-tier Potions have high requirements for the spiritual power of the concoctor; at the minimum, it must be an Official Wizard level.

This means, according to the standard of the Magic Pharmacist Association.

As long as you are an Alchemist, regardless of your level, it represents that you are at least an Official Wizard.

After browsing the relevant information, Herag decided to pass the assessments of the Witch Array Master and Alchemist first.

He understood that the level certification from these two associations is quite important.

Whether it's accepting magic tasks or witch array tasks, most people will have requirements for your association certification level.

Because once a task is published, everyone in Silver Moon City can see it.

With so many people, many want to accept the tasks.

But those with association certification levels are not many.

Publishers receive many task acceptance messages daily; with so many people, they can't judge the level of the other party through the Talisman Stone in a short time.

However, the association certification level is substantial, directly indicating the level of the other party, at least ensuring the other party's level is not too bad.

So, publishers generally only allow those with an association certification level to take on tasks.

Unless the publisher himself is very poor and can't afford to pay high prices to hire those with an association certification level.

But such task rewards are not high, and the value to accept them is rather low.

After making up his mind, Herag began to understand the related procedures for the Witch Array Master Association's assessment.

After confirming there were no issues, Herag directly went out to the street and hailed a carriage, heading to the Witch Array Master Association in Silver Moon City.

The Witch Array Master Association is situated southeast of Silver Moon City, with buildings all of pointy Gothic style.

The carriage stopped at the entrance of the Witch Array Master Association, and after getting off, Herag took a look; there was a symbol of the Witch Array Master Association at the entrance, a six-pointed star with a pointed Wizard Hat inside.

The Witch Array Master Association's gate looked fairly humble, unlike the grand City Hall or banks.

Few people came and went at the gate, but almost all entering or exiting were Level 1 Official Wizards.

After paying the fare, Herag walked into the Witch Array Master Association hall.

There were few people in the hall, and although their conversation was very low, it sounded quite clear in the empty hall.

"Old mate, do you have a reliable Witch Array Master to recommend lately? I'm planning to build an underwater house recently," a bald middle-aged man leaning against the counter asked.

"You can just publish a task on the Talisman Stone; a lot of people will come to you," said the middle-aged man named Moze on the other side of the counter.

"Don't say, speaking of it makes me angry. Publishing a task on the Talisman Stone brings all sorts of random folks, many without even an association certification, yet daring to take on Level 1 Witch Array tasks!" The bald man said angrily.

...

Upon hearing their conversation, Herag glanced at the bald man and roughly understood that this man was Baron, the task publisher who had blacklisted him.

He did not speak but walked towards the assessment registration counter.

"Hello, I want to take the Level 1 Witch Array Master assessment," Herag said softly.

"Hello, please fill out the registration form and show your Talisman Stone," the staff member said, handing over a form.

Herag nodded, took the feather pen on the side, began filling out the form, and placed his Talisman Stone on the counter.

The staff took the Talisman Stone to verify the identity, then handed the Talisman Stone back.

After filling out the information, Herag handed the form over.

The staff meticulously checked it and then said, "Registration is complete, your exam will be in two days at ten in the morning, please prepare and bring your Talisman Stone."

"Thank you," Herag nodded and then left the Witch Array Master Association.

Herag understood that the Witch Array Master Association's level assessment content is quite simple.

During the exam, they randomly give a topic and ask you to design a witch array based on the requirements, and then set up the witch array.

The required materials will be provided by the Witch Array Master Association; as long as the witch array can be activated and run normally, it is considered as passing the assessment.

The exam questions generally have some specific requirements rather than some common witch arrays.

So, memorizing questions in advance is useless, as the exam will not be drawn from existing witch arrays for assessment but requires you to design a witch array on-the-fly.

This better reflects a person's level in witch arrays.

Otherwise, everyone would just memorize the structure and setup process of existing witch arrays, which wouldn't be challenging.

With a wizard's memory, passing such a memory-based exam is too simple.

Two days later, Herag once again arrived at the Witch Array Master Association, an hour early, preparing to participate in today's assessment.

Chapter 264: Assessment

Herag arrived a bit early today; there were very few people in the Witch Array Master Association.

"Hello, I'm Herag, here to participate in today's examination." He walked to the counter and spoke.

"Oh, let me check. Mr. Herag..." The staff's finger slid over a form, searching for Herag's name, "Your examination starts at ten o'clock, please prepare in advance; the examination time is six hours."

Herag nodded, then sat down on a long bench in the hall, waiting for the examination to begin.

The examination time for a Witch Array Master is relatively long, Herag had already learned about it in advance.

Because the Witch Array Master's examination requires designing and setting up a witch array on the spot, six hours is actually quite tight.

Many witch array masters, when given enough time, can basically complete the requirements of the task.

But when required to complete within six hours, many can't do it, which tests the witch array master's skill even more.

Ten minutes until ten o'clock, a staff member wearing high heels, legs wrapped in black silk, walked over with a click.

"Mr. Herag, your examination is about to begin, please follow me."

Herag followed the staff into a small room on the side, and upon entering, he saw a middle-aged man with a big beard.

He glanced back at Herag and spoke: "I am Israel, the evaluator for your Witch Array Master level examination. If you're ready, we can start."

Herag nodded: "I have no issues, I can start the examination at any time."

The staff respectfully bowed and then quietly retreated, closing the door behind.

Israel walked to the middle of the room, where there was a table with a dry branch on it.

"This is the Shadow Branch, serving as the carrier for your witch array this time. Of course, the premise is that your design can pass my examination, then you can use this Shadow Branch to set up the witch array." Israel explained.

The Witch Array Master's examination is divided into two steps. The first step is to design a witch array diagram according to the task, essentially deciding which runes you use to form the witch array.

After the design diagram is crafted, the evaluator reviews it, and if it's deemed without major issues, you'll be allowed to proceed with the setup.

Otherwise, if there's a problem with your design and then you proceed to set up the witch array, it would waste materials.

The materials capable of bearing a Level 1 witch array are not cheap, and although the Witch Array Master Association is wealthy, they do not squander resources.

"Understood." Herag nodded; he had already learned about the examination process and rules in advance.

Israel took out several pieces of parchment and said: "Design a Level 1 witch array that can repel water, required to cover a one-hundred-square-meter house. Write the design on the parchment; submit it for my review once completed. Begin now."

Upon hearing the task, Herag was stunned—this was the same task published by someone who blocked him a couple days ago.

How did the Witch Array Master Association make this the examination task? Could it be they intend to directly take it to complete the task once he passes?

Herag knew the task was random, with an application scenario, but didn't expect such coincidence.

He recalled seeing that Baron at the Witch Array Master Association hall a couple days ago, guessing he might have commissioned the association to complete a witch array.

The association probably wanted convenience, directly using it as the examination task.

They just need to provide some materials while letting the examinee do the work.

Herag picked up the parchment, showing a thoughtful expression.

Israel directly sat in a chair behind the table, leisurely reading a book.

Anyway, the witch array examination is not something done quickly; he had already prepared a book for leisure to pass these six hours.

Israel wielded the power of a Level 2 Wizard; as the evaluator, he ensures Herag has absolutely no cheating.

With him on guard, virtually any cheating is prevented.

But Herag was different; he seemed to be thinking but was actually giving directives to Shenlan.

"Shenlan, construct a Level 1 witch array that can repel water, required to cover a one-hundred-square-meter house."

"Task recorded and currently being analyzed and sorted, estimated completion in ten minutes."

Shenlan, after inputting the witch array data, could accomplish such a task easily.

Though witch arrays contain myriad runes, choosing suitable rune combinations to solve target problems isn't an easy task.

This requires a high level of rune mastery and proficiency from the witch array master.

Normally, commencing in witch array studies, it's hard to directly pass the Witch Array Master level examination.

It's often through long practice and learning, gaining rich experience, that one can solve such temporary actual problems given in the examination.

With Shenlan, Herag does not need to worry about these issues.

Shenlan has powerful data storage and analysis capabilities; having input enough related witch array knowledge, Shenlan can do many things based on these existing data.

Normally, for a Witch Array Master participating in the examination, merely planning and designing the witch array takes at least three to four hours.

After all, this step is crucial; only when this step is error-free can the final setup process begin.

But Shenlan only needs ten minutes.

During these ten minutes, Herag showed a thinking expression.

In fact, he was indeed thinking, contemplating how to complete this witch array based on his understanding.

Herag planned to compare his ideas with Shenlan's results once they emerged, to see where the differences lie.

He intended to summarize his deficiencies from these differences.

This also serves as an excellent learning opportunity.

Israel glanced at Herag but wasn't bothered, picked up the nearby tea, sipped, and continued reading.

In his view, there's still a long time ahead; Herag would need at least two to three hours before completing the witch array design.

Ten minutes later.

"Based on the primary requirements, construct a Level 1 witch array as follows, possessing water-repellent function, and capable of covering a one-hundred-twenty-square-meter house."

Shenlan presented the design plan.

Herag immediately began examining it, a concise and clearly structured witch array design diagram emerged before him.

Just one glance and he knew the design definitely fulfilled the task requirements, and the coverage area was even larger than required.

Reviewing it again, Herag couldn't help but smile bitterly inside.

Shenlan's computational power was too strong; this witch array design has reached its limits with no possible optimizations.

The structure was extremely concise, no rune was redundant, nor any function superfluous.

Shenlan completed the witch array design diagram with the least runes, the simplest and most optimized structure.

Herag initially wanted to compare his ideas for learning purposes, but now realized there was absolutely no learning value.

Chapter 265: Passed

Because the design provided by Shenlan was truly brilliant, Herag's design, in comparison, seemed childish like a schoolchild's doodle.

The gap was too big to be comparable.

Herag spread out the parchment, picked up the quill, and began drawing the design.

This action caught Israel's attention, and he glanced at Herag with some surprise.

He started drawing after just ten minutes?

It couldn't have been finished so quickly; he's probably sketching a draft.

Thinking this, Israel continued reading his book.

This time, Herag decided not to deliberately hide his skills but intended to give Israel, the examiner, a little shock.

He thought about it and realized there was no need to hide his talent in witch arrays, as much of it depended on talent and intelligence.

Also, in the Land of Dawn, with so many outstanding wizards, if he didn't show his excellence, he would fail to attract attention.

Compared to the geniuses here in the Land of Dawn, Herag was still too ordinary.

Only by showing his excellent potential could he attract more investment from others.

Through his understanding during this period, Herag knew that the Land of Dawn was a place where gold would shine eventually.

As long as you are outstanding and have potential, Serlandir will not ignore you.

As a formal member of Serlandir, generally, nobody would take the risk to do anything against him; it's not worth the loss.

The status of a Witch Array Master is very high, and all factions warmly welcome outstanding Witch Array Masters to join them.

An excellent Witch Array Master is invaluable.

The application of witch arrays is extremely broad, with many uses, and is indispensable.

If he could become a Witch Array Master with talent and potential in others' eyes, many tasks would be much easier to accomplish.

Herag had carefully considered these issues before, so he finally decided not to hold back during the examination.

Herag held the quill and drew the witch array design with ease and fluidity.

The corner of Israel's eye noticed Herag's actions, and his curiosity was piqued, making him put down his book to look at Herag's already drawn designs.

At this sight, Israel's eyes brightened.

Herag had only drawn a quarter of the design, but just from this quarter, Israel saw many highlights.

Israel couldn't help but glance at the young Herag and then continued looking at the partially drawn design on the parchment.

Herag's hand barely paused as he quickly completed the full witch array design.

After finishing, he lifted the quill and said, "Mr. Israel, I've completed my design. Please take a look and see if there are any issues."

Israel gave Herag a glance, picked up the parchment with both hands, and began to examine it carefully.

Looking at the design, Israel fell into silence and didn't utter a word for a full half hour.

After a prolonged silence, Israel looked at Herag and said, "No problems. You finish the examination first, and I'll see you afterward. Sorry for taking half an hour of your time. But I imagine you probably don't mind the time, do you? Do you need me to extend the time for you?"

Israel was engrossed in the exquisite design on the parchment; its extremely concise structure deeply fascinated him.

In his view, this was almost an artwork, something only fellow Witch Array Masters could appreciate for its intricacy.

In just a moment of immersion, half an hour had passed, and Israel himself hadn't noticed.

Normally, the design review phase of the Witch Array Master examination doesn't take this long.

Israel just needed to check if it was possible to meet the requirements of the topic, which would usually take only a few minutes.

However, this design by Herag took him a full half hour, inadvertently delaying Herag's time for setting up the witch array.

Theoretically, Herag could request more time.

But from this design, Israel already saw Herag's immense potential and talent in witch arrays.

In his view, someone who could design such a witch array would have no problem with setting it up.

Herag smiled, "No need, there's plenty of time."

With the design in hand, Herag could easily set up this witch array without any assistance from Shenlan.

Because the design of this witch array was very straightforward, not complex, making it easy to set up.

After speaking, Herag picked up the Shadow Branch, gathered magic power in his hands, and began inscribing symbols one by one with magic power, gradually forming a complete witch array, which he then set into the Shadow Branch.

After the witch array design constructed with magic power was imprinted into the Shadow Branch, a layer of gloss passed over its surface.

It seemed to have no change, but if activated with magic power, the witch array would start immediately.

"Mr. Israel, I have completed it," Herag said.

Israel nodded, picked up the Shadow Branch, and said, "Please wait here; I'll go to the testing area to experiment. If there are no issues, you'll pass your Witch Array Master level examination."

"Okay, thank you, Mr. Israel," Herag replied.

After waiting in the room for half an hour, Israel re-entered with a smile, "Mr. Herag, congratulations, you have passed your Level 1 Witch Array Master examination."

The staff wearing black silk high heels also came in, with a name tag on her chest that read Betty.

She whispered, "Mr. Herag, please come with me, as we need to register some information to complete your Witch Array Master registration."

What followed was filling out forms and a series of procedures.

The Witch Array Master Association needed to record Herag's information and synchronize it with the Magic Net.

A day later, Herag's personal profile on the Talisman Stone would be updated with a Level 1 Witch Array Master tag.

After completing the formalities, the big-bearded Israel cheerfully said to Herag, "Are you free tonight? How about going to the tavern for a few drinks?"

Herag smiled at him. If he wasn't a man, he might have thought Israel had some ideas about him.

"Of course, I can," Herag chuckled.

Israel patted his big belly, "Let's go; I've booked a private room at the Silver Moon Tavern."

With that, he led Herag out of the Witch Array Master Association and took a carriage to the Silver Moon Tavern.

By this time, it was close to sunset, and the area near the tavern was becoming busier.

Israel was evidently a regular here, as many people recognized him, greeting him along the way.

Israel responded to each greeting, appearing very familiar with them.

Chapter 266: Fire Dragon Whiskey

Herag followed Israel all the way into the Silver Moon Tavern and into a private room.

The room wasn't big, designed for at most four people as a small compartment.

"Order whatever you want to drink, feel free," Israel said as he sat down.

"I'm okay with anything, no particular preference," Herag replied.

Israel laughed, "Then I'll arrange it for you, Fire Dragon Whiskey, you definitely won't regret trying it."

He gave some instructions to the waiting server, who left and quickly returned, holding a tray with two glasses of fiery red liquor.

The two glasses looked very peculiar, with a ball of red flame blazing inside the liquid.

Once the server placed the two glasses in front of them, he bowed respectfully and left.

When Herag touched the glass, he found it extremely cold, creating a strong contrast with the blazing flame inside.

Israel eagerly picked up his glass and took a big gulp, then exhaled with great satisfaction.

"Try it quickly, it's a specialty here; only the Silver Moon Tavern in the whole Land of Dawn has this," Israel enthusiastically recommended.

Herag picked up his glass and took a sip.

Upon entering the mouth, it felt incredibly smooth at first, with a really nice taste.

After the liquor went down, it felt as if a fire was burning in his stomach, spreading a warm feeling through his body.

This warmth made him feel very comfortable.

Feeling good about it, Herag took another sip.

No wonder Israel recommended this drink so much; besides the taste, it truly offered a completely different experience compared to other drinks.

It was an experience that made the whole body feel relaxed.

Seeing Herag enjoy it, Israel felt even more pleased and took a few more large sips.

After drinking for a while, Israel asked, "No wonder you're a full member of Serlandir, quite capable. How long have you been learning about witch arrays?"

Herag showed a reminiscent expression, "About three months, I guess."

Pfft! Cough! Cough!

Israel was in the middle of drinking and directly spat it out upon hearing Herag's words, spraying all over the side.

"How long?" Israel doubted his ears a bit.

Feeling a bit embarrassed, Herag said, "Three months, what's wrong?"

Israel touched his head, feeling he hadn't drunk too much.

After confirming that Herag said three months, not three years, Israel asked in disbelief, "Really three months?"

Herag nodded, "That's right, I come from the Barren Land, and just arrived at the Land of Dawn not long ago, just started learning witch arrays."

This surprised Israel even more, but he understood shortly after, "No wonder I haven't seen you. If you were a local, I would have discovered talent like yours long ago. I didn't expect you to come from the Barren Land, likely through the war-opening program, right? I heard there was news about it before."

Israel was also a member of Serlandir. He'd heard before about selecting people from the Barren Land for the Land of Dawn through a war-opening initiative.

But he didn't pay much attention, as it had nothing to do with him.

This time Herag brought it up, and Israel recalled it.

Israel gave Herag a serious look, shaking his head in admiration, "Didn't expect you've only been learning witch arrays for three months, genius, a true genius!"

Herag pretended to be bashful and scratched his back head, saying, "Actually, I had a bit of an advantage in this assessment."

"Oh? Tell me," Israel was curious about what Herag meant by having an advantage.

"Actually, I accepted a task on the Talisman Stone a few days ago, and coincidentally, the task and the exam question were exactly the same. So, over the past two days, I've been pondering some ideas related to this question; I just didn't expect this task to be the exact exam question," Herag explained, embarrassed.

The reason Herag brought it up was mainly that he thought Israel might find out about it in the future.

Since Israel issued this question, there was a high probability he knew Baron.

Once Herag and Israel became familiar, it's possible he'd meet Baron again.

At that time, if they mention it or add each other as friends on the Talisman Stone, Baron will know Herag was that clueless guy back then.

Instead of letting Israel find out then, it was better to mention it now.

Israel had an epiphany, "No wonder, but it's still not simple. After all, it was just a couple of days. The witch array design you came up with could take others even a year to achieve at that level. Many things truly depend on talent; it's not all about hard work."

In Israel's view, those few days were irrelevant.

The witch array design diagram Herag created couldn't be replicated by most people, no matter how much time they had, to achieve such a simple and elegant structure.

It's not the kind of level that can be achieved just by accumulating time; it requires a certain level of talent and sufficient skill.

"Thank you, Mr. Israel, for your compliment, I still have a lot to learn as a beginner," Herag modestly replied.

Israel pondered, "What books have you read?"

"I finished reading all the books related to witch arrays on the first three levels of the Silver Moon City Library," Herag said.

"Finished them all? Impressive, impressive," Israel became more satisfied, as this showed Herag's dedication to learning.

"Send me your address through the Talisman Stone, and I'll send you some witch array works later. Reading them should be very rewarding," Israel said.

"Thank you!" Herag expressed gratitude, picking up his glass, and Israel laughed heartily as they clinked glasses and continued drinking.

"No need to thank me. If I don't cultivate a talent like you well, even Lord Parker would blame me. There's a party in a few days, mainly attended by witch array masters. If you have time, come and I'll introduce you to them."

Israel was ready to devote significant efforts to cultivating Herag.

Since they both belonged to Serlandir, there wouldn't be many concerns in nurturing each other.

Israel's intention was clear, which was to let Herag formally enter the circle of witch array masters in Silver Moon City, show his face in front of everyone, and expand his network.

"Mr. Israel, there's no need for more words of gratitude. I'll treat you next time you want a drink," Herag chuckled.

"Then be careful with your wallet, haha! But witch array masters aren't short of money; you'll be quite wealthy in the future," Israel laughed.

Witch array masters even earned more than alchemists; a Level 1 or Level 2 witch array set fetched a very high price.

Back in the Barren Land, the Cheqi Family spent eighty thousand Magic Stones on a Level 2 witch array set at an auction.

The price was so high mainly because of the scarcity of witch arrays in the Barren Land, with very few access channels.

In the Land of Dawn, it wouldn't sell for as much, but the price wouldn't be low, generally ranging from a few thousand to tens of thousands of Magic Stones.

Different witch arrays varied in price significantly.

Chapter 267: The Slums

The set of Witch Arrays that the Cheqi Family auctioned off in the Land of Dawn would only fetch seven to eight thousand Magic Stones, but taking it to the Barren Land sold it for a staggering eighty thousand Magic Stones.

Even with such high profits, Witch Arrays are still rarely seen in the Barren Land, because the Land of Dawn strictly controls their outflow.

Ordinary Wizards generally don't use Witch Arrays unless they're reinforcing their homes or building a personal base.

More commonly, certain organizations or powers have a higher demand for Witch Arrays.

Herag and Israel talked for several hours, drinking quite a bit.

With Herag's constitution, alcohol hardly affected him anymore; he was truly someone who couldn't get drunk no matter how much he drank.

After the conversation, Israel appreciated Herag even more.

He discovered that this young man was exceedingly knowledgeable, able to talk about any subject with ease, and not superficially, but with profound understanding.

Israel couldn't help but sigh; Herag was truly a genius.

After finishing their drinks, they each called a carriage home.

There were many such carriages waiting for passengers near the tavern, as business was slightly better there at night.

When Herag returned home, he found David already fast asleep, while Reese was engrossed in reading a book on Magic Principles.

"Get some rest, there's plenty of time, take it slow." These days Herag could sense that Reese seemed to be under a lot of pressure.

The source of that pressure seemed to come from himself, because he was learning and progressing too quickly.

Reese desperately wanted to catch up with him, but found herself seemingly moving further away from Herag.

If this continued, she would eventually become a burden to Herag, a scenario Reese never wanted to see.

So during this time, Reese was studying very hard, eager to make progress.

"You're back, are you drunk?" Reese heard the noise and realized Herag had returned, with a look of surprise and joy on her face.

Herag had mentioned passing the Witch Array Master examination right after he completed it.

Herag walked over, holding Reese in his arms, gently touching her back, and said, "You don't have to put so much pressure on yourself. No matter how strong I become in the future, I will never abandon you."

Reese leaned against his chest, whispering, "I know, I just don't want to be a burden to you..."

"There's no such thing as being a burden or not. You just need to practice meditation step by step. If you're too hasty, problems will arise. By the way, let me know when you and David reach the Vaporization Limit and can't break through; I should be able to help."

Herag planned to give the World Tree Juice to David and Reese when they reached the Vaporization Limit to maximize its effects.

Simply extending their lifespan did not mean much to them yet; they were young and hadn't reached that point.

On the contrary, what they needed more was the final push to breakthrough from Gaseous to the Liquid Stage.

Both of them still had a considerable distance to reach Liquefaction, requiring steady meditation practice.

"It's late, let's get some rest."

Herag's hand slowly moved...

...

Mozambique, this is the largest slum in Silver Moon City.

Strictly speaking, this place can't really be considered a slum.

Serlandir regularly distributes food to ensure the people here can be fed.

Compared to the slums in the Barren Land, this place is already quite good.

Being able to eat enough is a dream come true for many people.

Mozambique is located in the western part of Silver Moon City, closest to the city walls.

There are large areas of low buildings here, and upon closer inspection, they're all small shacks.

These shacks are mostly constructed with tarpaulins, and only those with means would use wood to build their homes.

Wood is not cheap in the Land of Dawn.

At least in the slums, few can afford wood, and most people just wish for a place that shelters them from wind and rain.

Living conditions in the slums are extremely poor, with sewage flowing everywhere.

There are sewage pipes here, but no one maintains them, making them virtually ineffective.

The result is that in Mozambique, one can always smell a faint stench.

In some places, it's stronger, while in others, it's lighter.

As for the omnipresent black sewage on the ground, people here are already used to it.

Many even use slightly cleaner sewage for daily needs, and some directly drink the water from the ground.

Diarrhea and illness are common, and most people never realize they got sick from drinking that water until they die.

They've been doing this since they were young and are long accustomed to it.

In front of some shacks sit women with pale thighs crossed, whose appearance is not particularly attractive.

But there are always some men in filthy clothes who, while passing by, glance at the pale thighs, swallow and can't move on.

After wrestling with themselves for a long time, they dig out five Copper Coins from their body, and hand them over.

The women don't care about the filth on the Copper Coins; they count them and put them away, then pull the men into the shack, lowering the curtain.

In a more open area in the distance, a crowd is gathering.

An old man, appearing to be in his seventies, stands in front of a large pot stirring food.

Inside the pot is a white dough-like food known as Magic Bread.

It's a plant called Bread Tree discovered by Wizards while plundering other planes.

After opening the fruit of the Bread Tree, it reveals this white, doughy food.

After boiling, these fruits transform into large chunks of dough-like food and can fill the stomach.

However, it has no flavor, and its nutritional value is low, merely providing satiety.

In the beginning, the yield of Bread Tree fruit was very low.

After improvements and cultivation by the Wizards, the yield of Bread Trees increased significantly, effectively putting an end to hunger.

There are slums in all major cities of the Land of Dawn, and each city regularly distributes batches of Breadfruit to the slums to ensure their basic food needs are met.

The Breadfruit is distributed to some people in each area of the slum, where it's managed and distributed by them.

These individuals generally have some influence or status in the slums, have organizational abilities, and the people around follow their arrangements.

Franz is 178 years old this year; he is an elder of the Mozanka Slums and the most knowledgeable and respected elder here.

He is the only Official Wizard here and is a Crystalization Level Wizard.

Many years ago, he was qualified to leave the slums and join various organizations.

Although he wasn't qualified to join Serlandir, he could join other guilds or small groups at will, which was much better than staying in the slums.

Chapter 268: God

Franz rejected the demands of all forces, insisting on staying in the Mozambique slums.

The conditions in the slums are self-explanatory, with even basic living conditions being a concern, let alone supporting a wizard's practice.

Yet, even in such circumstances, Franz still advanced to become a Crystalization Level Wizard.

Achieving such a level of practice in dire lack of resources speaks volumes about Franz's exceptional talent.

Others do not understand why Franz insists on staying in that cesspool of Mozambique when clearly there were better prospects ahead.

But Franz believed it was his hometown, and he wanted to stay to make a difference.

If he left, Mozambique would remain that same slum, with nothing changed.

After all these years, Franz has remained in the Mozambique slums continuously.

Besides providing free medical treatment to the residents, he also imparts knowledge to all the children.

If a child is found to have wizard potential, he would personally teach them, and if they develop well, recommend them to Serlandir or other small forces.

Many talents have emerged from Mozambique, yet Franz has always stayed here and never left.

Franz has nearly become the spiritual leader for the people in the Mozambique slums, earning everyone's respect.

People who left Mozambique occasionally return, just to visit Franz.

"Dinner's ready." Franz said in a deep voice after stirring for a while when he saw it was cooked.

Residents of the slum held all sorts of bowls, waiting in an orderly line.

Franz scooped food into everyone's bowl with a spoon.

After receiving their food, each person would bow slightly to Franz in respect.

After the food was distributed, a young man beside Franz began instructing others to tidy things up.

Usually, Franz wouldn't personally distribute food every time; he only came midday every Wednesday.

Ordinarily, these tasks fell to these young people.

Franz was now getting older, his body not as fit as before, and he rarely appeared in public now.

The usual lifespan of a Level 1 Official Wizard is around three hundred years, and at one hundred seventy-eight, Franz isn't really that old.

Typically, at this age, a Level 1 Wizard would appear middle-aged.

But Franz is particularly aged, for reasons unknown.

"Brown, come over to my place once you're done here, there's something I need to tell you." Franz said.

Brown was the head among these young men, an orphan whom Franz had raised since childhood.

He also has wizard potential, though not very strong, and is currently a Third Class Wizard Apprentice.

Although some small forces wanted to recruit him, Brown claimed Franz's health was not good and he needed to stay to take care of him.

Franz no longer went out much, and many things were left to Brown to handle.

In the Mozambique slums, Brown represented Franz's will.

Brown glanced at Franz, recognizing there was something important to discuss.

He nodded, "Alright, I'll come over after handling things here."

Franz lay on a bench in his backyard, basking in the sun.

This was one of the few courtyards in Mozambique, very tidy, vastly different from anywhere else.

Two young men stood guard at the entrance of the courtyard.

These young fellows were all raised by Franz from a young age, loyal to him without question.

Franz closed his eyes to rest, the surroundings quiet and undisturbed by noise.

This area was a forbidden zone in the Mozambique slums, and idle people dared not approach.

After a while, Brown came in, and the two guards nodded when they saw him.

Brown entered the courtyard, kneeling on one knee as he asked, "Master, what do you need me to do?"

Franz opened his eyes and looked at Brown, saying, "A few days ago, I received a divine command again."

Brown raised his head sharply, "What command did the divine give?"

His eyes were filled with a fervent glow, extremely excited.

"The divine reproached me, saying we did nothing of value. But the divine is forgiving, granting me an item that we must put to proper use."

As Franz spoke, he took out a red claw, indiscernible as to what animal's claw it belonged.

"This is..." Brown looked at the red claw with reverence, though puzzled about its use.

Franz explained, "By sacrificing six people, it can be activated. Once activated, the divine will gaze upon us and cast a strike containing a faint fragment of their power here as well."

Brown was somewhat excited.

In his heart, the divine was sacred, the most powerful existence.

Even a faint fragment of their power was unimaginable to mortals.

Brown thought for a moment and said, "How should we proceed to fully utilize this item?"

Divine gifts cannot be wasted; they must be fully utilized, or it would betray the divine's favor and disappoint them.

To these followers of the divine, causing disappointment to the divine was the greatest sin imaginable.

Franz said solemnly, "The day after tomorrow, at Silver Sand Avenue, at the home of Level 2 Wizard Israel, there will be a dance party. Many Witch Array Masters will attend. Witch Array Masters are crucial to these abhorrent wizards, and if we can eradicate them at once, it will be a small deed for the divine."

Brown nodded, "I understand."

"Remember, arrange someone to accomplish this, but do not do it yourself, nor involve our people, understand?" Franz stated.

"Understood." Brown nodded.

Brown well understood these matters, first considering the consequences of a failed mission.

If the mission failed, neither he nor Franz could be implicated, nor let this matter trace back to them.

Therefore, Brown could not accomplish this himself, as his relationship with Franz was public knowledge in Mozambique.

If something happened to him, Franz would be implicated too.

Moreover, their divine faith must not be discovered, or they would be thoroughly investigated by the wizards, exterminating root and branch.

"Remember, both our powers come from the divine, and we must not disappoint." Franz reiterated.

Brown silently nodded, placing the blood-red claw into the space ring before retreating to start arranging specific plans.

Franz lay on the bench, looking at the sky, murmuring to himself, "Sinister wizards, one day the divine will descend and completely cleanse this world."

A glint of blood flashed in his eyes but disappeared in a moment, unnoticed by anyone.

Chapter 269: The Ball

"I think you look better in this outfit."

Reese adjusted Herag's collar, then stepped back to take a closer look, nodding in satisfaction.

Herag smiled and said, "Alright, I'll wear this one, as you suggest."

Tonight, he needed to attend a ball at Israel's house, so Reese had prepared several sets of outfits for him to try on one by one.

Eventually, he chose a set of black-themed formal attire.

Herag didn't care about these things; in his view, it didn't matter what he wore, it wasn't very important.

However, Reese thought that since this was Herag's first official participation in the gathering of the Silver Moon City's Witch Array Master circle, formal attire was necessary, at least to show others his attitude toward the ball.

In recent days, Israel had sent over several profound books related to Witch Array Masters, all of which Herag had transcribed and was already reading and studying diligently.

Israel valued him greatly and treated him so well; naturally, Herag would not refuse the invitation to the ball.

During nightfall, Herag arrived at the entrance of Israel's house by carriage.

Many carriages were parked at the entrance, all of them adorned lavishly, obviously private vehicles, rather than carriages used for picking up passengers within Silver Moon City.

Many people greeted each other after disembarking, clearly familiar and acquainted.

These individuals were dressed in extraordinary attire; the materials alone indicated their high cost.

At this moment, Herag felt Reese's suggestion was indeed useful, at least allowing his attire to match the style and not appear too abrupt.

Israel was standing at the entrance, welcoming the arriving guests.

Upon seeing Herag, he waved from a distance, "Herag, over here."

Israel's gesture attracted the attention of some people, many of whom looked toward Herag.

The Silver Moon City's Witch Array Master circle was relatively small; everyone was quite familiar with each other.

Herag was a new face; the others had never seen him, so they gave him a few more glances.

"Come in, almost everyone has arrived, and the ball is about to start. By the way, there are quite a few beauties at this ball. If you fancy anyone, I can introduce you," Israel chuckled.

Herag smiled and shook his head, "No need; I have someone at home, not necessary."

The attendees weren't just Witch Array Masters, but also included celebrities and socialites from various fields within Silver Moon City.

Herag didn't want to meet any more beauties; the gossip and trouble behind these beauties were bound to be numerous.

He only wished to quietly and steadily cultivate in Silver Moon City, striving to become stronger.

The ball started shortly thereafter, held in one of the halls of Israel's house.

The space here was vast, with food and drinks accessible all around.

A band was playing gentle music live in one corner of the hall.

Such balls were common in Silver Moon City, giving many people the chance to expand their social circles or act as connectors to facilitate certain matters.

Israel was quite busy, continuously greeting and conversing with people.

Herag casually had some food and grabbed a drink, staying in the corner.

Just then, a lady with a stunning figure noticed Herag, walked over with a glass of wine, and asked with a smile, "Did you come alone? I don't think I've seen you before."

Reese initially planned to accompany Herag, but Herag decided to come alone after some thought.

Being on his own allowed him to act accordingly and handle any troubles personally.

Herag smiled and replied, "That's right, it's my first time here."

"Oh, hello, I'm Amisha Mori," Amisha extended her hand to greet.

Herag shook hands politely, then quickly let go, "I'm Herag. Miss Amisha, are you from the famous Morri Family?"

Recently, Herag had learned about various forces in Silver Moon City and knew there were many powerful families.

These family forces were incredibly strong, with numerous members and connections in many industries.

The Morri Family was one of the well-known Wizard Families in Silver Moon City.

Their most distinctive feature was wealth.

Just how wealthy were they?

They held shares in the Celestial Bank, even at the level of major shareholders.

Celestial Bank wasn't just present in Silver Moon City, nor only in cities within Serlandir's territory; it was spread across the entire Land of Dawn.

Members of the Morri Family were quite diverse, almost pervasive across major Wizard Organizations.

Their relationships were intricately complex, with networking channels unimaginable to ordinary people.

An ordinary Wizard Family couldn't possibly hold shares in the Celestial Bank.

Amisha smiled and said, "That's right, I heard Mr. Israel was hosting a ball this time, so I came to have a look out of boredom. Mr. Herag, what about you? Why haven't I seen you before?"

"I come from the Barren Land, so it's normal that Miss Amisha hasn't seen me," Herag smiled.

"Barren Land?" Amisha was somewhat surprised, moving slightly and causing ripples.

Herag then briefly shared his situation.

Amisha exclaimed, "I didn't think you had participated in pioneering wars; it's truly admirable. Thank you for your contribution to the Land of Dawn; a toast to you."

She clinked glasses with Herag before tilting back the wine glass to drink the red wine.

Participating in pioneering wars was arduous and dangerous, with the wars meant to gain resources and develop the Land of Dawn.

Amisha was quite aware of this, thus genuinely showing a lot of respect for Herag.

"Could you tell me about the Barren Land? I'm really curious about it," Amisha said, licking the wine at the corner of her mouth.

People from the Barren Land were less informed about the Land of Dawn, and the same was true in reverse.

Apart from the upper echelons of various forces, ordinary people only knew of the Barren Land's existence and its backwardness.

Few knew what the Barren Land was truly like.

Amisha grew up in Silver Moon City, had long heard of the Barren Land, and was very curious.

Suddenly encountering a man from the Barren Land, such a young and handsome man with an inexplicably unique presence, greatly intrigued Amisha.

She was quite interested in Herag.

Herag nodded and began to talk about things concerning the Barren Land.

She was the daughter of a prominent family, not someone he could afford to offend, so he simply chatted with her, as he had nothing else to do.

"Do you really have vast forests and mountains? You can even sail the sea; oh my, I've never seen what the sea looks like. I wish I could go and see it someday."

Listening to Herag describe the cultural and scenic landscapes of the Barren Land, Amisha was filled with longing.

The Land of Dawn had no coastlines within its boundaries; most people had never seen what the sea looked like, knowing only from books.

Chapter 270: Acquaintance

Amisha had never been to the Barren Land, as she rarely had the opportunity to go.

Although there are many channels between the Land of Dawn and the Barren Land, as the daughter of the Morri Family, it was impossible for her to venture into the Barren Land.

The people here also look down on it and are not very aware of its specifics.

Listening to Herag's account at this moment, Amisha realized that the Barren Land was actually so wonderful, contrary to what she had heard before.

At least in terms of natural environment, the Barren Land is simply a paradise.

There are mountains, forests, distant peaks, and lakes.

And these are things the Land of Dawn does not have.

Even if there are mountains, most are polluted and cannot be tread upon.

But these things have not been publicized in the Land of Dawn, and most people are unaware.

The Land of Dawn also has some forests, mountains, and well-preserved natural environments.

But those places are strictly protected to maintain their ecosystem and are not open to visitors for recreation.

They are only exploited for resources when needed.

The resources, like timber, are mostly sourced from the Barren Land.

Many fruits and vegetables are also supplied from the Barren Land to the Land of Dawn.

It's just that many people aren't aware of these things.

After hearing Herag, Amisha felt like living in the Barren Land for a while.

In her view, apart from the lack of wizard resources, the Barren Land is better than the Land of Dawn in every way.

And wizard resources are something Amisha doesn't need to worry about.

After the ball had been going on for a while, Israel stood in the middle of the crowd and raised a glass: "Thank you all for attending the ball..."

After saying a few welcoming words, he drank with everyone.

Then, Israel looked for Herag in the crowd, waved at him when he saw him, and then said: "Everyone, we recently welcomed a new member to our Witch Array Master Association, and this member is very talented and quite young."

His words piqued the interest of many.

Someone whom Israel described as talented must certainly be extraordinary, definitely a talent.

These were esteemed figures from Silver Moon City's various circles, so they were naturally eager to associate with such talent.

Under everyone's gaze, Herag approached Israel.

Israel patted his shoulder and introduced him to the crowd: "This is Herag Merlin, from the Barren Land, a formal member of our Serlandir. He's been in the Land of Dawn for only a few months and has already become a Level 1 Witch Array Master through self-study."

Herag smiled and said: "It's my first time here, and there's still much to learn. I'm also grateful to Mr. Israel for his help."

The crowd around them observed the young fellow and remembered him.

The labels of Barren Land, Serlandir, and Witch Array Master were enough to leave a strong impression of Herag on their minds.

"Herag? Are you the one who wanted to take my task a few days ago?"

A bald-headed uncle emerged from the crowd. Herag recognized him instantly as Baron from the Witch Array Master Association.

Herag smiled: "Yes, Mr. Baron."

Baron rubbed his head: "I didn't expect you to truly be a Witch Array Master. I'll remove you from the blacklist right away."

Saying this, he fished out a Talisman Stone, not only removing Herag from the blacklist but also sending a friend request.

"Baron, what's going on?" someone nearby asked curiously upon witnessing this.

Baron laughed heartily: "This boy wanted to take my Witch Array task before, but he didn't have the Witch Array Master label at the time. I thought he was joking with me, so I blacklisted him directly."

The crowd, understanding the situation now, erupted in laughter.

Like Amisha, upon learning that Herag came from the Barren Land, these people became very interested in the Barren Land and asked many questions.

Herag, unperturbed, answered them one by one, quickly integrating himself into the group and adding many people to his friend's list.

"Has Mr. Herag started a family?" A Level 1 Crystalization Wizard with a small mustache asked, holding a wine glass.

He was a businessman named Tosa, mainly making profits by trading goods between major cities.

Due to the large scale of his business, he held a certain social status.

Herag smiled and said: "Not at the moment, nor do I have any plans to. I just want to focus on my training and strive to become a Level 2 Wizard as soon as possible."

"Oh, that's such a pity. I have quite a few suitable matches. If you change your mind someday, feel free to come to me." Tosa sighed regretfully.

He did know many eligible young ladies.

With Herag now a formal member of Serlandir and a Level 1 Witch Array Master, his prospects were indeed promising.

If he could facilitate a marriage connection, it would also be a way for Tosa to expand his network.

At this time, a beautiful noble lady walked over and looked at Herag: "I wonder if Mr. Herag would care to dance with me?"

Herag remembered her, as they had just exchanged Talisman Stone contacts. She was named Ivana and also came from a wizard family.

Ivana was at an age where she was about to marry, clearly indicating her interest in Herag.

That's why she was so proactive about adding him as a friend and asking him to dance with her.

Herag felt a bit overwhelmed.

Firstly, he couldn't dance; secondly, he truly did not want to marry so soon, having no such intentions.

He already had Reese at home and didn't need more women.

Herag smiled wryly and said: "I'm sorry, Miss Ivana, but I don't know how to dance; I've never learned."

Amisha walked out from the crowd and took Herag's hand, saying: "Come on, I'll teach you."

Ivana's face darkened upon seeing Amisha's gesture.

But Amisha's background was too powerful, and Ivana dared not say anything, opting to tactfully withdraw to a nearby bar table to pour herself a drink.

Many people witnessed this scene, and being shrewd, they naturally knew what it meant.

Instantly, Herag's standing in many people's minds rose even higher.

If Herag joined the Morri Family, combining it with Serlandir's backing, his future would be unimaginable.

In the ballroom, Amisha patiently taught Herag each move, one at a time.

This was a dance called the Polka Dance, with rapid steps and quick changes in motion.

For ordinary people, mastering it would take some time and practice.

But for Herag, this level of dance was not difficult at all.

After Amisha demonstrated it once, Herag already fully grasped every movement.

After dancing with Herag, Amisha exclaimed in surprise: "Is it really your first time learning?"

"Yes, Miss Amisha," Herag replied truthfully.