

## Sixth 301

### Chapter 301: Storage Room

From the packaging of these gifts, it can be seen that most of the items inside are quite expensive. The packaging alone exudes a luxurious atmosphere.

However, the packaging was all too intact, appearing completely untouched.

They were most likely placed here immediately after being received and then forgotten by Amisha.

Amisha naturally doesn't care about these gifts because most are from people she doesn't really associate with.

She only values gifts from friends, and as long as a familiar friend gives them, Amisha will personally open and put them away.

And the gifts piled up in the warehouse are mostly items meant for business-related interactions, which Amisha dislikes.

She finds such gifts too vulgar, too worldly, with no trace of friendship in them.

Thus, these gifts were placed in the warehouse.

Although the items inside are quite valuable, since they are Miss Amisha's birthday gifts, as long as she doesn't say anything, others wouldn't dare to touch them, leaving them there as is.

As they sat there, Amisha herself forgot about them.

"Amisha, do you know which gift is the wood sculpture?" Herag asked, though he wasn't hopeful.

Amisha glanced at the pile of gifts on the ground and said with some difficulty, "I... I don't know either."

Herag smiled; it seemed Amisha truly could not be relied upon.

Since Amisha didn't know, Blanc and that servant were likely in the dark as well, so he could only search for it himself.

Even though Herag didn't think it necessary to search, he still had to go through the motions.

"Miss Amisha, would you mind if I used magic sensing to check where the wood sculpture is?" Herag turned to ask.

These gifts were Amisha's personal belongings; using a magic sense to probe them would require the owner's permission out of respect.

"Of course, you can take them all if you wish." Amisha replied.

Herag laughed, "No need to take them; I just want to see where the wood sculpture is. Since you agreed, Miss Amisha, I'll proceed to check."

After he spoke, magic flowed within him, and a wave of magic power reverberated.

In Herag's sensing, the situation inside the pile of gifts became clearly perceivable.

Exquisite dolls, precious gemstone necklaces, corals from the sea...

Herag observed these gifts, noting that they were indeed varied.

Most of them were very expensive, though a portion was not as valuable but rather unique.

It was evident that the gift-givers had put thought into them, but unfortunately, Amisha hadn't even opened them.

Herag examined the entire pile but found no wood sculpture.

He had anticipated this but couldn't speak it aloud.

Herag frowned and said, "No wood sculpture found. Miss Amisha, are you sure all the gifts are here?"

"They should all be here, I haven't really checked, no one would dare touch my things," Amisha said somewhat uncertainly.

Blanc sensed something from Herag's words, glanced at Muse, and asked, "Muse, you're in charge of these gifts, correct?"

Muse glanced at Blanc, lowered his head, and replied, "Yes, Master Butler."

"Then are you certain that Miss's birthday gifts from last year are all here?" Blanc asked with a piercing gaze.

Muse's heart skipped a beat, but his face remained calm as he answered, "Master Butler, after Miss selected a few items to take, I placed all the gifts here. No one's touched them since; I remember clearly."

Herag said nothing but walked in front of Muse and said, "Look at me."

Muse clenched his fists slightly nervous, looking at Herag with a somewhat evasive gaze, "What do you instruct, sir?"

"I ask you, did you steal Miss Amisha's birthday gifts?" Herag asked.

"No, absolutely not. Stealing the Miss's birthday gifts would be a capital offense; how could I do that!" Muse quickly shook his head, emphatically denying it.

"You are lying," Herag said expressionlessly.

Muse's eyes widened, "No, I'm not! I'm not lying! You're slandering me!"

Herag smiled, "I'm an Official Wizard from Serlandir, why would I slander a servant like you for no reason?"

Amisha stared intently at Muse and asked, "Did you take my things?"

Amisha trusted what Herag said; Herag wouldn't slander one of her servants for no reason.

If Herag dared to say so, it meant he must have noticed something.

Muse, the servant responsible for managing the warehouse, could easily steal her birthday gifts without being noticed.

Because every year it was the same, her birthday gifts were mostly piled up in the warehouse, and she wouldn't manage them.

Even if some were missing, no one would ever know.

If Muse was stealing from within, it would indeed be hard to detect.

"I didn't, Miss, really, I wouldn't dare," Muse defended.

Herag spoke, "No worries, we can check and find out soon enough. Blanc, where does Muse usually live?"

Blanc glanced at Muse, answering, "He lives in the western servants' quarters, where Muse has his own room."

"Understood, let's check his room," Herag said.

Muse's heartbeat suddenly accelerated, but he said nothing, seemingly still holding onto a glimmer of hope.

Blanc placed his hand on Muse's shoulder and said in a deep voice, "Let's take a look at your place; if there's really nothing there, Herag won't wrong you."

Muse nodded silently, a bit of sweat on his forehead.

The servants' quarters of the Morri Family were actually quite nice, consisting of three-story small buildings, although the interior was filled with compact rooms.

Most people had a room to themselves, with only a few larger rooms shared by two or three people.

The group arrived outside Muse's room, opened the door, and saw the narrow space inside.

Herag entered first, scanned the surroundings, initially seeing no sign of the wood sculpture.

He thought for a moment, a ripple of magic power emanated from him, and he cast another magic sense spell.

Using Shenlan's environment detection would have been better, but in front of these people, magic sensing was more appropriate.

Herag used his magic sense to sweep through the room, then looked at the wardrobe.

As he did, Muse unconsciously clenched his fists.

Herag walked straight to the wardrobe, opening the door with a harsh creaking sound.

He moved aside a pile of clothes, knocking on the wooden board at the bottom, producing a hollow echo.

With two fingers pressing down hard, the board cracked instantly, revealing a wooden carving of a rose.

Chapter 302: A Thief in One's Own House

Herag picked up the wood-carved rose and gazed at it in his hand.

The rose was intricately carved, showcasing the carver's exquisite craftsmanship. It was almost a work of art.

If it weren't for the purple worm writhing inside, this wood-carved rose would indeed be a fine piece of craftsmanship.

From the first moment Herag saw Muse, he knew he was an Abyssal Cultist.

The strong scent of the Abyssal Plane on Muse was too obvious in Herag's eyes.

But he couldn't say anything, as he couldn't accuse Muse of being an Abyssal Cultist without evidence.

Herag then remembered someone gave Max's wood carving to Amisha, yet Amisha didn't become an Abyssal Cultist, while the servant in her home did.

He quickly speculated that the servant might have stolen Amisha's birthday gift and became tempted by the demon in the carving, turning into an Abyssal Cultist.

When Herag thought this, he didn't show any abnormality. After checking the birthday gift and finding no wood carving, he had basically determined what had transpired.

In the following inquiry of Muse, Herag could tell from Muse's breathing, heartbeat, and eyes that he was lying; it was almost certain.

Now, having found this wood-carved rose in Muse's room, there was solid evidence proving Muse was indeed an Abyssal Cultist.

Holding the wood-carved rose, Herag turned and asked, "Muse, how do you explain this wood-carved rose?"

Muse looked at the rose, his breathing becoming rapid, stammering, "I... I also don't... don't know, maybe it... it was left by someone from before; it's not related to me."

"Miss, please step back." Blanc immediately positioned himself in front of Amisha to prevent Muse from harming her in desperation.

Even though Amisha was an Official Wizard and Muse was just an ordinary man.

Still, it was Blanc's instinctive action. After confirming Muse had issues, his first thought was to protect his young lady's safety.

"Muse! I didn't expect you to dare touch my things!" Amisha scolded angrily.

"No... I... I didn't..." Muse was utterly flustered now.

His mind felt like it had been hammered, utterly blank.

Muse knew exactly what was happening. Last year he secretly stole two of Amisha's birthday gifts, intending to sell them in the black market for some money.

He didn't dare take much, only two small gift boxes.

He didn't dare take the big boxes, as it would be too obvious and hard to sneak away.

The wood-carved rose was packed in a slender little box that Muse slipped into his clothes and stole without anyone noticing.

Muse had done this kind of thing before, knowing the young lady wouldn't care about the gifts in the storeroom, even if someone took some away.

But unexpectedly, he was discovered this time.

When Blanc called him to the storeroom, Muse didn't realize the seriousness, thinking he was just to fetch something.

But upon hearing it was about last year's birthday gifts, Muse felt a sudden sense of foreboding.

He still had a sliver of hope, thinking it might not necessarily be about finding the two items he stole.

But when Herag used his Magic Sense and mentioned the word wood carving.

It was like the sky had fallen, hearing the man specifically sought the wood carving; it must be about investigating the Abyssal Cultist issue.

Muse knew one could communicate with a great entity from the Abyssal Plane through that wood carving and acquire some power from it.

He also understood that those individuals were called Abyssal Cultists, and once discovered, there was only a dead end.

Muse constantly prayed in his heart for the great Gods to protect him, to get him through this peril.

Until Herag broke the wooden board under the wardrobe and took out the wood-carved rose, Muse's hope was thoroughly extinguished.

It was all over.

Muse's mind was blank, and he took quite a while to come back to his senses.

When he did, he found Blanc looking at him vigilantly, while Amisha stood behind Blanc with her hands on her hips, glaring at him.

Across from him, a young man named Herag held the rose, smiling at him.

Run!

Seeing this scene, the first thing that came to Muse's mind was to run.

If he didn't run, he would die; being caught meant death.

Muse had this single thought, not considering how an ordinary man could escape a wizard.

The moment he turned, he felt his whole body stiffen and unable to move.

"Dark Imprisonment." Herag gathered magic power in his hand, directly binding the fleeing Muse.

He was quite pleased now, didn't expect to capture an Abyssal Cultist in the Morri Family; this meant Contribution Points.

Herag took out a test tube, broke the wood-carved rose in half, used tweezers to extract the purple worm inside, placing it into the test tube.

This demon was irrefutable evidence and also Contribution Points.

Amisha, seeing the purple worm, turned pale and involuntarily stepped back.

She felt a sense of relief, thankful she hadn't opened that gift box.

Who would have thought such a beautifully crafted rose could hide such a frightening worm within?

The very thought still sent shivers down Amisha's spine.

Herag placed the test tube into the Space Ring, took out a talisman stone, and sent a message to Pries: "I found a servant likely to be an Abyssal Cultist while investigating the Morri Family. Inside a wood-carved rose, I found a Demon Worm."

Pries quickly replied: "Good! Bring back the person and the items. I'm too busy to come personally right now. How powerful is this person, can you handle it?"

If the opponent was too strong, Pries would send reinforcements.

If Herag could handle it himself, it would save some manpower.

"Just an ordinary person, no problem, I'll come back right away." Herag replied.

"Alright, be careful on the way." Pries advised.

Herag put down the talisman stone and said to Blanc: "Miss Amisha, Mr. Blanc, I now suspect this Muse of being an Abyssal Cultist, so I need to take him to City Hall for questioning."

Since he was from the Morri Family, he felt it was necessary to inform them.

Of course, it was just a notification, not a request for permission.

Blanc nodded: "Understood, I'll drive you there immediately."

Dealing with an Abyssal Cultist, Blanc dared not delay, nor could he hinder.

The emergence of an Abyssal Cultist in the Morri Family would lead to exhaustive internal investigations.

Chapter 303: Threshold

Blanc drove the Morri Family's carriage, carrying Herag and Muse, heading towards the City Hall.

After arriving at the City Hall, Herag escorted Muse into Serlandir's building, and upon entering the office, everyone was busy.

Pries, holding a stack of documents, came over after seeing Herag: "You got lucky, didn't you? Found an Abyssal Cultist so quickly, is this him?"

He glanced at Muse and instantly recognized Muse as just an ordinary person, making the investigation straightforward.

There's hardly any need for special measures to easily check whether Muse is an Abyssal Cultist.

The interrogation process is handled by designated personnel, so Herag didn't need to deal with it.

Herag just needed to wait until the investigation was clear and see how many Contribution Points he could earn.

"Thanks to Mr. Herag, otherwise we wouldn't have known about the hidden Abyssal Cultist in the family." Blanc expressed gratitude.

Blanc was genuinely grateful to Herag, as he was the butler of the Morri Family, he was actually responsible for such incidents.

Fortunately, nothing harmful had happened yet, and everything remained under control.

Herag smiled and said, "No problem, it's what I should be doing."

He wished for such fortunate occurrences daily, maybe he could accumulate three thousand Contribution Points early on.

Soon, someone came to take over Muse, leading him down for interrogation.

Muse was taken inside for less than five minutes; while Herag was still chatting with Pries and others, the staff responsible for interrogation already came out.

The interrogator was a Crystalization Wizard named Hailo, who was also a formal member of Serlandir.

He emerged from inside, holding a document, and reported, "Minister Pries, Muse has confessed, he indeed believes in a presence from the Abyss Plane; here's what he has done for the Evil God over the past year."

Hailo's document detailed what Muse did for the Abyss Plane's Evil God over the past year, specifying the time and location.

The records were very clear; all this was spoken by Muse himself after Hailo used magic.

Hailo used an enchanted feather pen to automatically record them, forming this interrogation result document.

Pries took the document, glanced at it, and nodded: "Well, it's fortunate this person's strength is limited, hasn't caused much damage yet. If his strength grows a bit more, there'll be more trouble."

Muse, although just an ordinary person, could obtain various ways to enhance his strength through the Abyss Plane's Evil God.

Once his strength grows, he could accomplish many things.

Moreover, he was inside the vast Morri Wizard Family, doing anything casually could have huge impacts.

After handling the Muse matter, Herag proceeded to the next location.

This stack of information he held contained details of over twenty individuals, with quite a lot of verification work ahead.

...

Five days later.

Silver Moon City Hall, inside Serlandir's office building.

Pries, holding a small spoon, stirred the coffee in his hand, and smiled at Herag in front of him: "You really made it, found a total of three Abyssal Cultists, another fifty Contribution Points credited."

Herag smiled: "Seems my luck is indeed good, a blind cat stumbled upon a dead rat."

He spent these past days investigating the wooden sculpture issue of Max, and out of over twenty individuals, three Abyssal Cultists were found.

After the matter concluded, through official evaluation and settlement by Serlandir, he could earn fifty Contribution Points.

Adding to the previous ones, Herag now had a total of three hundred sixty Contribution Points.

Others envied him because Herag had only joined recently, yet had accumulated so many Contribution Points so quickly.

Everyone was aware that tasks related to Abyssal Cultists offered the highest Contribution Points, yet Abyssal Cultists were the hardest to find.

They were ordinary people, without horns growing on their heads, making it difficult to identify them.

However, Herag's luck was overwhelming; he encountered several Abyssal Cultist incidents consecutively, quite fortunate indeed.

From an outsider's perspective, Herag indeed seemed to have good luck in these instances.

Doron was accidentally discovered while maintaining the Witch Array at Wendy's house, and the situations with Max and Luqi were even more bizarre, with a beggar delivering a sculpture directly.

Moreover, the two Abyssal Cultists identified later happened to be included among the individuals in the allocated stack of paperwork for him.

There are many personnel like Herag, some within Serlandir, and some from outside who accept tasks to complete them.

Yet not everyone could identify Abyssal Cultists; most people go through this stack of paperwork without finding any information about Abyssal Cultists.

Perhaps they missed something, or maybe the stack indeed didn't contain Abyssal Cultists.

Pries exhaled: "Finally done, this period exhausted me."

Since the incident occurred until now, he hadn't slept at all, busy around the clock.

Because Max's sculpture dispersal was too extensive, even the traceable clues numbered many.

Even with so many people working on it, the manpower felt insufficient.

As the head of the City Defense and Security Department, Pries needed to oversee everything; though he didn't need to do things himself, approval and supervision were required.

Numerous tasks laid in front of him, with no chance for rest.

Seven or eight days of non-stop twenty-four-hour work would tire even a Level 2 Wizard.

"How many Contribution Points do you have now?" Pries asked.

Herag glanced at the Talisman Stone: "Three hundred sixty points now."

Pries pondered: "Then you can visit Serlandir's Secret Vault now; three hundred points have already reached the threshold for many exchanges. You can take a look, exchange the interesting and useful ones."

"Secret Vault?" Herag was confused, hadn't heard of it.

Pries laughed: "Didn't mention it before because I didn't expect you to accumulate over three hundred points so quickly. The Secret Vault is a treasury only open to formal members internally in Serlandir, containing all sorts of things. There's nothing you can't find there."

After Pries's explanation, Herag understood.

The Secret Vault was where Contribution Points were used, but at least three hundred points were needed for entry.

Herag's three hundred sixty Contribution Points just surpassed the eligibility requirement for access.

Generally, Secret Vaults are in Serlandir's various cities, but some particularly important items are only stored in the largest cities.

#### Chapter 304: Secret Vault

In Serlandir, Silver Moon City is considered a mid-sized city, neither too big nor too small.

There's naturally a secret vault here, but there are no particularly top-tier items within it.

However, for Herag, the secret vault in Silver Moon City is more than enough to sustain him for a long time.

Those top-tier items would be useless to him now, as he has no place to use them at the moment.

The items in the secret vault can only be exchanged using two things: Magic Stones and Contribution Points.

Magic Stones are required, but Contribution Points are not mandatory.

It's only necessary to meet certain historical Contribution Point requirements to exchange for corresponding levels of resources.

Herag thought about it; recently, he's had nothing much to do, and Max's matters have been mostly settled, with only some follow-up tasks remaining.

He plans to take advantage of this time to visit the secret vault and gather some resources to enhance his own strength.

The location of the secret vault in Silver Moon City took Herag by surprise; it's located on the west side of the city, right by the prison.

This time, Herag was prepared; he hired a carriage directly, had the driver wait for him upon arrival, offering extra pay.

Last time he left the prison, he didn't see a single carriage around, making commuting inconvenient.

The secret vault is right next to the prison in a castle-like building that looks rather unassuming.

There is a high wall around it, and although it resembles a castle inside, it appears simple and understated.

The last time Herag visited, he thought this might be part of the prison; he didn't expect it to be the secret vault of Serlandir.

The secret vault is surrounded by high walls, with only one entrance at the front.

Herag looked up; the wall here is likely twenty meters high and exceptionally thick.

The main entrance is a heavy black metal door, glistening with a strange sheen.

After observing for a moment, Herag noticed extremely complex Witch Arrays on both the walls and the door.

However, these arrays are usually dormant, so the average person wouldn't notice anything unusual.

The door was tightly shut, and there was no sound from behind it.

There wasn't anyone around either, not even a bird in sight, making the surrounding very quiet.

Herag approached the door and knocked on it.

The door emitted a dull metal sound, but Herag waited for a while without hearing anyone coming to open it.

Just as he was feeling puzzled, he suddenly noticed a humanoid shape emerging on the surface of the black metal door; upon closer inspection, it seemed to be moving within the door.

"Who are you?" the humanoid figure within the door asked, in a young woman's voice.

Her features were indiscernible; only a humanoid outline moved across the door's surface like a fish.

Herag replied, "I am Herag Merlin, with an appointment to visit the secret vault today."

Entering the secret vault requires scheduling in advance; official members of Serlandir can find the entrance via the Talisman Stone, provided their historical Contribution Points are at least three hundred.

"One moment, let me check," the outline said in a pleasant voice before sinking into the black metal door, vanishing as if submerged in water.

A moment later, the outline appeared again, whispering, "You may enter, but leave before sunset."

The black metal door then slowly opened, emitting a dull sound.

When Herag stepped beyond the high wall, the door closed automatically behind him.

He glanced back, witnessing the humanoid silhouette flash across the black metal door as if truly residing within, leaving its nature a mystery.

Herag turned to face the castle ahead, its shape square with a grand entrance in front.

A yellow stone slab path led to the entrance, each slab equally spaced.

Herag took a step onto the stone slab.

"Oh~"

A bizarre sound emanated from beneath his feet; upon looking down, Herag saw it was the stone slab beneath him making the noise.

He suddenly remembered seeing something similar in an ancient text; it was called a Screaming Stone Slab.

While recalling, Herag continued forward.

Every step on a slab triggered the Screaming Stone Slab to scream bizarrely.

Whoever created this unique path certainly had an unusual hobby, laying a path of Screaming Stone Slabs here.

Upon reaching the castle entrance, Herag discovered it had no door, completely open to the inside.

He wondered why the secret vault was so openly accessible, given all the precious items there.

He entered, finding himself in a hall with a red carpet laid out across the floor.

Rows of seats lined the sides of the carpet, resembling an actual hall.

In front of him was a wall, no paths leading further.

Herag looked around, seeing no doors to other areas.

He approached a window and looked outside, shocked to find a vast sea beyond it.

From the view, the castle seemed to be perched on a cliff by the sea.

Herag glanced back, still seeing the stone slab path he came from, with the scenery differing drastically from the seaside visible through the window.

Since the windows couldn't open, with only small holes, Herag couldn't confirm if what lay outside was real or just an animated painting.

Herag suspected the seascape outside wasn't real, as the entire Land of Dawn is inland, with no direct access to the sea.

Hence, it was likely not a real sea.

"Beautiful view, isn't it?" a girl's voice suddenly came from behind, sounding sweet and matching the voice from the door earlier.

Herag's breath paused as he turned swiftly to find a girl in a floral dress holding a basket, looking at him.

He hadn't noticed when she arrived behind him.

"You may call me Alice, one of the secret vault's managers. Is this your first time here?" Alice asked, holding the flower basket.

Her basket contained daisies, seemingly freshly picked.

Yet there were no places around the vault for daisies to grow, leaving their origin a mystery.

"Hello, Miss Alice. Yes, this is my first visit to the vault," Herag truthfully replied.

He couldn't clearly sense Alice's power, nor even determine if she was human.

One thing he was sure of: she was not someone to provoke, and being honest seemed the best course of action.

Alice smiled lightly, sensing Herag's nervousness: "No need to be tense, I won't harm you. It's been a while since I've met a newcomer. Are all newcomers now this adorable? Please open your Talisman Stone and go to your Contribution Points."

#### Chapter 305: Secret Vault Magic

Although Herag did not understand why Alice wanted him to open the Talisman Stone, he took it out and obediently complied.

He opened the Talisman Stone and accessed his contribution points interface, unexpectedly finding an additional button called 'Secret Vault' behind the contribution points.

It wasn't the first time Herag opened this interface, and he remembered that this button was not there before.

Even after his contribution points exceeded three hundred, the button was still absent.

Alice noticed the confusion in Herag's mind and explained, "This button only appears when you're inside the Secret Vault. Try opening it."

Herag understood; it seemed to be an environmental issue.

The craftsmanship of this Talisman Stone was even more complex than he had imagined, probably with many hidden functions he was currently unqualified to access.

Herag clicked the Secret Vault button, and a new page immediately opened.

"Magic, Magic Potion, Magic Potion Materials, Witch Array Materials, Power of Rules, Witchcraft Artifacts, Special Items..."

A menu appeared before him, containing a wide variety of categories, almost encompassing all the resources a wizard might need.

Herag randomly clicked on the Magic menu, and a list of various magical spells appeared before him.

The top title read: "Magic (300-600 Contribution Points)."

Herag pondered and realized this was a tier; when contribution points range from three hundred to six hundred, you can only exchange for the spells listed below.

There should be various other tiers behind this one, and the higher the contribution points, the higher the tier of spells available.

"Life Bud: Plant Element Level 1 Spell, summons a bud capable of quickly healing a person's injuries."

"Exchange Requirements: Fifty Magic Stones and five points of contribution."

Herag casually looked at a spell; exchanging fifty Magic Stones for a Level 1 Spell was certainly very cheap.

But it additionally required five contribution points, and the value of contribution points was not something that could be measured by Magic Stones.

Considering the value of the contribution points, perhaps this spell might be more expensive than it is outside.

However, Herag found that the Life Bud spell was a very rare spell, almost unseen and difficult to learn outside.

Herag quickly realized that these spells here were rare and of high value.

Many spells are difficult to acquire outside, even with money.

For example, this Life Bud is absolutely a healing tool for wizards who frequently encounter various dangers.

Herag had read about the Life Bud in some books, which can fully restore various injuries, including mental ones.

Depending on the severity of the injury, recovery time varies, but generally does not exceed half an hour.

Apart from some extremely serious injuries, most can be easily cured.

Without further thought, Herag directly clicked on the exchange button below the spell.

Such spells can't have too many, always serving as a fallback that might come in handy at a critical moment.

"Mm, this is a very good spell. You finish selecting, and then let me know, and I'll calculate it with you." Alice nodded in approval as she watched Herag operate.

Herag continued to browse the subsequent spells, preparing to exchange for additional spells to keep in reserve.

"Immovable Rock: Earth Element Level 1 Spell, uses Earth Elemental Energy Particles to strengthen the body, enhancing various aspects of physical capability."

"Exchange Requirements: Fifty Magic Stones and five points of contribution."

Herag checked and felt this spell suited his needs well.

He is originally a close-combat type wizard, and this spell suits him very much.

"Water Skin: Water Element Level 1 Spell, covers the body with a layer of water skin, reducing physical impact damage and certain magical damage."

"Exchange Requirements: Seventy Magic Stones and ten points of contribution."

This was a relatively rare Water Spell; its effect, put simply, is damage reduction, which also meets Herag's combat requirements.

More importantly, this spell could also be taught to Reese.

Some items in the Secret Vault can be resold or taught to others, but some are strictly restricted and prohibited from flowing out to others.

If discovered, there would be severe punishment.

So there are often people willing to pay a high price to have formal members of Serlandir exchange for certain items from the Secret Vault.

Of course, only items allowed by Serlandir to circulate outside are exchanged.

Herag noticed that these Level 1 Spells could generally be resold or taught to others, with no strict restrictions on being leaked out.

"A Plant Element, an Earth Element, a Water Element, are you sure there's no problem with choosing these three spells of different attributes?" Alice asked curiously.

Herag scratched the back of his head and laughed, "Some are prepared for myself, some are for friends."

"Oh, understood." Alice nodded, seemingly comprehending the situation.

Normally, a wizard wouldn't learn spells of all attributes like Herag, as every spell requires time and energy to learn.

Learning spells of one's specialized attribute is twice as effective, more efficient, and of greater value.

But apart from Shenlan Assistance, Herag also possessed the Royal Elf Bloodline, and he is currently a master of all attributes.

Since acquiring the High-Level Magic Affinity Talent, he is no longer just a wizard specializing in Dark Attribute.

However, one needs to be discreet, and naturally, these matters should not be shared with others.

Even if others know he has learned multi-attribute spells, it's not a big deal, just a bit inefficient; it's not like they're unlearnable.

Others might at most think he's wasting time and energy, unlikely to suspect he is a master of all attributes.

"Dark Gold Armor: Metal Element Level 1 Spell, covers the body with a layer of magical dark gold armor, significantly enhancing defense ability and physical power."

"Exchange Requirements: One hundred Magic Stones and twenty points of contribution."

When Herag saw this spell, his scrolling finger instantly halted.

"It's unexpectedly a rare Metal Element spell, and a practically useful one at that."

Herag hadn't expected to find Metal Element spells here.

There are Metal Element Energy Particles, but the corresponding spells are few.

He hadn't seen Metal Element spells in the Barren Land, and upon arriving in the Land of Dawn, this was the first time he had encountered a Metal Element spell.

This Dark Gold Armor and Dark Armor seemed to have overlapping functions, but Herag had other ideas.

He currently had several body-enhancing spells.

Since multiple shield-type spells could be integrated into the spell Absolute Defense, perhaps these body-enhancing spells could be as well.

The spell model structure of Absolute Defense designed by Shenlan most likely could be applied to body-enhancing spells as well.

This was also why Herag chose several body-enhancing spells this time; he planned to try this when he returned.

#### Chapter 306: Witchcraft Artifacts

Before every battle, Herag now casts various beneficial magic spells.

The time required is still too long. If there's a sudden situation and he doesn't have enough time to cast all the spells, he won't be able to achieve his strongest combat power.

In such circumstances, Herag is likely to find himself in a dangerous situation.

Especially after entering the Land of Dawn, most people he encounters are of Official Wizard level, and there are many Level 2 Wizards.

In this environment, Herag is very likely to face a situation where he can't cast all the beneficial magic spells in time.

Herag plans for Shenlan to design a comprehensive beneficial magic spell like Absolute Defense, which could save a lot of time.

After purchasing Life Bud, Immovable Rock, and Water Skin spells, he stopped buying other spells.

Buying too many different types of spells at once appears too unusual.

Ordinary wizards spend a lot of time on just one spell. Are you bulk buying when you purchase so many at once?

Herag still has a lot of time, so there's no need to buy so many spells at once.

After exiting the spell interface, he glanced at Magic Potions and Magic Potion Materials.

Inside are some refined Tier One and a small number of Tier Two Potions, all relatively rare with high difficulty in refining.

Magic Potion Materials are also rare and precious materials, difficult to find outside.

As for those ordinary Magic Potion Materials, they are not found here.

It seems like ordinary Magic Potions and Materials don't qualify to enter the Secret Vault, nor is it necessary for them to.

"White Unicorn's Horn: Tier One Magic Potion Material."

"Exchange Requirement: Ten Contribution Points."

Herag noticed that many Magic Potion Materials require almost no Magic Stone, mostly needing contribution points for exchange.

The design of the entire Secret Vault appears to have originally not aimed at earning Magic Stone but rather to provide resource acquisition avenues for members of Serlandir's organization.

Herag currently has a historical contribution of over three hundred points, resulting in a relatively small number and variety of Magic Potions and Materials he can view.

It requires accruing more contribution points later to access higher-tier Magic Potions and Materials.

Herag temporarily has no need for Magic Potion Materials and thus did not proceed with any exchanges.

He exited and glanced at the other menus.

"Witchcraft Artifacts..."

Herag pondered that he doesn't have any Witchcraft Artifacts yet, and preparing one or two suitable ones would be worthwhile.

Upon accessing the Witchcraft Artifact interface, a list quickly unveiled, showcasing various Witchcraft Artifacts.

"Substitute Death Grassman: Level 1 Witchcraft Artifact. After choosing a master, when your body or soul encounters a near-death attack, the Grassman will take the hit for you, single-use consumption Witchcraft Artifact."

"Exchange Requirement: Two Hundred Contribution Points."

Herag's eyes lit up; this is a valuable item.

Alice saw Herag's gaze fixed on the Substitute Death Grassman and said, "For a novice wizard like you with low strength, this is indeed a good item."

"Senior Alice, I have a question. How does the Substitute Death Grassman trigger? Does it activate simply upon a certain intensity of attack, or does it trigger only when I am facing a life-threatening attack?"

Herag wanted to clarify this issue; if it's the former, this Witchcraft Artifact would be somewhat redundant.

But if it can autonomously determine whether an attack will put him at the brink of death, its value would be quite good.

Alice spoke, "After choosing a master, the Substitute Death Grassman will automatically sense and judge. It will withstand the hit for you if it judges the attack will bring you near death."

"Thank you, Senior Alice, for the explanation," Herag thanked.

In that case, securing this Substitute Death Grassman is necessary.

With this Substitute Death Grassman, he can greatly improve his margin for error, avoiding sudden fatal scenarios, giving him some time to react.

However, it requires quite a lot of contribution points—a complete two hundred.

For an elder from Serlandir, two hundred points is not much.

But Herag currently has just over three hundred points in total, using up over half of it right away, which is quite painful.

He thought about it, continued scrolling, not in a hurry to buy the Substitute Death Grassman.

Given the limited contribution points, there might be other good items later. He planned to explore more to weigh options before deciding what to buy.

"Magma Talisman: Level 1 Witchcraft Artifact. Enhances the caster's Fire Magic strength and casting speed while offering high-level flame immunity."

"Exchange Requirement: One Hundred Contribution Points."

Herag glanced at it; this Witchcraft Artifact is suitable for a wizard specializing in the Fire Element.

He thought about it and skipped past it; meaning little to him.

Having absorbed the Bloodline Power from Dragon Blood earlier, Herag already had high-level flame resistance, negating the need for the Magma Talisman.

Herag continued looking down, discovering a familiar item.

"Cursed Doll: Level 1 Witchcraft Artifact. Using the target's blood for curses. The curse's effect varies based on the target's strength."

"Exchange Requirement: One Hundred Twenty Contribution Points."

Herag observed that this Cursed Doll was made from the Resentful Doll as raw material.

His first encounter with the Resentful Doll was in Count Hu En's treasure vault, which was followed by an unpleasant experience.

However, during that experience, he acquired the Great Dark Heaven talent spell, which was worthwhile.

Herag hasn't studied curse-related magic much, as curse spells are often tied to both the caster's and cursed individual's strength.

The greater the power difference, the stronger the curse's effect.

A mild curse usually just causes slightly worse luck, while a significant curse can lead to fatal encounters quickly.

Herag didn't need this item for now, so he kept scrolling.

There are various Witchcraft Artifacts with myriad functions, everything imaginable.

Herag spotted a Witchcraft Artifact named Love's Vow, a bow.

"Love's Vow: Special Level 1 Witchcraft Artifact. Draws the bowstring and shoots the arrow towards the target. If both you and the target are truly in love, you'll share life. As long as one lives, the other won't truly die; conversely, if not truly in love, both will perish if the arrow hits the target."

"Exchange Requirement: One Thousand Five Hundred Contribution Points."

This requires the highest contribution points among the Witchcraft Artifacts Herag can browse.

The effect is extremely unique, and Herag feels this Witchcraft Artifact is indeed overly powerful.

Chapter 307: Exchange

It's equivalent to binding two people; as long as one doesn't die, the other won't truly die.

What does it mean to truly die?

Herag didn't quite understand, but he was sure he wouldn't use this Witchcraft Artifact.

He didn't know how this love vow was made, just felt it might have reached the limit of Level 1 Witchcraft Artifacts.

Herag browsed through everything and finally decided to exchange for the Substitute Death Grassman.

This was currently the most valuable thing for him, with the best cost-effectiveness.

Of course, the main reason was poverty; he couldn't afford anything better.

After browsing through the Witchcraft Artifacts, Herag continued to look at the Witch Array Materials.

As a Level 1 Witch Array Master, he had no materials related to witch arrays, which was somewhat unjustifiable.

"Secret Technique Book: Level 1 Witch Array Material, can be used to arrange most Level 1 Witch Arrays and a very few Level 2 Witch Arrays."

"Exchange requirement: Fifty Magic Stones and five Contribution Points."

Although the Secret Technique Book is a Level 1 Witch Array Material, it can still be used in the arrangement of a few Level 2 Witch Arrays, though the effect wouldn't be great.

Using Level 1 Witch Array Materials for Level 2 Witch Arrays usually doesn't last long; Witch Array Materials in a high-load state for a long time will soon be damaged.

Herag looked at this as the cheapest Witch Array Material; everything else behind it was more expensive.

"Secret Technique Dagger: Level 1 Witch Array Material, can be used to arrange most Level 1 Witch Arrays and fewer Level 2 Witch Arrays."

"Exchange requirement: One hundred Magic Stones and ten Contribution Points."

This Secret Technique Dagger was only missing one word compared to the Secret Technique Book, but it required double the Contribution Points.

Herag estimated that the Secret Technique Dagger's quality was likely much higher, allowing for more Level 2 Witch Arrays to be arranged.

It seemed to be just a slight improvement, but the price difference was significant.

Herag waved his hand and directly purchased ten of the Secret Technique Books, enough for his use in the coming period.

After completing his purchases, Herag glanced at his Contribution Points, feeling a sense of poverty.

"Historical Contribution Points: 360."

"Remaining Contribution Points: 90."

"Alice, I've made my choice." Herag set down the Talisman Stone and said.

Alice nodded: "Mm, alright, wait a moment."

After speaking, she also took out a Talisman Stone and tapped on it for a while.

Alice then placed the basket in front of Herag, and suddenly there were more things inside.

"These are the things you just selected; take them." Alice said.

Herag looked inside and saw the Life Bud, Immovable Rock, Water Skin, Dark Gold Armor, these four Level 1 Spell model books, ten thick red books, and a seemingly plain straw doll.

The straw doll was only palm-sized, with shaggy ends all over, looking like a child's casually made grassman.

Herag put the Spell Model Books and Secret Technique Books into the Space Ring, fiddling with the Substitute Death Grassman in his hand.

"You just need to drop your blood into it to complete the recognition process." Alice advised.

Herag nodded, putting the Substitute Death Grassman into the Space Ring.

Of course, it was impossible to complete the recognition process here.

Because Herag wasn't sure what kind of being Alice truly was or how powerful she might be.

His blood contained the Bloodline Power of the Thunder God Ancestor, and if Alice noticed anything, it would be disastrous.

The Abyssal Cultists only worship the existence of the Abyss Plane. If his bloodline were discovered, he would certainly be treated as an evil god of the Abyss Plane.

"Are you sure there's nothing else you need?" Alice asked with a smile.

Herag shook his head: "No, mainly because the Contribution Points are not much, I'll save them for next time. Thank you for your help, Alice!"

Contribution Points certainly can't all be used up directly, each and every point must be spent wisely.

These ninety points will be saved, to be exchanged for better items after accumulating more next time.

Herag plans to come back and see what good items are available after his Historical Contribution Points surpass 600 points.

At that time, the Contribution Points in hand might not be enough; for now, savings are necessary.

Alice again raised the basket in her hand with a smile: "If that's all, you may leave. You shouldn't stay here too long."

Herag nodded: "Alright."

He turned and left; this place seemed a bit eerie, and Herag didn't want to stay longer than necessary.

Herag felt that as he was leaving, Alice seemed to keep watching him from behind.

Upon reaching the entrance again, the path was still paved with the Screaming Stone Slab.

Herag looked back, but Alice was already gone, leaving only the empty hall, which looked without any peculiarities.

"Oh~"

Herag stepped onto the Screaming Stone Slab, and it again emitted a comfortable strange cry, making Herag's expression darken.

When he reached the large door, the black metallic sheen door automatically opened, waiting for Herag to exit.

Herag didn't linger and walked straight out, with the door closing behind him.

The humanoid outline within the door didn't appear, nor did it make any sound.

Herag wasn't sure if the humanoid outline inside the door was Alice; though the voices were identical, he felt they weren't the same person.

But those thoughts were not related to him for the time being, so he didn't dwell on them.

Herag walked some distance outside and found that the carriage was still there, with the coachman sleeping atop the carriage head.

"Wake up, time to leave." Herag called the coachman awake.

The coachman quickly woke up and, seeing Herag, hastily jumped off the carriage, respectfully saying, "Sir has returned, please get in the carriage, we are departing now."

Herag entered the carriage, and the coachman jumped onto the carriage head to drive the carriage back.

...

Back home, Herag went into the study and took out the four Level 1 Spell model books he just purchased.

"Shenlan, scan and input these four Level 1 Spells, then begin constructing the corresponding Spell Models."

"Task archived, beginning execution..."

"The Spell Model data for Life Bud, Immovable Rock, Water Skin, Dark Gold Armor has been entered. Please choose the construction order."

Herag thought about it, the order didn't matter, they were all the same.

"Start constructing the Spell Models in this order." Herag instructed.

"Task archived, estimated completion in four hours and fifteen minutes, estimated consumption of 53.2% Magic Power."

In Herag's mind, Shenlan began using Spiritual Power to construct the Spell Model for Life Bud.

Now, what's needed is just to wait.

As Shenlan constructed the Spell Models, Herag also began flipping through the books of these four Spell Models, starting to read them.

Shenlan can only help him quickly construct Spell Models, but understanding and insight must come from himself, by reading and thinking.

Chapter 308: Integrating Magic

Herag now has a significantly enhanced perspective and knowledge compared to his time in the Barren Land.

He spends his free time absorbing, understanding, and learning from the books and materials in the library of Silver Moon City.

Now, when he revisits these Spell Model Books, he has a different feeling and a deeper understanding of the magic principles.

Much of the knowledge is actually interconnected; as long as one has a sufficiently deep understanding of the principles, mastering the knowledge naturally becomes faster.

As time ticks by, Herag remains focused in his study, attentively reading the Spell Model Books while waiting for Shenlan to construct the spell model.

During this process, Reese brought in some fruit and brewed a pot of hot coffee, placing it to the side without further interrupting Herag.

She has also been diligently learning magic potion knowledge lately, making significant progress, and will likely soon be able to take the exam for a Level 1 Alchemist.

Over four hours later.

"The spell models for Life Bud, Immovable Rock, Water Skin, and Dark Gold Armor have been constructed."

Herag closed the Spell Model Book in his hands, rubbing his temples.

Constructing four Level 1 spell models at once left him with a slight sense of mental fatigue.

Herag picked up the coffee at his side, taking a sip to refresh himself.

In his mind, the models for the four Level 1 spells were already constructed.

Herag first turned his attention to the Life Bud spell, a Plant Element spell.

He prepared to try this spell, channeling magic power into the spell model.

Soon, a mound of earth appeared on the floor before Herag.

A green stem emerged from the mound, with a bud at the top of the stem.

Once the stem fully extended from the soil, it was a full two meters high.

Simultaneously, the bud rapidly expanded, forming a large sack resembling a sleeping bag, spacious enough to accommodate an adult to lie down inside.

The bud remained open, awaiting someone to lay inside.

Herag touched it and found it filled with sticky mucous.

This mucous has an excellent effect on healing injuries.

The spell reminded Herag of the time in the Moonlight Forest when he was severely injured by Malcolm.

In that perilous situation, Batty, a Level 1 Wizard, saved him using a similar method.

Herag felt that the spell Batty used back then was probably similar to Life Bud, as it looked quite alike.

With a wave of his hand, Herag made the bud retract instantly, disappearing.

However, the mound on the floor remained, not disappearing, mysteriously brought from somewhere else.

Herag touched it to confirm it was indeed soil, and the floor was intact, not damaged.

In his view, this should be strictly classified as a Plant and Summoning spell.

Only summoning spells would exhibit such phenomena.

Herag then proceeded to try another spell, Immovable Rock.

When he channeled magic power into its spell model, particles of earth element energy began to gather around his body, with a yellowish hue glowing across all his limbs.

The entire person looked much yellower, a spell likely unappealing to ladies who cherish beauty.

But Herag didn't care, as becoming stronger was all that mattered.

"Shenlan, assess the enhancement brought by Immovable Rock," Herag wanted to see the impact of the spell.

"Estimating now..."

"Immovable Rock provides approximately: Power +3.1, Agility +1.1, Constitution +6.6."

Herag nodded; the effect was satisfactory, akin to that of the Giant Body.

After testing Immovable Rock, he then moved on to Water Skin.

This was a rather special spell, as Herag hadn't previously studied damage reduction spells.

Looking down at his arm, he saw a transparent liquid covering all over his body, though he himself felt nothing, just a cool sensation.

If it were summer, this spell would be an ideal tool for beating the heat.

Herag moved his body a bit, the spell causing no hindrance to his movements, much like wearing a snug suit with no noticeable discomfort.

The specific damage reduction effect was hard to test, as he couldn't very well cut himself.

If the force wasn't strong enough, there would be no test effect; too strong, and what if he killed himself?

Herag decided not to test it further, as he planned to integrate these beneficial spells into a single spell.

He then began to test the last spell, Dark Gold Armor.

With a thought, Herag directed his magic power into the spell model of Dark Gold Armor.

Soon, metallic particles began to congregate on his surface, forming into dark golden metal.

The process was extremely quick, and with just a blink, Herag was already clad in a layer of dark golden armor.

This dark golden armor was similar to Dark Armor, offering full-body coverage with no weak spots.

The surface of the Dark Armor was also shrouded with black mist, looking grim and inauspicious.

But Dark Gold Armor appeared as solid armor, with a striking metallic luster.

At a glance, the armor looked quite beautiful, luxurious.

Herag was very pleased with the armor, although its functionality overlapped with Dark Armor.

The next step would be integrating these beneficial spells into a single one.

"Shenlan, calculate whether it's possible to integrate Blood Python's Fury, Indomitable Will, Mountain Elf's Blessing... Water Skin, and Dark Gold Armor into a single spell, akin to Absolute Defense."

Herag wasn't sure if integrating these spells into one was feasible, leaving it up to Shenlan to attempt.

"Analyzing and calculating..."

This time, Shenlan spent a little longer analyzing and calculating, possibly due to the number of spells involved, each differing in principle.

Before coming to the Land of Dawn, Herag would have had little confidence in Shenlan completing this task.

But after his arrival at the Land of Dawn, Shenlan had logged all the books from the first three levels of Silver Moon City's library, now possessing a colossal amount of data.

With such a strong data foundation, Shenlan might just succeed.

About half an hour later.

"Through analysis and calculation, a central-type spell model can be constructed, integrating these spell models into a single spell."

Thinking it through, Herag said, "Shenlan, commence the derivation of this spell model."

"Task documented, projected time of 110 hours, estimated magic power consumption 126%."

Herag remembered that deriving Absolute Defense took seventy-two hours, already a lengthy task.

Now, deriving this spell model requiring 110 hours speaks to its complexity.

#### Chapter 309: Substitute Death Grassman

Herag was somewhat eager to see the effects of the spell integration when the time comes.

Back when he integrated various shield magic into Absolute Defense, the defense strength of Absolute Defense had significantly increased.

If the beneficial magic spells integrated also have a good effect, it would be a substantial enhancement to his own power.

Integrating these beneficial spells requires some time, and Herag isn't planning to go out these days, choosing instead to stay home and thoroughly study the spell model books of the four magic.

Herag then took the Substitute Death Grassman out of the Space Ring and observed it for a while without seeing any clues.

These Level 1 Witchcraft Artifacts are no longer simple enchantment magic; they have more complex craftsmanship techniques.

This kind of craftsmanship is absent in the Barren Land, so witchcraft artifacts are rarely seen over there.

The Barren Land mostly just has some demonized items, which are simple enchanted magic items.

Herag took out a dagger and forcibly made a small cut on his finger.

His constitution is so strong now that his skin is highly resilient, and ordinary knives cannot cut his skin.

Herag had to use some force to cut his finger and squeezed out a drop of blood onto the Substitute Death Grassman.

Just as he squeezed out a drop of blood, the wound had already stopped bleeding and was rapidly healing.

A strong constitution not only brings resilient skin but also powerful body recovery ability.

After the blood dripped onto the Substitute Death Grassman, what originally seemed just like an ordinary straw man showed some unusual changes.

The surface of the Substitute Death Grassman emitted a layer of faint red light, and Herag felt many free energy particles converging towards the grassman.

The concentration of energy particles in the room increased as well, and Substitute Death Grassman began to emanate some mysterious aura.

At this time, Herag also felt something; he sensed a mysterious link with the Substitute Death Grassman before him.

This link is somewhat similar to a previous master-servant contract, but not entirely the same.

The Substitute Death Grassman levitated from the table, floating in front of Herag, rotating slowly.

Some faint red light dots floated out from the Substitute Death Grassman and landed on various parts of Herag's body, sinking into his body the moment they touched him.

These faint red light dots continuously floated out from the Substitute Death Grassman, which gradually became somewhat blurred.

As more and more faint red dots appeared, the Substitute Death Grassman gradually became transparent, as if being hollowed out.

Herag kept receiving the integration of these light dots; once inside the body, they lurked in various places.

He didn't understand the specific role of these light dots but intuitively felt there was no harm.

Finally, with the last faint red light dot integrating into his body, the Substitute Death Grassman completely disappeared, as if it had never existed.

Herag felt inside his body but found no change, nor any trace of the Substitute Death Grassman.

He could only vaguely sense that something had been added internally, but upon careful examination, he couldn't find it.

"Shenlan, has the process just been recorded?" From the initial blood drop, Herag instructed Shenlan to start recording the entire process data.

Since Herag had never encountered such a special witch artifact like the Substitute Death Grassman and didn't understand its principle,

it was essential to record the relevant data during the initial use.

Even if he couldn't figure it out for now, the preserved data might be useful later.

"Substitute Death Grassman related data has been recorded." Shenlan responded.

Herag tried asking: "Can you analyze the principle of the Substitute Death Grassman?"

"Based on observed data, hypothesized to involve contract rule magic principles acting. Due to a lack of relevant data, no effective conclusion can be drawn."

It seemed Shenlan could not give an accurate result, and Herag had to give up.

Rule-type magic is still beyond Herag's reach; he would have to wait to advance to a Level 2 Wizard to access it.

Although this Substitute Death Grassman is only a Level 1 Witchcraft Artifact, it must have been made by a Level 2 or higher wizard, otherwise it wouldn't involve rule-type powers.

A few days later.

"Inference complete, spell model as follows."

While Herag was reading in the study room, Shenlan's prompt sound suddenly rang.

He glanced at the prompt in his vision and saw that the beneficial spell model he had instructed Shenlan to infer was completed.

Herag began to observe this spell model.

Even though he had seen Shenlan infer the spell model once before, this time Herag still felt amazed.

The spell model inferred by Shenlan was particularly clean, simple, and efficient, completely devoid of unnecessary structures.

Herag studied it carefully; this spell's model structure was similar to Absolute Defense.

Also, it connected the spell models of individual spells through a central structure, with an overall similar structure.

The difference was that the central structure's spell model was much more complex than Absolute Defense.

Perhaps because there are too many beneficial spells, and their types and attributes varied greatly.

Integrating so many beneficial spells together is indeed a highly complex task.

After studying it himself, Herag didn't find any issues.

However, he still did not rush to construct this spell's model.

"Shenlan, simulate a test of this spell model for potential defects."

"Task logged, simulating test in progress..."

After about twenty minutes.

"Simulation test completed, spell model operates normally, no defects."

Seeing Shenlan's simulation test result, Herag finally felt a bit relieved.

He had also studied it, indeed found no issues.

"Shenlan, start constructing this spell's model."

Herag planned to wait until the spell model construction completed before naming the spell after seeing the specific effect.

"Task logged, constructing spell model estimated to take ten minutes, expected magic power consumption 5%."

The construction process is much faster than inferring.

Since Shenlan had already inferred the spell model, all that remained was to complete the construction process.

Shenlan began controlling the spiritual power to construct the inferred spell model, very swiftly.

Ten minutes later.

"Spell model construction completed."

Herag glanced in his mind, a new spell model had been constructed.

Around this new spell model, lines connected the spell models of various beneficial spells like Blood Python's Fury, Indomitable Will, Mountain Elf's Blessing, and others.

Herag wanted to try immediately to see what happens when the spell model is activated.

But after looking up at the narrow and low study room, Herag decided to try it out in the backyard instead.

Chapter 310: Titan Power

This spell model is connected to the Giant Body spell. If it also has a giant transformation effect that enlarges the body, it might pierce right through the ceiling.

Herag came to the backyard and looked around.

The courtyards here are quite far apart from each other, and it seems like no one is watching this side.

But for the sake of caution, Herag decided to first set up a blocking witch array.

He took out a Secret Technique Book from his Space Ring and began drawing runes with Magic Power, slowly imprinting them into the Secret Technique Book.

The witch array Herag was setting up was called Nightfall, which could prevent spying and has a soundproofing effect, making sure no sound leaks out.

The range of Nightfall is enough to cover the entire estate, as it is a Level 1 Witch Array.

Nightfall also has a blocking effect on detection magic like Magic Sense, unless it's some very special method or high-tier detection magic.

After more than ten minutes, Herag's moving hands finally stopped.

The heavy Secret Technique Book emitted a white glow, indicating that the Night Witch Array was complete.

Herag, holding the Secret Technique Book, walked towards the basement.

The structure here is pretty much the same as Lady Wendy's place, with the control core of the witch array located in the basement.

Most of the estates in Silver Moon City are constructed like this, unless the estate owner has made some modifications, placing the control core elsewhere.

Herag reached the basement, where there was already a Secret Technique Book with the original witch array of the estate inscribed in it.

This witch array was designed with expansion in mind from the start.

As a Level 1 Witch Array Master, Herag had some understanding of this.

After thoroughly examining the original witch array structure, he quickly found the expansion interface.

Herag placed his Secret Technique Book beside the original one, gathering Magic Power in his hand to inscribe a few runes to connect the two arrays.

The original witch array retained an expansion interface for easier future expansion.

However, this expansion step also needed to be completed by a Witch Array Master, requiring simple rune structures to connect the new array.

Ordinary families would certainly hire a Witch Array Master to complete this task, but since Herag himself was one, he could handle it on his own.

The Night Witch Array was successfully integrated into the original one, and could be operated through the original array core.

Herag input some Magic Power to activate the Night Witch Array.

A black dome enveloped the entire estate, making it impossible for outsiders to see inside, as it appeared completely pitch-black.

However, from inside the estate, Herag could clearly see the outside.

Vision would not be obstructed, with just a thin layer of black surrounding the estate.

"What is this?" Reese noticed the change outside and came to the backyard, seeing Herag just coming out of the basement.

"It's the Night Witch Array, which can block external detections. So whenever we do something secret, we no longer have to worry about being spied on." Herag said with a mischievous grin.

Reese rolled her eyes at him: "As if it could all happen right here in this courtyard?"

Herag pondered and said, "Not entirely impossible."

He chuckled but then spoke seriously, "Actually, it's mainly to experiment with my new spell, so to prevent anyone from spying, I added the Nightfall witch array."

Reese nodded, "So that's why you've been holed up in the study these past few days."

Herag laughed, "Step back a bit, I'm about to test the effect of this spell. Best to stay a bit further to avoid accidental injuries."

Though they are beneficial spells and theoretically shouldn't harm others.

But for the sake of safety, Herag still asked Reese to step back a little.

Reese obediently stood at the edge of the backyard, watching Herag from afar.

Once Reese was a safe distance away, Herag took a deep breath and then input Magic Power into the spell model.

The new spell model activated instantly, connecting to other spell models.

Herag's body began to swell, quickly becoming a four-meter-tall giant.

His clothes shattered instantly, falling around in tatters.

Aside from the giant transformation, Herag's entire body was covered in a set of black-golden armor.

This armor covered Herag's body with no blind spots. The massive body, combined with the cold black-golden armor, exuded an overwhelming sense of oppression at just one glance.

Herag clenched his fists, feeling an unprecedented strength, with immense Power hidden within his body.

He felt an illusion as if he could crush anything with a single punch.

This was the disparity brought by the rapid increase in Power, and Herag would need some time to get used to and accustomed to this kind of strength.

He needed to quickly get used to the Power and speed in this form so that he could control his body freely in future battles.

"Shenlan, assess the enhancement this spell brings to my body."

Herag could feel the strength, but the exact numbers were unclear and relied on Shenlan for calculations.

"Task archived, calculating..."

A minute later, after meticulous calculation, Shenlan provided the result.

"After calculation, this spell provides enhancements of: Power +35, Agility +29, Constitution +36."

"Current body data: Power 60.5, Agility 54.6, Constitution 63.2, Spirit 57.6."

Herag glanced at this data, noting it was almost the same as when he was at the Death Swamp Ruins.

At the time, part of the Thunder God Ancestor's Bloodline Power was activated, which was why such data was achieved at one stage.

But now, just by using this spell, his body data had already reached this stage.

If there's a chance to activate the Thunder God Ancestor's Bloodline Power again, Herag thought he might have a chance to engage with a Level 2 Wizard.

Even if he couldn't win, escaping would certainly be possible.

"Shenlan, name this spell 'Titan Power.'

Herag thought for a bit and named the spell.

Titans are mythical giants, their bodies larger than most stars, containing the creative Power, with each being a world in itself.

Herag named this spell aiming for that goal.

If one day his body could reach the level of a Titan, then no matter the enemy, he could crush it with a single punch.

"This is... such a powerful feeling!" Reese, even from afar, could feel the immense pressure.

The overwhelming sense of oppression continuously emanated from Herag, making it almost hard to breathe.

Even though Reese knew Herag wouldn't harm her, the instinctive oppression was still very noticeable.

Just taking a glance, one could feel the power that Herag now possesses.