

Sixth 321

Chapter 321: Magic Potion Merchant

Ever since advancing to the Liquidation Wizard stage, the Advanced Starry Sky Potion has become almost ineffective for Herag, with barely noticeable improvements in meditation efficiency.

Since arriving in the Land of Dawn, Herag hasn't found the time to research this area further.

Now that Shenlan has absorbed enough data, researching a magic potion to speed up meditation should be no problem.

"Shenlan, begin the simulation for a potion that can enhance my meditation speed," Herag commanded.

"Task archived. Estimated time: 9 hours. Estimated magic power consumption: 12%."

The speed is relatively fast, and the consumption of magic power is not much.

Herag continued studying the spell models of those Level 1 spells while waiting for Shenlan to complete the simulation.

Nine hours later.

"Potion simulation complete, formula as follows: 13 grams of night-scented herb root powder, 16 grams of golden wax tree leaves, ten drops of mist grass juice..."

After browsing through the formula, Herag realized that although these magic potion materials were somewhat expensive, they were common enough that acquiring them shouldn't be difficult.

It's just the price...

Herag roughly estimated that the total cost of the magic potion materials for this formula was about three hundred and fifty magic stones.

This price is already considered high even among Tier One Potions.

Herag had initially thought that with tens of thousands of magic stones in hand, he was somewhat well-off and could sustain himself for a long while.

Yet now, even the expenses of the meditation room in the Wizard Tower were becoming burdensome, not to mention needing to concoct potions to aid meditation practice.

The wizard profession indeed requires an immense amount of resources; without sufficient resources, progress is impossible.

For Herag, purchasing these magic potion materials was simple—everywhere in Silver Moon City had shops selling magic potion materials, he could just go buy them directly.

But he didn't hurry. Instead, he opened a chat window with Baron.

Being a Level 2 Alchemist, Baron might have some channels related to magic potion materials.

"Mr. Baron, do you have any purchasing channels for magic potion materials? Preferably cheaper ones," Herag sent a message asking.

Baron didn't reply immediately. About half an hour later, he responded: "Sorry, I was drinking and didn't notice the message. What you're asking is simple. Come to the Silver Moon Tavern tomorrow night, and I'll introduce you to a magic potion merchant. As members of the Magic Pharmacist Association, we are well-regarded and naturally have exclusive discount channels."

Alchemists are a group that often needs to purchase magic potion materials, making them highly prized clients for magic potion merchants.

Offering these alchemists purchasing discounts is quite a common practice.

Moreover, every alchemist has notable potential and could at any time become business partners with magic potion merchants.

Thus, for many magic potion merchants, collaborating with numerous alchemists is frequent, and offering some discounts is no big deal.

The next afternoon, Herag set out, taking a carriage to the Silver Moon Tavern.

The last time he was here was when he first became a Witch Array Master, and Mr. Israel had treated him to the signature Fire Dragon Whiskey there.

Baron was evidently a regular there too, as the Silver Moon Tavern was quite close to both the Witch Array Master Association and the Magic Pharmacist Association.

At dusk, Herag arrived at the entrance of the Silver Moon Tavern.

The place was already bustling, with a steady stream of people on the street, though not as crowded as the commercial district.

As Herag was about to pull out a talisman stone to contact Baron, he looked up and saw Baron inside the Silver Moon Tavern, leaning against the bar with a plump middle-aged man, talking about something.

Baron noticed Herag's gaze, turned his head, and upon seeing Herag, smiled and waved.

It was too noisy here, making conversation difficult; they could only use gestures and facial expressions to greet each other.

Herag chuckled and walked briskly into the Silver Moon Tavern.

A waitress dressed as a bunny girl approached Herag to ask if he needed a drink, but Herag waved it off, indicating he didn't need anything.

Upon seeing Herag heading toward Baron and the other man, the bunny girl realized he was there to meet someone, so she didn't bother further.

"Herag, this is Mr. Vernon, the president of the Nightingale Commerce Association. He handles various businesses, with magic potion sales being one of their main areas. Their business spans the whole of the Land of Dawn," Baron introduced.

"Mr. Vernon," Herag greeted politely.

Vernon looked about fifty, with a prominent belly and a sharp face, clearly indicating a shrewd businessman.

His keen eyes left a lasting impression upon first glance.

Vernon glanced at Herag, merely nodding without saying much.

Baron was a Level 2 Wizard and a Level 2 Alchemist.

Vernon attended this gathering primarily on Baron's account.

Baron had asked him over for a drink and to introduce a promising young man.

Vernon didn't care much for a young person; he had met many brilliant youngsters in the Land of Dawn.

If particularly exceptional, they might be worth investing in.

But chances are, they wouldn't catch his eye; he was merely indulging Baron by making the acquaintance.

Vernon was quite adept at social functions like this.

Upon his first glimpse of Herag, Vernon's only impression was that he looked very young, with nothing else apparent for the moment.

"Come, the private room is ready," Baron said with a laugh, leading the way to a nearby private room.

The private rooms in the Silver Moon Tavern were equipped with soundproof witch arrays, ensuring no disturbance from the bustling main hall.

The main hall was already packed, filled with the clinking of glasses and lively conversations among men, as well as the laughter of women.

Following the two into the private room, as soon as the door was closed, the world outside fell silent, completely muting any external noise.

After sitting down, Baron asked, "Old buddy, Silver Moon wine as always? I know your taste."

Vernon chuckled, "Of course, when don't I order that?"

"And for you, Herag?" Baron asked.

"Fire Dragon Whiskey," Herag decided.

Baron gave a thumbs up, saying, "Good choice! That's a real treasure."

Soon, a bunny girl waitress brought in three large mugs of drinks, bending down to place them on the table for the three men.

Baron, the sly one, ogled unabashedly, laughing lecherously.

The bunny girl didn't seem to mind, merely offering a faint smile before leaving with the tray.

Baron watched the bunny girl's retreating figure until the door closed before redirecting his gaze.

"Like her? Just say the word," Vernon teased with a smile.

Baron quickly shook his head, saying, "I just like looking, wouldn't dare act. The missus at home keeps a tight leash on me; don't want to get into trouble."

Chapter 322: Investment

Baron seemed to recall some terrifying memories and quickly shook his head with a look of horror.

"By the way, what exactly did you call me here for this time? Surely it's not just to introduce young Herag to me," Vernon said, glancing at Herag.

Baron noticed that Vernon didn't seem to pay much attention to Herag, so he said, "Herag is a Level 1 Alchemist from our Magic Pharmacist Association."

"Hmm, quite impressive at such a young age," Vernon nodded, but did not pay much more attention.

The assessment for Level 1 Alchemist isn't that difficult; many people pass it.

But being so young shows that Herag indeed has good potential and is worth getting to know.

Baron continued, "Not only that, he's also a Level 1 Witch Array Master. More importantly, he obtained both certifications as a Level 1 Witch Array Master and Level 1 Alchemist within just a few months of arriving in the Land of Dawn."

"What?"

Vernon took a more serious look at Herag.

Becoming a Witch Array Master is not that easy; the profession heavily relies on talent, and most people find it difficult to pass the Level 1 Witch Array Master examination by the Witch Array Master Association.

This alone was enough to elevate Vernon's opinion of Herag by several levels.

What was more important was that Vernon keenly caught the crucial information in Baron's words.

Which was that Herag had only been in the Land of Dawn for a few months.

This statement is quite strange for people in the Land of Dawn, as everyone is born here.

Since Herag had only been in the Land of Dawn for a few months, he must have come from somewhere outside the Land of Dawn.

What's beyond the Land of Dawn?

The answer is obvious: the Barren Land.

There are almost no routes from the Barren Land to the Land of Dawn, except for a recent event that allowed access here.

That's the War of Opening against the Elf Plane, where the City Lord of Silver Moon City, Parker, was currently located.

As a capable merchant, Vernon naturally knew these details well.

He was also waiting for the results of the Plane Opening War, ready to expand his business there whenever the opportunity arose.

Making a fortune in plane wars is remarkably easy; a chance no merchant would miss.

Therefore, Vernon had always been interested in the Plane Opening War of the Elf Plane, and knew that recently, wizards from the Barren Land had come to the Land of Dawn due to their performance in the opening war.

Since Baron mentioned it this way, Herag must be a wizard from the Barren Land, who arrived in the Land of Dawn through the opening war assessment.

Based on the current situation, one could infer that Herag should be a formal member of Serlandir, which is why he appeared in Silver Moon City.

Level 1 Alchemist, Level 1 Witch Array Master, formal member of Serlandir, originating from the Barren Land; when these labels coincide with the young Herag before him, Vernon raised his glass to Herag: "An exceptional young man, welcome to the Land of Dawn!"

"Thank you!" Vernon offered a toast proactively, and Herag quickly picked up his glass with both hands and clinked it.

"Baron, my old friend, this young man is truly impressive," Vernon looked at Herag, seemingly thankful that Baron introduced him to Herag.

Baron smiled and said, "I knew you'd like him. Haven't you always wanted to open up a trade route to the Barren Land? Once Herag develops in the future, this might become achievable."

Vernon nodded, "Recently, the restrictions on the Barren Land by the Land of Dawn have eased somewhat, with signs of relaxation. The real connection between the two sides is probably not far off. When that day comes, I've got to set things up early; otherwise, I won't be able to seize the chance."

Merchants are always the most sensitive group to changes in the situation.

When the Land of Dawn established a plane war teleport point in the Barren Land and recruited promising wizards from there, many merchants noticed that this was an opportunity.

The control measures by the Land of Dawn over the Barren Land had always been stringent, with no open trade routes until now.

Trade between the Land of Dawn and the Barren Land can only occur via the official channels of the Six Great Wizard Organizations.

Merchants like Vernon had been unable to directly conduct trade between the two regions.

Not only could they not do business, but they were even prohibited from going there.

Only people from the Six Great Wizard Organizations were able to visit there through their own channels; others could forget about it.

For these merchants, if they could open up a trade route to the Barren Land, the profits could be incredibly lucrative, with plenty of business opportunities.

Thus, when the Six Great Wizard Organizations set up teleport points in the Barren Land, lots of merchants began to pay attention to these developments.

Upon learning that Herag was from the Barren Land, Vernon had many ideas.

Herag himself was excellent, and he came from the Barren Land.

With adequate investment, he could potentially bring unimaginable returns in the future.

Vernon is a merchant, and he understands that investment is essentially investing in people.

As long as the person is right, any temporary failure doesn't matter; success will eventually come.

Even if the investment fails, it wouldn't be much of a loss for Vernon—it's nothing significant.

Seeing Vernon finally realize Herag's potential, Baron smiled and said, "Herag mainly wants to find a channel to buy Magic Potion Materials at a cheaper price. Your place is pretty good for this, so I brought you here. How about giving a discount?"

"Of course, Herag, from now on, if you purchase Magic Potion Materials from me, all regular ordinary Magic Potion Materials will have a 20% discount. However, for some special Magic Potion Materials, we'll have to see, as I can't sell at a loss," Vernon said with a smile.

"20%? Thank you, Mr. Vernon. Thank you, Mr. Baron," Herag thanked quickly.

Over time, if many Magic Potion Materials are bought, the 20% discount could save a lot of money.

Vernon laughed, "It's a minor thing. However, you mustn't buy in bulk from my place. It's only for your personal use; if you're buying in large quantities to resell, I won't do business with you, so this needs to be clear."

"I wouldn't do such a thing, and I don't usually have the energy to handle these matters," Herag said.

Baron asked, "What Magic Potion Materials are you looking to buy? My old friend here is quite reliable. As long as you can list them, he can usually source them for you."

Herag took out a piece of parchment, written with a formula derived from Shenlan Inference.

To be safe, he added a few unnecessary materials to the formula to confuse others.

He spread the parchment on the table, "Just these, none of them are very rare materials. It's just that I find some of them expensive, so I wanted to see if there's a cheaper channel to purchase them."

Chapter 323: Genius

For a normal person, it's very difficult to deduce the crafted magic potion from just a potion formula.

Unless the formula is very common and the crafting process is well-known.

Otherwise, even an excellent Alchemist can't glance at a formula and know how to craft it, nor determine what magic potion it is and what its effects are.

The same potion formula can produce completely different potions because the crafting process is so complex.

Even a small difference in a step can produce dramatically different results.

Potion refining is a very rigorous process, any deviation in any step is unacceptable.

If the material's temperature, humidity, or handling time deviates, the results will be completely different.

Therefore, just looking at the ingredients in a potion formula, it's almost impossible to know what the final product will be; one must know the specific crafting process.

The parchment Herag provided only lists the potion materials, without specific crafting procedures.

Normally, he wouldn't fear others deducing what potion he intends to craft.

But to be safe, Herag added some useless potion materials inside.

These few potion materials raised the original price of 350 magic stones to 420 magic stones.

Although the price is a bit higher, safety is more important.

Because the meditation method Herag practices is the Starry Sky Meditation Technique, and it comes from the Sixth Ring Tower.

In the Land of Dawn, the Sixth Ring Tower plays the role of a traitor, and under no circumstances should he expose that his meditation method is from the Sixth Ring Tower, or he would be treated as a traitor, and the consequences would be dire.

This is also why when Herag first arrived in the Land of Dawn, he didn't rush to deduce the magic potion that assists the Starry Sky Meditation Technique.

He hadn't yet understood the situation here and couldn't act rashly.

Now that he has obtained the deduced potion formula, for the sake of caution, he still made some adjustments in it, and the cost was merely paying a bit more money.

Baron looked at the potion formula and furrowed his brows: "What potion formula is this? I've never seen it before..."

As a Level 2 Alchemist, he's seen and crafted countless potions, and it's rare for him to encounter a potion formula he's never seen or heard of before.

Yet Herag casually threw one out, and Baron had never seen it, which puzzled him.

"This is a formula I came up with for fun, it's normal that Mr. Baron hasn't seen it." Herag smiled.

"Researching by yourself?" Baron and Vernon both looked at Herag, somewhat shocked.

Anyone with a certain level of research into potions knows that crafting a potion and researching a potion are two different concepts.

The former is merely following a fixed process based on an already-researched formula.

The difficulty lies in the stability of potion production, mostly relating to the Alchemist's spiritual power and proficiency.

But researching potions is an entirely different concept.

Researching potions requires analytical and computational abilities targeting specific problems, demanding that the Alchemist must possess extensive knowledge in magic potion studies, able to infer specific formulas based on existing knowledge to solve specific problems.

This ability is not something every Alchemist has, those who can research potions are one-in-a-million geniuses.

Ordinary Alchemists merely craft potions based on formulas, resulting only in bottles of potions.

But the geniuses who can research potions produce one formula after another.

These formulas can be handed over to countless others to craft countless potions, and can be passed down indefinitely.

In terms of importance, the two are not on the same level.

If Herag is such a talent, his importance instantly jumps several levels.

Whether for the Wizard Organization or the Chamber of Commerce, having such a talent means having unlimited profits.

Imagine, in the entire Land of Dawn, only your family can produce a certain potion, and everyone can only come to you to buy it.

The profit in this is enormous, just imagine how big it is.

At this moment, not only Vernon, but even Baron was looking at Herag with glowing eyes, more focused than when looking at the Bunny Girl, which made Herag feel a bit creepy.

Herag didn't expect their reaction to be so big, and only then realized he had underestimated the shock that potion research brought to others.

The teacher he knew before, Mr. Larry, also occasionally researched potions.

Although he didn't solve Bessie's spiritual power damage problem back then, Larry had tried.

Herag originally thought this wasn't rare.

But he forgot that Larry Cheqi was a genius in magic potion studies.

Herag was treating potion research with the standards of a genius, completely ignoring how difficult it was for ordinary people.

He quickly said, "I haven't succeeded in developing it, I'm just fooling around, don't be too surprised."

Baron took a big gulp of wine and looked at Herag, saying, "Haven't succeeded? Well... let's just say it hasn't succeeded, I won't press further. I'm just saying, if you do someday succeed in developing a potion formula. You can sell it to Vernon, you will receive unimaginable huge returns. Of course, you can also give it to Serlandir, which can earn you considerable Contribution Points."

Baron seemed not to believe Herag hadn't succeeded because Herag came looking for channels to buy potion materials, itself was to save a bit.

If it was just for a few materials, there was absolutely no need to find channels specifically.

Only when there are large quantities, the discounts and benefits of channels become apparent, saving a lot of money.

From the parchment Herag took out, this obviously looks like a successfully developed potion formula.

It's just that the specific crafting process is unknown, and the effect of the crafted product is also unknown.

Baron didn't ask because Herag didn't speak of it, implying it's a potion he doesn't want others to know about.

It's normal for wizards to have little secrets, Baron naturally wouldn't ask insensitively.

Baron and Vernon exchanged glances. They have been old partners for many years and instantly understood each other's meaning.

It's about not publicizing this matter, as Herag is part of Baron's side, part of the Magic Pharmacist Association, considered one of their own.

As long as Herag can continue to develop, his future is bound to be bright.

And since Baron and Vernon know Herag's potential, they naturally need to invest more, tying him to their cause before others discover this potential.

"40% off, Herag, from now on, no matter what potion materials you buy from me, it's all 40% off. If you need rare potion materials, feel free to come to me, no need to waste Contribution Points in Serlandir's Secret Vault. Whatever they have, I can also get it," Vernon said solemnly.

Chapter 324: Meditation Potion No. 003

"Sixty percent off?" Herag was genuinely surprised; this discount was beyond his imagination.

He now understood that Baron and Vernon must have been confident in his ability to develop magic potions, which was why they chose to invest in him this way.

Thinking about it, Baron is an experienced Level 2 Alchemist, and Vernon is a seasoned Magic Potion Merchant. Both of them have incredibly sharp eyes.

Their experience in the field of Magic Potion is far greater than that of Herag.

When Herag took out this piece of parchment, the two of them just took one look and understood what was going on.

After realizing this, Herag felt he had been rather rash.

He not only underestimated the difficulty of developing magic potions but also ignored that the two people in front of him were both seasoned individuals, and he was indeed a bit negligent.

The only consolation was that Baron was one of his own, and Vernon seemed to have a good relationship with Baron, so there wasn't much of a problem.

"Mr. Herag, if you have any ideas in the future or develop something, you can always come to me. I will certainly give you a satisfactory reward." Vernon's address already carried a tone of respect.

After all, the ability to develop magic potions is not something everyone has. It isn't even closely related to experience; rather, it depends on talent and intelligence.

Businessmen are profit-driven. Vernon saw huge potential in Herag, so it's quite normal for his attitude to be better.

"Of course, I hope we have opportunities to cooperate in the future," replied Herag.

Since Vernon had already expressed sincerity first, he also needed to show his attitude.

Cooperating with a Magic Potion Merchant like Vernon is definitely beneficial for him and can make many things easier for him in the future.

"I've looked at these magic potion materials and I can offer you the price of 240 Magic Stones. How many portions do you want?" Vernon asked.

Herag had seen the market price before; the magic potion materials he had written on the parchment had a market price of around 420 Magic Stones.

Vernon directly gave the price of 240 Magic Stones, which essentially had no profit. It was a very affordable and sincere price.

Herag thought for a moment, usually, one portion of magic potion could be used up to ten times, needing three portions a month.

He thought for a while and said, "Twenty portions then."

Herag didn't buy too much at once; twenty portions of potion would already be enough for him to use for quite a long time.

Buying more would just be storing them, which is not very meaningful as circumstances could change later on.

Vernon nodded and said, "No problem, add me as a Talisman Stone friend, send me your address, and I'll have someone deliver it to you in a while."

...

After the three of them finished discussing business, they drank until midnight before each went home.

Vernon's efficiency was speedy, and the batch of magic potion materials Herag needed was delivered to his doorstep in just three days.

In the Land of Dawn, this was already a very fast speed.

Herag's batch of magic potion materials wasn't from an existing fixed formula, so it took time to find the various materials and then transport them over.

Fixed formula magic potion materials are generally complete sets that can be directly transported when needed, saving a lot of time.

For Herag's case, the magic potion shop there still needed to allocate sources and then assemble to complete the shipment.

That Herag could receive these potion materials so quickly could only mean that Vernon had already arranged for action that night after leaving.

He had already transferred the Magic Stones to Vernon via Talisman Stone beforehand.

The magic potion materials were delivered in a Space Ring, which was given to Herag as a gift.

Although the internal space wasn't very large, it was about forty to fifty square meters.

Just this Space Ring alone could be worth quite a bit, meaning Vernon not only didn't make money in this business but might actually lose money.

Just dispatching manpower to help Herag obtain the potion materials required a substantial amount of labor costs.

However, Vernon wasn't afraid of losing money; he was interested in the more long-term benefits.

After receiving the magic potion materials, Herag immediately started alchemy.

This Shenlan Inference potion is considered a standard Tier One Potion, and Herag followed Shenlan Inference's process step by step to create it.

For him now, crafting an ordinary Tier One Potion was no longer difficult, just a matter of proficiency.

A few hours later, in the courtyard laboratory.

Herag held a pale yellow solution, observing it. This was the final product.

He named it Meditation Potion 003, no longer using the name Starry Sky Potion.

Because the Starry Sky Potion was originally named after the Starry Sky Meditation Technique.

But now, due to the Sixth Ring Tower's issue, it couldn't be called that anymore.

Although this naming was just for his own use, it's better to be cautious.

Meditation Potion 003 looked like orange juice, its color very pure, making one feel comfortable just looking at it.

This potion could be diluted and prepared into ten portions, enough for ten days of use.

After completing the potion, Herag immediately diluted and prepared a portion, drank it, and then entered a meditation state.

In his mind, only three nodes in the second Array Map remained unlit.

Now the two Array Maps had a total of 22 stars, with the 23rd star slowly solidifying.

At the current pace, it would take about three more months to complete the meditation for this star.

After taking Meditation Potion 003, Herag found the improvement in meditation speed to be very ideal, even more apparent than the previous Starry Sky Potion and its advanced version.

He roughly estimated that at the current pace, it would now take only two months to complete the meditation for this star.

This speed was almost the same as before becoming an Official Wizard.

For any Wizard or any Meditation Method, the later stages of meditation always slow down, and improvement becomes increasingly challenging.

With Meditation Potion 003, Herag could steadily improve at the same speed as before, accelerating meditation.

The Liquid Spiritual Power in his mind was still quite little, needing a lot of time to become fully abundant throughout his mind.

Eight hours later, Herag ended his meditation and slowly opened his eyes.

Through experimentation, Meditation Potion 003 proved to be very effective, greatly enhancing meditation efficiency.

After verification, Herag then alchemized two more Meditation Potion 003s, saving them for later use.

As for the other magic potion materials, they were temporarily stored as there was no rush to use them all.

With three Meditation Potion 003s on hand, they would be sufficient for a month's use.

Next, Herag wanted to continue experimenting. He wanted to see what effect Meditation Potion 003 would have when used with the Meditation Room of the Wizard Tower.

Both of these could greatly help with meditation efficiency, and if combined, should yield a good effect.

Chapter 325: Meditation Room No. 1

There are many wizard towers in Silver Moon City, spread across various places.

These wizard towers are the most important means of defense in Silver Moon City, and they take up a large portion of the city's expenses.

With such a large expenditure, Serlandir definitely tries to earn as much as they can.

The meditation rooms set up inside the wizard towers are specially opened to make money.

After all, the concentration of energy particles is so high there, not utilizing it is a waste of idle resources.

There are so many cities in Serlandir, and each city has so many wizard towers.

If they don't utilize them to recoup some costs, it would be quite stressful even for Serlandir.

The meditation rooms in the wizard towers cost one hundred magic stones per hour, a very expensive price, but business has always been good.

Why do these wizards earn magic stones? Isn't it to quickly enhance their own power, hoping to advance further on the path of a wizard?

Therefore, many wizards spend money without hesitation, as long as the money is well spent and helps improve their strength, they're willing to spend it.

Herag thought the same and calculated.

Eight hours a day is eight hundred magic stones, a month is twenty-four thousand magic stones.

He currently has around one hundred and fifty thousand magic stones, excluding other expenses, he can sustain continuous meditation practice for five to six months.

Herag plans to try it first, and if the meditation practice in the meditation room is really effective, he'll dive in there to improve his meditation progress as much as possible.

The tens of thousands of magic stones on hand must be utilized to have value; otherwise, they're just a bunch of numbers.

Herag took out a talisman stone and checked the relevant information about the wizard tower.

There is a section related to the wizard tower inside the talisman stone, where anyone can apply to reserve a meditation room.

The reservation needs to be reviewed by the Silver Moon City Hall, mainly for identity verification, to ensure you have no issues before allowing you to enter the wizard tower to use the meditation room.

Since the wizard tower is an important facility in Silver Moon City, security is paramount.

If an Abyssal Cultist was allowed inside to cause some damage, the losses would be immeasurable.

Therefore, the identity verification step is very important; if your identity is even slightly suspicious, you won't be able to enter the meditation room of the wizard tower.

Herag is a formal member of Serlandir, so he has no issues at the identity verification step.

After he applied, within just ten minutes, the reservation was approved.

As a formal member of Serlandir, his reservation application is also prioritized, a sort of privilege.

The wizard tower Herag reserved is near King Street, very close by.

The residences on King Street were intentionally built near the wizard tower, the closer to the wizard tower, the safer.

This topographical advantage is also one of the residential advantages in this area.

There's a circle of high walls surrounding the wizard tower, and casual passersby are strictly forbidden from approaching near the high walls.

The defenses here are also very strict, with people patrolling inside and outside the walls all the time, someone also guards the entrance.

Herag arrived at the entrance, explained his purpose, showed his talisman stone to confirm his identity, and after registering, he was allowed inside.

When looking from a distance, the wizard tower looked no different from an ordinary high tower, appearing quite small.

But when Herag really came beneath the wizard tower and looked up, he found that it was much larger than it appeared from the outside.

In the wizard tower, there was a faint rumbling sound, without knowing which components are operating.

Herag walked through the lowest door of the wizard tower and found an orange cat lying on the table at the entrance, sleeping.

The orange cat lifted its head, gave Herag a human-like scrutinizing glance, and spoke in a female voice: "Herag?"

"Yes." Herag nodded, not knowing how to address this orange cat.

The orange cat continued: "Your reservation application has been received. There are eight meditation rooms here, numbered one to eight. You can choose one to use. The usage method is very simple, follow me."

The orange cat gracefully leapt off the table and gestured for Herag to follow.

Herag followed along behind the orange cat, which was walking with elegant feline steps.

The orange cat seemed to move slowly, but was actually quite fast, Herag had to jog to keep up with her.

The orange cat took Herag through multiple twists and turns and arrived at a circular room, with eight doors, each labeled with a number.

"Which one do you want to go into?" The orange cat turned back to ask.

"Is there any difference between these rooms?" Herag asked.

The orange cat shook its head and said: "No difference, each one is the same and currently unoccupied."

"Then I'll choose room one."

Since they were all the same, it didn't matter to Herag, any room would do.

The orange cat then went to room one, lifted its paw to press on the door, and a green light glowed on the surface of the door. Through the glow, numerous complex runes hidden within the door could be seen.

The door to room one then opened, slowly, and the orange cat walked inside, tail swaying.

"Follow me," the orange cat softly said, its voice echoing in the hollow room.

Herag followed inside, entering the first meditation room.

The meditation room was empty, relatively small in size, with a circular carpet spread out on the floor.

Next to the room's door was a green crystal, besides these, there was nothing else.

This looked like a place purely for ascetic practice, without any superfluous items.

"If you want to start using the meditation room, touch the green crystal with the talisman stone. When you finish meditating, touch the green crystal with the talisman stone again, the fee will be automatically deducted from your magic stone balance. Be sure to remember to touch it before leaving, or else we won't be responsible for losses due to continued charges..."

The orange cat explained the usage and precautions of the meditation room.

In short, this place is also connected to the magic net.

If Herag uses the talisman stone to touch the green crystal, his information will automatically enter the meditation room's system, which will automatically read his magic stone balance information.

If there aren't enough magic stones for even one hour, the meditation room can't be started.

Similarly, if there's only three hundred magic stones left, the effect of the meditation room will automatically turn off after three hours.

Most importantly, be sure to use the talisman stone to touch the green crystal upon leaving, indicating the end of use.

If you forget this step, it'll depend on the staff's mood.

If they're in a good mood, they might remind you, but if not, you'll just watch your balance get slowly drained.

Herag had a feeling this design was specifically created to earn money from forgetful people.

He searched for related information in the tavern forum and found out that indeed, many people have forgotten to touch the green crystal upon leaving, resulting in a significant, unnecessary loss of magic stones.

Chapter 326: Arduous Cultivation

Once something like this happens, you are the only one who has to bear the consequences. You have no place to argue, because it's your own responsibility.

Moreover, the meditation room has indeed been running all this time; it's just that you haven't used it, so you can't blame others.

After the explanation, the orange cat leisurely walked out.

Herag closed the door and touched the green crystal with the talisman stone.

The green crystal was originally dim, but once touched by the talisman stone, it immediately lit up, quite noticeably.

Herag looked at the bright green crystal and thought, it's so obvious, yet people still forget.

While pondering these questions, he suddenly noticed that the concentration of energy particles around him began to rise significantly.

The rise was a very rapid process, taking just about thirty seconds, and the concentration of energy particles had already reached four to five times that of the outside.

Herag took a deep breath, feeling the energy particle concentration here, and the magic within him seemed to be cheering joyously.

Wizards feel quite comfortable when staying in places with high concentrations of energy particles, feeling refreshed all over.

Back when he was in the Elf Plane, Herag had a similar feeling; the concentration of energy particles there was much higher than in the Barren Land.

Later, when he was in Miracle Valley, standing under the World Tree, the feeling was truly refreshing.

If it weren't for the dangerous task at hand, Herag would have wanted to stay a bit longer.

Herag carefully observed and felt that the energy particles originated from the ground, and the walls of the house seemed to have the function of blocking the energy particle concentration from leaking out, all made with special materials.

These energy particles most likely come from the Energy Well at the bottom of the Wizard Tower.

The Energy Well contains high-energy forces; even with various control measures, some energy inevitably escapes.

If this escaped energy is not utilized, it would be wasted.

Wizards aim to utilize this energy efficiently, maximizing its utilization rate.

They specially collect and store this spontaneously released energy, and when the meditation room is opened, they use this idle energy to achieve maximum energy utilization, while also earning some magic stones.

Herag sat directly on the carpet on the ground and then took out the prepared Meditation Potion No. 003, removed the wooden cork from the tube, and drank it all in one go.

Afterward, Herag calmed his mind and entered a meditative state.

Just a few minutes into meditation, Herag felt a difference.

The speed of meditation had noticeably increased, and efficiency had significantly improved.

Herag estimated that previously, using Meditation Potion No. 003, it would take two months to complete the meditation for the next star.

But now, it only took about one month to complete the meditation for this star.

The time required for meditation had directly shortened to one-third of the original.

After confirming the effects of the meditation room, Herag planned to spend the next few months soaking here.

...

Five months later.

In Meditation Room No. 1, Herag breathed steadily, fully engrossed in meditation with his eyes closed.

In his mind, the second array map had all its points lit up.

With the second array map illuminated, Herag once again had a magic reserve space, still able to store 50% of his magic power.

The two array maps together had a total of twenty-five stars, with improvements in all aspects of his body data.

Name: Herag Merlin

Power: 28.6

Agility: 28.6

Constitution: 30.2

Spirit: 62

Magic Power: 100%

Talents: Great Dark Heaven, Bloodline Perception, High-Level Flame Resistance, Dragonic Language Control, High Magic Affinity, Eye of True Wisdom

Herag glanced at the data panel in Shenlan, which showed data without any beneficial magic or activation of Bloodline Power.

In his mind, liquefied spiritual power was about to fill his entire mind.

Based on the current situation, it looks like after successfully meditating two more stars, the liquefied spiritual power will be completely full in his mind.

Once the liquefied spiritual power is fully filled, he will start compressing it, moving towards the stage of Crystalization Wizard.

Herag calmed his mind and looked at his mind; the third array map had a total of thirty points, which means completing meditation for thirty stars to fully illuminate the third array map.

He estimated that in order to fully illuminate the third array map, it most likely requires becoming a Level 2 Wizard to complete.

This matter takes a long time, no need to rush.

Herag stood up and looked around the familiar meditation room, having spent five months here, oblivious to external affairs, focused solely on meditation practice.

During these five months, Herag spent eight hours every day meditating here, and after meditation, he went back to the study to read and learn with Reese.

This lifestyle and atmosphere gave Herag a feeling akin to studying for exams with a girlfriend in a previous life.

Recently, Reese also passed the Level 1 Alchemist assessment of the Magic Pharmacist Association, taking the test three times before passing, with Herag tutoring her every night.

Since becoming a Level 1 Alchemist, Reese started taking some magic potion order tasks on the talisman stone to supplement the household income.

It's necessary to earn more magic stones because Herag's expenditure in the meditation room was too large.

In just five months, Herag had used over 120,000 magic stones.

Herag touched the green crystal with the talisman stone; the green crystal promptly dimmed, and the energy particles inside the room instantly shrank toward the ground, as if something was sucking them away.

The concentration of energy particles inside the room instantly decreased, returning to levels similar to the outside.

Herag looked at the talisman stone balance: "23,910."

From approximately 150,000 magic stones, now only a little over 20,000 are left.

Temporarily, he couldn't continue using the meditation room in the Wizard Tower, as he needed to keep some magic stones as a reserve.

Being completely without magic stones is certainly not okay; without them in a sudden emergency, things would be very troublesome, so at least a little must be kept as a reserve to deal with potential risks.

The door then opened, and Herag stepped out, coming to the doorway.

On the table at the entrance, the orange cat still lay there, lazily sleeping.

Recently, Herag became quite familiar with her and learned that the cat's name was Irina.

Irina herself is a Level 2 Wizard and an official member of Serlandir, directly under Parker.

Irina loves cats so much that she usually operates in cat form, and few have seen her in human form.

Herag glanced at the sleeping Irina, didn't disturb her, and quietly walked past.

He was wondering, since Irina is actually human, does it count as being completely undressed now?

Herag pondered while leaving the Wizard Tower, took out the talisman stone, and sighed.

The magic stones were almost used up, time to start earning again.

Moreover, the contribution points are too low now, and he must find a way to earn more contribution points, as he is still far from the standard of 3,000 contribution points.

Chapter 327: The Symposium

In these five months, Silver Moon City seemed very calm, with no particularly major events occurring—everything was as usual.

Herag was particularly concerned about one thing: the internal spy who leaked the news of Alda's capture hadn't been identified.

After a few months, this matter seemed to become unresolved, turning into a murky affair.

Herag hadn't forgotten about it. Since he knew there was an internal spy, he had to take it into account in the future.

After leaving the Wizard Tower, he walked home directly, as the distance was very close.

The Talisman Stone suddenly lit up, and Herag took a look—it was a message from Mr. Israel.

Israel was a Level 2 Witch Array Master at the Witch Array Master Association and had previously provided Herag with many advanced books on witch arrays.

However, since the incident at the deadly ball, Herag had been busy with other matters and hadn't met with Israel.

And Israel was also caught up in an investigation because Abyssal Cultists appeared in his sewer.

Since a few people died in the attack during the ball, the matter was quite troublesome.

At the time, Israel had high hopes for Herag and intended to nurture and guide this young man further.

Unexpectedly, due to the ball incident, he got caught up in trouble himself, leaving no energy to contact Herag.

The ball's attendees were either rich or noble; the death of even one posed a major problem, let alone several, which was enough to leave Israel overwhelmed.

After some time passed, Israel finally extricated himself from the affair.

After all, he was also a victim—who could have imagined that Abyssal Cultists would do such things in his sewer.

In the Talisman Stone, Israel asked, "In a few days, there will be a Witch Array Masters' symposium; are you interested in attending?"

Israel's first words were an invitation for Herag to attend a symposium, which gave Herag a feeling reminiscent of the previous invitation to the ball.

Herag wasn't sure what exactly the Witch Array Masters' symposium was about, but he had to go.

Israel personally sent the invitation; not attending would be rather disrespectful.

Besides, he had been cooped up in the Wizard Tower for months for training, so attending a social event seemed quite fitting.

"Of course, I'm interested. What exactly is this symposium about?" Herag replied.

"This symposium is no ordinary one; you'll know when you get here, and you definitely won't regret coming. Three days from now, at seven in the evening, at the Avila Restaurant," Israel provided the specific time and location.

"At the Avila Restaurant, no less..."

Herag certainly remembered this place; it was a particularly expensive hotel, with meal prices marked in Magic Stones.

Not to mention ordinary people, even many regular wizards couldn't afford it.

That Doron they caught last time was apprehended here.

This event was mainly organized by the Witch Array Master Association; naturally, they weren't short on money.

Israel didn't reveal much about the contents of the symposium, but judging by his tone, there should be some interesting things.

...

Three days later.

The Avila Restaurant had been booked by the Witch Array Master Association, and only invited guests were allowed to enter, with no other guests being served for the time being.

There were patrols and guards surrounding the restaurant, and even the sewers weren't overlooked, with personnel stationed there as well.

Having learned from the painful lesson last time, they wouldn't repeat the same mistake.

When Herag arrived here, many carriages were already parked at the entrance.

He took out the Talisman Stone to confirm his identity and was then allowed in.

The interior of the Avila Restaurant had also undergone changes; previously, there were many tables and chairs.

It now resembled a ballroom, with few tables and a large open space for movement.

Each table was stocked with food and drinks, which guests could help themselves to.

In a corner, there was a row of kettles on flames, boiling hot coffee and hot beer, also available for self-service.

"Herag, long time no see!" Israel navigated through the crowd, greeting him.

Israel looked the same as before, sporting a big beard, and seemed to be in good spirits.

"Mr. Israel, it's been a while. I'll treat you to some Fire Dragon Whiskey when we find the time, have a good drink," Herag laughed.

Israel laughed heartily, "Sure! You definitely won't regret coming to this symposium; you will see some interesting things today."

"Interesting things?" Herag was a bit puzzled.

He glanced around—this seemed like an ordinary noble's ball, and he saw nothing special.

Israel dragged Herag to a slightly secluded corner.

He began, "You know around our Land of Dawn are contaminated zones, right? The area of these zones is far larger than the entire Land of Dawn, and by a considerable margin. Compared to those contaminated regions, the Land of Dawn is quite insignificant."

"But those contaminated regions were once ordinary lands, untainted. When those areas were not yet polluted, it was precisely the time when our Wizard Plane's power was at its peak. At that time, the Kala Continent was home to countless powerful wizards and wizard influences, scattered across various parts of the continent."

"However, as the desolation and contamination spread rapidly, many places couldn't react in time before they were polluted. While most wizards could escape the contaminated zones, many things in those areas couldn't be taken away promptly."

"Because staying too long in contaminated zones wasn't possible, numerous powerful wizards or wizard influences left a wealth of resources and treasures there."

"For example, structures like the Wizard Tower—wizards can leave, but a Wizard Tower is not something that can be moved quickly, so they had to leave it behind."

"Some of these things are eroded by time, but many remain well-preserved. Since the departing wizards had the hope of returning someday, they took some protective measures."

"But over the years, not only did the wizards fail to return, the contaminated zones have only expanded."

"Those resources left in the depths of the polluted areas continue to lie there, waiting for the day someone sets foot on them again."

Listening to this, Herag roughly understood. Due to the fast-spreading contamination, wizards left a lot of resources and items that couldn't be taken away promptly in those areas.

At that time, the strength of the Wizard Plane was at its zenith, and the items they couldn't take away must certainly hold great value.

The six Great Wizard Organizations of the Land of Dawn wouldn't ignore a place known to contain a wealth of resources and many unknown treasures, so they must have taken some action.

Chapter 328: Pioneer

The Wizards of the Land of Dawn have always lived in harsh environments, with scarce resources.

They can invade other planes to seize resources, and naturally may enter polluted zones to seek those forgotten resources.

This process is naturally full of dangers, but the Six Great Wizard Organizations will definitely send people to undertake this task.

The things left behind by the Wizards of that era are invaluable to today's Wizards in the Land of Dawn.

It's very possible that the knowledge found in some relic could change the entire structure of the Land of Dawn.

The power of knowledge is always the strongest, and Herag deeply understands this.

Herag asked, "Do you mean, Mr. Israel, that the Wizard Organizations will send people into the polluted zones to find those resources?"

"That's right, this is something every Wizard Organization is doing. Not just the Six Great Wizard Organizations, any substantial force will not miss the resources in the polluted zones," Israel replied.

Herag frowned, "But I've heard that people who die in polluted zones become very peculiar existences; the stronger they were in life, the stronger the peculiarity in death."

"That's correct, it truly is like that. So for those who die in polluted zones, if conditions allow, their corpses will definitely be thoroughly handled, leaving no trace in the polluted zones. However, over the years, there have been circumstances where corpses can't be handled in the polluted zones."

"Because the danger in the polluted zones is indeed very high, casualties are common. Sometimes, whole Pioneer Squads are wiped out. When this happens, their bodies can't be handled at all."

Israel sighed, evidently having witnessed such occurrences.

"Given such high risk, why would anyone go?" Herag asked.

With Herag's character, he's certainly not the type to readily venture into polluted zones, as steady development is paramount.

Israel glanced at Herag, smiled, "Your conditions are too good, you have talent and potential, so you can't truly understand the struggles of other lower-tier Wizards. Despite the high danger of the polluted zones, people still go in. Not only do they go, but they compete to enter."

"In the polluted zones, crises and opportunities coexist, and what the Pioneers find there belongs to them. Occasionally, someone finds something and returns to sell it to various forces, instantly becoming rich."

"However, not just anyone can enter polluted zones; only forces with Pioneer qualification can organize people to explore."

"The treatment for Pioneers by various forces is very good; they not only provide excellent treatment and logistical support but also don't embezzle any items the Pioneers obtain from the polluted zones, which is a bottom line across the Land of Dawn."

"Because Pioneers are actually contributing to the Land of Dawn, the many items they bring back from the polluted zones greatly aid in the overall development of the Land of Dawn."

"So if they find some rare treasures in there, they don't have to worry about being swallowed by the forces behind them; they can sell them through regular channels and get the rewards due to them."

"This is why, despite knowing how dangerous the polluted zones are, many people still strive and compete to become Pioneers."

...

After Israel finished speaking, Herag fell into deep thought.

This was the first time he learned about the existence of the Pioneer group.

The information he had accessed before was all about the inside of the Land of Dawn; he hadn't expected the existence of Pioneers roaming the polluted zones.

Many Wizards lack good qualifications and background.

They either settle for mediocrity, stop progressing after reaching a certain level, and end their lives like that.

But many are unwilling to settle for mediocrity; they want to gain more and strive to advance further.

Becoming a Pioneer became their choice.

This is an opportunity to rise to the top instantly; as long as they find some treasure in the polluted zones, they can completely change their fate.

They could exchange what they find for countless wealth, thereby supporting their cultivation with resources.

Poor qualifications don't matter; they can spend a fortune to buy treasures to improve their own qualifications.

Just with enough money, they can accomplish these tasks.

Many others fear nothing because they have nothing, are alone, and therefore choose to take a chance in the polluted zones.

The Six Great Wizard Organizations also have Pioneer organizations, and some are specifically responsible for this part.

Herag, after searching with the Talisman Stone, quickly realized that becoming a Pioneer is also a fast way to earn Contribution Points.

For a regular Serlandir member, earning three thousand Contribution Points might take a long time.

But if you make a trip to the polluted zones, and find something of value, it could be hundreds or thousands of Contribution Points.

Herag sighed, this path is indeed a quick way to earn Contribution Points.

But the risk is too high, so he won't consider it for now.

Once you enter polluted zones, the uncertainty is too high; no one can say what kind of things you will encounter there.

The rewards are naturally tempting, but you must survive to bring them back.

Although it's said that various forces won't take the Pioneer's things, it's not said that Pioneers won't kill each other for treasures.

In the polluted zones, it is a place without rules; even if someone kills you, no one would know.

Only those who come back alive can tell the story.

After understanding, Herag asked, "So what does this conference have to do with the Pioneers?"

Israel smiled, "Didn't I just say that when the pollution first spread, many Wizards thought they could come back, so they took some protective measures for their belongings as preparation for retrieving them later. Think about it, if a Wizard wants to preserve some things in a place, how would they normally do it?"

"Witch Array," Herag immediately uttered two words.

He instantly understood that those Wizards must have set up Witch Arrays to protect their belongings when leaving.

And when these Pioneers find these things, they're likely blocked by Witch Arrays.

If they can't break the Witch Arrays, they won't be able to access what's inside, only watch.

Among those Pioneers, there's a high probability of not having Witch Array Masters because Witch Array Masters don't need to become Pioneers.

Except for the Pioneer teams of some major forces, ordinary Pioneer teams rarely have Witch Array Masters.

So Witch Arrays become an obstacle that prevents many Pioneers from advancing.

Israel nodded, "Yes, the reason for holding this conference is because our own Serlandir Pioneers discovered a relic, but there's a troublesome Witch Array guarding the entrance, and after all these years, that Witch Array is still operational."

Chapter 329: Reward

"They have a Witch Array Master in their team, but that Witch Array Master tried many methods and still couldn't unravel that witch array. So, they could only gather everyone's ideas, which is why this exchange meeting was held to see if anyone among us can solve it."

Israel said this and glanced at Herag, then whispered, "You should try later. If you can successfully solve it, you'll be rewarded with magic stones and a large amount of contribution points. The ruin is not small, and if you can unravel it, the harvest will surely be substantial."

"A Witch Array Master able to enter the polluted area must be very experienced, and he couldn't solve it. I'm just a newbie Witch Array Master, so I don't have much hope," Herag said with a bitter smile.

Serlandir's own Pioneer team definitely isn't weak; just the fact that they have a Witch Array Master shows their great strength.

A Witch Array Master who can enter the polluted area must be someone with strong capabilities and high proficiency in witch arrays.

If such a person couldn't succeed in unraveling it, there's no need to mention me, a novice.

Herag himself had no confidence, while Israel inexplicably had great confidence in him, patting Herag on the shoulder encouragingly, "Believe in yourself. The thing with witch arrays is that many times, it doesn't rely on experience. You young people are flexible thinkers, having less experience is actually an advantage."

Herag understood what he meant; too much experience can sometimes form fixed ways of thinking, making one's thoughts easily go into a dead end.

But with less experience, young people have more diverse and flexible perspectives when looking at problems, and at such times they can more easily find the right path.

Seeing the look of expectation in Israel's eyes, Herag could only smile bitterly and say, "I'll do my best to try later."

Israel smiled with satisfaction, "I believe in you!"

Herag understood that Israel wanted to give him an opportunity to prove himself.

For many high-level people, a bottom-level wizard with no background, like Herag, would only enter their eyes by striving to demonstrate more value and potential.

"Hey! Israel, is this your new apprentice? How come I haven't seen him before? I've heard your ongoing parties have caused several deaths. Is the matter settled?" a hoarse voice came from behind.

Herag turned to look and saw a short old man who seemed to be about 1.4 meters tall, but his aura of magic was something else, he was a Level 2 Wizard.

Israel gave the old man a cold glance and said, "Muir, these things don't concern you."

It was obvious that the two didn't have a good relationship.

In the party incident of Israel, he was also a victim, and no one could have predicted it would happen.

But this old man named Muir immediately placed the blame on Israel, clearly showing ill-intent.

Herag didn't know the history between them and didn't know what to say, so he kept silent.

Muir sneered disdainfully, looked up at Herag and said, "Kid, are you Israel's apprentice?"

"Who's talking?" Herag looked around pretending not to see anyone.

Muir's face changed immediately and he shouted in his hoarse voice, "Damn kid, you're too rude!"

He gathered magic power in his hand, seemingly wanting to punish Herag.

"Muir, don't cross the line, Herag is one of our formal members of Serlandir. If you strike at him, are you declaring war on Serlandir?" Israel instantly stepped in front of Herag and said coldly.

Muir squinted at Israel, with the magic power in his hand not dissipating.

Magic power surged on Israel as well, staring at Muir.

The two of them were in a standoff, looking ready to burst out at any moment.

Others quickly noticed the situation here and started looking over.

"Gentlemen, gentlemen, calm down, no need for a fierce confrontation," a gentle male voice came, and then a blond middle-aged man appeared between the two of them.

With a smile and a kindly face, he stood between Muir and Israel fearlessly, mediating.

Israel dissipated the fluctuations of magic power on his body, nodding, "President Goodwin."

Muir snorted coldly and also dissipated the magic power in his hand, turning and disappearing into the crowd behind him.

Goodwin smiled gently and said, "You two, really, still can't let it go after so many years."

"It's all him... Forget it, not worth mentioning. President, let me introduce to you, this is Herag I told you about. Herag, this is the president of the Silver Moon City Witch Array Master Association," Israel introduced.

The Witch Array Master Association is spread across various places in the Land of Dawn, and Goodwin is a branch president, mainly managing the matters related to Witch Array Masters in Silver Moon City.

Herag said respectfully, "Nice to meet you, President Goodwin."

Goodwin smiled, "I've heard about you, you're indeed a very promising young man!"

Goodwin always seemed to be very gentle, with a perpetual smile on his face.

"Alright, let's get to today's main topic," Goodwin said.

He waved his hand, and the lights in the restaurant instantly converged on him.

Goodwin looked around and said, "I believe everyone is aware of today's purpose, which is to help Serlandir unravel a ruin witch array. The rewards are very generous, whoever can provide an unraveling method and is verified successfully. Non-formal Serlandir members can receive a reward of 100,000 magic stones. If a formal member of Serlandir, besides the reward of 100,000 magic stones, you can also receive 500 contribution points."

Upon hearing this, exclamations instantly erupted in Avila Restaurant.

A reward of 100,000 magic stones for unraveling a witch array, even wealthy Witch Array Masters found the reward a bit too generous.

This also indicated that the ruin behind that witch array likely harbored immense interests.

Herag raised his eyebrows; this task's reward was indeed too generous.

He was currently in need of money and also needed to accumulate contribution points.

If he could take on this task, it would absolutely be worth the investment.

The only question was, whether he could successfully unravel the witch array.

"How is it? The reward is great, right? Try to secure it," Israel smiled beside him.

Herag nodded, "I'll do my best."

"With me here, you still want to win the reward?" a hoarse voice floated up again.

Herag looked around and didn't find the source of the voice.

He suddenly realized something and looked down, finding the old man Muir watching him coldly from a distance.

Seeing Herag's movements of looking around, Muir's face turned red, seemingly very angry.

Herag could only smile wryly; he really hadn't noticed where the voice came from this time, it wasn't intentional.

Chapter 330: Time Shadow Stone

If possible, Herag indeed wanted to obtain this reward.

Whether it's a hundred thousand Magic Stones or five hundred Contribution Points, both are urgently needed for him right now.

However, there are so many excellent Witch Array Masters here, and quite a few of them are Level 2 Witch Array Masters, his chances of winning are really low.

Even though he has Shenlan Assistance, it doesn't necessarily mean he can solve the problem faster than others.

As the spotlight focused on Goodwin, a circular open space appeared with Goodwin at the center.

A waiter pushed a small table out from the crowd, with a small pedestal placed on it.

On the pedestal, against a red cloth backdrop, was an irregularly shaped, crystal-clear stone.

"Time Shadow Stone!" someone in the crowd recognized the item and exclaimed.

Hearing this, Herag looked up and saw the object called the Time Shadow Stone.

He recalled hearing the term before and then had Shenlan perform a search in the database, finding an introduction to the object.

The Time Shadow Stone is a very special stone that can record the surrounding scenes over a period of time, capturing both images and sounds.

This type of stone is extremely rare and originates from the pollution zone.

Thus far, it's only been found in pollution zones, and it's unknown where the previous wizards got them from, or if they made them themselves.

However, based on existing data, no method of creating the Time Shadow Stone has been found.

Because the quantity of Time Shadow Stones is scarce, they are nearly impossible to buy, and only the leaders of various forces might have one or two pieces.

Anything that can be recorded by a Time Shadow Stone must be very important.

Everyone's attention was drawn to the Time Shadow Stone, curious about what kind of scenes it contained.

Goodwin approached the small table and said to the surrounding people, "I've been entrusted to invite all of you excellent Witch Array Masters here to help decode a Witch Array in a pollution zone. This Time Shadow Stone records specific images of that place, everyone can observe carefully and see if you can figure out any clues."

"That relic was discovered by our people from Serlandir, and with such complex personnel here, won't exposing those images cause any problems?" Herag asked Israel in a low voice.

Herag had been observing the surrounding people, noting that many here were not members of Serlandir, but rather from other forces or without any affiliations.

There were also many unfamiliar faces, whose backgrounds were unknown, making the personnel composition extremely complex.

What concerned Herag was the images recorded in the Time Shadow Stone, depicting the scenes of a relic in the pollution zone. If someone here quietly memorized the place and informed others of the location, it could potentially have some impacts.

Since so many people were invited to decode the Witch Array, it indicated that no one had yet entered the relic.

If some people directly reached this place, it's possible they could kill and seize treasures.

After all, in the pollution zone, everything is uncontrollable, and even the people of the Land of Dawn wouldn't know what happened.

Israel chuckled, "You're overthinking it. The pollution zone is very large, and it's difficult to even determine direction in many places. It's hard to pinpoint the location based on just a relic entrance, and determining the specific location is even harder. Even if the location is determined, reaching that place is very difficult, so there's basically no need to worry about this issue."

"What's more, considering Serlandir's strength, even if you come, you have to be able to get through us first."

Herag thought it through and agreed. Traversing the pollution zone itself poses great risks, and it's not even certain one could reach the relic alive.

Also, given Serlandir's personnel's strength, no one could confidently claim they could win in a confrontation.

In this situation, releasing images near the relic hardly impacts anything; it mainly stems from confidence in their own strength.

"Now, everyone observe carefully, and if you have any ideas, tell me immediately. After evaluation by several of us from the Witch Array Master Association, if there's a high probability of success, we'll immediately inform the Pioneers currently in the pollution zone. Upon successful experimentation, the reward will be issued immediately."

After Goodwin finished speaking, he touched the Time Shadow Stone, and an image appeared above the stone.

It was a revolving wheel.

The wheel contained eight rings of varying sizes, each rotating at different speeds and directions, with numerous complex runes on each ring.

The image only showed this endlessly spinning wheel, and nothing else could be seen.

After observing for a while, Herag thought, "No wonder they dared to release images of the relic entrance; it's almost impossible to locate the position just with this revolving wheel."

This revolving wheel seemed like a door; it was likely the entrance to the relic.

Only by decoding this wheel could one enter the relic.

Violent destruction of this option was directly ignored because such Witch Arrays are usually connected to the entire relic.

Violent destruction could likely trigger a protective mechanism, some of which might directly destroy the entire relic, or others might transport its contents elsewhere through Space Transmission.

In short, the probability of forcefully breaking in and obtaining things is very low.

It seems that the Pioneers of Serlandir are still at the relic entrance, waiting for the Witch Array Masters here to provide a decoding method.

Truly waiting online.

Although Herag didn't know how the Time Shadow Stone was delivered here or how the decoding method would be sent over later.

In the pollution zone, the Magic Net definitely cannot be used, and only some special communication methods can be used, like messengers.

After the image from the Time Shadow Stone was displayed, the scene immediately fell silent.

Everyone, whether they wanted the reward or not, was seriously observing this wheel.

Herag was also observing intently while having Shenlan begin to input the relevant data.

After watching for a while, he discovered that this wheel was nested with nine Witch Arrays.

Each ring contained a Level 1 Witch Array, and the combination of the eight Level 1 Witch Arrays automatically formed a ninth Witch Array.

Herag speculated that the relic's owner laid down the Witch Array in a hurry due to sudden events, unable to set up a higher-level array.

However, the relic's owner wanted to enhance the relic's security as much as possible, hence the layered Witch Array setup.

To decode this setup, one must insert the decoding runes when each ring rotates to a specific position.

These eight rings are interlocked; each ring affects the other seven.

Thus, one needs to observe the trajectory of the eight rings and their possible connections and influences on each other.