

## **Sixth 361**

### Chapter 361: Fleeing

Herag is now in the Titan Power form, his entire body covered in dark gold armor.

The Crawlers can't bite through this layer of armor, their sharp teeth unable to leave even a scratch on it.

Herag glanced at the black slime on his legs and frowned, then used force to fling the Crawlers stuck to his legs away.

Afterwards, magic power gathered in his hand, quickly forming a fireball that flew out and exploded upon hitting the fallen Crawlers.

As the Fireball Technique exploded, flames instantly engulfed the Crawlers, burning fiercely.

The Crawlers seemed to have no sense of pain, completely ignoring the flames on their bodies, they staggered forward to charge.

However, they didn't make it far before their legs broke, falling to the ground, still crawling forward.

Herag took out the World Tree Bow, aimed at the Crawlers still crawling, and shot an arrow that shattered them.

Dealing with this Crawler was just the start, as Crawlers continuously surged in from all directions.

The sheer number of them made Herag's scalp tingle.

He took out the Feather of Flight from the Space Ring, infused it with magic power to activate it, and the Feather of Flight attached itself to the back of Herag's left hand.

Herag gently stepped on the ground with his toe, and then his whole body flew into the air.

After the Feather of Flight's effect was activated, Herag naturally grasped the ability to fly, as if it was inherent.

However, this flying ability was not as powerful as when he was on the Abyss Plane; both the speed and level of control over his body were far inferior to before.

It's barely adequate for flying, but nothing more can be asked.

When Herag flew into the air, he glanced down, seeing that the ground had turned into a sea of Crawlers.

All these Crawlers raised their heads to look at him, reaching out their hands as if trying to grasp Herag in the air.

But no matter how hard they tried, they couldn't reach Herag, who was far up in the sky.

Flying in the air, Herag could see a broader view.

He looked into the distance, seeing swarms of Crawlers flooding towards him.

But the area close by was already crowded with Crawlers, so those from afar were blocked at the outskirts, unable to approach.

Herag felt fortunate to have obtained this Feather of Flight, otherwise, dealing with such a large number of Crawlers would really be difficult.

With so many Crawlers, hacking them one by one would be exhausting.

The current situation was still somewhat troublesome; these Crawlers had locked onto him and were crazily howling below.

The massive howling of Crawlers made the scene akin to a concert, waves of sound washing over him, causing Herag a headache.

This place cannot be stayed at, or sooner or later, bigger things will be attracted.

Herag flew towards the outskirts of the city, the Crawlers beneath chasing after him.

The city was no longer livable, Crawlers were waking up in all visible directions, heading towards him.

Herag didn't know why this city had so many Crawlers.

The Crawlers were formerly humans, and their large number indicated that many people had died in this city, likely at the same time.

After these people died, this city completely became a dead city.

Over the long years, the dead inside the city were slowly transformed into Crawlers due to pollution.

Herag couldn't ascertain what exactly happened here back then for so many people to die.

While Herag was pondering, he suddenly felt something and quickly dodged to the side.

Soon after, a massive rock flew past him.

He looked down to see a Crawler picking up some rubble from the ground and throwing it.

The flying ability granted by the Feather of Flight wasn't very strong, and Herag's movements in the air weren't very swift.

He twisted his body again, barely dodging another stone attack.

Throwing skills are instinctual to primates. These Crawlers were humans before their deaths, retaining this instinct.

After one Crawler threw a stone, others began learning, picking up objects around them to throw.

Wood, stones, clumps of dirt, even the limbs of other Crawlers, anything that could be thrown.

Herag, unable to dodge in the air, faced too many thrown objects to evade them completely.

Fortunately, the strength of the dark gold armor was high enough that these projectiles couldn't harm him.

But continuing like this wasn't a solution, so Herag kept flying towards the city outskirts, occasionally avoiding incoming projectiles.

As Herag saw the Crawlers throwing objects, certain thoughts crossed his mind.

He felt the Crawlers weren't that simple, and seemed to possess some learning ability.

Although it looked like they were just throwing things, the meaning behind it was somewhat intriguing.

Herag silently noted these observations and flew towards the city outskirts.

He dared not fly too high, for the sky over the pollution area always had thick gray clouds, concealing unknown entities.

Herag worried that flying too high might attract the attention of certain presences, so he kept low profile.

Below him, the Crawlers kept running after him as he flew outside the city.

There appeared to be thousands of them, all chasing after Herag, making the scene quite spectacular.

After flying out of the city, the Crawlers continued chasing, howling as they ran.

Herag accelerated his speed slightly, continuing his flight further out.

The Crawlers chased relentlessly, showing no sign of stopping, following closely behind.

By now, Herag had flown over the plains, with a sea of Crawlers trailing behind, making his scalp tingle.

He considered quickly shaking off the Crawlers, as he'd become a big target wherever he went, drawing too much attention.

Half an hour later.

"Why are they still following me?" Herag looked back to see the Crawlers frantically and relentlessly pursuing him.

He speculated that it was due to his own excessively strong blood energy.

Crawlers are extremely sensitive to flesh scent, and Herag's constitution was very strong, making his flesh scent like a radiant sun among Crawlers.

Moreover, Herag was currently in Titan Power mode, making his body's flesh scent an irresistible lure to Crawlers.

Despite Herag's efforts to speed up, the limited effect of the Feather of Flight meant he couldn't increase his flight speed beyond a certain point.

This left Herag unable to completely shake off the Crawlers.

He considered abandoning flight and running wildly on the ground.

But after some thought, he chose not to land, as flying was actually more convenient, easily bypassing many difficult terrains.

Running on the ground would consume much energy and might not be as efficient as flying.

Herag glanced at the pursuing Crawler army behind him and began to pay attention to the surrounding terrain, preparing to find a suitable place to shake off the Crawlers.

Chapter 362: Level 3 Witch Array

"Master Bawei, Master Booker and the others have been out the entire day and haven't returned yet. Could it be..."

A young man wearing glasses said worriedly to the middle-aged man beside him.

Bawei pondered, "Indeed, there seems to be some problem. They might have run into trouble. Booker has a bi-directional teleportation witchcraft artifact. In theory, they should be able to return immediately after exploring the ruins. The fact that they haven't returned yet can only mean they're either trapped or have encountered some issues."

"But even if Master Booker encounters any danger, he should be able to teleport back using the witchcraft artifact, right?" Sean, the young man with glasses, said.

Bawei shook his head, "The witchcraft artifact takes time to activate. If something special happens, there won't be time to slowly initiate teleportation back."

"Master Booker is a Level 2 Wizard. What could possibly trouble him so much that he doesn't even have time to activate the artifact..." Sean realized the situation might be more complicated than he imagined.

They were all official members of the Eye of the Storm, which is one of the Pioneer Squads of the Eye of the Storm.

The captain of this Pioneer Squad is Bawei, and Booker serves as the vice-captain.

A Pioneer Squad consisting of two Level 2 Wizards is generally considered quite powerful and usually wouldn't encounter overly troublesome incidents.

Most issues they can resolve.

This time, Booker specially brought a few apprentices with the purpose of giving them some training.

Bawei had some opinions on this, but given Booker's deep experience, he didn't interfere.

Regarding Booker's actions, Bawei had little to say and could only let him proceed as he wished.

After all, if anything happened, it wasn't his problem; Booker would have to handle it.

Booker mentioned during the day that they'd go explore the recently discovered ruins, so Bawei and the others stayed put to wait.

Bawei knew the ruins, just judging by the castle's design, it didn't seem like there would be excellent finds there.

Accordingly, the risk would be significantly lower.

So, Bawei and the others set up a protective witch array at their location to wait for Booker and the others' return.

Who could have guessed that after waiting an entire day, there would still be no news from Booker and the others.

Looking at the pitch-black night sky, Bawei felt a foreboding sense rising within him.

A Level 2 Wizard not returning is not a trivial matter.

Bawei and the others were currently in a bare, small mountain.

From the outside, it appeared to be an ordinary small mountain with no difference from other barren mountains in the polluted district.

Neither could one perceive the presence of Bawei and the others inside the mountain, nor would any sound or smell leak out.

This was a commonly used protective witch array by the Pioneer Squad for temporary resting and providing a relatively safe shelter.

Despite the small mountain looking ordinary, it was actually a Level 3 Witch Array.

Having this witch array enabled them to have greater safety spending the night in the polluted district.

Once the witch array was activated, it would automatically adapt to the surrounding scene to conceal those inside.

At the same time, this Level 3 Witch Array had a strong defensive capability, such that not even a Level 3 Wizard could easily break through it.

Bawei hadn't expected Booker to be away for so long without returning.

His current issue was deciding how long to keep waiting there.

Booker's witchcraft artifact's location was here; if Bawei left, he couldn't provide Booker with a safe return spot.

But if he stayed, even with the Level 3 Witch Array, it was tremendously dangerous to linger in one spot in the polluted district for too long.

Bawei had to remain responsible for the other five team members at the camp.

"One day... If they haven't returned by the day after tomorrow, I'll have to leave first."

After much consideration, Bawei decided to wait another day there.

If Booker still hadn't returned, it would signify something happened to him.

Should Booker encounter a mishap, it's also likely beyond what Bawei could resolve.

Bawei wasn't reckless enough to run off looking for Booker; his duty was to relay the news back, leaving the decision to higher authorities.

And besides, he didn't have the best relationship with Booker, even somewhat disliked him.

So, under no circumstances would he risk going after Booker. Waiting another day was already commendable.

"Master Bawei, did you hear some kind of noise?" Sean suddenly asked, interrupting Bawei's deep thought.

"Noise?" Bawei seemed puzzled, then listened intently.

After careful listening, his expression changed. He indeed heard disturbances coming closer from afar.

Bawei quickly extended his hand, channeling magic power to condense into a blue mirror.

Within the mirror appeared distant scenes, revealing hordes of Crawlers rushing forward in a frenzy.

Bawei maneuvered the mirror to adjust the view angle, and soon he saw whom the army of Crawlers was pursuing.

It was a young man flying mid-air, clad in dark golden armor, seemingly a lone individual.

Bawei found it odd how a loner appeared in the polluted district.

In the Land of Dawn, no matter which faction, their Pioneer Squads always operated together and never acted alone, as it's a huge taboo.

Given the high danger and uncertainties in the polluted district, even entire Pioneer Squads risk annihilation, let alone individuals.

Bawei didn't recognize the young man, nor did he see any faction insignia on his garments.

He could only surmise the individual got separated and somehow attracted such a massive number of Crawlers.

"Crawlers! Why are there so many of them!" Sean exclaimed in shock, stunned by the scene.

Sean had encountered Crawlers before, but never witnessed such a scene with countless Crawlers filling his view.

"Master, the Crawlers are heading this way, we..." Sean looked worriedly at Bawei.

Bawei understood his concern.

A Level 3 Witch Array would naturally withstand these Crawlers, regardless of their numbers.

The issue wasn't the Crawlers but the tremendous commotion they created.

In the polluted district, the golden rule was to maintain a low profile.

Fire cannot be lit at night, as it would make you an easy target.

Similarly, making too much noise would attract unknown entities.

With such an enormous number of Crawlers, they created a commotion akin to a plague of locusts sweeping through.

This immense commotion would undoubtedly draw the attention of many existences in the polluted district.

Bawei and the others might be safe temporarily within the Level 3 Witch Array but not indefensibly so.

If a Legendary Demon were to arrive, even hiding inside the witch array wouldn't suffice as it would still detect their presence.

In that case, even a robust Level 3 Witch Array wouldn't withstand a relentless attack from a Legendary Demon.

Staying within the witch array would then turn into a deathtrap, ensuring doom.

Chapter 363: Great Rift Canyon

There's no time to leave once the powerful demons appear.

This place is so noisy, it's certain that more than one or two demons will come, but countless demons from all directions.

If we don't evacuate in time, we might find ourselves surrounded by demons in the blink of an eye.

After thinking for a moment, Bawei said, "Pack up, take down the Witch Array, and leave immediately!"

Booker could no longer wait; the situation was urgent, and they had to leave as soon as possible.

The other members of the Pioneer Squad immediately sprang into action, packing up everything in the camp.

By the time they had packed up everything and taken down the Witch Array, the army of Crawlers was already in sight.

Once the Witch Array was removed, the sight of the small hill disappeared, and Bawei and the others appeared in their original spots.

They glanced at the army of Crawlers behind them, feeling a bit uneasy.

All of them were at least Level 1 Wizards, so they naturally weren't afraid of Crawlers.

But there were too many Crawlers; even the mightiest can't withstand the swarm.

Bawei said in a deep voice, "Let's go! There's the Great Rift Canyon in front of us. If we fly over, we can get rid of them."

As a seasoned Pioneer in the polluted district, Bawei was naturally more familiar with the terrain.

There was a massive Great Rift Canyon ahead, which the Crawlers would certainly not be able to cross.

Being Wizards, they naturally had the means to cross over, something they prepared for before coming to the polluted district.

When Herag flew through the air, he also noticed the few people on the side.

He saw these people through Shenlan's environment detection, and they were also looking at him.

There was about a kilometer between them, but they all silently ran forward with tacit understanding.

Herag noticed there was a Level 2 Wizard in their group and sensed something amiss.

He deliberately moved to the side, preparing to distance himself from them.

Herag's greatest disadvantage now was being alone.

It's too dangerous to act alone in the polluted district, where you must face not only the dangers from demons but also from people.

If you're a part of a whole Pioneer Squad, even if you encounter another, it's difficult to end in a fight; there could instead be cooperation.

Because the power levels aren't far apart, fighting would only lead to mutual destruction, which no one wants to risk unless contesting for certain treasures.

But if you are alone, even if you're a Level 1 Wizard at the Liquid Stage.

You could find yourself in danger if you encounter another Pioneer Squad.

Your power determines that you can easily be dominated, and killing you in the polluted district would go unnoticed.

Herag was very aware of this, even though he was an official member of Serlandir.

But being alone, if you die, it's as if you died for nothing; no one would care if you were from Serlandir or not.

Killing you and taking away your Space Ring is the simplest and most direct way to profit.

Herag continued to fly forward, adjusting his direction to edge toward the side, preparing to avoid meeting those people.

"A canyon?"

He quickly saw the massive rift canyon ahead through Shenlan's environment detection.

He was pleased, finally a chance to shake off those "fans" behind him.

A few minutes later, Herag saw the Great Rift Canyon ahead.

The Great Rift Canyon seemed like a scar left by a divine spirit, it was a thousand meters wide, bottomless, with sheer cliffs towering skyward, intimidating to behold.

As the wind blew, an echo seemed to resemble the wailing of ghosts from within the canyon.

When Herag reached the edge of the Great Rift Canyon, he was astounded: "Such a massive canyon..."

The Great Rift Canyon spanned over a thousand meters in width, its length unknown.

Herag looked to both sides, unable to see the bottom, with no idea how far this Great Rift Canyon extended.

Looking down, the canyon was bottomless, pitch black, and shrouded in mist.

Even with Shenlan's environment detection, it was impossible to ascertain how deep the canyon was.

Shenlan's current environment detection range was about fifteen hundred meters, which meant the canyon's depth exceeded fifteen hundred meters.

To be cautious, Herag landed on the canyon's cliff edge, picked up a stone, and threw it over.

He carefully observed the stone's trajectory, seeing it fall in a normal parabolic arc.

Still uneasy, Herag didn't know what was inside the canyon.

If there was something inside, flying over it could spell trouble.

Herag glanced back at the "fans" rushing towards him and, after a moment's thought, grabbed a Crawler to hold in his hand.

He carried the Crawler to the cliff's edge and kicked it out.

The Crawler howled as it fell into the bottomless canyon, its sound echoing within.

There was no disturbance inside the canyon; it appeared peaceful.

Only then did Herag feel somewhat relieved, proceeding to fly across the Great Rift Canyon immediately.

By then, the Crawler army had already arrived. The Crawlers at the front instinctively hesitated to proceed when reaching the canyon's edge, only able to howl at Herag in the air.

But before they could howl much, they were bumped off the edge by the following Crawlers.

A scene unfolded like dumplings dropping into boiling water at the cliff's edge, as Crawlers fell endlessly over.

Herag looked back at this scene and inexplicably found it somewhat amusing.

As he flew over the canyon, looking down at the black and bottomless abyss, he felt uncertain, a sense of trepidation.

Herag felt something was amiss, there was something wrong with this canyon.

So many Crawlers fell without a single sound emerging afterward.

Crawlers couldn't possibly die from the fall; they should still howl after falling.

But now, with so many Crawlers dropping, the canyon's bottom remained silent with no sound.

Whether the canyon was too deep or for some other reason, Herag felt uneasy.

With this in mind, he hastened to fly over the canyon as quickly as possible.

The further Herag flew, the more something felt off, until he landed on the other side's cliff, still feeling a chill across his back.

He didn't know what went wrong but instinctively wanted to stay away from the canyon.

After landing, Herag fired up his full strength, sprinting away from the canyon edge as fast as possible.

Knowing that something was definitely wrong with this place, he couldn't linger.

While sprinting, Herag suddenly stopped, forcing himself to halt in his tracks.

Immediately after, a huge fireball exploded ahead, scattering countless sparks.

Sparks landed on Herag's dark gold armor, sizzling with smoke, but didn't cause any damage to the armor.

If Herag had hesitated for just one more second, he would have been hit by the fireball.

Chapter 364: Great Demon

"Don't be so eager to leave, my friend. There's something I need to ask you."

The voice came from behind, and Herag turned to see the same few people he had noticed earlier.

Bawei said expressionlessly, "Who are you?"

Herag replied, "I'm a formal member of Serlandir, here on a mission."

"Someone from Serlandir?" Bawei was somewhat surprised and continued, "A lone mission? What kind of mission would a Liquidation Wizard be assigned in a polluted zone?"

Bawei instinctively didn't believe him. He's a veteran of the polluted zone, and has never heard of any faction sending a Liquidation Wizard on a mission there.

The kid obviously wasn't being honest, he was just giving a roundabout answer.

Herag replied, "It's confidential, so I'm unable to answer."

Bawei asked, "You say you're from Serlandir, but how do I know you're not just saying that? Show me your Talisman Stone to prove your identity. Otherwise, I'll have to treat you as an Abyssal Cultist."

He signaled to the others, who subtly moved in and formed an invisible circle, blocking Herag's path.

"I'm just a minor character without anything valuable on me, why make things difficult for me?" Herag said.

This was the last situation he wanted to encounter, being alone and powerless in a polluted zone was too dangerous.

If you should cross paths with a Pioneer Squad like this, you're just waiting to be slaughtered.

When power becomes overwhelming, rules and civilization no longer matter.

Bawei spoke gravely, "I'm not one to enjoy banditry, but my instincts are usually spot-on. I have a feeling that you're somehow linked to our missing companions. The moment I saw you, this feeling was incredibly strong, which is why I stopped you to inquire."

"Companions? That definitely has nothing to do with me, I haven't encountered anyone else." Herag immediately thought of Booker and the others, but maintained his composure.

Bawei sneered, "You're lying. Now, hand over your Talisman Stone. I want to verify your identity, otherwise I'll have to get rough with you. And I warn you, don't lie in front of me."

Herag realized in that moment this man must have some means to discern if others are lying.

He glanced around; the magical power aura emanating from these people was thick, clearly prepared to act.

If he dared to move, he'd undoubtedly be attacked immediately.

Most importantly, this Level 2 Wizard was fixated on him, leaving Herag no opportunity to escape.

He had no choice, forced by circumstances, Herag took out his Talisman Stone, activated his personal information, and tossed it to Bawei.

Though the Talisman Stone couldn't use the Magic Net, it still had functionalities that didn't rely on it.

Bawei retrieved the stone, reviewed it, and said, "Herag, so you are indeed with Serlandir. Level 1 Witch Array Master, Level 1 Alchemist—impressive skills. Unfortunately, after today, there will be no more Herag."

After speaking, Bawei gathered powerful magical energy in his hand.

With a loud bang, Herag's Talisman Stone shattered into powder.

Herag's face tightened, understanding what Bawei intended.

By destroying the Talisman Stone, his location couldn't be tracked.

In the polluted zone, once Bawei destroyed the stone and eliminated Herag, no one would know.

Given Herag's status as a formal member of Serlandir, just stealing his Space Ring would result in complicated follow-up issues.

Bawei didn't want any trouble, so he planned to simply kill Herag.

Since it was confirmed that Herag was linked to the disappearance of Booker and others, eliminating him seemed reasonable.

As for the specifics, interrogating Herag's soul after killing him would provide clarity.

Having destroyed Herag's Talisman Stone, Bawei was ready to take action.

He looked up and noticed Herag staring behind him with a highly surprised expression.

If it were only Herag, it wouldn't be a big deal; such tricks wouldn't fool a Level 2 Wizard.

The problem, however, was that even the two Pioneer squad members who moved behind Herag were staring with sheer terror at something behind Bawei.

Bawei felt a sudden, intense unease, and as he spun around, he was greeted by a sight that made his hair stand and his heartbeat nearly stop.

A pair of enormous eyes were staring blankly at him; looking upward, he saw the full visage of a colossal head.

Two massive hands rested on the cliff edge, the huge head quietly observing Bawei and the others.

Herag, standing farther, could see more clearly.

This was a Giant standing in the Great Rift Canyon.

Herag wasn't sure how deep the canyon was, but it definitely surpassed fifteen hundred meters.

Judging by the Giant's gesture, it seemed to be leisurely leaning against the canyon edge, listening to Bawei and the others.

"Great... Great Demon..." Sean said with a shaky voice, recognizing the entity before them.

Upon hearing the term from the man behind him, Herag quickly queried Shenlan's database, soon understanding what a Great Demon was.

A Great Demon is a legendary demon possessing Level 3 Wizard's strength.

Its immense stature generally stands around eighteen hundred meters tall, with an incredibly robust physical power.

Even though a Great Demon is assessed at a Level 3 Wizard's power, it doesn't mean a Level 3 Wizard can challenge it.

No Level 3 Wizard would willingly engage with this creature, as ordinary magic is mere scratching to it.

Its high health, strong defense, and powerful attacks make it an extremely formidable demon.

From its appearance, a Great Demon is a humanoid demon, even its facial features are similarly positioned.

No one knows how a Great Demon comes into being, nor where it originates.

Now, this Great Demon stood in the Great Rift Canyon, looking blankly at everyone.

The cold night wind swept through, leaving the scene in silence; no one dared speak.

The silence was such that Herag could hear the breathing of others, revealing their tension from their breath.

Bawei similarly remained motionless, not daring to make a move.

They couldn't discern what the Great Demon intended; it merely fixed its gaze without attacking.

As long as the Great Demon didn't initiate attack, they obviously wouldn't act.

Fleeing was out of the question too; suddenly running might provoke the Great Demon to chase them.

No one understood why a Great Demon would be in the rift, speculating it lay sleeping inside and was awakened by noises above.

Herag took a deep breath, finally understanding the source of his unease while flying over the Great Rift Canyon.

He never anticipated such a terrifying entity lurking below.

Chapter 365: The Canyon

The cold wind blew, and no one dared to move; everyone held their breath.

The Great Demon's eyes shifted, fixing its gaze on Bawei.

Bawei was the strongest among the wizards here, naturally drawing more attention from the Great Demon.

Herag felt that this Great Demon seemed not fully awake, appearing a bit dazed.

The Great Demon watched Bawei for a long while, then sniffed the air.

After catching a scent, its eyes visibly widened, appearing more alert.

The Great Demon's mouth slowly grinned, revealing an odd smile.

It raised its giant hand resting on the cliff edge, swinging it towards Bawei.

Due to its enormous size, its movements appeared slow.

But in reality, the speed at which the Great Demon reached out was extremely fast, whipping up a gust of wind.

Seeing the impending danger, Bawei immediately transformed into a burst of flame and disappeared, reappearing a hundred meters away the next moment.

The Great Demon's hand followed closely but grasped at empty air.

Unclenching its fist to look at the empty palm, it showed an angry expression and opened its mouth to roar at the crowd.

The sound was extremely piercing, causing everyone's heads to buzz and feel dizzy.

Frustrated by its failed grasp, the Great Demon angrily swung its hand towards another Level 1 Wizard.

This angry blow was so fast that the wizard had no time to react.

With such speed, there was no time to gather magic power, and the wizard was instantly struck to the ground by the giant palm.

The Great Demon lifted its palm, bringing its head closer to see if it had hit the mark.

Seeing a mass of blood-red pulp on the ground, it finally showed a satisfied expression.

The cold wind carried the intense scent of blood, weighing heavily on the hearts of everyone present.

The scent of blood seemed to invigorate the Great Demon more, as it stared at the crowd with its mouth agape.

In the distance, Bawei flickered several times with flames and had already run several hundred meters away.

The Great Demon lifted its head, looking at the fleeing Bawei and let out a dissatisfied screech.

It remembered this person, the one who had eluded its grasp, making it very unhappy.

The Great Demon pressed its hand on the edge of the canyon, exerted force, and leapt up from the canyon, soaring into the sky.

Its massive body occupied a large portion of the sky; if it weren't for the darkness of the polluted district already making it hard to see moonlight, the Great Demon's body might have blocked all light in this area.

Herag realized that the Great Demon couldn't actually fly; it merely jumped very high and far.

From the perspective of Herag and others, it seemed as though the Great Demon was flying, but it was in fact only leaping.

With a single leap, the Great Demon soared out of the canyon, flying over everyone's heads, and landed in front of Bawei.

With a bang, the Great Demon's gigantic body stomped down before Bawei.

Seeing this, Herag glanced at the Great Rift Canyon beside him.

After pondering for a moment, he used a flash to leave the encirclement and sprinted towards the Great Rift Canyon without stopping.

Reaching the canyon's edge at great speed, Herag took a leap and jumped down without much thought.

He used flash combined with a rapid sprint, leaving others no time or ability to stop him.

In this situation, the remaining Pioneers were also focused on self-preservation, with no thoughts of dealing with Herag.

Herag had a simple reason for directly jumping into the canyon; behind him was an open plain.

In this area without cover, escaping within the Great Demon's field of vision was nearly impossible due to its speed.

Bawei might have a chance, using some special methods to survive, and even the Great Demon might fail to capture him.

But Herag relied on sheer physical power, a strength completely overwhelmed by the Great Demon.

Whether in speed or power, he was vastly inferior to the Great Demon.

Trying to escape the Great Demon's eyelids in this plain terrain was almost impossible.

However, the canyon behind was an excellent choice; it stretched north and south for a long distance, far enough to get away from this place.

The Great Rift Canyon was wide for humans like Herag.

For the Great Demon, the canyon was relatively narrow, making mobility inconvenient.

Herag planned to dive into the canyon for escape; even if the Great Demon pursued, it wouldn't be easy.

Moreover, with a Great Demon here, the chance of encountering other strong demons was lower.

The Great Demon resting in the canyon generally kept reckless creatures away.

Taking advantage of the Great Demon's ongoing tussle with Bawei, Herag seized the moment to flee.

Upon activating the Feather of Flight, Herag jumped into the canyon, hovering in mid-air.

He flew several hundred meters down without directly reaching the canyon bottom.

Uncertain of what lay at the canyon's floor, he hesitated.

Especially since so many Crawlers had just fallen down, flying to the bottom would create more complications.

Herag descended to a height where Shenlan's environmental detection could reach the bottom.

Thus, even without touching the floor, he could clearly understand the canyon's situation.

The canyon's interior was extremely cold, with temperatures much lower than above.

Herag swiftly flew southwards.

Loud bangs continuously echoed from above, while stones continuously fell from the nearby cliff.

Herag adjusted his direction, steering away from the cliff edge to avoid getting hit by falling rocks.

Bang!

Another loud noise erupted overhead, resembling the sound of some spell explosion.

With the explosion came a strong magic power wave spreading in all directions.

From the magic power fluctuations, one could feel the power of the spell, likely caused by Bawei, as he was the only Level 2 Wizard here.

"Hold on."

Silently, Herag rooted for Bawei in his heart, hoping he could hold on longer and buy him more time to escape.

He believed as long as he got far enough, the Great Demon wouldn't pursue.

The Great Demon's actions suggested that such a creature lacked intelligence, mainly acting on instinct.

To the Great Demon, Herag was merely a small bug; with a small bug fleeing down a ditch, it wouldn't bother to chase it far away.

Especially with a bigger bug still around, Bawei offered more energy upon consumption, satisfying its hunger better.

Having figured things out, Herag continued flying south within the canyon, ignoring the commotion behind him.

His attention now focused on the canyon's interior, wary of any potential surprises.

The canyon floor indeed had many Crawlers, most of which were already crippled or broken-limbed.

#### Chapter 366: Spider

The undead nature of the Crawlers allows them to keep crawling on the ground, even if they're shattered into pieces.

Some Crawlers' heads have fallen off, yet the heads and bodies continue moving separately, truly acting independently.

Some Crawlers remain stuck on the cliffs of the canyon, with their dismembered limbs wedged in crevices, neither climbing up nor falling down.

Herag ignored these Crawlers and flew forward at full speed, quickly passing through the area inhabited by Crawlers.

These Crawlers mostly have very limited mobility, constantly twitching at the bottom of the canyon.

This canyon is even longer than Herag imagined; he's been flying for half an hour and still hasn't reached the end.

Now, the sounds of the Great Demon and Bawei fighting cannot be heard anymore; he's moved quite a distance away by now.

Herag gradually slowed down his speed a little, choosing to fly a bit further forward out of caution.

He planned to head a bit further south before continuing his journey eastward.

This polluted area is incredibly dangerous; any random demon appearing is something he simply cannot defeat.

Herag is well aware of his abilities, knowing he can escape once or twice, but he can't always count on getting away.

If he becomes the target next time, it'll be game over for him.

Two hours later.

Herag gradually stopped for two reasons.

Firstly, he's now far away from where he encountered the Great Demon and doesn't need to worry about encountering it again for the time being.

He hasn't come across any other demons along the way, truly seeing no other demons in the Great Demon's territory.

The second reason is that Herag found something amiss in the vicinity.

The Great Rift Canyon still shows no end, with only endless canyon ahead.

Upon arriving here, Herag discovered a multitude of spider webs around, the particularly large kind.

The canyon is filled with these webs, and he also found some small spiders.

These small spiders aren't even considered demons and are quite weak; Herag could stomp them to death easily.

However, Herag did not act recklessly; he avoided provoking the small spiders and even refrained from touching the webs.

The scene before him indicated to Herag that there might be spider-type demons nearby, though he couldn't tell exactly what kind.

His knowledge of polluted zones is too lacking; he lacks information.

Coming down from above the canyon and not encountering other demons, suddenly entering an area filled with spider webs signifies this place belongs to another demon.

Herag carefully observed the surroundings and monitored the feedback from Shenlan's environment detection.

So far no particular demons were detected, just some small spiders crawling about.

Concluding it's unwise to linger, Herag began ascending the canyon, intending to leave the area.

At that moment, ripples suddenly stirred in the surrounding space.

Seeing this spatial fluctuation, Herag was instantly gripped by a sense of intense danger, a dread of impending death.

All his hair stood on end, his power gathered, ready to activate the Plane coordinates on his left hand.

A paralysis sensation spread from the base of his spine throughout his body, leaving Herag rigid and unable to move, every muscle refusing to respond.

Not only that, but his internal magic power became extremely sluggish, and he could no longer use it properly.

The only system running smoothly was Shenlan.

Through Shenlan's environment detection, Herag quickly understood what had happened.

Behind him, a gigantic spider crawled through the void, with sixteen pairs of spider legs, each tipped with a poisonous stinger.

This massive spider had suddenly appeared from the void, and its stinger had precisely struck Herag's spine, injecting venom that paralyzed him completely.

Herag lost all mobility on the spot, not even having the time to activate the Plane coordinates.

Reflecting on the whole process, the giant spider seemed to have been residing in an alternate space, which is why it went undetected and not sensed by Shenlan's environment detection.

Herag believed there were no powerful demons nearby, unaware that he had already entered the spider's hunting range.

A strand of Spider Silk connected from the spider's tail to the sky, suggesting it was linked to another space.

Suspended upside down by the Spider Silk in the air, the spider began spinning numerous threads around Herag, enveloping him into a large silk ball.

Herag was covered with sticky mucus, freshly spewed from the spider's mouth.

Quickly, the surrounding Spider Silk wrapped him completely; fortunately, it formed a ball instead of a mummy, allowing some space to move inside.

Though the ball of Spider Silk was cramped, at least it didn't constrict Herag entirely; there was still some room to maneuver.

The problem was, Herag had no way to move at all.

After wrapping him into a silk ball, the spider began walking deeper into the canyon, carrying him suspended in the void.

Though immobilized and blind to the outside world, Herag continued using Shenlan's environmental detection to monitor the external situation.

After walking a distance, Herag noticed the spider heading towards a food storage area.

Within the wide canyon, numerous Spider Silk balls were piled up, presumably containing the spider's captured prey.

These balls accumulated, filling a corner; at least a few hundred seemed present.

The prey within these balls appeared dead or completely paralyzed.

Some particularly large balls suggested substantial prey inside.

The Spider Silk ball containing Herag seemed relatively small here; after dumping him, the spider turned away, likely intending to hunt again.

Before the spider departed, Herag noticed its abdomen appeared swollen, an abnormal sight.

"Is it preparing to lay eggs?" Herag realized why the spider stored food, intended for feeding the soon-to-hatch small spiders.

In a flash, Herag had become reserve food for the demon and began pondering a way to escape the crisis.

Before he could devise an exit strategy, a sharp pain seared through the base of his spine.

Gazing through environmental detection, Herag's heart sank.

A small hole at the base of his spine began dissolving the surrounding flesh and bone from the edge.

The spider's venom not only paralyzed, but it also dissolved the enemy's body, facilitating the small spiders' consumption.

#### Chapter 367: Stored Food

Herag also noticed that the venom dissolving his body was not limited to the tailbone area but had already spread throughout his body.

At this moment, intense pain was radiating from every part of his body, as bones, muscles, and internal organs began to slowly dissolve, causing him pain so acute that he almost passed out.

Herag maintained his consciousness with extraordinary willpower, knowing that he must not lose consciousness, for if he did, it would be over.

If he fainted in this situation, he would end up as a pile of flesh, eventually consumed by a swarm of small spiders and turned into excrement.

At this moment, Herag noticed that red dots of light began to appear all over his body.

He initially thought it was the spider venom taking effect, but then he realized that after these red dots appeared, the pain throughout his body was significantly alleviated.

Before long, apart from the intense pain in the tailbone area, there was only a slight pain elsewhere.

Immediately afterward, a familiar phantom of a grassman appeared before him.

The grassman phantom appeared briefly before shattering into pieces and disappearing.

"Substitute Death Grassman!"

Herag then understood that the Substitute Death Grassman had sensed his impending death and triggered its effect, blocking this threat of death.

Herag immediately checked his body, and the spider venom was completely gone.

Although there was still some pain throughout his body, there was no further dissolution.

At this moment, Herag's strong constitution began to take effect, and his injuries started healing rapidly.

Herag raised his hand, and the space ring was still there, which was his greatest fortune.

He immediately took out a magic potion from it and consumed it, and his internal injuries quickly healed again.

The injury to the tailbone area would take some time to heal, but with the help of the magic potion, it wouldn't take long before it no longer affected Herag's actions.

Herag didn't rush to break through the spider web to escape but instead waited patiently for his injuries to recover.

Now was also not the time to flee, because the giant spider still lurked ahead in the void.

This place was only about a thousand meters away from there; Herag didn't believe the spider wouldn't be aware of any commotion here.

After all, this was its food reserve area, and any disturbance would surely be noticed.

Running away now would be tantamount to courting death.

There was only one Substitute Death Grassman; Herag didn't have a second one to take another hit for him.

Herag was contemplating whether to activate the plane coordinates and teleport away, but after thinking for a moment, he decided not to teleport yet.

Because the teleportation using the plane coordinates wouldn't last long, and he would return to the same place.

If he were on the Abyss Plane, Herag was confident he could punch this spider to death.

But back on the Wizard Plane, he was still just an ordinary Level 1 Wizard.

During the short time on the Abyss Plane, it was hard for Herag's strength to significantly improve, and when he returned, he would still be just waiting for death.

Now, taking advantage of the fact that the spider hadn't noticed he was still alive, he could seize the time to think of other solutions.

What had just happened was what Herag had always worried about.

Suddenly encountering an enemy far stronger than himself in an attack, with no time even to activate the plane coordinates.

If the spider wasn't reserving him as food, he would have been killed instantly.

"Still too weak..." Herag increasingly perceived the importance of strength.

While recovering from his injuries, he kept an eye on the surroundings.

It was very quiet in this canyon, except for some small spiders crawling around, there were no other demons.

There was no movement in the piles of spider silk balls stacked high like little mountains.

Upon a closer inspection, Herag found that the spider silk balls contained dead demons.

Some demon bodies remained relatively intact, suggesting they had been caught not long ago.

Some spider silk balls had turned into a muddy soup, completely unrecognizable.

Herag even saw a human skull in one of the spider silk balls, not knowing which faction's wizard had perished here.

This skull emitted an unusual glow, not having been dissolved or corrupted.

Herag speculated that this person must have been a very powerful wizard in life, and the skull seemed to have been refined with some kind of magic, turning into a demonized item-like existence.

Herag didn't know the name of the spider, making it impossible to determine its species and thus its strength.

If it were those Pioneers, they would certainly know, as they were quite familiar with the demons in the contaminated area.

Herag regretted not having understood the contaminated area for long beforehand, leading him to be clueless upon entering, relying solely on luck all the way.

As he couldn't act recklessly now, Herag simply began his meditation practice.

All he could do now was wait, wait for the right opportunity to arise.

Reflecting on the sights he had just observed, Herag noticed that the spider's egg-laying time seemed imminent, with its abdominal movements being highly noticeable.

He had to find a way to leave before the spider laid its eggs.

If he waited for the spider to lay eggs, there would be no opportunity, as the spider would surely stay here guarding the eggs until they hatched.

Once the spider eggs hatched, the little spiders would start enjoying them as food.

At that time, under the gaze of that giant spider, Herag doubted he would have any chance of escaping.

...

Eight days later.

Herag spent these eight days staying inside the narrow spider silk ball without causing any commotion. The smell in there was unpleasant.

The spider's secretion bore a strong fishy odor, and the air was incredibly stale.

Herag made a tiny hole in the spider web to prevent himself from suffocating inside.

During this time, apart from his meditation practice, he slowly recovered from his injuries.

Now, his body's wounds had completely healed, and he could move without any hindrance.

But the problem was he still hadn't found the right moment to escape.

This area seemed to be the spider's territory, as no other demons had approached these days.

Demons had a keen sense of danger and wouldn't intrude into a powerful demon's territory without cause.

Herag suspected that the prey in this canyon were spiders' quarry from hunting expeditions, with few walking in voluntarily like him.

Through careful observation over this period, Herag discovered a potential escape route.

The path lay beneath the piled spider silk balls, a rather small hole with a passage leading downward, destination unknown.

However, this opening was located under the food reserves, requiring those to be cleared to enter.

This meant too much noise would be made, drawing attention for sure.

Moreover, it was unknown what lay ahead, which might lead to even more dangerous places.

With the aid of Shenlan Inference, Herag simulated this countless times in his mind, concluding he needed 2.75 seconds.

He would need at least 2.75 seconds to dive into this hole and escape downward.

## Chapter 368: The Cave Entrance

The right timing didn't come, yet the date of the spider's egg-laying was getting closer.

During this period, the spider would occasionally make an appearance, crawling around in the void.

Each time it appeared, Herag would suppress all his aura and hold his breath to ensure he wouldn't be detected by the spider.

Fortunately, the smell of the mucus on his body was strong, which masked most of his aura.

The spider hadn't come to check during these eight days, seemingly sensing no disturbance.

Herag would carefully observe changes on the spider each time, the swelling in its abdomen becoming more obvious, feeling as if it might lay eggs at any moment.

Herag was ready to take a risk; continuing to wait was certainly a dead end.

He planned to escape tonight when the timing was right.

From his observations, the spider rarely came out at night; it usually wandered around during the day.

Herag believed it was due to the egg-laying period causing the spider, despite its strength, to avoid openly wandering in the pollution district at night.

Therefore, nighttime was the ideal escape opportunity.

Herag took a deep breath to adjust his state, his mind flashing through rehearsed moves countless times.

Slowly, nightfall descended, with the cold wind blowing across the canyon, stirring up a series of whistling sounds.

Inside the canyon, it was quiet, even the small spiders crawling around had found somewhere to nest.

Herag sat up gently within the spider silk sphere, his mind flashing through rehearsed moves once more.

Immediately, Magic Power gathered on Herag, and a flash instantly appeared beside the reserve food pile.

Then, Herag directly charged into the pile of reserve food.

He was now in the Titan Power form, charging into this pile of spider silk spheres with no difficulty.

In an instant, countless mucous and demon remnants clung to him, making him look as if drenched in egg liquid.

Just then, a sharp howl echoed from behind.

The gigantic spider reappeared in the void, angrily howling at this side with shrill, ear-piercing cries, spreading all around.

It had detected the anomaly here, and as soon as it came out, it locked its gaze on Herag, discovering this intruder.

The spider didn't know where Herag came from, to its perspective, Herag was someone trying to seize its food.

All this food was prepared for its babies, how could it let someone steal it, hence it was extremely angry at once.

Herag didn't even glance back, executing the plan without panic.

After breaking into the reserve food pile, Herag kept moving straight inside, reaching the small hole, and jumped in directly.

Previously, Herag had observed that the passage below the hole was vertical, with a height of seventeen meters.

This height wouldn't injure him upon jumping down, let alone having the Feather of Flight, and also the Feather Fall Technique.

At the moment Herag jumped down, the gigantic spider had already descended, its massive body covering everything from above.

However, it was one step too late, Herag had already jumped through the hole.

Despite jumping down, Herag didn't even use the Feather Fall Technique or similar aids, falling straight downward.

What he wanted was speed, getting as far away from the hole quickly was the most important.

Herag fell vertically seventeen meters and landed steadily on the ground.

Meanwhile, the gigantic spider had already targeted this spot with countless eyes, opened its mouth, and began to howl, sounds forming piercing soundwaves reaching from the hole.

If it were someone with average constitution, they might have been stunned by this soundwave.

But for Herag, it had little impact, even the Incinerator's roar couldn't stun him, let alone this spider's howl being somewhat weaker.

Upon landing on the ground, Herag discovered the passage ahead remained very low and narrow, running swiftly along the passage.

Just as he departed, a thick spider silk shot at the original spot, creating a huge pit.

Herag felt that if he hadn't run fast, even with Titan Power's protection, he might be shot through.

He quickly accelerated, running forward, since the hole was too low, he had to hunch while running, slowing him.

If he released the state of Titan Power, running would be a lot more suitable.

But within the underground passage, who knows what might happen, Titan Power certainly couldn't be deactivated.

Herag ran a short distance ahead, the spider's howl behind him growing fainter.

However, the passage began to tremble, dropping plenty of dust.

Herag knew the spider was making some noise on the ground, attempting to bury him underground.

But this passage seemed to have some age, its structure very stable, apart from dust falling, there were no signs of collapse.

This place was already quite far from the surface, the spider's impact on the ground was very limited, even a great Power reaching here was insignificant.

Above ground, the gigantic spider watching the hole could only feel anxious, its body too large to squeeze through, hammering the ground angrily.

For a time, the banging sounds persisted, spreading to all corners.

Herag could still witness this scene through Shenlan's environment sensing, thinking: "Lady Spider, don't get angry, be careful not to harm the fetus."

Now that the spider posed no threat, Herag began focusing on the passage ahead.

The passage's situation was very peculiar, bearing obvious excavation marks.

Through these excavation marks, Herag discerned they were tool marks left by humans.

The excavation location and passage structure indicated that this passage was thoroughly investigated and researched when dug, excavated at stable locations unlikely to collapse easily.

"Who dug it?" Herag wondered.

He speculated the passage was likely excavated by people from the Era of Radiance, not by those from the current era.

The passage was already underground in the pollution zone, who would randomly come to such a place to dig a passage?

Herag followed the passage, noticing it gradually extended downward.

This wasn't a good omen, Herag wanted to reach the surface, but the passage kept descending.

With no other branches available, going upward would mean confronting the spider, Herag had no choice but to continue downward.

Since it was excavated by humans, it must have an exit, Herag decided to continue following the passage for now, seeing to where it might lead.

## Chapter 369: Murals

Herag walked down the passage, noticing that the ground gradually turned into a normal earthy yellow.

In the areas near the surface, the soil layers were a dark black.

It seems the pollution didn't penetrate that deep—perhaps after seven or eight hundred meters underground, the soil is normal.

This depth should only be a reference, as the soil pollution levels can vary in different areas.

Herag examined the passage walls and the ground for signs, realizing no one had been here for a long time, nor were there traces of small animals.

"Why is this passage so long..."

Herag had been walking down the passage for a full eight hours, and it seemed he still hadn't reached the bottom.

He even wondered if the passage led directly to the center of the Earth.

Since the environment was similar everywhere, with no landmarks, he had no idea where he was located.

The passage twisted and turned with gentle slopes, not a straight line descending vertically.

So while Herag was walking downward, he was also moving forward.

Herag was now confused about his exact position; he might already be under the Land of Dawn.

The entire passage had only one path, and Herag hadn't encountered a single junction.

The more he walked, the more he felt that this passage was not simple. At this point, turning back was impossible, so he decided to keep going and see what lay at the end of the passage.

He took out some smoked meat and drinking water from his Space Ring, quickly ate and drank them as a meal, and then continued on his journey.

...

Two days later.

If not for the changes in front of him, Herag would doubt whether he had entered some kind of looped space, unable to find a way out.

For two whole days, Herag had been walking in this passage.

The passage was always silent and dark, with no other Demons encountered.

Herag was initially worried about encountering those giant worms that attacked him before, but it turned out he didn't need to.

If there were such giant worms active nearby, this passage wouldn't remain so intact and would have been destroyed long ago.

On this journey, not only did he not encounter those giant worms that could move quickly underground, but he didn't see even a single earthworm.

In Herag's mind, a red line snaked and twisted, marking the route Shenlan recorded.

The journey led generally downward and also toward the east.

It now seemed he was deep underground, and from the horizontal distance, he was far east of the Great Rift Canyon.

But this map might not be accurate; if his sense of direction was disturbed, the drawn route would be incorrect.

Herag felt that this map was likely incorrect, or that distances in this passage should not be calculated by usual feelings.

Because he had gone too far down, yet throughout the journey, the soil was almost identical, which seemed illogical.

Herag believed there was something strange about this place, and he might not be as deep underground as he thought.

But the journey was real, with no repeated or looped segments in the route.

After two days of tedious travel, the passage walls finally showed something different.

They were ancient murals, as if from unknown millennia ago, with clear signs of age.

Herag looked at the murals, feeling strangely familiar, with a sense of déjà vu.

He looked ahead; the murals were long and stretched forward endlessly.

Herag stood at the beginning of the murals, observing their contents, trying to understand their story.

The mural's lines were simple, even crude.

Yet through these simple lines, the artist accurately conveyed the story they wanted to tell.

It depicted a tribe born in the wilderness, surrounded by danger, with powerful beasts posing great threats to the tribe.

The tribe often suffered injuries and deaths from beast attacks, depleting their numbers, and faced a crisis.

Later, a Divine Messenger-like presence brought a Stone Slab to the tribe...

Seeing this, Herag finally understood why it felt so familiar.

He immediately remembered that this mural was identical to those seen in the cave at Valley Town.

At least, so far, the parts he had seen matched exactly with the ones in his memory.

"Could it be the same passage?"

Herag glanced around, recalling that inside the Valley Town cave, he also saw similar murals on cave walls.

Back then, after exiting the cave, going back, the cave had disappeared. Could it have shifted locations?

Another similarity was that both cave entrances had spiders outside, suggesting a possible connection.

But after closely comparing the surroundings, it was clear this wasn't the Valley Town cave, only the murals were identical.

Herag was puzzled as to why identical murals appeared in places so far apart.

He continued along the passage, browsing the murals on the walls.

After some distance, Herag noticed differences.

The murals here were longer.

In the Valley Town cave, only a part of the mural was drawn, describing the tribe surviving by the Power of the Stone Slab.

At the time, the story seemed to have ended.

But here, the story hadn't ended.

Following the earlier murals, there was a long continuation.

Herag slowly observed the second half of the murals, roughly understanding the storyline.

The tribe quickly grew powerful with the Stone Slab's power, becoming the strongest tribe and thriving for many generations.

Many years later, they successfully ruled the land, with peace and prosperity all around.

However, Demons descended from the sky, killing on sight.

The Demons were depicted in various terrifying forms, with the artist's style still crude, the lines simple.

But Herag could feel that the artist intended to show the Demons' great strength and frightfulness.

The Demons from beyond quickly occupied vast lands, plundering all resources.

The land's people, under the tribe's leadership, resisted the invading Demons.

But the strength gap was too large; the tribe's people suffered constant defeats, almost losing their World to the Demons.

At this moment, the Stone Slab emitted a strong light, and the tribe's people all knelt and worshipped before it.

#### Chapter 370: The Second Ancient Stone Slab

This stone slab has always been regarded as a holy artifact by the tribe, and they perform rituals to worship it during major festivals.

The stone slab had always remained silent, without any anomaly.

But when the tribe faced a life-or-death crisis, the slab started to tremble and emit a dazzling light.

The people of the tribe couldn't understand what was happening, they just kept worshipping the stone slab.

Soon after, the people of the tribe obtained new power from the stone slab, and with this new power, they drove away the invading demons, reclaiming their land.

In the last mural, a group of small figures sing and dance in front of the stone slab, celebrating their victory.

After Herag finished viewing the mural, he looked back and realized he had walked quite a distance.

This mural is very long, and painting it must have taken a lot of time.

Judging from the style and various strokes of the mural, it was all drawn by the same person.

Herag's talent spell originates from the stone slab depicted in the mural, so he naturally knows that the power within the stone slab is actually the Great Dark Heaven, this talent spell.

The tribe in the mural became the strongest tribe on that land by relying on the Great Dark Heaven, flourishing for many years.

Herag is unclear what the demon that appeared later represents; he speculates it might be some demons from elsewhere or possibly entities from another plane.

But regardless of where they came from, it's apparent that these demons possess immense power, capable of defeating the tribe that practiced the Great Dark Heaven.

Herag knows this does not imply that the Great Dark Heaven talent spell is ineffective. The strength of the Great Dark Heaven completely depends on how strong the Bloodline Power you absorb is.

He was lucky enough to absorb the Thunder God Ancestral Bloodline Power.

The people in the tribe are different; they usually absorb Bloodline Power from fierce beasts, like tigers and mammoths.

The power of these beasts is naturally limited, and while the tribe could rule that land with this power, dealing with higher-level forces would be somewhat ill-equipped.

Because the mural is too crude and simple, often only a few strokes tell a whole story.

Herag has no way to speculate to what level the tribe's power developed, nor does he know the power levels of those so-called demons.

Moreover, from the mural, it seems the era the tribe existed in was extremely ancient, and the power systems could very well be different from the present.

What Herag is pondering is what new power the tribe gained from the stone slab that made their people so much stronger.

Herag glanced at his space ring; the stone slab lay quietly within it at this moment.

Because the passage is too narrow, there was nowhere to place the stone slab even if he took it out, so Herag didn't try to take it out.

At least for now, the stone slab shows no signs of activity and is the same as before.

Herag suspects there might be information on the stone slab that even Shenlan hasn't scanned, causing some information to be missed.

Another possibility is that the stone slab indeed does not have the kind of power depicted in the murals, possibly requiring certain conditions to trigger.

Herag had Shenlan record all these murals, and while doing so, he re-examined the mural once again, discovering nothing new.

After looking at the mural again, he continued forward to see if there were any new discoveries further on.

The passage beyond the mural indeed changed significantly, becoming taller and wider.

Herag originally had to stoop to move forward, but after walking a while, he could stand upright comfortably.

Seeing there was enough space, Herag took out the stone slab from his space ring.

The stone slab looked exactly the same as when he first saw it, with no alterations, standing quietly in the middle of the passage.

Herag could now read the content on the stone slab normally, unlike the dizziness he felt on his first encounter.

He didn't discern anything particularly special after looking for a while, and there was no special reaction from the slab here either.

After observing for a while, Herag placed the stone slab back into his space ring.

He stored the stone slab and proceeded forward.

The passage grew taller and wider, and after covering a certain distance, it no longer resembled a passage, but rather seemed to Herag like a huge palace.

Herag's footsteps echoed through the space as he moved, highlighting its emptiness.

Ahead was a massive plaza, with bonfires burning in every corner.

There was no visible wood fueling these fires.

As Herag approached to feel them, he confirmed they were real flames with warmth.

At this plaza, the passage came to a definitive end; there was no path onward.

This plaza resembled the one in the Valley Town's cave, with a similar overall structure and appearance.

The only difference was the absence of a stone slab at the center of this plaza.

Herag thought for a moment and prepared to take out the stone slab to see if it would have any effect.

In that instant, the stone slab inside the space ring began to tremble softly.

Noting the stone slab's action, Herag was about to take it out when he noticed an anomaly occurring on the plaza ahead.

A stone slab's phantom appeared in the center of the plaza, gradually solidifying.

Moments later, the phantom fully materialized into a real stone slab.

Cautiously approaching, Herag glanced at the stone slab and immediately felt a sensation of vertigo.

He quickly realized that the contents on this stone slab were beyond his current ability to read.

With just a quick glance, Herag could already conclude that the stone slab before him was entirely different from the one in his space ring.

He was somewhat curious about what the stone slab contained.

The first stone slab recorded the Great Dark Heaven talent spell; surely, the content on this second slab would be no less significant.

Since Herag is a Level 1 Wizard, and even with his Spiritual Power, he couldn't read the contents, indicating that the second stone slab contained at least second-level spells.

"Shenlan, scan and record the contents on this stone slab."

Unable to read the stone slab's contents for now, Herag had to have Shenlan record the information.

Herag sensed that the content on this stone slab could very likely be the new power he just saw depicted on the mural; the people of the tribe relied on this new power to drive out the invading demons.

After Shenlan completed the scan and record, Herag, like before, planned to put the stone slab directly into his space ring and take it along.

The last time, he had to loosen the soil around the slab, but now it's not necessary.

Holding the stone slab, Herag used some force and pulled the slab out from the ground, then stored it in the space ring.