

Sixth Ring Wizard

#Chapter 41: Dark Energy Shield - Read Sixth Ring Wizard Chapter 41: Dark Energy Shield

Chapter 41: Chapter 41: Dark Energy Shield

"Freshly brewed coffee." With a flick of Larry's finger, a cup of coffee floated over to the table.

Herag glanced around the room, which was filled with magic potion tubes, and then looked at the coffee, sensing that the aroma seemed different.

Larry laughed, "Don't worry, it won't be contaminated by potions. I always follow safety standards during experiments."

Herag awkwardly smiled and took a sip of the coffee, finding the taste acceptable.

"Come with me." Larry took off the gloves from his hands, plugged the test tube he was holding with a cork, and put it on a rack nearby.

In the inner room, there was a desk. Larry picked up a book and a notebook from it.

"This is the spell model for the Dark Energy Shield, and this notebook contains all my research as a Wizard Apprentice on this spell. I hope it can be helpful to you," Larry said.

"Thank you, Mr. Larry!" Herag noticed that the thickness of this notebook was almost catching up with the book.

Ordinary Wizard Apprentices really have to put in tremendous effort to learn a spell, spending countless energy and time to complete the construction of a spell model.

"The Dark Energy Shield spell is highly practical but also very challenging. For you, it might take a long time to learn. Don't rush, make sure to fully understand it before constructing the spell model, otherwise it might damage your mind and affect future advancement."

Larry offered some suggestions and then talked about points to pay attention to, including some pitfalls he had previously encountered.

Only after a whole hour did Herag leave Larry's home.

"These experience shares are worth two Magic Stones," Herag thought to himself.

Even though he had Shenlan and didn't need to worry about the model construction, these experiences were still very valuable.

Although the spell models for Partial Petrification Technique and Corrosive Arrow had been successfully constructed, Herag never stopped researching these spell models.

He needed to analyze, learn, and summarize on his own, without relying too heavily on Shenlan.

Only with a deep understanding of these principles can he increase his future potential.

After returning home, Herag immediately let Shenlan begin analyzing the spell model for the Dark Energy Shield, while he carefully read through the book and notebook content.

"The analysis and organization of the Dark Energy Shield spell model and related materials are complete and ready for spell model construction at any time."

A few minutes later, Shenlan finished analyzing and organizing the relevant materials.

"Begin construction of the Dark Energy Shield spell model."

"Task has been filed. Estimated remaining time is forty-five minutes, with an expected magic power consumption of 48%."

The Dark Energy Shield spell was more complex than Herag imagined, with the time and magic power consumed for the spell model construction far exceeding that of the other two Level 0 Spells.

While reading the book and notebook, Herag found that the parameters and formulas for Partial Petrification Technique and Corrosive Arrow were generally under fifty, but the Dark Energy Shield spell had over ninety parameters and over sixty related formulas.

Moreover, this spell also involved knowledge related to Dark Energy, which required learning fundamental knowledge related to Elemental Magic.

For ordinary Wizard Apprentices, this spell was indeed too high-tier, and learning it would be laborious.

Herag prepared to thoroughly study the related knowledge of this spell. Shenlan could enhance his immediate combat power, but he couldn't slack off in researching and learning these spells himself.

With Shenlan, he could obtain precise data, which would help him learn and understand faster.

Forty-five minutes later.

"The Dark Energy Shield spell model construction is complete."

Herag put down the book and began to cast the Dark Energy Shield to see the effect.

A black and purple energy shield appeared around Herag's body, providing 365-degree no blind spot defense.

"Shenlan, how effective is this shield's defense?" Herag asked.

"According to calculations, it can withstand three Small Fireball Techniques released by you," Shenlan replied.

"Three times... not bad." Herag was quite satisfied, as the Small Fireball Technique was already considered one of the more powerful Level 0 Spells, and the Dark Energy Shield significantly improved his defense capability and forgiveness.

Shenlan provided another tip, "If it were a Second-Class or Third Class Wizard Apprentice, the strength of released spells would be higher, and it would be expected to only withstand 1.5 times."

This was as Herag expected, and as for Official Wizards, with a vast power gap, no shield would work.

"Now I finally have some basic combat capability." After completing the learning of these two spells, Herag started planning his next step, which was to make money.

Nothing can be done without Magic Stones and Gold Coins; courses and resources all require money.

He took out the Talisman Stone and opened the task interface to start searching for suitable tasks.

Herag's standard for searching for tasks was: low danger level, and the task rewards are Magic Stones.

"Hunt the Magical Beast Giant Spirit Spider, ensuring the integrity of the silk cocoon, task reward of twenty Magic Stones."

Herag looked up information on the Giant Spirit Spider and immediately gave up on this task.

The Giant Spirit Spider requires at least a Third Class Wizard Apprentice to handle, and ensuring the integrity of the silk cocoon added great difficulty. Probably only Official Wizards or particularly skilled Third Class Wizard Apprentices could take on this task.

"Necromancy experiment assistant wanted, requires knowledge in Necromancy, at least a Second-Class Wizard Apprentice, task reward of five Magic Stones."

This task Herag could also only pass on since he lacked the required strength and knowledge, and Necromancy spells generally carry certain risks, with Necromancy experiments having the highest accident rate. Many Necromancers end up neither dead nor alive due to accidents during experiments.

"Assassination team hiring, target is a Third Class Apprentice, requires at least a Second-Class Wizard Apprentice with strong combat capabilities, task reward of fifteen Magic Stones."

Herag sighed slightly. With insufficient strength, he lacked the qualifications for many tasks.

There are too few Magic Stone tasks available for First-Class Wizard Apprentices, and it took Herag two hours to finally find one that seemed suitable.

"Harvest Sleeping Mushrooms in the Moonlight Forest, exchange ten mushrooms for one Magic Stone, less than ten will be exchanged for Ten Gold Coins."

Herag didn't rush to sign up but first went to the Gossip Tavern to gather information.

After reading some posts, he roughly understood that this task was available every spring and summer.

Sleeping Mushrooms are a very important Magic Potion material, required in many magic potion formulas, with high demand.

This task is published by the Moonlight Forest, accessible to all Wizard Apprentices.

However, apart from First-Class Wizard Apprentices, few people take on this task due to its low efficiency.

Sleeping Mushrooms are hidden underground, making them difficult to search for and pick, and they have the characteristic of masking magic power, making them hard to find.

Chapter 42: Chapter 42: Sleeping Mushroom

Many people spend three to five days in the Moonlight Forest and may not even find ten, which is too time-consuming.

Only First-Class Wizards often take on this mission, as it's one of the few tasks that can earn Magic Stones, and it's relatively safe.

Herag continued to browse some information about the Sleeping Mushrooms, which generally grow twenty to thirty centimeters below the ground.

Experienced individuals typically rely on their experience to observe if the ground is suitable for Sleeping Mushrooms, and then dig to check for them.

This method also has a low success rate; veterans also need to spend a lot of time.

"Perhaps I can let Deep Blue give it a try." After considering comprehensively, Herag believed this mission might be quite suitable for him.

This mission doesn't require formal acceptance; after picking the Sleeping Mushrooms, you can directly exchange them for Magic Stones at the Operations Hall.

Once Herag made his decision, he started preparing, needing to buy some related items at the flea market.

The Moonlight Forest is located north of the Northern Forest Region, taking an hour on foot or just over twenty minutes by carriage.

There's a station at the entrance of the Northern Forest Region where you can take a carriage to the Moonlight Forest; the fare is two Silver Coins, free for Official Wizards, although Official Wizards generally don't take the carriage.

While waiting for the carriage at the station, Herag noticed three others also waiting, all wearing Wizard Apprentice Robes.

"Are you going to the Moonlight Forest too?" After a brief silence, a chubby wizard initiated the conversation.

"Yes, I... it's my first time going there." A frail Wizard Apprentice said somewhat nervously.

After a brief introduction, the four of them got to know each other a bit.

The chubby wizard is named Macken, the frail one is called Luca, and the other is named Sunny.

Macken had been there three times, having earned a Magic Stone and some Gold Coins; the other two were first-timers like Herag.

"Don't go too deep into the Moonlight Forest; stay on the outskirts," Macken advised.

"Why? This mission should be quite low-risk," Luca asked.

Macken explained, "The mission itself isn't dangerous, but the deeper parts of the Moonlight Forest not only have Magical Beasts but you might also encounter people from the Green Cottage."

"Green Cottage? The Moonlight Forest is pretty far from them; it should be hard to encounter them, right?" Luca said, recalling the topography.

"The probability is indeed low, but someone once went too deep and encountered people from Green Cottage, got tortured to death, and their body was hung at the entrance of the Moonlight Forest," Macken recounted with a look of fear, as if experiencing it himself.

Sunny immediately added, "That possibility indeed exists; members of Green Cottage also come to the Moonlight Forest to gather resources, so it's best to keep a certain distance. We are all First-Class Wizard Apprentices, we shouldn't go in too deep."

Herag listened to their conversation, quietly staying aside without speaking.

This information he had learned before, mentioned by someone at the Gossip Tavern.

After chatting for a while, the carriage finally arrived.

The horse pulling the carriage was a Hellfoot, a hybrid of a Magical Beast; flames emitted from its hooves, and it was very fast.

The carriages in the Moonlight Forest didn't have drivers; Hellfoot would pull the carriages back and forth along a fixed route, returning to the stable by itself at dark.

The space inside the carriage was small, accommodating six people.

Hellfoot glanced back to confirm that Herag and the others had boarded, then started running, leaving scorched marks where its flaming hooves tread. The road bore many such footprints.

It was early morning, and Herag and the others needed to hurry back before sunset.

No matter where you are, forests are particularly dangerous at night.

Over twenty minutes later, the four alighted at the Moonlight Forest's station.

After reaching the station, Hellfoot would pause briefly there, and after ensuring no one disembarked, it would continue onward.

The trees within the Moonlight Forest were vast and tall, clearly aged for many years.

The ground underneath typically had dense, low shrubs, and near the entrance, there were some distinctly shaped paths—trails made by frequent visitors over the years.

Walking further in, the paths disappeared entirely, making it particularly laborious to navigate such jungles.

Herag pulled out the Longsword from his waist, paving a way while he walked.

He chose a direction and began his search, as did the other three, each picking a direction to start looking for Sleeping Mushrooms.

"Shenlan, begin underground scanning for Sleeping Mushrooms," Herag commanded Shenlan to survey the surroundings.

After his physical enhancement, Shenlan's scanning range expanded to 250 meters.

Sleeping Mushrooms typically reside twenty to thirty centimeters underground, which was more than sufficient.

The surface of Sleeping Mushrooms is coated with a special substance that shields against Magic Power, though it has no effect on Shenlan.

"Sleeping Mushrooms detected, location marked in red," Shenlan promptly notified Herag after just a few steps.

In Herag's vision, a red, shuttle-shaped mushroom lay a few meters ahead, underground.

Herag took out a shovel from his Space Ring, and at the marked spot, began digging.

He was extra cautious while digging, knowing the mushrooms were situated so close to the surface that any carelessness could damage them.

A few minutes later, Herag caught sight of the Sleeping Mushroom's top.

The Sleeping Mushroom had no cap, its body was entirely purple.

Herag cleared the surrounding soil from the Sleeping Mushroom's location and easily extracted it.

The first Sleeping Mushroom was secured.

Herag pressed forward, with Shenlan's assistance saving him considerable observation time.

The ground was covered with too many low plants, and even for veterans, merely observing would consume much time.

Five minutes later, Herag paused as Shenlan detected another Sleeping Mushroom.

Within a morning, Herag found sixteen Sleeping Mushrooms.

Noting the early hour, he ate some dry food and continued searching for Sleeping Mushrooms.

Only when the forest darkened did Herag look up to realize it was already evening.

He tallied his haul: fifty-five Sleeping Mushrooms in total.

Covered in dew and many leaves, with his pant legs muddied,

Herag wiped the sweat from his brow and began heading out, staying on the Moonlight Forest outskirts without venturing deeper, and reached the entrance in about ten minutes.

Walking in the forest expends a lot of energy. Having spent an entire day inside, Herag felt somewhat weary.

He was the first to exit, and after a while, the other three followed suit.

The three others looked even more bedraggled than he did, especially Macken, whose bulk was soaked in sweat, drenching his robe.

"How many did you dig up?" Macken asked weakly.

"Two," Luca replied.

Sunny spoke up, "Two."

Macken took a breath and said, "I only found three; I'm exhausted. How about you, Herag?"

Chapter 43: Chapter 43: Magic Stone

Herag smiled wryly and said, "Not much different from you all, nothing gained."

"That's normal, it's your first time here and lacking experience. You'll get better with familiarity." Macken seemed to feel slightly better and started comforting the others, although he himself only found three.

Herag looked at the fifty-five Sleeping Mushrooms in his ring and realized another problem.

If he submitted this many Sleeping Mushrooms, it would be a bit too noticeable; there's no way a normal person could find so many.

"Looks like I need to exchange them in batches and avoid these few people," Herag thought to himself.

Dividing fifty-five into five exchanges for Magic Stones would still draw attention, but at least it wouldn't be so conspicuous.

He couldn't avoid exchanging them, as he was now in urgent need of Magic Stones.

Herag's current plan was to earn Magic Stones and then learn more Level 0 Spells.

Generally, a First-Class Wizard Apprentice only masters one or two Level 0 Spells, Second- and Third-Class Wizard Apprentices know a few more, but not many.

Herag had Shenlan, allowing him to quickly master Level 0 Spells, which was his advantage.

The more Level 0 Spells he knew, the more solutions would be available in various situations.

For example, Defensive Level 0 Spells, Herag was planning to learn the Ice Shield and Mana Shield together later on; having more means would enhance his survival ability.

They waited for a while at the station, and Hellfoot arrived, taking them to the Northern Forest Region's station.

"Are you going to the affairs hall to submit Sleeping Mushrooms?" Macken asked.

Sunny shook his head, "I'm planning to gather ten and exchange them for Magic Stones; Gold Coins are insignificant."

"Mm, that's the most reasonable approach; we can continue tomorrow..." Macken nodded.

Macken and the other two arranged to set off together the following day, but Herag expressed that he couldn't join due to other commitments and went home alone.

He didn't want too much interaction with these people, as his efficiency in finding Sleeping Mushrooms was very high, and getting too familiar with them would make it difficult to act independently.

Macken and the others didn't mind, as many in the wizard community liked to keep to themselves, which was normal.

Early the next morning, Herag arrived at the affairs hall.

The official Moonlight Forest-specific tasks had a dedicated window, where Sleeping Mushrooms were to be submitted.

After consideration, Herag decided to exchange fifty Sleeping Mushrooms at once. If he divided it into five exchanges, it would only be meaningful with long time intervals, which would slow down acquiring Magic Stones.

If the intervals weren't enough, frequent submissions would still draw attention.

Submitting fifty at once would make others think he'd been storing them for a long time, as long as Macken and the others didn't see him.

"If it's still noticed by someone with intentions, there's nothing that can be done; I'll just deal with it as it comes," Herag had already prepared himself mentally.

"I'd like to submit Sleeping Mushrooms." After waiting in line for a while, it was Herag's turn.

"Okay, hand them over. How many?" Behind the window was a young man named Andrew, who seemed like a wizard apprentice working here.

The Moonlight Forest frequently released this type of task post, and wizard apprentices could take the job once they passed the assessments. These posts usually had good benefits.

"These, fifty." Herag took out a small basket from his Space Ring filled with Sleeping Mushrooms.

Andrew was somewhat surprised, counted the mushrooms in the basket, confirmed it was indeed fifty.

Although the quantity was large, it wasn't unheard of; some people would stockpile a lot and exchange them all at once.

He confirmed the count, started filling out some forms, then took five Magic Stones from the storehouse and filled out another form.

Both the number of Sleeping Mushrooms and Magic Stones need to be strictly recorded to prevent anyone from lining their pockets.

"Here you go." After completing the paperwork, Andrew handed Herag the five Magic Stones.

After leaving the affairs hall, Herag went straight to Larry's house, having communicated earlier through the Talisman Stone.

He still owed Larry one Magic Stone.

Herag knocked on the door, and after a moment, the house elf Gami opened it. He looked up at Herag and said, "Mr. Herag, please hand me the Magic Stone. The master is busy and doesn't have time to see you."

"Okay, don't get greedy; I've already discussed with Mr. Larry," Herag handed the Magic Stone over, a bit uneasy, and reminded him.

Gami glanced at Herag with disdain, as he closed the door, said, "No house elf dares to steal from the master."

After settling the matter, Herag continued to rush toward the Moonlight Forest, planning to continue gathering Sleeping Mushrooms to accumulate Magic Stones as much as possible.

When he arrived at the Northern Forest Region station, there were two unfamiliar faces waiting there, a man and a woman, both maintaining silence without talking to each other.

Hellfoot soon arrived, and the three of them sat in the vehicle without speaking.

Herag and the male witch got off at the Moonlight Forest, while the female witch continued to ride presumably to some other destination.

Entering the Moonlight Forest, Herag chose a direction different from yesterday and began a carpet-search, seeing some footprints along the way but never encountering Macken and his group.

By sunset, Herag had found a total of forty-two Sleeping Mushrooms, fewer than yesterday.

While waiting for the vehicle at the station, Macken's group, along with the man who had gotten off with Herag, also emerged.

Macken's expression was somewhat disheartened; it seemed today's yield wasn't great, he only nodded silently upon seeing Herag.

Herag pondered that the areas he'd searched over the past two days had probably been exhaustive. Conversely, the difficulty for Macken and the others in finding Sleeping Mushrooms had greatly increased.

Their expressions suggested possibly having spent the day searching in areas Herag had already covered.

Of course, Herag would remain silent about this and stood quietly to the side waiting for the vehicle.

"Why was our luck so bad today; we didn't find a single one all day?" Macken complained.

Sunny also sighed, "It does seem odd; the three of us didn't dig up even one. Our luck really is quite poor."

The unknown man joined the conversation, saying, "You didn't find any either? Same here, worked all day and got nothing."

Soon Hellfoot roared over, carrying a car full of gloomy people back to the Moonlight Forest.

In the vehicle, Luca, the weakest looking of Macken's group, sighed, "I won't be coming tomorrow; mushroom digging efficiency is too low. I can't waste my time digging in the dirt."

Macken and Sunny stayed silent, appearing still intent on continuing.

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Three days later, Herag returned to the affairs hall to exchange for four Magic Stones.

Over the past few days, he hadn't returned to the Moonlight Forest to avoid any trouble with Macken's group.

It was also to avoid drawing others' attention, deliberately waiting a few days before going to the affairs hall to complete the Sleeping Mushroom task.

In the meantime, as usual, he meditated routinely, studying and learning various Level 0 Spells' spell models.

Especially Larry's notes, filled with valuable learning materials.

Chapter 44: Chapter 44: Flash

At the task window of the affairs hall, Andrew looked at Herag's departing figure and muttered, "Are Sleeping Mushrooms really that easy to dig up lately? But other than him, there's hardly anyone completing the Sleeping Mushroom task. It's strange."

He pulled out a Talisman Stone and opened Macken's chat window to ask, "Haven't seen you submit Sleeping Mushrooms for several days. How are you doing recently?"

Macken was an old hand at picking Sleeping Mushrooms and often came to Andrew to submit them in exchange for Magic Stones, so the two were quite familiar with each other.

"Don't get me started. These days I can't find where those damn Sleeping Mushrooms have gone, and I still haven't gathered ten." Macken complained with a frown.

"Can't be true? Lately, someone has submitted a total of ninety Sleeping Mushrooms here. I thought they were easy to dig up lately; I was even tempted to try myself." Andrew exclaimed in surprise.

"Ninety? Impossible!" Macken's first reaction was disbelief.

He had been digging Sleeping Mushrooms for a while and had never seen anyone dig that many.

Seeing his disbelief, Andrew continued to reply, "Really, it's a new First-Class Wizard Apprentice who joined the forest not long ago. Submitted fifty Sleeping Mushrooms four days ago and another forty today. You often hang around Moonlight Forest; maybe you know him."

"What's his name?" Macken asked.

"Herag, do you know him?" Andrew said casually.

Macken felt the name was both familiar and unfamiliar, then suddenly slapped his thigh, "Isn't he that loner kid!"

"I was wondering why he didn't socialize with us much. Looks like he has some special method to dig Sleeping Mushrooms. No wonder our harvest has been so little these days; it seems this kid's dug them all up." Macken thought of his hard work in the past days without gains, feeling a bit frustrated.

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"I have a total of eight Magic Stones now, enough to use for the time being; I need to convert these into instant combat power."

Herag opened the Talisman Stone to contact Larry, "Mr. Larry, how much for the Ice Shield and Mana Shield on your side?"

He planned to learn all three Shield Spells to create a turtle shell strategy.

"These two are a bit cheaper, both are two Magic Stones." Larry replied.

"I'm planning to buy them all. Mr. Larry, do you have any recommendations for attack-type spells?" asked Herag.

"Buy them all? Oh, right, the Dark Energy Shield is indeed a bit challenging for you, so switching to these two is not a bad idea." Larry assumed that Herag couldn't master the Dark Energy Shield.

He continued, "I have many Level 0 Spells here. Some are attack-type and control support type spells; there are approximately these."

"Earth Spike Technique, Bone Spike Technique, Small Fireball Technique, Ice Arrow, Ice Cone Technique, Magical Perception, Flash, Fainted, Earth Binding Technique..."

Larry sent over a long list of Level 0 Spell names, making Herag's eyes dizzy.

The first few were some common attack spells, while many at the back Herag had never heard of.

He asked, "Mr. Larry, what's the effect of Magical Perception?"

"Magical Perception allows your magic to spread within a certain range around your body, forming a circle, and you can sense all movements within this range. The stronger your spiritual power, the bigger the circle. It's quite practical and effective in actual combat, and I highly recommend you learn this." Larry explained.

"The effect is good, but I have a more powerful Shenlan, which makes this seem a bit redundant." Herag secretly compared, as Shenlan now has a range of two hundred fifty meters.

Magic is often subject to limitations in many situations, but Shenlan's detection is hard to limit.

"What's the effect of this Flash spell?" Herag continued to look at the spells at the back.

"This spell is also quite good; it's one of the rare spatial-type spells among Level 0 Spells, allowing instant movement within a small range of space. However, it consumes a lot of mana, and you, as a First-Class Wizard Apprentice, may only be able to cast it once per battle." Larry introduced.

Herag's eyes lit up, "This spell is great! Very useful at critical moments."

He then asked, "Mr. Larry, how much for Flash?"

"It's a bit more expensive, three Magic Stones."

"Then I'll take Flash along with Ice Shield and Mana Shield, a total of seven Magic Stones. I'll take them all." Herag waved a big hand, leaving him with only one Magic Stone.

Larry teased, "You've got quite some money, kid."

He didn't ask Herag where he got so many Magic Stones from either.

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Building 5, Zone C, Herag held several thick books and a notebook.

The notebook was for the Flash spell; Larry didn't have notes for the other two spells.

"These spells will keep you busy studying for a long time." Larry said while taking a sip of coffee.

Herag replied as he held the books, "Yes, I'll study and research them diligently when I get back."

Larry suddenly remembered something, put down his coffee cup, and said, "By the way, I'm going to have a Magic Potion class later. You can sign up to listen. When you advance to Second-Class Apprentice, you'll also need to refine Dawn Potions."

"Dawn Potions?" Herag had a simple understanding, knowing that promotion to Second-Class Apprentice requires potions after meeting the spiritual power standard, but hadn't delved into it yet as he was still far from his upgrade.

"Dawn Potion can help you advance to Second-Class Apprentice more smoothly. With your aptitude, it should be easy to advance with Dawn Potion, but you'll need to buy the raw materials for refining them yourself, or purchase the materials and commission someone else to refine them." Larry explained.

"How much are the materials?" Herag asked.

"About forty Magic Stones per portion. If you commission an Official Wizard like me to refine it, you need to prepare at least two portions of materials, with service fees starting at thirty Magic Stones. If successful on the first try, materials are not refunded, counted as commission payment. Even if both tries fail, you can't reclaim the service fee; that's the rule."

Larry continued, "But for a wizard, magic potion refining is a fundamental skill you'll definitely need to master in the future. You can't always commission others to refine potions for you, so you'd best sign up for the upcoming magic potion class."

Herag, unable to bow holding the books, stored them all in his Space Ring, then thanked, "Understood, thank you for the guidance, Mr. Larry."

"Your Space Ring's quite nice. Didn't expect a First-Class Wizard Apprentice like you to have something like this." Larry had noticed before but mentioned it casually now.

"This, a friend gave it to me, it's Lillian from Augustus Academy." Herag said.

He learned after arriving at Moonlight Forest that such Space Rings are rare even here, quite valuable, and generally unaffordable for ordinary Wizard Apprentices.

"I owe a lot of favors." Herag thought, realizing he currently had nothing to give back to Lillian, but would consider it in the future.

Chapter 45: Chapter 45: Ambush

"Shenlan, analyze the spell models of Ice Shield, Mana Shield, and Flash, and calculate the time and Magic Power consumption required to construct the models."

After Herag got home, he immediately began flipping through the spell models of these three spells. After going through them all, he had Shenlan input the data information for analysis.

"Task has been filed, entering data for analysis..."

One minute later, Shenlan provided the results.

"Level 0 Spell Ice Shield: Estimated spell model construction time is fifteen minutes, with an estimated Magic Power consumption of 13%."

"Level 0 Spell Mana Shield: Estimated spell model construction time is twenty minutes, with an estimated Magic Power consumption of 15%."

"Level 0 Spell Flash: Estimated spell model construction time is thirty minutes, with an estimated Magic Power consumption of 21%."

"The three tasks executed serially are expected to consume sixty-six minutes and 40% Magic Power."

Looking at the calculated results in front of him, Herag murmured to himself, "Currently, Shenlan can only execute tasks serially and cannot execute multiple tasks

simultaneously. The Magic Power consumption isn't much; let's tackle these three spells today."

He immediately gave the command: "Shenlan, begin constructing the spell models for Ice Shield, Mana Shield, and Flash."

"Task has been filed..."

In Herag's mind, Shenlan began constructing the spell models one by one starting with Ice Shield.

To an ordinary Wizard Apprentice, Herag would seem like a madman; no one would attempt to construct three spell models in one go.

Sixty-six minutes later.

"Spell model construction is complete."

Ordinary Wizard Apprentices would take at least a year to master these three spells, but Herag took just over an hour.

"Six Level 0 Spells, four defensive, one offensive, and one for displacement."

Herag counted the Level 0 spells he had mastered, as long as he wasn't facing an Official Wizard or a formidable Third-Class Wizard Apprentice, he should have no problem protecting himself.

"I'll go mushroom picking again in a couple of days, but first I'll thoroughly digest the information from these spell models." Herag now only had one Magic Stone left, and enrolling in the Magic Potion Class would cost money, as would practicing Magic Potion Refining.

Picking Sleeping Mushrooms is currently the most efficient and safe task; Herag planned to exploit this task as much as possible.

Three days later, Herag set out again for Moonlight Forest.

Not long after he left, a figure emerged from the corner of the wall behind; it was Sunny, who was with Macken.

He took out a Talisman Stone to send a message to Macken: "He has left; it looks like he is heading to Moonlight Forest."

"Great! Finally, he's out!" Ever since Macken learned that Herag had picked so many Sleeping Mushrooms, he teamed up with Sunny, and they took turns staking out near Herag's place.

After staking out for three days, they finally saw Herag leave.

Macken speculated that Herag had a special method to find Sleeping Mushrooms quickly, and since Herag was just a newly joined First-Class Wizard Apprentice in the Forest, he and Sunny figured they could take Herag down together and then force him to reveal his method, thereby making a fortune picking Sleeping Mushrooms.

Macken was even considering how to deal with Sunny, regarding Herag as no real threat and sure to be taken down.

He couldn't let a second person know the special method; the one to be cautious about was Sunny.

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Herag was waiting at the station for the arrival of Hellfoot, and he glanced back; Sunny and Macken did not show up.

He chuckled, "It's fine if they come together."

The detection range of Shenlan's environment is two hundred and fifty meters, so Sunny and Macken had long been exposed in Herag's field of vision.

"Sunny: Power 2.0, agility 1.8, Constitution 2.8, Spirit 6.7."

"Macken: Power 2.1, agility 2.2, Constitution 3.1, Spirit 7.3."

Herag already had a good grasp of the data of these two, just waiting for them to bite the hook.

Fighting is not allowed in the towns and Northern Forest Region of the Moonlight Forest, but the Moonlight Forest does not prohibit members from killing each other.

Conflict of interest among Wizards is normal; if there's a dispute, solve it outside. The Moonlight Forest won't bother with such affairs.

The one who survives is stronger and more valuable to the Forest; this is the survival law here.

Unless you are an important figure in Moonlight Forest, no one will care about your life and death, as long as you don't disrupt the normal order of the Forest.

This is also why Macken and Sunny could only stake out outside; they didn't dare to make a move in the Northern Forest Region. They could only act without restraint when Herag went to places like Moonlight Forest.

Herag was the only passenger on the carriage he took, and after he reached the entrance of Moonlight Forest, he started walking inside, waiting for the arrival of Macken and Sunny.

Soon after, the next carriage arrived, and the passengers alighting were Macken and Sunny.

After getting off, they both looked around cautiously.

"That kid must have already gone in," Macken said as he looked at the dense Moonlight Forest.

"How about we split up? I'll search the left side; you search the right side?" Sunny suggested.

Macken nodded, "Okay, if you find that kid, don't act rashly, quietly notify me so we can take him down together."

"No problem," Sunny replied with a smile.

The two entered Moonlight Forest and then separated left and right, Macken sneering to himself: "I'll deal with that kid first, then you."

After walking some distance, Sunny glanced back at Macken's position.

He had the same thought as Macken, planning to get Herag's secret before dealing with Macken.

"Herag, you better not go to the right," Macken thought as he explored the jungle, keeping an eye on the tracks.

He soon found signs of trampled shrubs, with clear human footprints on the ground.

Sunny didn't hide his joy: "Herag went this way."

In the far, shaded jungle, Herag was observing Sunny through Shenlan's environmental monitoring.

Their initial conversation was heard loud and clear by him; he stayed at the maximum distance within Shenlan's monitoring range, ensuring he could keep track of the two while not exposing his own position.

Herag was waiting, waiting for a gap between the two to take them down one by one.

He chose Sunny first, as he seemed relatively weaker.

Herag was lurking in the forest, retreating slowly as Sunny advanced, always maintaining a distance.

The traces in the mountain forests were deliberately left by him to lure Sunny deeper.

Once Sunny entered a relatively open area, Herag made his move.

A Corrosive Arrow quickly formed in his hand, silently traversing through the air, striking Sunny's abdomen.

Sunny's area lacked tall trees, covered mainly by low shrubs.

Upon hearing the whistling sound, Sunny became alert.

When the brush beside him was cut, he sensed danger and instinctively dodged to the side.

The Corrosive Arrow grazed his waist and abdomen, not penetrating his stomach but leaving a mark, which was enough.