

## Sixth 481

Chapter 481: Return to the Wizard Plane

Herag said, "Mr. Tony, handling so many things alone is truly tiring."

Tony smiled bitterly, "The original surveying task was already heavy, and now I have to search for people all over the world. Wizards who participate in the cradle operation usually have complex backgrounds, and all parties are putting pressure on us, alas..."

Herag looked at the bitterness on Tony's face and could feel how enormous the pressure was.

Medel is just a representative one among the second-generation wizards, there are many other wizards with deep backgrounds.

These people are potential seeds from various parties, and now that there's a problem, they naturally come to the expedition team to discuss.

Tony, as the surveyor in the expedition team on the demon plane, probably didn't expect people from other planes to come, bringing a major burden with them.

Originally, he only needed to survey, but now he also has to find and rescue people.

"Do you have any other clues?" Tony asked.

Herag shook his head, "No, this is all the information I have."

"Alright, shall I send you back now?" Tony said.

Herag hesitated for a moment; he planned to continue absorbing demon aura here and wasn't in a hurry to leave.

But he couldn't use this as a reason, as he couldn't explain why he could absorb demon aura, and couldn't expose the existence of the Great Dark Heaven.

As Herag was thinking of a suitable excuse, Tony saw he didn't seem to want to leave and said, "You don't want to leave yet?"

"I'm quite curious about this place, so I want to explore a bit more," Herag replied with a smile.

Tony said, "The Wizard Alliance has ordered us to safely send you back as soon as we find you. It's quite dangerous here, wandering around you can easily encounter danger. This time it's just good luck, landing near Base No. 1. If you were wandering outside and met danger, we wouldn't be able to rescue you in time."

"If we let you go like this, those above would certainly punish us, so..."

Tony's tone was extremely tactful, but the meaning was clear: you cannot leave, you must return to the Wizard Plane.

Herag felt a bit helpless, and now it seemed he indeed had no other choice.

Encountering the expedition team was completely unexpected for him, he didn't think he would meet them so soon.

Herag could only say, "Alright, I'll follow your arrangements."

Herag thought, actually returning isn't a problem, there are some issues that need to be dealt with.

While he can continue absorbing demon aura and grow stronger here, accidents could indeed happen.

Arios' power had already exceeded Herag's imagination, this world, whether exorcist or demon, had too many powerful beings.

This is also one reason why plane wars generally wait until reaching Level 2 Wizard to participate, as only after progressing to Level 2 Wizard can one have basic self-defense capability.

The ability to wield rule power makes a world of difference; it's a chasm that cannot be crossed.

Herag has survived until now solely thanks to the talent ability of the Spirit of the White Deer.

Tony saw Herag no longer insisted, and breathed a sigh of relief, it reduced a lot of trouble for him.

He laughed and said, "Then let's go to the teleportation altar, take a good rest after you return. Our conditions here are rudimentary, you can't rest well either."

Herag nodded, stepped onto the teleportation altar, and suddenly asked, "There won't be any problems with this teleportation, will there?"

"Of course not, if there were I'd chop off my own head." Tony laughed.

Herag smiled and nodded but said nothing.

Tony walked to the side of the teleportation altar and activated it with magic power.

A flash of light occurred, and Herag disappeared.

Herag watched the surrounding space ripple, knowing before it returned to brightness he had already come back to the Wizard Plane.

Because the familiar aura rushed over, and soon after light flooded his vision, and Herag found himself standing on a teleportation altar.

He looked around, discovering he was still within the Twilight Temple, only a few hundred meters from the teleportation altar to World X-617.

Herag's appearance instantly attracted the attention of those around him.

The reason was no other; he was now in the form of Titan Power, his physique too massive.

Many wizards instinctively thought some otherworldly creature invaded and were ready to act.

But upon sensing the magic aura and seeing Herag make no move, they held back.

Herag noticed the commotion and quickly said, "I am Herag Merlin, a formal member of Serlandir."

At that moment, a bearded middle-aged man approached with a serious face, glaring at Herag and demanding, "Where is Medel?"

Herag glanced at him, remembering who he was, Medel's father, Reece.

Herag replied, "How should I know where Medel is?"

Reece glared at him angrily and said, "I asked the wizards who returned before you, they said you had a conflict with Medel in World X-617 and even attacked him. If it weren't for his quick use of the teleportation ring, he'd have probably been severely injured by you."

"The cradle operation doesn't prohibit conflicts between us, isn't some friction quite normal? Besides, I didn't manage to do anything to him, right? Didn't he activate the teleportation ring and flee?" Herag said.

"But he, like you, entered the demon plane and hasn't returned yet!" Reece shouted.

Herag said, "Then go find the expedition team, why are you shouting at me, it's none of my business."

Reece, being a respectable figure of the Taylor Family, was not accustomed to being spoken to this way, and immediately retorted, "How dare you be so rude! You're courting death!"

The magic aura surged around him, and a giant eye appeared above ready to open.

Danger instantly welled up in Herag's heart, he was ready to flee.

Suddenly, a figure appeared before him, and the sense of danger vanished.

Bannings adjusted his monocle and said, "Mr. Reece, no fighting is allowed within the Twilight Temple."

Reece glanced warily at Bannings, shot a cold look at Herag, and then turned to leave.

"Thank you, Lord Bannings." Herag expressed his thanks.

Bannings turned with a smile, "Nothing to worry about, glad you're back. We'll ask you a few questions later, then you can organize your own schedule."

"Understood." Herag glanced at his space ring, inside lay a World Staff, with which he could control World X-617.

Herag's primary goal now was to hurry back to Serlandir and hand it over, keeping it was a hot potato.

Soon the expedition team members came to inquire a lot about Herag.

From when Herag entered World X-617 until returning to the Wizard Plane, every detail was questioned.

Chapter 482: The Triplet Sisters

After concealing some personal matters, Herag briefly recounted the general events.

The members of the expedition team had no questions during this process, they merely recorded everything truthfully.

About an hour later, Herag stood up and left.

He immediately opened the Talisman Stone to check various messages; there were many, with numerous people having left messages for him.

Herag first found Pries and sent a message: "I'm back. Is there anyone in the organization who can come to meet me? I've gained control of the World X-617, but I'm afraid there might be problems on the way back."

Herag had previously encountered conflicts with both Malcolm and Medel in World X-617, many people witnessed these events.

Both men were killed by Herag, particularly when Malcolm pulled him in for a one-on-one duel in front of many people.

Now that Herag has emerged and Malcolm has disappeared, the ending is obvious.

Medel's death is temporarily unknown to anyone, but judging by Reece's performance just now, it's unlikely to end well for Herag.

Pries quickly replied to the message: "You came back so soon; let me think. Go to the Rose Inn and stay put, I'll bring someone to pick you up. That place is our territory; generally, no one would dare to harm you there."

Serlandir naturally has influence in the Central Region, and the Rose Inn is one of those places.

Pries sent another message immediately: "I'll contact other organization members in the Central Region to find some helpers for you."

"Thank you; whether I can stay alive depends entirely on you," Herag said.

"It's not that exaggerated; you're at least an official member of our Serlandir. If someone dares to attack you, are they looking to start a war? At most, they'd try to snatch something from you," Pries replied.

Even though Herag understood this, he couldn't guarantee others would follow the rules.

For many, rules are worth nothing.

If the Taylor Family really ended up killing him, would there be any substantial repercussions for them?

As for the Eye of the Storm, their arrogance is even more pronounced.

All they need is a reason, and they wouldn't hesitate to make a move against him—Herag had already experienced this in the Contaminated District.

After leaving the Twilight Temple, Herag found a deserted alley to resume his original form, drank a bottle of Thousand-Change Potion, and began to flee.

He sped toward the Rose Inn; this speed was much faster than riding a carriage, though it drew attention.

But Herag could no longer care—he had already delayed some time at the Twilight Temple, and if he didn't speed up, he might encounter trouble.

An hour later, Herag safely arrived at the Rose Inn, breathing slightly easier.

Looking at the luxurious and elegant decor of the Rose Inn, he felt somewhat out of place; the inns he stayed at in the Demon Plane were quite rudimentary.

The difference was glaring when comparing the two.

Herag didn't speak much to the receptionist, heading straight back to his previous room.

If he remembered correctly, this room was always reserved for him until he left the Central Region.

Although there were some hiccups which delayed him for several months, the room should still be there.

Herag took out a bronze key and opened the door smoothly.

After closing the door, he felt slightly at ease.

The entire Rose Inn is protected by a Witch Array, offering high security.

Even if someone wanted to assassinate him, it wouldn't be so easy, especially since Herag was on high alert.

Even if they broke through the defense of the Witch Array, it would take some time, giving Herag a chance to react.

It seemed improbable that anyone would be so reckless as to storm the Rose Inn, as that would be declaring war on Serlandir directly.

The Taylor Family wouldn't be reckless either, they wouldn't choose this place to make a move against him.

Herag pondered these issues while taking a bath.

As he lay on the soft bed meditating, he constantly paid attention to the surroundings.

Potential threats came not only from the Taylor Family and the Eye of the Storm but also from other factions.

A Low-tier World is too tempting for any power to resist, and someone might make a rash move.

Herag was very aware of this, hence his extreme vigilance.

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Early the next morning, there was a knock on the door, and Herag was a bit surprised after scanning the environment.

He glanced at the Talisman Stone message; Pries said: "The helpers I arranged should come to see you today; they're very strong."

Herag glanced outside the door, guessing these must be the people.

He went to the door and asked, "Who is it?"

"Hello, Herag, we are Wizards from the Tapia Family, here specifically to assist you," came a clear and melodious female voice from outside.

Herag thought for a moment and then opened the door.

Even though he had already seen through his environmental detection, seeing them face to face now, Herag was still slightly dazed.

He wondered if he was seeing things; standing there were three beautiful women, identical in height and looks.

Except for the differences in their clothing, they seemed almost indistinguishable, and Herag nearly couldn't tell them apart.

"Hello, I'm Carolina," said the beauty in the middle.

"I'm Yushir," said the beauty on the left.

"I'm Lucy," said the beauty on the right.

Herag glanced between them with a smile: "You all..."

Carolina smiled and said: "We are the three sisters of the Tapia Family. Our family cooperates well with Mr. Parker and are good friends. Having received Pries' message, we specifically came to assist you and escort you safely back to Silver Moon City."

Herag nodded and said, "Thank you."

The Talisman Stone then lit up again, Herag glanced at it—it was another message from Pries.

"I'm already on the way and it will take about three months. The Tapia sisters are powerful Wizards; all three are Level 2 Wizards. Most importantly, they share a unique Talent Spell. When fighting, the three can coordinate and unleash power comparable to a Level 3 Wizard, though not for long. But it should suffice for most situations."

Herag then noticed that the three beauties before him were all Level 2 Wizards, with a very strong magic power aura.

Having such helping hands increased his safety significantly, yet Herag still felt somewhat uneasy.

To him, only having a Level 3 Wizard would truly guarantee safety.

But Herag knew this was wishful thinking, as Level 3 Wizards are important figures for all factions, unlikely to take time off to help him.

#### Chapter 483: Rule Contract

Herag looked up and said after reading Pries' information, "Pries said they have already set out and will probably arrive in three months."

Carolina smiled and said, "I understand. During this time, the three of us will also be staying at the Rose Inn. With the sisters around, you can be at ease."

"Thank you all," Herag expressed his gratitude.

Being able to dispatch three Level 2 Wizards to protect him wasn't because Herag had a strong appeal; it was solely due to the World Staff.

The World Staff represents the control of the World X-617. Although the winner was determined through the Cradle Action, one must remain vigilant.

Tapia's three sisters' room was next to Herag's; they were going to accompany Herag for three months.

From that day on, the Rose Inn stopped accepting new customers and paused operations for three months.

With Tapia's three sisters arriving, Herag basically didn't need to worry about security anymore.

Only Level 3 Wizards could possibly threaten them now, but such a probability was exceedingly low.

If a Level 3 Wizard took action, it represented a vastly different significance, as individuals of that level had a multitude of interest relations.

Herag continued in his peaceful meditation practice life, occasionally chatting and playing games with Tapia's three sisters, as a form of entertainment.

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Five days later, a waiter from the Rose Inn came to inform him that some people wished to visit him.

Herag couldn't help but be a bit curious as to who would want to visit him.

But since they were following the normal visit procedures, he decided to meet them to see what the situation was.

Tapia's three sisters accompanied him to the lobby of the Rose Inn, where the three long-legged beauties stood behind him like bodyguards.

Upon entering the lobby, Herag was surprised to see the person sitting there was none other than Medel's father, Reece.

"What business do you have?" Herag asked.

Reece was visibly annoyed by Herag's indifference towards him.

But since he had serious business to attend to, he opened his mouth and said, "I'm here representing the Taylor Family; you possess the World Staff, right?"

"Yes, so what?" Herag asked.

Reece said, "To ensure the safety of the World Staff, please transfer it to me."

"Do you deserve it?" Herag responded.

"You!" Reece stood up in anger upon hearing this.

Herag didn't mind offending him; he had already done so and saw no reason to be polite.

The World Staff was acquired with his hard efforts; how could Reece think he could just take it with a mere sentence? There was no such logic in this world.

Reece gritted his teeth and said, "Very well, then."

He took several deep breaths to calm his emotions before continuing, "You should realize that the World Staff belongs to Serlandir, not your personal property. Your abilities are too weak to ensure its security. Only by handing it over to the Taylor Family can it be safe."

The Taylor Family is one of the three major factions within Serlandir, possessing immense strength.

Herag understood this was an attempt to seize the opportunity.

The World Staff indeed belonged to Serlandir, but internally, Serlandir had three major factions.

Herag was a subordinate of Parker, who, in turn, belonged to the Dawn Mage Mick's faction.

The World Staff naturally belonged to Mick's side, and now Reece was trying to take advantage of the situation.

The Taylor Family wanted to first get a hold of the World Staff, and any subsequent troubles could be dealt with later. It was worth it for a world.

The factions within Serlandir originally had many disputes and conflicts, and this was just one more. The Taylor Family had the confidence to handle these issues.

Of course, Herag would never hand it over, saying, "Sorry, we don't need you to worry about whether we can safeguard the World Staff. It's none of your business."

Reece smirked and said, "You better think carefully, if the World Staff is lost, it'll be a serious crime. But don't worry, when your World Staff is lost, we'll help you retrieve it."

He emphasized the word "help."

Herag immediately understood Reece's intent. He wanted to find a way to snatch the World Staff from him and then claim to help retrieve it.

Since it was the Taylor Family who found it, he wouldn't expect to get it back. It was a blatant threat from Reece.

Herag glanced at the Space Ring and suddenly said, "It's not impossible for you to have the World Staff, but there's a price involved..."

Reece was rather skeptical, not quite believing Herag would actually discuss a price with him.

He asked, "What would it take to give me the World Staff?"

"Start with fifty thousand Magic Stones, twenty Second-level Spells, and a good bounty of Magic Potion Materials," Herag said offhandedly.

Reece began to seriously consider, and after a while, he coldly smirked at Herag, "Are you playing games with me?"

Herag directly took out the World Staff from the Space Ring and said, "I'm certainly not playing games. The World Staff is right here, and if you can afford the price, I'll give it to you."

Seeing Herag genuinely produce the World Staff, Reece was somewhat skeptical.

This World Staff appeared authentic, not fake.

Reece pondered for a moment before taking out a piece of parchment and saying, "This is a Rule Contract. If we write the terms on it and sign it, it will take effect. Neither side can back out without suffering backlash."

Herag was aware of this item; it was akin to having the World rules as witnesses in a contract.

As long as both parties adhered to the contract's terms, there wouldn't be any issues. However, should someone dare to violate the contract, they'd face the consequences of rule backlash.

Unless one's strength surpasses the rules, they'd have to endure the effects of backlash.

What the outcomes of rule backlash might be, Herag wasn't sure and didn't wish to experience.

Herag pondered and said, "Alright, let's write the contract."

Reece saw that Herag genuinely agreed and wasted no time, writing on the contract with magic power as if fearful of Herag changing his mind.

After he finished, he gave Herag a glance at it.

Herag took it and carefully examined it; the contract's content was simple, Herag would exchange the World Staff for fifty thousand Magic Stones.

"Only fifty thousand Magic Stones?" Herag asked.

Reece replied, "I can only provide Magic Stones right now; I can't deliver Second-level Spells and those Magic Potion Materials, unable to meet your requirements. Collecting those will take too much time; settling with Magic Stones is quicker and easier for the contract judgment."

"Then add thirty thousand more, eighty thousand Magic Stones," Herag didn't wish to wait for Reece to gather those things—delayed gratification could bring changes, better to quickly secure the benefits.

## Chapter 484: One Million Magic Stones

"Eight hundred thousand? No, that's too much, I don't have that much in my account," Reece refused.

Herag asked, "Then how much do you have in your account?"

"Six hundred thousand," Reece said.

"Show me your Talisman Stone, let me see how much there is," Herag said.

Reece frowned at Herag in annoyance but eventually showed his Talisman Stone, revealing the magic stone information which displayed: "768942."

"Doesn't that show over seven hundred thousand? Just write this number on the contract, not a single magic stone less," Herag quickly said.

"You're too greedy!" Reece said fiercely, annoyed that Herag didn't want to leave him a single magic stone.

Herag pretended to take back the World Staff, "Then let's forget about this deal."

"Fine!" Reece growled, quickly modifying the number on the contract.

Herag glanced and was satisfied, "That's more like it."

"Then hurry and sign it," Reece couldn't wait and quickly wrote his name on it.

Herag took the contract after Reece finished and prepared to sign his name too.

"Are you really going to make a deal with him?" Carolina couldn't help but ask from behind.

If Herag sold the World Staff to the Taylor Family, he basically couldn't return to Silver Moon City and would face punishment from Parker, which wouldn't be much better than death.

Herag sighed, "I have no choice, you see they're obviously targeting us. Rather than let them use various means to seize the World Staff, it's better to take this opportunity to gain some benefits. People have to adapt to the situation."

After saying that, he signed his name on the Rule Contract without further ado.

As he signed his name, the parchment automatically floated up and gradually disappeared.

"Alright then, hand over the World Staff to me," Reece said impatiently.

Herag took out the Talisman Stone, "First, transfer the magic stones to me."

Reece took a deep breath, took out the Talisman Stone, and transferred 768,942 magic stones to Herag, not one less.

Herag checked the Talisman Stone, confirmed the amount, and then tossed the World Staff over, "Here you go."

Reece quickly caught it, checked it to confirm it was indeed the World Staff, then stored it in the Space Ring, turned around without a word, and left the Rose Inn, seemingly heading back to the Taylor Family's territory.

After Reece had been gone for a while, Carolina asked, "Did you really make a deal with him?"

Herag smiled and took out another World Staff from a Space Ring, "Of course, I wouldn't mind doing this kind of deal a few more times."

"Was the World Staff just now a fake?" Carolina asked.

"Of course not, it was genuine, I just happen to have more than one," Herag said.

When he was in the X-617 World, he killed the Eye of the Storm's wizard and Malcolm, and when he was in the Demon Plane, he killed Medel.

Although Tessa died right before him, her Space Ring was already lost, so he didn't get her World Staff.

All those people's World Staffs ended up in his hands, and including the one he originally had, he now possessed four World Staffs.

But among these World Staffs, only Herag's original World Staff held control over the X-617 World.

On the surface, these World Staffs appear indistinguishable, and only when inside the X-617 World can they be verified.

Reece, operating on instinct, subconsciously assumed the World Staff in Herag's hand was the one originally from that world.

Moreover, he didn't specify in the Rule Contract, simply writing it as the World Staff.

Herag just wanted to give it a try and didn't expect Reece to be so eager for the World Staff that he overlooked this point, allowing Herag to exploit the situation smoothly.

"Why did you..." Carolina and her sisters suddenly understood upon seeing the World Staff in Herag's hand.

Herag laughed, "In that space, I took down some other wizards, and their World Staffs naturally fell into my hands. I never said I only had one World Staff."

"I see, but Reece will eventually find out, and then you'll have made an enemy of him. Someone like him won't just let it go once he knows he's been tricked," Carolina immediately pointed out.

Herag said, "I've already made him an enemy, our relationship can't get any worse, so I might as well gain some benefits."

Reece came here with the intention of threatening, and at this point, there's no need to be polite.

Herag checked his Talisman Stone and saw the magic stone balance: 893,010.

Nearly nine hundred thousand magic stones, plus another one hundred and fifty thousand magic stones in the Space Ring, meant he now had over a million magic stones in total.

This amount of magic stones was enough to support his cultivation resources for a long time, and it was a large fortune anywhere.

Carolina laughed, "You're making our job more difficult."

"I apologize for the inconvenience, would one thousand magic stones each as a token of apology be okay?" Herag suggested.

Handing over thirty thousand magic stones to appease three Level 2 Wizards was a beneficial deal no matter how you looked at it, especially since he was not short of money now.

"Hehe, that's lovely," Yushir giggled, immediately showing her Talisman Stone.

Herag added the three sisters as Talisman Stone friends one by one, then generously transferred one thousand magic stones to each, making the sisters beam with joy.

A few days later.

"Herag, come out here!"

Early in the morning, Herag heard shouting from outside the door, recognizing the voice as Reece's.

Reece was now standing in the lobby of the Rose Inn, yelling towards Herag's room.

He didn't dare go over because he knew right next to Herag's was the room of the Tapia Family's three sisters, making it potentially dangerous to approach.

Herag opened the door and walked out, the three sisters followed him out as well.

"Oh, if it isn't Mr. Reece? What brings you here so early?" Herag asked.

Reece threw the World Staff at Herag's feet, "This World Staff has no control, it's the wrong one."

"You never specified you wanted one with control, the Rule Contract was clear—just a World Staff," Herag said.

Reece sneered, "You're playing games with me, aren't you? Hand over the magic stones now and give me the World Staff with control, or face the consequences."

"No, if there's nothing else, I'll be leaving," Herag said.

Reece roared, "Stay!"

Magic power surged around him, and a vine emerged from behind, shooting out in an attempt to bind Herag.

Carolina stepped forward to guard Herag, and magic power surged from the sisters simultaneously, a hexagram witchcraft rune appearing in front to block the incoming vine, which quickly dissipated.

Chapter 485: Uninvited Guest

"Mr. Reece, don't act impulsively, or if you start a fight and get hurt, it would damage our relations," Carolina said.

The duty of the three sisters is to protect Herag's safety and ensure the safety of the World Staff.

Now that Reece is making a move against Herag, it is natural for them to come out and protect him.

Not to mention, Herag previously gave them a benefit of thirty thousand Magic Stones.

Reece looked at the Tapia sisters, hesitantly stepping back.

His gaze skipped over the sisters to look at Herag, knowing he couldn't do anything to him here, he had to swallow his pride and leave, staying would only add to his frustration.

Herag watched Reece leave angrily, understanding that there would surely be more trouble to come.

But there was no choice, he couldn't possibly give up the World Staff, which was a conflict that couldn't be resolved.

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Over two months later, Pries finally arrived at the Central Region with his people.

"Long time no see, Herag." Pries greeted Herag upon arriving at the Rose Inn.

Herag smiled and shook his hand: "Why haven't you reached Level 3 Wizard yet? I'm almost at Level 2 Wizard."

"You think reaching Level 3 Wizard is that easy? If it were that easy, everyone would be Lord Parker," Pries replied helplessly.

"Everyone, get acquainted, this is Herag, some of you may already know him, we are all direct affiliates of Lord Parker and can absolutely trust each other."

Pries was accompanied by four people, all Level 2 Wizards from Silver Moon City.

Herag glanced around, recognizing two familiar faces who he had seen at Silver Moon City Hall before.

Back then, Herag had been involved in quite a few Abyssal Cultist events, so he had some encounters.

"Little Pries, long time no see!" Carolina teased Pries.

Pries laughed, "Big sister Carolina, you are getting more and more beautiful."

After some pleasantries, Herag learned that Pries had grown up with the Tapia sisters from childhood, being companions since their Wizard Apprentice days.

At that time, Carolina was the leader of the group, with Pries being the youngest among them.

Everyone arrived at the dock in the Central Region, opting not to use Serlandir's airship but preparing to take the Wizard Alliance's airship back to Silver Moon City.

Although the Wizard Alliance's airship had a complicated personnel situation, no other organization would recklessly attack the Wizard Alliance's airship.

If any Wizard Organization dared to attack the Wizard Alliance's airship, it would be tantamount to declaring war on the entire Land of Dawn.

Thus, in terms of safety, taking the Wizard Alliance's airship at least reduced the likelihood of others flipping the table.

If Herag and the others took Serlandir's small airship, they might get entirely dealt with, and they had no doubt about others' means.

Once on the airship, Herag and his group went to their pre-booked rooms, with Herag's room at the center, surrounded by others protecting him.

The subsequent journey was to last three months; if everything went smoothly, they would arrive at Silver Moon City.

Once in Silver Moon City, security would greatly increase since it was Parker's territory as well as Dawn Mage Mick's domain.

It would be almost impossible for the Taylor Family to make a move there, as it would be like directly causing trouble at Mick's place, which was different in nature.

The first half of the journey was peaceful until the arrival of an unexpected guest.

"Haha, everyone, don't be alarmed, I'm just here to ask young Herag some questions."

A round-bellied, middle-aged man from the Mediterranean region suddenly appeared in Herag's room, prompting Pries, the Tapia sisters, and others to become immediately on alert.

"Wizard Fran from the Eye of the Storm?" Pries asked.

Fran nodded with a smile, "It seems you are all from Parker's side, don't be nervous, I won't bully the young, just ask some questions."

Herag stepped forward, saying, "Is there something you need?"

"Is Malcolm still alive?" Fran asked directly.

Herag didn't answer immediately, but pondered for a moment.

Just as he was about to answer, Fran said directly, "It seems he's dead."

Fran continued to ask, "Did you kill him?"

He squinted slightly, looking at Herag with a gentle smile on his face.

Herag hadn't spoken yet, and Fran smiled and said, "Your heartbeat has already told me, it seems that child indeed died at your hands. To be honest, I truly never would've thought he'd perish there. Because normally, no one within the Crystalization Wizards would be his match. You killing him shows that you are indeed strong and have great potential, I admire you."

Fran's gaze at Herag was indeed admiring, with a high evaluation of Herag.

He immediately changed his tone: "However, Malcolm was also a student I admired, I invested a lot of effort in him. Now that he's killed by you, naturally, I need to do something."

As Fran spoke, Pries and the Tapia sisters immediately moved closer, and a Level 3 Witch Array was promptly set up, surrounded by a green circle.

Seeing this scene, Fran chuckled, folding his hands behind his back like an old man, "No need to be nervous, I said I wouldn't make a move, so I won't, at least not now. Naturally, I'll follow the Alliance's rules, if I were to make a move here, it would inevitably affect others. So I only came to confirm things this time, young Herag, see you later. I'll be going now, don't want to stay and be an eyesore."

Fran smiled and his figure then disappeared.

After he left, Pries still didn't put away the Witch Array, maintaining a state of alertness.

After a while, Herag realized his back was full of sweat, only then recognizing how much pressure there was just now.

Facing the pressure from a Level 3 Wizard directly is something a Level 1 Crystalization Wizard could not withstand.

Though Fran didn't make a move, Herag didn't feel relieved at all.

Just thinking about it clarified that Fran refrained from acting merely because the place was unsuitable for action.

With Pries and the Tapia sisters assisting, they had already made ample preparations, even Fran wouldn't find it easy to handle.

If Fran attempted to resolve them, such an occurrence would inevitably cause the entire airship to fall.

The responsibility for the airship's fall couldn't be borne by Fran, not even the Eye of the Storm could escape the Wizard Alliance's punishment.

Upon weighing the pros and cons, Fran naturally chose not to make a move at this time and place.

In his view, Herag was just a Level 1 Crystalization Wizard, and once Herag handed over the World Staff, Serlandir wouldn't value him as much, and the protection force wouldn't be as strong as now.

Chapter 486: First-Class Honor Medal

Fran waited until then to make a move, which would make it easier to take down Herag without causing too strong a reaction from Serlandir's side.

After all, by that time, Herag would just be an ordinary Level 1 Wizard, and it would only require a bit of compensation.

Fran was a Level 3 Wizard, and Serlandir wouldn't make a big deal over a Level 1 Wizard.

Herag knew this very well, so he didn't hand over the World Staff directly when Pries and the others arrived.

This thing was like a Protective Talisman; as long as it was there, the Serlandir side would at least protect him.

Pries naturally wouldn't ask for it either; he had a good relationship with Herag and understood these principles.

In the following two months, everything was very calm, and there were no other troubles.

When the airship landed at the dock of Silver Moon City, Herag finally felt a weight lift off his shoulders.

Once here, it was truly his own territory.

After returning to Silver Moon City, Herag looked at the sky; Parker's Floating City was still hovering there.

This Floating City was a symbol of strength and power; even if the Eye of the Storm or the Taylor Family wanted to target Herag, they wouldn't make a move on him in Silver Moon City.

Herag had already decided that he wouldn't leave Silver Moon City until he advanced to Level 2 Wizard.

The Spiritual Crystal in his mind had grown larger than before, almost reaching the limit of a Crystalization Wizard.

The energy from the Divine Core stored in the Bloodline Mark had provided Herag tremendous help, greatly speeding up his meditation.

On the airship recently, Herag felt that his meditation speed was significantly slowing down.

After landing in Silver Moon City, he followed Pries to the City Hall to take care of the most important matter first.

In City Hall, Herag placed a World Staff on the table.

Pries picked it up, looked it over, and said with a smile, "This one has control rights, right?"

"It definitely does; I wouldn't trick my own people," Herag said with a smile.

Pries nodded with a smile, took out a stack of parchment, and began filling out various documents, occasionally needing Herag's signature.

This was for registration; once the registration was complete, this World Staff would officially belong to Parker's faction, and everything would be settled.

After signing all the tedious documents, Herag handed the World Staff over to Pries; they would manage it in the future.

Having this was equivalent to having the key to the X-617 World, and all subsequent resource development and utilization depended on them.

Additionally, the teleportation point for the X-617 World would be removed from the Twilight Temple.

Parker's side could choose to keep the teleportation point at the Twilight Temple, but they would need to provide maintenance costs to the Expedition Team.

The number of teleportation points at the Twilight Temple was fixed, and it was very expensive for individuals or other organizations to set one up there.

Silver Moon City could also choose to establish its own teleportation point, but the costs were equally high, depending on their future plans.

These matters had nothing to do with Herag; his task was completed, after all.

"Alright, it's finally done. I'll submit the application tomorrow, and your First-Class Honor Medal should be no problem. Once the medal is approved, there will likely be a celebratory banquet, and you'll be the main character," Pries said with a smile.

Herag wasn't too concerned about this; he just wanted to go home now.

"Nothing else, right? I'm heading back," Herag said.

Pries replied, "You're done, go ahead. I still have a lot to take care of."

...

After leaving City Hall, Herag called for a carriage and headed back to King Street.

When he returned to the Wizard Plane, he contacted Reese and David, telling them to stay safe and not to leave the city area casually.

This was to guard against the Taylor Family making a move on them.

But for now, it didn't seem to have reached that point; the Taylor Family's focus was still on the World Staff.

Another reason was that Medel's death had not been reported, so he was still considered missing, and they were still sending people all over the Demon Plane searching for Medel.

Finding someone on a Plane wasn't easy, and there wouldn't be results soon.

Herag had a buffer period, at least in the short term, he wasn't afraid of the Taylor Family finding out anything.

Currently, the main threat was from Fran, the Level 3 Wizard, and it was hard to defend against such a level of existence if they wanted to attack him.

The best Herag could do was to avoid leaving Silver Moon City as much as possible, and even after advancing to Level 2 Wizard, he should still be very careful.

After the carriage stopped, Herag paid the fare and arrived at the familiar courtyard gate.

The lights inside were still on; Reese was waiting for him, knowing he would return today.

As soon as Herag opened the courtyard gate, footsteps sounded from inside, and Reese opened the door to look at Herag with a smile.

She was wearing a short skirt, with her legs wrapped in not-too-thick or thin black stockings, which reached just to the thigh, revealing white skin.

When they met, they immediately hugged each other tightly, feeling the warmth of each other's breath.

Herag looked at Reese's bright eyes and her fiery red lips...

Absence makes the heart grow fonder, and they didn't sleep a wink all night.

...

Fifteen days later.

Herag wore a luxurious and noble noble's attire, while Reese also wore a gown, adjusting Herag's collar.

They were heading to attend a banquet, the banquet for the award of the First-Class Honor Medal.

Not just anyone can get a First-Class Honor Medal; it represents not only ten thousand Contribution Points.

Those who receive this medal are extremely promising individuals who have made significant contributions.

Herag earned this as just a Crystalization Wizard, which was unprecedented.

The banquet was held at the Avila Restaurant, attended by various celebrities of Silver Moon City, and even important figures from other cities.

Among them was Irina, the Level 2 Wizard from Crystal City, wearing an extremely low-cut V-neck dress, chatting and laughing with people around her.

Seeing Herag arrive, she walked over, glanced at Reese holding Herag's arm, and said, "Finally, we meet again, handsome. Why didn't you come out for dinner last time when I asked you, claiming to be busy? Afraid I'd eat you up?"

Herag felt a hint of hostility from Reese and quickly said, "I really was busy preparing for Cradle Operations then, no time for dinner."

"So do you have time now?" Irina said, completely unconcerned with Reese's reaction.

Chapter 487: 5 Years

Herag shook his head, "There's still a lot to do afterward, I'm afraid I won't have much time."

Reese's expression softened a little after hearing this, and she clung tightly to Herag's arm, squeezing it.

She glanced at Irina, then looked at herself, feeling a bit inferior, so she applied more pressure.

Irina glanced at Herag, smiled, and said, "Alright, I understand. Your wife is here, so it's inconvenient for you to speak, I get it. I'll contact you quietly later, I'm waiting for you."

After saying this, Irina smiled and left, swaying as she walked.

"I won't contact her, don't worry," Herag said hastily.

Reese replied, "It's okay, brother, I can understand if you contact her."

Herag could only smile awkwardly. Reese could completely accept Chatiya and Asuna, yet she had a lot of hostility toward Irina.

Herag couldn't understand why, he didn't quite get women's thoughts.

The banquet soon officially started, and Herag, as the main character of the banquet, walked to the center of the stage, attracting everyone's attention.

What followed was a tedious social process. Herag smiled and greeted, communicated, and made friends with various people, gaining a pile of friends on his Talisman Stone.

To these people, Herag was considered a potential wizard who officially entered their field of vision.

Herag felt his face starting to cramp from smiling, finding socializing to be more exhausting than Alchemy.

He was very aware that although he seemed glamorous now, receiving attention from various bigwigs, with what seemed like limitless prospects.

But all these were illusions; he couldn't get complacent because of them.

All fame, status, and relationships stem from strength.

Only when his own strength is sufficient can he support such things.

Once his strength improves, fame and such things will merely follow, coming naturally.

The banquet lasted for a long time, with people slowly dispersing around three or four in the morning.

Like other banquets and balls, Herag's banquet also became an opportunity for various people to mingle.

These people naturally weren't there solely for Herag; many had business dealings with each other and were just taking the opportunity to gather.

Herag looked at a gold medal in his hand, which was the First-Class Honor Medal.

Apart from representing honor, this medal itself was a Level 2 Witchcraft Artifact with a one-time effect of blocking fatal attacks.

Since using the Substitute Death Grassman, Herag hadn't had any witchcraft artifact with a similar effect, so this filled in that gap.

Besides, the Contribution Points had also been added; Herag glanced at the contribution points balance on his Talisman Stone.

"Historical Contribution Points: 11870."

"Remaining Contribution Points: 11600."

Currently, there are more than eleven thousand Contribution Points available, and Herag plans to exchange for the Key of Rules when he is ready to advance to a Level 2 Wizard.

Now that he has the First-Class Honor Medal, applying for the Key of Rules poses almost no difficulty and will surely be approved.

Even if it's not approved, Herag only needs to choose a spatial type Second-level Spell.

He no longer particularly needs the Key of Rules, as he can already utilize Spatial Rules, naturally not needing external aids to comprehend them further.

After returning home, Herag once again entered the monotonous and dull life of Meditation, continuously increasing his Spiritual Power.

Thanks to Reese, these days have some fun, having tried on many outfits and learned new things.

Two months later, a star in Herag's mind completely solidified, making it the thirty-first star.

A few months ago, a star had successfully coalesced while on the airship, and after a few more months, another star coalesced successfully.

"Herag Merlin: Power 51.2, Agility 50.3, Constitution 53.1, Spirit 82.7, Magic Power 100%."

Herag glanced at the data panel, the physical attributes did not improve much, most of the improvements came from absorbing a lot of Demon Aura in the Demon Plane.

Spiritual Power increased by a few points, but now the speed is slowing down.

Herag could clearly feel that even with the energy assistance from the Divine Core, the progress of Meditation remains relatively slow.

He understood that he was nearing a bottleneck, with no other solution but to continue meditating and getting as close to that limit as possible.

...

Two years later.

"Herag Merlin: Power 55.1, Agility 54.2, Constitution 57.4, Spirit 87.5, Magic Power 100%."

The number of stars in the mind had reached thirty-five, and over two years, Herag managed to successfully coalesce four more stars.

He felt the current speed was as slow as a crawling turtle, and without the energy assistance from the Divine Core, he would have long since stopped improving.

The current problem was whether to continue meditating to enhance or directly try advancing to a Level 2 Wizard.

Herag pondered for a while and decided to keep grinding since with the energy from the Divine Core, his Spiritual Power could reach the limit.

He was only twenty-seven years old, still having time to improve.

Having made up his mind, Herag continued his meditative ascetic lifestyle.

Three years later.

Herag stopped continuing to meditate and prepared to advance to a Level 2 Wizard.

The reason that made him stop wasn't that he couldn't improve any further; although the speed was slow, with the Divine Core's energy, he still could continue to improve.

The reason Herag stopped was due to a message: Lord Parker had returned.

Parker's return should have been good news, having a Level 3 Wizard in Silver Moon City increased security substantially.

But accompanying this news was a rumor that Parker was severely injured in the Elf Plane and was forced to return to recover.

This message, although unconfirmed, seemed highly credible given various signs.

Since returning, Parker hadn't shown up, staying secluded in the Floating City without meeting anyone.

On the contrary, over this period, several well-known Alchemists visited Parker one after another.

These signs made Herag realize that Parker might indeed have issues.

He immediately felt a sense of crisis; if Parker had problems, it would mean danger for him.

Over the years, Herag stayed in Silver Moon City, and even if the Taylor Family and Fran wanted to do something to him, they had no means or opportunity.

Herag stayed at home, with the Witch Array activated, no one could do anything to him.

However, the situation was different now, and Herag believed he had to prepare for the worst possible scenario.

He immediately decided to start advancing to a Level 2 Wizard.

"Herag Merlin: Power 57.2, Agility 56.1, Constitution 58.9, Spirit 90.0, Magic Power 100%."

Herag glanced at the data panel, having successfully meditated a total of thirty-seven stars, with Spiritual Power reaching ninety points.

The Spiritual Crystal in his mind had grown larger than when it initially started.

Although Herag didn't know how large others' Spiritual Crystals were, in most cases, none were as big as his.

Chapter 488: World Furnace, Level 2 Wizard

Herag could cultivate his spiritual power to ninety points entirely by relying on the energy assistance from the divine core of higher-level deities.

The energy absorbed from the divine core at that time was of great help, seeming endless, as if it could never be exhausted.

Herag knew that this wasn't because there was too much energy in the divine core.

Instead, it was because his own strength was too weak and his level too low, so the energy within seemed inexhaustible to him.

But for an existence at the level of a deity, it might just be the energy of a casual spell.

Just this little bit of energy was enough to satiate Herag.

Originally, Herag was planning to continue improving, but when Parker returned, Herag keenly sensed some unusual information.

He decided to immediately begin advancing to a Level 2 Wizard.

The spell he had prepared for advancing to a Level 2 Wizard was from the second ancient stone slab.

The analysis of the second ancient stone slab had actually been completed long ago, and Herag had been studying its spell model for years.

The spell model of the Level 2 Spell was far more complex than the Level 1 Spell, with complexity and difficulty rising almost exponentially.

If Herag did not have sufficiently high spiritual power, he probably wouldn't be able to construct the spell model at all.

The spell documented on the second ancient stone slab was named the World Furnace.

This spell was connected to the Great Dark Heaven, and only wizards with the talent spell of the Great Dark Heaven could learn it.

The World Furnace was a very special Level 2 Spell that did not belong to any category, neither spatial, temporal, nor fire element.

It had no attribute category of its own.

The effect of the World Furnace is that it can absorb world rules and integrate them into the body.

The ultimate goal of this spell is to forge the flesh into a combination of various rules.

When this spell is cultivated to the extreme, the cultivator can accommodate the sun, moon, and stars within their body, accommodating countless planes.

When Herag saw the structure of this spell, he was a bit stunned, wondering what kind of person could devise such a spell.

According to the design of this spell, in the future, each cell in Herag's body would become an independent plane.

He could become an existence beyond everything else, becoming a unique existence in another dimension.

At that point, he would almost be immortal and eternal, becoming a everlasting existence.

Herag didn't dwell on those distant, nearly impossible goals; instead, he focused on the present.

What he needed to do was meditate, construct the spell model of the World Furnace, perceive any rule, and complete his advancement.

Due to the characteristics of the World Furnace, it has no requirements for the category of rules.

No matter what type of rule it is, as long as one can perceive one, they can complete the construction of the spell model and thus complete the advancement.

In other words, Herag no longer needs the assistance of the Key of Rules.

He could directly perceive spatial rules to complete the construction of the World Furnace spell model.

After deciding, Herag spent a few days adjusting himself to the best state and informed Reese of this matter.

Besides Reese, he didn't reveal to anyone that he was preparing to advance to a Level 2 Wizard.

Five days later.

Herag stayed in the meditation room, setting up a purchased Level 2 Witch Array, and then formally began advancing.

"Shenlan, begin constructing the World Furnace spell model," Herag commanded.

"Task has been recorded, estimated to need eight days and fifteen hours, expected to consume magic power of 350%."

Herag wasn't surprised at the estimated time; it was all within expectations.

The complexity of the World Furnace far exceeded his imagination, and Herag even thought most Level 2 Spells wouldn't be this complex.

Back then, it only took two or three hours to construct the spell model of the Great Dark Heaven, but now it requires more than eight days.

The time difference clearly shows how vast the gap between the two is.

Herag had already prepared, and then began to enter a highly concentrated state of spiritual power, constructing the spell model with magic power in his mind.

This time, the spell model was constructed on the spiritual crystal in his mind, with all the models inscribed on the spiritual crystal.

While Shenlan was constructing the spell model, Herag was also constructing the spell model, working simultaneously to be faster.

Time passed slowly, and Herag was not impatient at all. The spell model of the World Furnace became increasingly complete.

Seven days later.

Herag looked at the spell model contained within the spiritual crystal in his mind, nearly completely constructed.

He waited for the moment the spell model was fully constructed.

"It's now!"

Herag closed his eyes and began perceiving spatial rules.

This step is the most difficult for most crystallization wizards, and without the assistance of the Key of Rules, it's almost impossible to succeed.

Unless you're lucky enough to just happen to perceive the existence of a rule at that time, and it perfectly matches the Level 2 Spell you've constructed.

But this probability is too low, and no one would do it that way.

Because Herag had the Spirit of the White Deer talent, this step was not difficult for him at all.

He had long been able to use the power of spatial rules, let alone perceive them.

Indeed, at the moment the spell model was completed, Herag succeeded in perceiving the spatial rules.

In his mind, the spell model within the spiritual crystal began to shimmer.

This glow wasn't because magic power was inputted to activate it, but because the spell model was reacting with the spatial rules Herag perceived.

At this moment, the spell model of the World Furnace, with Herag as the bridge, established a connection with the surrounding spatial rules.

During this process, Herag was the one who benefited the most.

He felt several doors open within his body. These doors, once opened, revealed more things in Herag's view of the world: rule power.

The rule most evident to Herag was naturally the spatial rules.

As for other types of rules, Herag could only faintly perceive them.

This perception was very weak, fleeting.

But unlike before, when it was completely imperceptible, now focused perception could capture some traces of it.

After a long while, the magic power aura on Herag's body gradually stabilized, and he slowly opened his eyes.

Herag stood up and spread his arms, as if embracing something, yet nothing was in front of him.

Only he knew he was embracing the world, embracing spatial rules.

Having taken this step, Herag once again experienced the feeling of becoming the Master of the World.

Although the feeling now wasn't as intense as it was back then, there was a fundamental difference.

At that time, he relied on the World Staff to perceive rules, but now he doesn't need any aid, as he can perceive various elusive rules directly.

#### Chapter 489: Reentering the Secret Vault

Although Herag could sense the existence of those Rules, it was still very difficult to clearly capture and comprehend them.

He only knew the Rules were there, and realizing them required time and opportunity.

If one could use the Key of Rules, it would be relatively easier to perceive the existence of Rules.

At the level of a Level 2 Wizard, the Key of Rules is also extremely important and not just for Crystalization Wizards to use during promotion.

Herag had learned that for a Level 2 Wizard to break through to Level 3, the first step was to comprehend various Rules and master the use of different types of Rule Power.

During this process, if one could gain the approval of the World Will, they could be promoted to a Level 3 Wizard.

The more Rules one masters, the greater the likelihood of being recognized by the World Will.

But this step is extremely difficult; just comprehending and mastering various different Rule Powers can already stump a large number of Level 2 Wizards.

Even with the aid of the Key of Rules, comprehending and mastering Rule Power is still very challenging.

This endeavor entirely relies on enlightenment, just to see if you can grasp that fleeting inspiration.

Only those who reach the stage of a Level 2 Wizard are undeniably absolute geniuses among Wizards.

But even among these geniuses, few can comprehend and master so many different types of Rule Powers within a limited lifespan.

The normal lifespan of a Level 1 Wizard is about three hundred years, and a Level 2 Wizard's normal lifespan is generally between one thousand and three thousand years, varying greatly according to individual circumstances.

This is related to the Rule Power each Wizard masters and their individual actual circumstances; some Level 2 Wizards can live for 5,000 years, but some have a lifespan of just around one thousand years.

Herag, however, didn't need to consider the issue of lifespan, for he had absorbed so much Life Energy before, that if his lifespan were calculated in data, it would already be tens of thousands of years.

With such deep Life Energy support, he wouldn't need to worry about lifespan for a very long time.

This is also why Herag is more cautious and careful in his deeds, as many things don't have to be rushed for him.

Just like in Thousand Lakes Town in the Demon Plane, although he was tempted by the Mermaids by the lakeside, he still chose not to act rashly.

For Herag, a long life represents a very high error tolerance.

Even if he loses temporary benefits, it doesn't matter; he has time and will always have opportunities to improve himself.

If it hadn't been for the news of Parker's injury spreading out, Herag wouldn't have been promoted to a Level 2 Wizard so early.

The reason is ample time, allowing for maximum enhancement before promotion.

Herag looked at the Spiritual Crystal in his mind, where a highly complex Spell Model floated within.

He input some Magic Power into it, activating the World Furnace.

Once Herag activated the World Furnace, a faint black glow appeared on the surface of his body, and the surrounding Spatial Rules were drawn in by these lights, slowly merging into his body thereafter.

This step was very slow, as Spatial Rules are omnipresent, they were gradually being absorbed around Herag's body at this moment.

Herag felt a rumbling sound coming from inside him, but upon closer listen, the sound actually didn't exist.

Boom!

Herag felt as if he had been struck by lightning, and his entire body subjected to being hammered by a gigantic hammer, forcing the Spatial Rules into his body.

Boom! Boom!

Then came continuous pounding, as the Spatial Rules were beaten into Herag's body over and over.

Inside Herag, there was the rumbling again, like a giant furnace, refining the rules being hammered in, after refining, they would permeate into all parts of the body.

This step took a full two days, after which Herag slowly opened his eyes.

He glanced at the data panel, "Herag Merlin: Power 57.5, Agility 56.5, Constitution 59.1, Spirit 91.0, Magic Power 40%."

According to the data, there wasn't much change, as the Spatial Rules refined into the body didn't present any intuitive display in the data.

But Herag could feel that this body was completely different from before.

Ordinary Level 2 Wizards merely comprehend and use the Rule Power, and their body can bear Rule Power.

But Herag directly smelted the Rules into his body, elevating his physical body to a level that contains Rule Power.

Once multiple rules are refined in the future, perhaps they could indeed produce a complete world embryo inside his body.

When the physical body contains multiple Rules, it becomes an immensely powerful existence, and Non-Rule Power cannot shake his physical body.

Herag thought that when the time came, even a casual punch would contain various Rule Powers.

He opened the door and found Reese asleep on the sofa outside the door, with a blanket over her.

It was already late at night, and the surroundings were very quiet.

Herag had been immersed in meditation, focusing solely on promotion, and didn't even know what time it was outside.

He walked over, looking at the sleeping Reese, whose eyes moved slightly and slowly awoke, seeing Herag and sleepily mumbled, "You... you've advanced?"

Herag nodded and said, "Yes, now I am a Level 2 Wizard."

Reese let out a sigh of relief, as she had been guarding outside these past days, worrying constantly.

She was unclear about Herag's conditions inside and couldn't knock on the door outside, fearing to disturb Herag.

While Herag quickly lost track of time within, those guarding outside experience time passing slowly and distinctly.

Herag also knew Reese worked hard, keeping watch outside for him.

He directly bent down and carried Reese horizontally up the stairs.

"Smelly! Go to bathe!"

"Together!"

...

Three days later.

Herag took a carriage to the Secret Vault on the west side of Silver Moon City; he had made an appointment in advance.

After obtaining the First-Class Honor Medal before, he had more than ten thousand Contribution Points.

At that time, he focused all his attention on enhancing his Spiritual Power in preparation for promotion to Level 2 Wizard.

Herag initially planned to visit the Secret Vault after becoming a Level 2 Wizard to select items.

At this level, more items would be valuable to him.

"Please enter." A humanoid form appeared inside the main entrance of the Secret Vault as it slowly opened.

As before, Herag walked along the Screaming Stone Slab into the hall.

The hall was empty, and through the window, one could still see the vast sea outside.

Herag waited for a while, but the girl named Alice he met last time didn't appear, it seems she wasn't present every time someone visited.

Having the experience from last time, Herag didn't need Alice's guidance this time.

He took out the Talisman Stone and found that indeed, an additional Secret Vault button appeared on it, which would only manifest in this place.

#### Chapter 490: Space and Time Magic

Herag now has over ten thousand contribution points, and after opening the Secret Vault's menu, he could see a lot more items.

Various magics, magic potions, magic potion materials, witch array materials, Key of Rules, witchcraft artifacts, etc., made Herag dizzy with choices.

Of course, the prices of these items have also increased significantly.

Herag's goal this time was very clear; first, he needed a second-level spatial type spell.

Currently, his only second-level spell is World Furnace, and like Great Dark Heaven, this spell does not directly enhance one's strength.

Therefore, Herag is in urgent need of a second-level spell to enhance his strength.

Herag glanced around, noting that second-level spatial spells were relatively few, unlike other categories which had many second-level spells.

He even suspected that if not in the Secret Vault, it would be challenging to find two second-level spatial spells outside.

"Spatial Cutting: It can divide the space within a designated area. The casting distance is one hundred meters, and the higher the caster's mastery of spatial rules, the farther the casting distance."

"Redemption Requirement: Two thousand contribution points."

Herag looked at this spell; although the price was a bit steep, the effect was evidently powerful.

This is an offensive second-level spatial spell, worth learning.

After purchasing this spell, he immediately looked at the next spell.

"Spatial Wall: Creates a wall of space at an infinite distance within a designated area, which can never be touched. The area and duration of the spatial wall depend on the caster's mastery of spatial rules."

"Redemption Requirement: One thousand contribution points."

This is a defensive second-level spatial spell, which simply means you can create a spatial wall in front of you.

Once the spatial wall is established, you can't see this wall. You would only find that you can keep moving forward but are always walking in place, unable to advance.

If a wizard without mastery of spatial rules encounters this wall, they can never cross it, let alone attack Herag behind it.

However, the area of this wall is limited, and only when your mastery of spatial rules is high enough will the spatial wall be large enough to block a wider area.

Of course, the magic power consumption will also be greater.

Herag thought for a moment and realized that if he created four spatial walls, he could trap a person inside.

With no way out, it becomes a dead end for anyone who hasn't mastered the rules.

Herag then purchased this spell as well, spending a total of three thousand contribution points in the blink of an eye.

With a contribution points balance of 8600, Herag planned to purchase some other Keys of Rules.

Mastering another Rule Power could significantly improve his strength.

At the level of a Level 2 Wizard, mastering rules makes a world of difference.

However, the purchase of a Key of Rules doesn't mean immediate ownership; after selecting to buy in the Secret Vault, approval from Serlandir is needed.

Herag wasn't in a hurry, intending to find a suitable Key of Rules to purchase first, and then focus on mastering the two purchased second-level spatial spells.

The number of Keys of Rules is relatively small, with about two or three available for application under each rule type.

Spatial Element, Time Element, Wind Element, Dark Energy Element, Fire Element...

The Secret Vault's range of Keys of Rules is quite extensive, covering almost every type of rule.

Herag needed to consider which type of Key of Rules to purchase.

There was no way around it; contribution points were limited, with only a balance of over 8000 points.

Most of these Keys of Rules require 3000 contribution points each, and buying a Key of Rules means also needing to buy the corresponding spells, with 8000 points being almost just enough.

After some consideration, Herag still decided to choose a Time Element Key of Rules.

Although the Fire Element and Dark Energy Element can directly enhance one's combat power, Time Element Rule Power is somewhat more unique.

Space and Time are the most special types of Rule Power, and Herag planned to master these two first.

Of course, Herag had also heard about a Rule Power known as Fate.

By mastering Fate Rule Power, one can directly alter others' fate lines, doing what you want to do invisibly.

This power is almost impossible to guard against unless you can also control the Fate Rule.

But Herag had only heard rumors about the Fate Rule Power and had never seen anyone who could master it; it was still too far out of reach for him.

Apart from the extremely special and mysterious Fate Rule, Space and Time were the most unique rules.

Herag noticed that there was only one Time Element Key of Rules, and he did not hesitate to apply for purchase immediately to prevent being preempted, although the probability was low.

"Sands of Time: A magical sand grain containing Time Rules, helping you perceive Time Rules."

"Redemption Requirement: Four thousand contribution points."

After Herag clicked apply for purchase, the contribution points were deducted immediately.

If the application is approved, the Sands of Time will be delivered to him later.

If not approved, the deducted contribution points will be refunded.

Since he bought the Time Element Key of Rules, he naturally needed to prepare the corresponding spells.

Time Element spells were even rarer, and Herag found that with his current clearance, he could only see one Time Element spell.

"Time Stop Zone: Pauses time within a designated area, not affecting oneself, consuming a certain amount of magic power every 0.1 seconds. The higher the mastery of Time Rules, the less magic power consumed."

"Redemption Requirement: Three thousand contribution points."

Herag didn't think twice and bought it directly, as there were no other choices.

This spell was clearly very useful in critical moments, but the magic power consumption was bound to be terrifying, making it impossible to use for long periods.

"If only it could be used for extended periods..." Herag recalled some memories.

"Remaining Contribution Points: 1600."

Herag glanced at the contribution points; only sixteen hundred were left. In a blink, he'd spent ten thousand contribution points.

He was a bit distressed, but he didn't regret it.

These expenditures were worth it; the items exchanged were definitely worth the value, impossible to obtain outside.

Even if obtainable, the cost would be unimaginable for ordinary people.

Herag originally wanted to replenish a Substitute Death Item, but unfortunately, there were no stocks in the Secret Vault now, and his contribution points were unusable.

After waiting for a while, the items he purchased appeared on the table in front of him, unlike last time where they appeared in Alice's flower basket.

Spatial Cutting, Spatial Wall, Time Stop Zone, the spell model books of three second-level spells were all very thick, stacked over a meter high on the table.

Looking at these somewhat exaggerated three spellbooks, Herag knew he would have his work cut out for him, and even with Shenlan Assistance, he would still need to spend time studying them.

He left the Secret Vault with these three second-level spell model books and got onto the waiting carriage to return to King Street, ready to begin his research.