

Sixth 501

Chapter 501: Abyssal Aura

The Key of Rules is very hard to obtain outside the Wizard Organization; very few ever circulate.

Even if some do circulate, they mostly appear at auctions, and without significant financial power, you can't secure one.

The price at each auction varies, all depending on the number of competitors at the time, leading to huge price differences.

If you're lucky and there's not much competition, you might secure one for a couple of hundred thousand Magic Stones.

But if someone is determined and financially capable, the price could skyrocket to astronomical figures.

The Key of Rules is extremely crucial, not only for what a Crystalization Wizard needs for advancement but also for what a Level 2 Wizard needs to comprehend the Rules.

Crystalization Wizards and Level 2 Wizards are both the backbone of all major forces.

This makes the Key of Rules highly sought-after and exceedingly difficult to obtain.

In recent times, Herag has also been having people keep an eye out for news about the Key of Rules, ready to attempt to acquire it if any news emerges.

He has already successfully comprehended the most difficult Space and Time Rules, and the perception of other Rules should be somewhat easier.

This is all thanks to his past experience as a Master of the World; the insights he gained then are beyond what ordinary wizards can imagine.

Holding the World Staff, being able to clearly sense the presence of all Rules within an entire Plane, is an experience every wizard dreams of.

Herag believes that his smooth comprehension of the Rules is likely also related to his own bloodline.

The rank of the Thunder God Ancestral Bloodline is so high that it greatly aids in his comprehension of the Rule Power.

Since those who can advance to Level 2 Wizard have remarkable talents, they are all talents of major forces with abundant resources.

Even so, the success rate for Level 2 Wizards in comprehending the Rules remains quite low.

Herag can use the World Staff to perceive the Rules, and naturally, others can too.

Every Wizard Organization has its own Small Plane, and certainly has tools like the World Staff, but comprehending the World Rules is still very difficult.

The number of Level 3 Wizards is not many, and the aspect of comprehending the Rules has hindered many, not to mention the need to gain recognition from the World Will.

Herag doesn't know when he will gain the recognition of the World Will, but comprehending various Rules as quickly as possible is certainly the top priority.

At present, there is no news about the Key of Rules, so he can only continue his Meditation Practice step by step.

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A few days later, deep into the night.

Herag was lying on bed, holding Reese during meditation when he suddenly opened his eyes.

He sensed a familiar aura, the aura from the Abyss Plane.

Herag got off the bed and went to the balcony. The night breeze swept by, bringing a slight chill.

It was deep into the night, the surroundings were very quiet, and most houses already had their lights off.

Herag looked up at the sky, the Abyss Plane aura he felt seemed to come from all directions, with no specific source.

Herag found it strange; previously, the Abyss Plane aura he sensed always came from a particular demon, item, or person.

But this time, the Abyss Plane aura was spread across various places, almost as if it had merged with the aura of the Wizard Plane.

Although this aura was very faint, its manner of distribution made Herag associate it with some rather unpleasant thoughts.

Herag thought of the future he had seen before, those formidable demons were probably from the Abyss Plane.

Looking at the outcomes, it seems the Abyss Plane had found the coordinates of the Wizard Plane and established spatial channels.

In the Land of Dawn, with so many Abyssal Cultists around, these individuals tirelessly sought ways to bring the existence of the Abyss Plane here.

Throughout this process, countless coordinates were leaked.

But establishing spatial channels is not that simple, as it requires very strict criteria for coordinates.

Most coordinates cannot establish stable spatial channels; only a minority can.

Herag recalled the scenes he had witnessed and could confirm that on a certain day, the Abyss Plane had acquired plane coordinates capable of establishing spatial channels.

As he sensed the faint Abyss Plane aura around him, his heart grew heavy.

Herag knew this likely meant that spatial channels were already established and that the arrival of beings from the Abyss Plane was imminent.

When the time comes, cities like Silver Moon City will become ruins, countless people will perish, and even the Kala Continent could easily be split in two.

Back in the Era of Radiance, when the Wizard Plane was at the height of its power, it barely repelled the Abyss Plane's invasions, leaving behind vast polluted areas to this day.

Given the current strength of the Wizard Plane, there is almost no possibility of stopping the Abyss Plane's invasion; the gap in power is too vast.

Nowadays, the strongest known figure is the Eye of the Storm, the one closest to a Level 5 Wizard, and there isn't even a Sixth Ring Wizard.

The Wizard Plane is a middle-tier world, yet it lacks the strength to match a middle-tier world.

Thinking of these things sent chills down Herag's spine, he felt helpless and uncertain about what to do for the first time.

His own power is too weak; he has almost no ability to change the situation.

Herag began to consider escape routes; as it stands, it seems unlikely that his power will rise to a high level before disaster strikes.

If he can't fight, then the only option is to run, but if even the Land of Dawn isn't safe, where would he be?

The descent of the Abyss would inevitably be a disaster for the entire Wizard Plane, one no one can escape from.

"Small Planes..."

Herag immediately thought that each Wizard Organization had its own Small Planes, and crucial figures would likely hide in these to escape when the time comes.

Heartless as it may be, directly escaping to and severing the spatial channels to the Wizard Plane would mean not worrying about being pursued by those from the Abyss Plane.

But the number of Small Planes is limited, and so are the resources; Herag doesn't think these Wizard Organizations would be kind enough to admit everyone for refuge.

Being able to enter these Small Planes surely has high prerequisites; insufficient background or power won't cut it.

Herag thought about it, he might possibly barely qualify for entry, but Reese and others would struggle.

He sighed, gazing at the stars speckling the vast sky, deep in thought.

Reese, in her deep sleep, instinctively reached to her side, and upon finding it empty, awoke.

She noticed Herag wasn't by her side, turned her head, and saw him lost in thought on the balcony.

"What's wrong?" Reese said as she hugged Herag from behind, using her body heat to warm him in the night wind.

Herag smiled: "Nothing, let's go back to sleep."

He turned around, embracing Reese in her camisole, and the two returned to the warmth of their bedcovers.

...

Early the next morning, Herag received a message from Vernon, whom he had earlier asked to keep an eye out for news of the Key of Rules.

Chapter 502: Messenger Ceremony

"There will be a rather significant auction in Silver Moon City next month," Vernon said.

Herag asked, "Is there a Key of Rules?"

"No news on the Key of Rules for now, but there is something else you might be interested in, the Messenger Ceremony," Vernon replied.

"The Messenger Ceremony? Then it's worth checking out," Herag said.

Herag had long been envious of the Cheqi Family's messenger, a thing capable of transmitting messages and sending items across space.

Some messengers can even cross planes if you know the coordinates.

However, such messengers are rare, and very few possess such a messenger.

The Cheqi Family's messenger can only cross space within the Wizard Plane, lacking the ability to cross planes.

Messengers are usually contracted through the Messenger Ceremony.

The Messenger Ceremony allows you to sign messenger contracts with existences from countless planes, all of whom have the capability to become messengers.

Some messengers might be remarkably powerful, while others may be quite weak.

The capability to summon a particular type of messenger is entirely at the whim of luck, and whether a contract can be signed depends on the other party's willingness, which cannot be forced.

When Herag previously asked Vernon to keep an eye out for the Key of Rules, he also casually mentioned this, never expecting to actually hear something related to messengers.

This option is often more convenient than communicating with one's followers, easier in daily use.

The follower's path requires the other party to become one's follower, a condition that makes this method suitable only for communicating with Reese and Asuna.

Herag could never mention follower-related matters to those he doesn't trust, nor would unfamiliar people irrationally start worshiping some god; others would only think you're insane.

However, messengers perfectly solve this issue; a cost is paid, and it can directly be sent over.

After learning about the Messenger Ceremony, Herag found himself somewhat intrigued.

He now has an account balance of 1.2 million Magic Stones, with an additional 150,000 Magic Stones in the Space Ring.

These 150,000 Magic Stones came from Medel's Space Ring, though they've been checked without any problems, Herag still feels reluctant to use them unnecessarily.

If these Magic Stones have some imperceptible marking, using them would spell trouble.

Herag isn't short of Magic Stones at the moment, so there's no need to add extra trouble for himself.

Recently, a steady influx of Magic Stones has arrived, all from dividends from the Nightingale Commerce Association.

Despite having so many Magic Stones in his account balance, Herag cannot feel happy.

In the past, he would have been overjoyed, but now he feels rather conflicted deep inside.

If the Abyss descends, even an abundance of Magic Stones would be useless.

Herag could only convert these Magic Stones as much as possible into effective resources, rather than cold numbers in the Talisman Stones.

...

A month later.

This auction is jointly organized by major commerce associations, held at a main hall in Silver Moon City, chosen through Vernon's intentional promotion, located toward the southern side of Silver Moon City's center.

Herag stepped down from his carriage in ceremonial attire, assisting Reese, who also wore splendid clothes.

As soon as he alighted, many people approached to greet him.

Currently, Herag is no longer the newcomer Junior Wizard in Silver Moon City, without any background. Becoming a Level 2 Wizard, sheer power alone has earned him considerable attention.

Moreover, with the Nightingale Commerce Association's Magic Potion business flourishing, Herag's fame has grown alongside these Magic Potions' market penetration.

Now, business in the Barren Land is expanding, while the Cheqi Family commits themselves wholeheartedly to the partnership.

Herag hasn't meddled much in these affairs, merely occasionally observing the situation.

Reese takes charge of these matters, currently encountering no issues.

The trade route between the Cheqi Family and the Nightingale Commerce Association successfully established after some time, despite some initial hiccups, these were resolved eventually.

Their trade line is the first route, handling numerous other businesses aside from Magic Potion dealings.

Herag's dividends include only those related to Magic Potions, while others are excluded.

The Cheqi Family and Nightingale Commerce Association are relishing their profits now, with the Cheqi Family's status in the Barren Land rising rapidly, many seeking their favor.

There's no alternative; their route enables swift trade, with many dependent on the Cheqi Family.

Herag and Reese greeted many acquaintances upon entering the main hall, ascending later to the box upstairs.

Vernon reserved Box No. 3 for him, offering a great view of the stage's center.

The box contains only four sofas, one double-seater, luxuriously soft, and when Herag and Reese sat, they naturally leaned close together.

The auction soon began, the main hall below gradually filling with attendees.

A graceful woman ascended the stage, beginning with some opening pleasantries.

Herag recognized this woman; if he remembered correctly, she's the manager behind Avila Restaurant, named Rose.

He might even be Talisman Stone friends with this woman, though they rarely communicate.

Rose seems accustomed to such occasions, speaking naturally, sharing some jokes to warm the atmosphere.

After chatting for a bit, she declared, "Alright, I won't waste words further. Let the auction officially commence, and I hope you all find the items you desire."

"The first auction item is the Ancient Giant's Horn."

Simultaneously, a maid beside her released a Bone Horn from the Space Ring.

This horn appears made from some kind of bone, its surface dark yellow, seemingly aged.

Rose introduced: "This is a Level 2 Witchcraft Artifact, upon usage, summons a shadow of an Ancient Giant, possessing immense power, combat capabilities nearing a Level 3 Wizard, extremely formidable. Starting bid is 50,000 Magic Stones, with each increment no less than 10,000 Magic Stones."

"Ancient Giant..."

Herag had heard of this race, rumored to be a powerful race of the Giant Plane, with astonishing strength.

This horn likely summons a shadow of the Ancient Giant to assist in battle.

If memory serves, the Giant Plane is a High-tier World, and the source of this horn remains a mystery.

The Wizard Plane presently lacks any space pathways to the Giant Plane, equating to certain peril.

"60,000 Magic Stones!" Someone swiftly placed a bid.

Such an item appeals to many, massively enhancing their security.

Not everyone possesses Herag's formidable combat prowess, many wizards nurtured in sheltered environments lack extensive battle experience.

Chapter 503: Tears of the Dream Dragon

For people like Medel, from the moment they are born, it's destined that they won't encounter much danger, let alone fight for their lives.

For them, it's more about issues of rights, status, and resource allocation. They don't need to fight personally.

So things like the Ancient Giant's Horn, which can directly enhance one's strength, are perfect for both attack and defense, with decent practicality.

The price quickly reached 100,000 Magic Stones, with many people eagerly bidding.

Herag didn't participate in the auction because he doesn't need such things.

When he killed Medel before, he encountered a sort of Knight's silhouette. Although this Knight's silhouette wasn't as strong as the Ancient Giant's, Herag could see it wasn't very useful.

To Herag, those who can kill him wouldn't fear this silhouette; summoning it would be useless.

The price of the horn kept climbing, finally stopping at 150,000 Magic Stones, bought by a male Wizard in a robe.

Herag glanced over; he didn't know this person but guessed he might be from a Wizard Family.

After the horn was auctioned off, Rose continued to smile and said, "Congratulations to this gentleman for winning the Ancient Giant's Horn. The next item is a Substitute Death Item."

With this said, the venue became lively.

Everyone knows what a Substitute Death Item signifies; it's a chance to escape death, representing extremely high fault tolerance.

Substitute Death Items are extremely rare, usually only possessed by important figures of various forces.

For most people, these items aren't purchasable, as they are mainly held by major Wizard Organizations.

Herag obtained his Substitute Death Grassman by exchanging it in Serlandir's Secret Vault. When he entered the Secret Vault a second time, he wanted to exchange again, but there were none left.

These things aren't simply obtained with Contribution Points; it also depends on luck and whether the Secret Vault has stock.

So far, Herag has only seen Malcolm and Medel possess Substitute Death Items or similar Magic.

These two are a talented student of a Level 3 Wizard and a direct descendant of the Taylor Family, both with exceptional status and position.

For other Wizards, getting a Substitute Death Item is even more challenging.

After Rose finished speaking, a maid placed a small bottle on the table, containing a drop of blue liquid.

Rose introduced, "This is the Tear of the Dream Dragon. Once ingested, it grants the protection of the Dream Dragon, allowing it to shield you from a death crisis. The starting price is 100,000 Magic Stones, with each bid no less than 10,000 Magic Stones."

"150,000 Magic Stones!" As soon as Rose finished speaking, a male voice came from Box 9.

Herag looked over at the sound; it seemed familiar, as if he had heard it somewhere before.

After thinking for a moment, he recalled it was the head of the Morri Family, who had a daughter named Amisha.

The Morri Family was in banking, very financially robust.

Herag felt a bit of a headache; the competition could be tricky.

Although he had over a million Magic Stones, it still seemed insufficient compared to the Morri Family.

"160,000 Magic Stones!"

But the wealthy are never in short supply, especially on occasions like today, where the attendees are either rich or noble, not lacking money.

Herag hadn't bid because a price wouldn't last more than a few seconds before being raised.

Soon, the price of the Tear of the Dream Dragon had reached 300,000 Magic Stones.

At present, only three people were still competing in the auction: the head of the Morri Family, Lady Wendy of the White Mountain Black Water Commerce Association, and Nix of the Wyatt Family.

The Wyatt Family is also a long-standing Wizard Family; although not as large as the Taylor Family, it is still a powerful Wizard Family.

Herag didn't expect to see someone from the Wyatt Family in Silver Moon City. He remembered this family usually operated in northern Serlandir, while Silver Moon City is located in the far south of Serlandir.

"350,000 Magic Stones," Shatar of the Morri Family continued to bid, financially assertive.

Nix, seated in the grand hall, pondered for a while and didn't continue bidding, as the price had likely exceeded his psychological threshold.

"380,000 Magic Stones," came Lady Wendy's voice from Box 5, also a wealthy personage.

With this price, Shatar also paused contemplatively, not rushing to bid again.

The crowd in the hall watched this scene, drawing a cold breath; these two were truly wealthy.

Rose smiled and watched, not hurried to speak, knowing it wasn't over yet.

"400,000 Magic Stones," Shatar finally said after a while.

With this price, it had entirely exceeded the actual value of the Tear of the Dream Dragon.

Even if it's a Substitute Death Item, it shouldn't cost this many Magic Stones.

It's simply because rarity makes it expensive; Substitute Death Items are just too rare.

In Box 5, Lady Wendy lay on the sofa, draped in a light veil, her white, tender feet curled up.

With a wry smile, she said, "Forget it, let him have it."

Many people looked towards Box 5. Seeing Lady Wendy remain silent, they could roughly anticipate the result.

"So, are there any further bids? The price for the Tear of the Dream Dragon is currently at 400,000 Magic Stones. If there are no more bids, then it's 400,000 Magic Stones for the first time!" Rose said with a smile.

"400,000 Magic Stones, second..."

"450,000 Magic Stones," came Herag's voice from Box 3, resulting in instant silence.

"Who is in Box 3?"

"I think it's Herag, the Alchemist behind the Nightingale Commerce Association."

"Does he have that much money?"

"You wouldn't know..."

...

After a brief silence, murmurs started in the hall.

Herag hadn't bid before, so nobody paid much attention to Box 3.

Now, with a sudden bid of 450,000, many uninformed people were curious.

In Box 3, Herag looked at the drop of blue tear; he was determined to get it.

To Herag now, Magic Stones are meant to be used, or they're just numbers.

Given that he has seen such a future, he must enhance his strength and arm himself as much as possible.

This kind of Substitute Death Item is precisely what he currently needs.

Needing it and being able to afford the price, there was no reason to miss it.

Shatar also paused for a moment. After learning it was Herag in Box 3, he recalled a bit; he had heard of this young man often in recent years.

After bringing Amisha home, Shatar didn't have much impression of Herag, and almost forgot about him by the next day.

To someone like him, a Junior Wizard like Herag wasn't worth remembering.

Chapter 504: Auction

There were some things about Herag that Shatar had also heard about, but he didn't pay much attention to them.

What really made Shatar remember Herag was the First-Class Honor Medal; not everyone can get that.

Shatar did not expect that the junior wizard from the past had already grown so much in a flash; the speed was too fast.

Now even Lady Wendy has already given up on bidding, but Herag still dares to come out and bid, indicating he is quite confident.

Shatar naturally also had an understanding of the Nightingale Commerce Association, knowing they had made quite a lot recently.

But Herag wanting to bid against him was still a bit lacking.

Shatar thought for a while and didn't continue to bid.

He had long passed the years of youthful exuberance and considered the practical situations in everything.

The price for the Dream Dragon's tears was already excessively high; Shatar could continue to bid but there was no need.

In a way, this was also a small gesture of goodwill from him to Herag.

At this moment, everyone was looking at Box Nine, only to be surprised after waiting a while that no further bids were made.

No one would doubt the Morri Family's financial power, and their abstaining from bidding could only mean they didn't want to bid.

Herag was also a bit surprised as he was prepared to continue bleeding financially.

For him, Magic Stone had no meaning; he had to convert the Magic Stones into resources as much as possible.

Unexpectedly, Shatar directly gave up.

"Forty-five thousand Magic Stones for the third time! Congratulations to the gentleman in Box Three for winning the Dream Dragon's tears!" Rose said with a smile.

Before long, the Dream Dragon's tears were delivered to the box, and Herag put them away after making the payment.

Having once again obtained a Substitute Death Item, the margin for error increased significantly, at least no longer worrying about a sudden demise.

For the subsequent auction items, Herag did not place any bids. He had only more than seven hundred thousand Magic Stones in the Talisman Stone.

He had to reserve them to bid for the Messenger Ceremony, which was the main purpose of this trip.

About an hour passed, and Herag was almost dozing off until seeing the Messenger Ceremony brought issue to make him pay attention.

On the table next to Rose was an antique-looking mirror; the mirror surface was pitch-black, non-reflective, as if all light was absorbed by it.

The frame was black and gold, carved with many vine-like plants, giving it an ancient look.

Rose smiled and said, "Everyone, the mirror that we are about to introduce next is a Messenger Ceremony. I believe everyone is well aware that the Messenger Ceremony is a very rare item, so I won't say much more. The starting price is ten thousand Magic Stones, with each increment not less than one thousand Magic Stones."

The starting price of the Messenger Ceremony was even slightly lower than the Dream Dragon's tears, and it seemed there weren't as many people interested.

Herag immediately called out, "Fifteen thousand Magic Stones."

Other people were silent for a while, and then someone bid sixteen thousand Magic Stones.

Herag found it curious that people seemed not to be very interested in the Messenger Ceremony.

He thought for a moment and felt it might be due to the characteristics of the Messenger, leading to not many truly interested buyers.

The Messenger thing mainly serves to send items or messages, and for the Wizards of the Land of Dawn, Talisman Stones cover most of the use scenarios.

Additionally, the most important issue is the uncertainty of what kind of Messenger the Messenger Ceremony will summon. Even if summoned, the other party may not be willing to sign a contract with you.

All these are risk factors, and you may end up buying a Messenger Ceremony at a high cost, gaining nothing in the end.

Even if Wizards have money, they must carefully consider spending so many Magic Stones to purchase a Messenger Ceremony.

Herag also noticed that in the auction hall, those who could afford a Messenger Ceremony either already had a Messenger in the family or simply did not need one.

These factors combined actually resulted in little competition for Herag.

Herag finally acquired the Messenger Ceremony for merely twenty thousand Magic Stones, which was entirely unexpected for him.

In Box Three, Herag smiled as he took the mirror.

He realized he had overthought it earlier; while he needed the Messenger Ceremony, others did not share the same need.

For most people, it was just a dispensable thing.

Herag, if not for considering some subsequent arrangements, would not really need a Messenger, either.

For the subsequent auction items, Herag did not participate in bidding, as they were not very useful to him.

After the auction ended, as soon as Herag returned home, he couldn't wait to take out the mirror.

He went into the Meditation Room and activated the Level 2 Witch Array.

The process of summoning a Messenger still held a certain degree of danger, even though theoretically, prior to establishing a contract, the other party could do nothing to you across the Plane and couldn't harm you.

But in the Endless World, there are countless planes with all sorts of strange abilities and countless powerful beings.

You never know if some ability could impact you across planes.

There have been cases where someone used the Messenger Ceremony to summon a Messenger and ended up disappearing altogether.

After disappearing, nobody knows of their whereabouts or even if they are dead or alive.

Though such occurrences are relatively rare, Herag, to be cautious, set up some arrangements with the Witch Array.

Herag first took out the Dream Dragon's tears, opened the bottle, observed for a while, sighed, and then drank it.

He sighed because he initially wanted to try absorbing the Bloodline Power from the tears.

However, after opening, he found no Bloodline Power to absorb inside.

The Dream Dragon doesn't exist in the Wizard Plane, and Herag didn't know much of it, having merely read some brief records that stated the Dream Dragon is a race from the Giant Dragon Plane.

Once the Dream Dragon's tears entered his body, they immediately dispersed into a peculiar energy that diffused throughout his body and then disappeared.

Having the experience of using the Substitute Death Grassman, Herag was not particularly surprised.

After using the Dream Dragon's tears, he picked up the mirror to prepare for summoning the Messenger.

There are many ways to use the Messenger Ceremony. For Wizards, Magic Power can be infused into it, whereby entities from other planes sense your Magic Power aura and decide whether to respond to you.

In addition, you can also drip your blood into the Messenger Ceremony, and other entities will base their decision to respond on the strength of your Bloodline.

Herag had learned that in the Endless Plane, Bloodline is actually the most commonly used means of demonstrating one's strength.

Many planes do not have Magic Power, and their power systems are different.

Even if you emit a Magic Power aura, it might not be understood by others.

Chapter 505: Messenger of the Endless Plane

In the Endless Plane, bloodline is actually akin to a universal language.

As long as your bloodline is strong, your personal strength won't be lacking.

Among countless planes, there are many types of power systems, and displaying bloodline is the most direct way to showcase oneself.

A strong bloodline indicates that you are either powerful or have great potential, and more entities are willing to sign contracts with you.

Signing a Messenger Contract is actually a process of mutual selection; if you are too weak, no one will pay attention to you.

This is also the reason why there are only a few bidders at the auction; Level 1 and Level 2 Wizards are considered the backbone and relatively strong in the Land of Dawn.

But placing this level on the scale of the Endless Plane is somewhat inadequate.

Herag took out a dagger, preparing to drop his blood onto the Messenger Ceremony.

He wanted to use his own Bloodline Power to summon a Messenger.

Herag's bloodline contains the Thunder God Ancestral Bloodline, which stands as one of the top-tier existences even in the Endless Plane, so he wasn't afraid of not receiving any response.

The only concern he had was not attracting an overly powerful entity.

Herag, holding the dagger, forcefully cut a wound, and blood dripped down, soaking into the pitch-black mirror surface.

The blood rolled on the mirror surface for a while, like raindrops falling on a lotus leaf.

Before long, the blood was absorbed into the mirror, leaving not a single drop on the entire surface.

Afterward, there was a silence.

Herag felt puzzled; was there no reaction? It shouldn't be.

He waited for a while, and when he thought the tens of thousands of Magic Stones were about to be wasted, the mirror surface changed slightly.

The pitch-black mirror surface rippled, and one shadow after another flashed across the mirror.

At the same time, countless messages entered Herag's mind.

These messages were directly transmitted to the brain in the form of a data stream, avoiding the problem of language barriers.

But because the messages were overwhelming, if Herag's Spiritual Power were not strong enough, he might have turned into a fool immediately.

Herag felt like he had casually sent a message online and then woke up to find 999+ messages.

And these messages went straight into his mind, making his head swell.

At this moment, an enormous shadow suddenly descended in the mirror, causing the other countless shadows to scramble aside in fear.

An image was transmitted to Herag's mind; he saw a colossal figure strolling in the void amidst numerous planets in the boundless universe.

These stars and planets seemed insignificant compared to it, merely specks of light passing through strands of hair from a distance.

Upon seeing this scene, Herag was shocked: "This kind of existence as a Messenger?"

He did not know which plane this existence came from, nor did he understand its power level.

But one thing was clear: this existence could undoubtedly destroy the entire Wizard Plane with ease.

Signing a Messenger Contract with such an existence made Herag question if he or the world had gone mad.

Though, theoretically, the Messenger Contract forbids mutual harm, who knows if it applies to such an existence.

If he were powerful enough, Herag would love to get acquainted with such a figure.

Unfortunately, his current power was too weak, making any acquaintance meaningless due to the vast power disparity.

Herag, self-aware of his standing, promptly apologized and declined the powerful entity, stating he was too weak.

Shocked once again, other plane shadows witnessed this scene.

He actually refused!

However, considering Herag's Bloodline Power, it made some sense; the world of the mighty is just different.

The enormous shadow then vanished; once it left, the other shadows sighed in relief and surged back to the front of the mirror.

At this time, another powerful shadow appeared, consolidating into a humanoid form, delivering a message to Herag's mind.

After receiving the message, Herag learned that the entity was the Vampire Ancestor from the Blood Race Plane.

"Ancestor..."

Sweat started to bead on Herag's forehead; he only had an Ancestral Level bloodline, yet had not fully developed it.

The counterpart, however, was a genuine Ancestral Level being, marking a vast disparity.

Most importantly, such an Ancestral Level existence wanted to sign a Messenger Contract with him.

The entity's requirement was merely an eighteen-year-old virgin per summoning.

Herag chuckled helplessly; given the Ancestral Level, this demand was remarkably low.

Besides delivering items and messages, Messengers could act within limits of situations.

An Ancestral Level entity, while unable to directly descend upon the plane, could send a projection sufficient for many scenarios.

The Cheqi Family's Messenger required one Magic Stone per summon, regarded as a normal rate.

Herag felt troubled; he couldn't possibly prepare an eighteen-year-old virgin each time he summoned a Messenger.

If he actually did that, he would be detained and punished by the Wizard Alliance the next day.

Herag neither had the capability nor the intention to do so, intending for Messenger summons merely for convenience.

Summoning an Ancestor projection as a Messenger...

Herag also worried that being a Blood Race Ancestor, humans were on their menu.

Though the summoned Vampire Ancestor wouldn't harm him, they could harm others with no restrictions.

Herag speculated that summoning this Vampire Ancestor could lead to numerous human casualties.

He didn't think the counterpart was so kind as to sign a Messenger Contract with him.

Unable to offend such an existence, Herag had to apologetically admit his weakness and inferiority.

Witnessing this scene, shadows from other planes were once again stunned, realizing he had refused another Ancestral Level existence.

Herag sighed helplessly: "I only wanted to summon a Messenger, yet all these high-level existences appear."

Herag could not imagine an Ancestor running errands and delivering messages for him; it was somewhat unthinkable.

Soon, several more powerful existences arrived; Herag dared neither to contract nor offend them, so he politely apologized.

After a while, a shadow appeared on the mirror's surface, and simultaneously a message entered Herag's mind.

Upon seeing the shadow, Herag felt it was somewhat familiar, and upon receiving the mind-transmitted information, his eyes brightened.

He realized that this was the most suitable choice.

Chapter 506: Toad

This is the apparition of a toad.

When Herag saw this apparition appear on the mirror's surface, it felt strangely familiar. He felt that he had seen it somewhere before.

When the information about the toad transmitted into his mind, Herag remembered that he had seen this toad twice in the Abyss Plane.

The first encounter ended quickly as he couldn't communicate, and not a word was exchanged before he was brought back to the Wizard Plane.

During the second encounter, the toad transferred the common language of the Abyss Plane to Herag, and then they chatted a bit.

At the last encounter, Herag was merely a Wizard Apprentice, but now he was a Level 2 Wizard.

The information transferred by the toad was: "Not seen for a while, and you've grown quite a bit."

To Herag, these past ten-plus years felt long and eventful.

But to the toad, it was merely a short moment.

Herag replied, "So it was you, I didn't expect to meet you here."

"I sensed your aura and came to take a look. I didn't expect your bloodline level to be so high. Last time you came to the Abyss Plane, you were far from me. By the time I arrived, you had already left. At that time, I sensed the aura of an Ancestral Bloodline, and it turns out it was truly yours," the toad said.

Herag knew that the last time mentioned by the toad was surely the time he was dragged into the Abyss Plane by the Abyssal Cultist.

Back then, the Abyssal Cultist's method only allowed Herag to stay in the Abyss Plane for a brief period,

and after dealing with that Abyssal Cultist, he was forced back to the Wizard Plane in less than a minute.

Because he didn't have time to release his bloodline form, he was heavily injured as a result.

Herag had a deep impression of this event.

He quickly asked, "Toad, can I make a Messenger Contract with you?"

"I have remembered my name, Nicholas Carlos Camby," the toad replied.

"Nicholas Carlos Camby..."

Herag silently repeated the name, feeling it was quite familiar.

Suddenly he remembered something and quickly took out a pocket watch from his Space Ring.

It was this pocket watch that guided Herag on the path of becoming a wizard.

The Starry Sky Meditation Technique that Herag practiced now came from this pocket watch.

And the owner of the pocket watch was Nicholas Carlos Camby.

Based on the two pieces of hidden information in the pocket watch, Herag could deduce that Nicholas was a wizard of the Sixth Ring Tower, and he was likely very powerful.

What he didn't expect was that the toad's name was exactly the same as Nicholas's.

Herag recalled that when he first met the toad, it had mentioned sensing a familiar aura around him.

He now understood that this familiar aura was likely due to the pocket watch and possibly his own practice of the Starry Sky Meditation Technique.

Herag quickly asked, "Was it you who left this pocket watch?"

"I... I don't really remember. Although I have recalled quite a bit now, I have no memory of what you mentioned," the toad said.

The toad had no memory of what Herag mentioned, unsure if he simply hadn't recalled it yet or if they were not the same person.

Herag then said, "I became a wizard through the Starry Sky Meditation Technique hidden in the pocket watch. The information inside indicated that with this pocket watch, one could join the Sixth Ring Tower. Nicholas, are you a wizard of the Sixth Ring Tower?"

"Sixth Ring Tower... I feel very familiar with it, but I don't yet have any related memory," the toad said.

Seeing the toad's response, Herag roughly guessed the situation in his heart.

This toad was likely the very Nicholas who left the pocket watch. The names being exactly the same couldn't be mere coincidence.

What puzzled Herag was, why would a wizard turn into a toad, becoming a demon of the Abyss Plane?

Although the toad was strong, it seemed unnecessary for a wizard to become a demon of the Abyss Plane.

The specifics could only be clarified when the toad slowly recalled them, but the most important thing now was to sign the Messenger Contract for easier future contact.

Herag said, "We can discuss these matters later. Let's first sign the Messenger Contract."

"No problem," the toad replied.

With mutual agreement, Herag and the toad successfully completed the Messenger Contract.

Herag would need to pay one Gold Coin each time he required the toad to complete a task.

This cost was virtually no cost at all, merely for fulfilling the ritual.

Once the contract was completed, the black mirror lost its luster and was no longer capable of summoning the messenger.

With a thought, a delicate ripple spread through the space in front of Herag, and a toad appeared before him.

"Is this your true form or just a projection?" Herag asked.

The toad glanced around and said to Herag, "Just a projection. The true form cannot reach your plane."

"What's the strength of your true form now?" Herag asked.

"Equivalent to a Sixth Ring Wizard, I suppose," the toad replied.

Herag contemplated and continued to ask, "What level is this projection equivalent to?"

"This projection is quite special. The defensive strength is around the level of a Fifth Ring Wizard, but its offensive capabilities are limited, merely equivalent to a Third Ring Wizard," the toad said after pondering for a moment.

Herag understood. Simply put, this toad's projection was invincible in defense, posing no threat to anything below a Level 5 Wizard.

However, as it was just a projection, many of the true form's techniques couldn't be utilized, with offensive ability only equal to a Level 3 Wizard.

For the toad, this was indeed quite weak, merely defensively sturdy with the offensive strength of little value.

But for Herag, it was a different story, as a Level 3 Wizard could dominate in the Wizard Plane.

As long as he didn't encounter the top individuals from each Wizard Organization, he'd be nearly invincible.

Of course, this didn't include the unknown entities in the polluted areas.

After learning this information, Herag stroked his chin and began to consider that many things could be reconsidered.

The toad shot him a glance and asked, "Do you need me to deal with someone for you?"

Herag hadn't expected his thoughts to be seen through so quickly and chuckled, "Indeed, I do have a bit of trouble that requires your help. What price do you require for your assistance?"

"Just one Gold Coin," the toad said.

It really didn't care about these things, all for complying with the rules of the Messenger Contract.

Herag laughed, "Okay!"

The toad said, "Before that, tell me what you know. Although I have remembered my name, I know very little about past events. I recently awoke and have forgotten too much."

Herag understood that the toad was referring to the Sixth Ring Tower, now almost certain that the toad was indeed Nicholas.

He took out the pocket watch and said, "Actually, I don't know much."

Chapter 507: Nicholas Carlos Camby

Herag told the Toad everything he knew about the Sixth Ring Tower, as well as the origin of the pocket watch and the information left within it.

Originally, there were six Sixth Ring Wizards in the Sixth Ring Tower, and now the Toad's true form in the Abyss Plane has reached Sixth Ring strength.

Herag speculated that perhaps the Toad was one of those six Sixth Ring Wizards, but somehow had transformed into his current form.

The Toad took the pocket watch, examined it closely, and opened it for a careful look.

He then said, "I have a very familiar feeling with this. Your speculation may be true. I've forgotten so many things, I can't even remember why I was sleeping. But the reason I awoke was because I sensed the presence of the pocket watch and the aura of your Meditation Method."

"After perceiving these auras, I awoke and quickly came over to where you were, but unfortunately, I didn't realize you couldn't understand Abyssal Common Tongue at the time..."

Herag was quite surprised that the pocket watch and his Starry Sky Meditation Technique were what awakened the Toad.

He first entered the Abyss Plane in the Moonlight Forest, which was where he encountered the Toad for the first time.

The Shivara he encountered at the time was an invincible existence to Herag, virtually impossible to deal with.

If the Toad hadn't appeared in time, he would have died.

At the time, it seemed like mere chance, but now it seems like everything was arranged.

From the moment Herag picked up the pocket watch, the gears of fate began to turn.

If not for this pocket watch, Herag wouldn't have bought that seemingly ordinary wooden disc.

It was only because the wooden disc was engraved with the image of the Sixth Ring Tower that Herag decided to purchase it.

However, the wooden disc was actually a plane coordinate, and it led Herag to enter the Abyss Plane later in the Moonlight Forest.

When he entered the Abyss Plane, the pocket watch's aura and the Starry Sky Meditation Technique's aura awakened the Toad, which led to the events thereafter.

After pondering for a moment, Herag asked, "These events feel like you had arranged them before; though I don't know why you were asleep, it seems like they were prepared for your later awakening."

Looking over the entire process, Herag couldn't help but think that these events were orchestrated by the Toad himself.

Though the Toad has forgotten many things now, the pocket watch, Starry Sky Meditation Technique, and wooden disc were all preparations for his awakening.

The Toad said, "It really feels like it. If these were all foreshadowings I left behind, then everything makes sense. Although I still can't recall many things, it shouldn't be long before all memories return."

"Nicholas Carlos Camby... Tomorrow, I'll go to the library in Silver Moon City to check. Now I can enter the fourth and fifth levels, so maybe I'll find some information related to you."

Herag had also planned recently to record and store the remaining two levels of library material, so this was a perfect opportunity to see if there was any information related to the Toad.

If the Toad was truly Nicholas, then there's a high chance he was a renowned figure in the Sixth Ring Tower.

Even if the Land of Dawn deliberately concealed some information about the Sixth Ring Tower, a figure like Nicholas would inevitably leave behind traces.

"Why does the Wizard Plane have an Abyss Plane aura?" The Toad looked around and sniffed.

He was stronger than Herag, and his true form was a powerful demon of the Abyss Plane, naturally making him keenly perceptive of its aura.

Herag said, "I used the Sands of Time before and saw some future fragments. In those future fragments, many powerful entities descended upon the Wizard Plane, nearly destroying it. I suspect there's already a space tunnel to the Abyss Plane."

"The space tunnel probably isn't fully established yet, or else it wouldn't be so calm now." The Toad replied, "But it's likely in the stage of being built, with someone having the stable coordinates to open a tunnel, causing the Abyss Plane aura to spread here."

"Is there any way to stop it?" Herag asked.

The Toad shook his head, "It's very difficult. Don't you feel the Abyss Plane aura is everywhere now? Establishing a space tunnel can be understood as digging through a mountain, and once you've created a tunnel through the mountain, the space tunnel is established."

"It's a very slow process, and right now it should be in the early stages of digging a hole on the mountain's exterior, just a small pit outside the Wizard Plane, with the Abyss Plane aura seeping through this pit, spreading everywhere."

"Under these conditions, it's almost impossible to locate where they are digging; it could be anywhere on the plane."

Having said that, Herag understood.

The current problem is that they don't know which coordinate the other side has from the Abyss Plane.

The number of coordinates for a plane is nearly infinite, and trying to find out which coordinate the other side holds is almost impossible.

Without knowing the coordinates, they can't interfere with the Abyss Plane establishing the space tunnel.

"Seems like there's no way to solve it." Herag sighed.

Seeing Herag sighing, the Toad asked, puzzled, "Is the Wizard Plane still a Middle-tier World now?"

"Yes, could it possibly upgrade to a High-tier World?" Herag asked.

"Of course. If people can become stronger, why can't a plane?" The Toad replied.

Herag eagerly asked, "How does a plane become more powerful?"

The Toad explained, "It's related to the people within the plane. Someone needs to advance to the limit of the plane, then break through that limit, which will drive the entire plane to start upgrading."

"This... This seems too simple." Herag was skeptical.

The Toad continued, "Let me give you an example. You are currently a Level 2 Wizard and need to perceive various rules and gain the recognition of the World Will to advance to Level 3. But do you know how a Level 3 can upgrade to Level 4?"

"I haven't learned about it yet; it's too far away for me." Herag said.

"To advance from Level 3 to Level 4, a Level 3 Wizard must create their own Rule Power. In the Wizard Plane, when it was still a Low-tier World, the first wizard to create their own rule allowed their rule to become one of the foundational rules of this plane, leading the Wizard Plane to start upgrading to a Middle-tier World." The Toad explained.

Chapter 508: Plane Ascension

The Toad continued, "If my memory serves me right, when you ascend to a Level 4 Wizard now, you don't achieve such effects. Because only the first breakthrough Wizard from this plane can create rules that become the basic rules of this world. Wizards who ascend to Level 4 thereafter will have a domain of their own, where their rules are effective within its range."

Herag listened thoughtfully as the information from the Toad reminded him of the connection between the World Will and the Child of the Plane.

The World Will selects the Child of the Plane to help the Child grow.

Herag initially thought that the Child of the Plane was just a tool for the World Will to solve problems it couldn't handle itself, like eliminating invaders from Other Planes.

But now it seems, the role of the Child of the Plane is more than that.

Once the Child of the Plane's power reaches a certain level, it hits the upper limit of this plane.

If the Child can break through this upper limit, it can lead the entire plane to start ascending.

From Low-tier World to Middle-tier World, and then from Middle-tier World to High-tier World.

Although different worlds have different power systems, the general principle of ascension is roughly the same.

Most planes initially only possess some basic rules, while a few planes start with some foundational rules different from other planes.

For these planes to ascend from a Low-tier World to a Middle-tier World, their world rules themselves need to be enhanced.

Once the rules are enhanced, the plane can accommodate more powerful beings and become a higher-tier world.

Plane ascension is an extremely slow process, not something that happens right after someone breaks the limit, requiring a long time.

It could be so long that the person who broke the limit might have been dead for many years before the ascension is completed.

For a plane, individual entities aren't really important; the so-called Child of the Plane is merely a tool.

Once a Child of the Plane dies, the World Will can quickly select another Child of the Plane.

The Toad continued, "Although I have forgotten many things, I recall that the Wizard Plane was very powerful, almost the top plane among Middle-tier Worlds. I distinctly remember that the Wizard Plane seemed to have already embarked on the path to ascending to a High-tier World. But now it's still a Middle-tier World. I wonder what happened."

Herag sighed and said, "Not only that, the Wizard Plane is now very weak, with the strongest being just a Level 4 Wizard. Once the Abyss descends, no one can resist the invasion of the Abyss."

"Only Level 4?" The Toad showed a somewhat shocked expression for the first time.

Not shocked at the strength, but shocked at how weak it was.

It was normal for the Toad to look down on a Level 4, given that his true form was Level 6 in strength.

Even if this projection's offensive methods equated to merely Level 3, he had every right to look down on Level 4 Wizards.

Herag nodded and said, "That's right, I've been considering how to survive the disaster of Abyss invasion lately too."

"Just go to other planes," the Toad said.

Herag said, "That's what I thought too, but the problem now is that there are too few channels. I might qualify to enter some Small Planes of Serlandir, but my friends do not, and I don't want to see them all perish. And other larger planes, like the Elf Plane, are in a state of war."

"If I want to enter the Elf Plane, it's also difficult to take others with me..."

Herag suddenly paused as he realized that he had the Black Space Level 3 Witchcraft, which he could use to take people into other planes.

Though Black Space was somewhat dull and monotonous, it could support life.

At that time, as long as we prepared supplies in advance, many people could survive inside for a long time.

This is also why Black Space is a Level 3 Witchcraft; in some sense, it's equivalent to a Small Plane.

It just didn't have as complete world rules as a real plane, appearing somewhat dead.

But that wasn't a problem for temporarily storing some people inside.

If Herag first put Reese and others into Black Space, then found a place for them in the Elf Plane, there'd be no need to worry about Reese and others dying in the calamity brought by the Abyss invasion.

The current issue was how to enter the Elf Plane; it seemed like joining the pioneering war was the only way.

But Parker was severely injured in the Elf Plane and hasn't shown up since coming back.

Herag also didn't know the situation over in the Elf Plane; it might also be very dangerous.

The Toad didn't know Herag was pondering these things and said, "If the Wizard Plane truly has only the strength you've mentioned, then it absolutely cannot resist an invasion from the Abyss. If you want to survive the invasion wars ahead, then leaving is your only path."

Herag nodded and silently planned his subsequent moves.

The invasion from the Abyss Plane wouldn't arrive so soon; establishing a space channel required time.

More importantly, Herag had seen glimpses of future fragments and knew that some time was needed before the Abyss invasion.

Before that, he needed to enhance his power as much as possible to face the crisis-laden future.

The immediate threat still came from Fran, the Level 3 Wizard, which had kept Herag from leaving Silver Moon City for years, unable to think of a way to eliminate this hidden danger.

But now, with the Toad's involvement, Herag felt it wasn't as difficult to solve.

Herag said, "I understand too that I can't do much in the face of such a huge upheaval; keeping myself and those around me safe is already good enough. Tomorrow, I'll go to the library to see if I can find any information to help you remember certain things."

The Toad said, "Hmm, much appreciated. If you find trouble, just summon me right away."

"Want to go out and have a look? If our guesses are correct, you too were once a part of the Wizard Plane, so it's like coming home." Herag said.

The Toad's face showed a complex human-like expression, and after a moment of silence, he nodded, "Let's go take a look."

The Toad was now just a projection, and his aura was so perfectly concealed that no one could tell that he was a Demon from the Abyss Plane.

Herag opened the door, and Reese was about to come over into his embrace, but she was startled to see the basketball-sized Toad on the floor: "What... what is that!"

The Toad's appearance was indeed quite hideous, very ugly to behold.

Herag laughed, "This is the Messenger I just summoned."

"A Messenger? Couldn't you make a contract with a better-looking one? All we have are cute little elves," Reese said, somewhat dismissively.

Chapter 509: The Upper Floors of the Library

Women always like beautiful things, especially when compared to their own little elves, the difference is even more obvious.

Herag smiled and said, "Uh, these things aren't important. He's quite strong."

Herag did not explain Toad's origins or true identity; these were things only he needed to know.

Unless absolutely necessary, they couldn't be casually revealed.

Toad glanced at Herag, then at Reese, said nothing, and obediently squatted on the ground.

Reese looked at Toad, and suddenly remembered something: "Oh right, I just wrote a letter to my family. Can you help me deliver it? How many Magic Stones does he charge per delivery?"

"One Gold Coin," Herag said.

"So cheap?" Reese was a bit surprised; normally, messengers required Magic Stones.

One Gold Coin was virtually free for a wizard.

Reese ran back inside, took out a letter, and handed it to Toad, saying: "This letter is for Kaver Cheqi of the Cheqi Family."

Kaver was Reese's biological father, and because the Land of Dawn and the Barren Land couldn't use Talisman Stones for communication temporarily, they mainly relied on letters.

Toad looked at the letter before him, momentarily at a loss, his skills somewhat rusty.

He paused for a moment before taking the letter in his mouth, and Reese quickly handed over a Gold Coin, which Toad swallowed into his belly.

With the letter in his mouth, Toad crawled into the void and disappeared.

Herag watched Toad's departing figure and couldn't help but feel amused.

Toad, as a Level 6 powerhouse from the Abyss Plane, suspected of being a former Sixth Ring Wizard, was now running errands delivering letters.

About a few minutes later, Toad reemerged from the void, croaked once to Herag, and then vanished.

...

Early the next day, Herag arrived at the Silver Moon City's library.

When he first came to Silver Moon City, Herag had already archived all the books from the first to the third floors into Shenlan's database.

At that time, he didn't have enough Contribution Points, so he couldn't enter the fourth and fifth floors.

But now that his Contribution Points were sufficient, it was also time to archive the books from the upper two floors.

After showing the Talisman Stone, Herag reached the fourth floor.

The fourth floor was relatively small, with fewer bookshelves, and the number of books here was much less than the first three floors.

Many bookshelves weren't even filled; some were sparsely populated with a few books.

Herag walked to an old bookshelf, casually picked up a book, and the title was "Elemental Principles Research: Starting with the Anatomy of the Sea Catfish."

Herag opened it to take a look; it was a printed version of a wizard manuscript by someone named Ussel.

The text inside was handwritten, and the handwriting was somewhat sloppy.

Besides some accurately drawn diagrams, it felt entirely like a draft.

This book did not elaborate much on Ussel himself; the content primarily began with the anatomy of a Demon called the Sea Catfish, gradually exploring principles related to elements.

After reading this book, Herag glanced at other books on the shelf and found that most of the books here were like this, all printed versions of manuscripts.

The content in the Sea Catfish book wasn't deeply profound; the key lay in that it documented a wizard's complete experimental research process.

Ussel recorded his way of thinking when approaching problems and his analytical thinking when encountering issues in the manuscript.

These experimental ideas were the true essence of this book.

Finishing this book was equivalent to watching an entire experimental process of an experienced wizard, and Herag learned a lot.

Herag then scanned and recorded all the books on the shelf and proceeded to archive the remaining books into Shenlan's database from other areas.

The condition here was similar to his guesses; most were some wizard's manuscripts from various fields.

However, all here were printed versions, not original manuscripts.

Herag found that these manuscripts were left by some well-known wizards, and many of the published books on the lower three floors were written by this group.

There were also many wizards Herag hadn't heard of, without much popularity.

But manuscripts allowed to be placed here certainly belonged to no ordinary wizard.

Unfortunately, after scanning and recording all the books here, Herag still couldn't find the name Nicholas; not a trace of it.

Even within these wizard manuscripts, there was no record related to him.

Herag felt it might be a matter of time; these manuscripts were mostly from wizards in the era after the Era of Radiance.

And Nicholas belonged to the Era of Radiance, too far removed from the current era, with almost no one from that time still existing.

Even the current Level 4 Wizards in the Land of Dawn were born and grew up after the Era of Radiance.

After scanning the books on the fourth floor, Herag proceeded to the fifth floor.

The books on the fifth floor were even fewer than on the fourth floor, with only seven bookshelves, less than the number of sofas here.

As Herag looked around, it was mostly historical records, information about various Wizard Organizations, and related data about the Land of Dawn, Barren Land, and Kala Continent.

There were also many records related to the Wizard Plane, roughly introducing the general situation of the Wizard Plane.

Herag observed that the entire Wizard Plane consisted of six continents.

The Coleson Continent, where he was born, was located in the south, and the Kala Continent, where the Land of Dawn was, in the east.

Apart from these two continents, four other continents were distributed elsewhere.

These four continents were no smaller in size compared to the Kala Continent. It's just that due to a lack of resources needed for wizard cultivation, not many wizards were active there.

The Coleson Continent was the smallest among these continents, with its resources also being scarce.

Herag remembered that Dino's ship had come from the west back then, stopped at the Coleson Continent for a few days, and then headed to the Kala Continent.

The most important information here was still some historical records, roughly documenting the origin of the Land of Dawn and the rise and fall of many Wizard Organizations.

After the Era of Radiance, because of the Sixth Ring Tower's betrayal, the Wizard Plane suddenly lost its leader, plunging into a long period of chaos.

During this time, countless Wizard Organizations appeared, and countless Wizard Organizations disappeared.

After a long time, the current six Wizard Organizations in the Land of Dawn finally emerged.

Other Wizard Organizations either perished or were driven to the Barren Land.

Now, those Wizard Organizations in the Barren Land were once from the Land of Dawn's side, a fact Herag had also heard from Mr. Blake of the Cheqi Family. It wasn't really a secret.

Chapter 510: Key of Fire Element Rules

After losing the competition, Wizard Organizations like Moonlight Forest and Green Cottage were driven to the Barren Land, a place relatively scarce in resources.

Moreover, the legacies that Wizard Organizations from the Barren Land can bring out are strictly limited.

In the subsequent control, the Land of Dawn was even stricter, and things like the Key of Rules hardly flowed into the Barren Land.

The Key of Rules is too rare; even on the Land of Dawn, they don't have enough, let alone letting any flow into the Barren Land.

This has led to many exceptionally talented Wizards in the Barren Land hitting their limit upon reaching a Level 1 Crystalization Wizard.

Beyond that, it becomes extremely difficult.

Without a special opportunity, they would end their lives as Crystalization Wizards.

This also made it easier for the Land of Dawn to manage the Barren Land, as long as there weren't any particularly powerful Wizards here, the Land of Dawn could always maintain control and rule over it.

Of course, throughout the long history, there have been people in the Barren Land who broke through to Level 2 Wizards.

These individuals were Level 2 Wizards who advanced purely by understanding rules on their own, without relying on the assistance of the Key of Rules.

It's not surprising, for at the very beginning, the Key of Rules hadn't been discovered yet.

At that time, Wizards relied entirely on their own understanding of rules to advance to Level 2. The conditions were incredibly tough, but it wasn't impossible to succeed.

For Wizards from the Barren Land, although they couldn't get the Key of Rules, they could obtain second-level spells.

However, even though these people advanced to Level 2 Wizards, they quickly joined the forces of the Land of Dawn.

Many times, these individuals would be sent back to the Barren Land, becoming one of the administrators in various Wizard Organizations.

If they wanted to advance further, they needed the support of the Land of Dawn, especially since they didn't have the power to resist the Land of Dawn.

As a result, these people eventually became tools for the Land of Dawn to strengthen their control over the Barren Land.

Herag, upon seeing this, recalled the recent movements in the Land of Dawn.

The Land of Dawn now seemed no longer obsessed with strictly controlling the Barren Land, appearing to fully open up and connect both sides.

This move was very strange; it wasn't possible to suddenly lift restrictions after so many years of control.

After thinking for a moment, Herag speculated that the Land of Dawn must be influenced by some external factor, some sort of pressure.

Under such pressure, controlling the Barren Land was no longer important, leading to this situation.

Herag then thought of the Abyss Plane invasion. Although people in the Wizard Plane had difficulty sensing the Abyssal Aura, they should have ways to monitor these changes.

The Land of Dawn wasn't foolish and certainly detected some abnormalities.

They probably sensed these changes earlier than Herag, and thus took some actions.

But according to future fragments seen from the Sands of Time, the Land of Dawn eventually was destroyed.

Herag speculated that the Wizard Alliance must have learned something, and presumably took some actions in secret, though it was unclear how they were preparing to respond.

He proceeded to other places, scanning and recording all the remaining books.

After scanning and recording all the books, Herag searched a few more times but found no records related to Nicholas.

There were some mentions of the Sixth Ring Tower, but besides describing how powerful the Sixth Ring Tower once was, they just recounted the betrayal of the Sixth Ring Tower.

These records were almost completely consistent with the lower three layers' records, containing no valuable clues.

After confirming no book was overlooked, Herag left the library.

He then continued into the peaceful life of Meditation Practice, while keeping an eye on news related to the Key of Rules.

...

Seven days later.

"Herag, someone in Shahai City is willing to sell a Key of Rules. Are you interested? The seller is from the Farrell Wizard Family, and it's a treasure of their family. It seems that their patriarch, Ales, is nearing the end, so the people below started selling off some assets," Vernon sent a message saying.

"Farrell..."

Herag found the name somewhat familiar, when he suddenly remembered, isn't this the family of his beautiful follower?

Misu indeed had mentioned that the Farrell family was in decline and prayed to him for a child due to inheritance issues.

From her account at the time, Farrell's Ales should have a few more years to live.

Now that the Farrell family is starting to sell off assets, Ales must be critically ill.

This indicates that Ales has lost control over the family and can no longer manage the people within the family.

In a Wizard Family that has developed and grown, with so many people, all kinds of individuals exist.

At such a time, not everyone has the ambition to make the family stronger, selling things for funds is common.

Herag asked: "Does a Wizard Family actually have something like the Key of Rules?"

The Key of Rules should, in theory, be in the hands of the major Wizard Organizations; the Farrell family isn't considered a large Wizard Family, yet they have something like a Key of Rules.

Vernon replied: "That's quite normal, as nearly every Wizard Family has someone participating in Plane Wars, possibly acquiring it during those wars."

The Key of Rules contains the Power of Rules, and this is generally considered a treasure, no matter on which Plane you are.

During Plane Wars, if one enters another Plane, with enough luck, it is indeed possible to acquire such an item.

Moreover, according to the rules of the Wizard Alliance, any items acquired during Plane Wars by expedition team members belong to them.

This is a baseline rule to ensure fairness so that more people willingly participate in Plane Wars.

Therefore, it's very likely that someone from the Farrell family acquired the Key of Rules during Plane Wars, and perhaps it has been kept until now for many years.

No other force will oppress them to seize it either, as this goes against the baseline.

The Key of Rules is important, but not so much that one would risk breaking protocol to seize it.

Herag said: "Alright, do you know what type of this item is?"

"I heard it's a Key of Rules for the Fire Element," Vernon said.

"How much is the Farrell family asking for?" Herag asked.

"Forty thousand Magic Stones. I've temporarily held them back, so the news hasn't been leaked yet. If you're interested, you should be able to buy it now," Vernon said.