

Sixth 571

Chapter 571: No Way Out

The silver-haired girl came closer and closer, and Herag's hair stood on end, feeling as though he was being pricked with needles.

This was before she touched him; if the silver-haired girl hugged him, Herag didn't know what would happen.

The imagined embrace didn't come; when the silver-haired girl got within three meters of Herag's body, she could no longer move forward.

Or rather, the silver-haired girl continued to advance, but she couldn't close the distance between her and Herag.

Herag uttered a light sound of surprise, realizing this was a method using Spatial Rules, similar to a spell he possessed.

What puzzled Herag was that he couldn't detect the flow of Spatial Rules and didn't even know when this spatial magic was formed.

"Spatial magic?" Svallo also noticed the anomaly, feeling a bit surprised.

What surprised him wasn't that Herag could use spatial magic, but that he hadn't noticed when Herag used this magic.

Svallo himself had some insight into Spatial Rules, allowing him to sense their flow.

If Herag used spatial magic, it shouldn't have escaped Svallo's perception.

Given the current situation, Svallo didn't understand what was happening at the moment.

He pondered briefly and then summoned all the silver-haired girls growing within the vines, sending them all toward Herag.

There were hundreds of silver-haired girls, each floating like ghosts in the air, swarming toward Herag like a school of fish in the ocean.

Looking at the many silver-haired girls surrounding him, Herag felt somewhat nervous.

If he truly had to deal with them, it would be quite challenging.

Apart from running away, there might not be another method.

Fortunately, with the toad by his side, these silver-haired girls, like the one before, all stopped three meters away, unable to get any closer.

Yet these silver-haired girls seemed unaware, still flying forward constantly, with Herag in front of them unreachable.

The toad glanced sideways at Herag: "Stay here and don't move. I'll take care of them."

With that, the toad crawled forward, moving through the void as if crawling on the ground.

At this point, Herag somewhat understood. The space he was in had been unknowingly altered by the toad.

He seemed to be in a deeper layer of space, no longer in the same space as Svallo and the vine cage.

Hence Herag hadn't sensed the flow of Spatial Rules because there truly wasn't any Power of Rules fluctuation in this layer.

Being in different layers of space prevented those silver-haired girls from getting close to him.

It was the same for Svallo, who was in the outer layer of this space.

In this layer of space, the toad hadn't manipulated any Power of Rules, so it was normal for Svallo not to perceive anything.

Regarding accomplishments in Spatial Rules, Svallo wasn't even worthy of carrying the toad's shoes.

The moment the toad crawled out and touched those silver-haired girls, they dissolved like bubbles.

Furthermore, the surrounding vines began to wither and dissolve, turning into streams of pure energy, converging into the toad and merging within its body.

The process was swift; as Herag watched countless surrounding vines dissolve and collapse rapidly, the toad absorbed most of them in the blink of an eye.

"This..." Svallo was speechless upon witnessing this scene, almost unable to believe his eyes.

This time, he had to seriously look at the toad; the toad still emitted no aura, seeming very ordinary.

But Svallo could no longer treat the toad as a mere pet; it was undoubtedly a demon beyond his imagination.

Svallo's mood grew heavy, while inwardly cursing the Law Enforcement Team's intelligence personnel for not documenting such crucial information, which was just dangerous.

The intelligence he received contained detailed information about Herag.

But nothing about the toad, not even a mention.

After crawling a short distance, the toad croaked, then its body rapidly expanded to the size of a building.

Two Level 2 Wizards saw this scene, wanted to say something, but suddenly felt bloated in their stomachs, followed by a sensation of being swollen all over, then came the piercing pain from every part of their bodies.

Bang! Bang!

Two blooms of blood appeared in the sky, and two Level 2 Wizards exploded without creating any turbulence, reduced to heaps of flesh.

At the same time, Svallo had retreated a hundred meters back.

This time, he sensed some flow of Spatial Rules and felt a significant threat.

Herag clearly saw from afar that the two Level 2 Wizards were pulled apart by Spatial Rules.

The toad used spatial rules inside them to generate forces in countless different directions, and with just a simple tug of these various directions, they were split into countless pieces.

This process was sudden and swift, causing the two Level 2 Wizards to have no time to react before they died.

In battles of this level, even Level 2 Wizards appeared unexpectedly fragile.

"Herag, it seems it was indeed you who killed Young Master Medel, even daring to collude with demons from other planes!" Svallo first threw down an accusation.

Many wizards associated with beings from other planes, which was quite normal.

But by using the word "collude," Svallo aimed to label Herag as a traitor conspiring to harm the Wizard Plane along with other planes.

"It appears you're not very sure that Medel was killed by me, yet you're still making moves against me without confirming it. The Taylor Family, how domineering indeed," Herag said.

"We found the place where Young Master Medel died and, through Time Magic, we saw you once appeared there. Considering your previous conflicts with Young Master Medel, it surely related to you. Moreover, you deceived Reece for many magic stones. Our Taylor Family's money isn't so easily earned."

"These accounts obviously need to be settled with you. As for whether you killed him or not, is that important? Does our Taylor Family need evidence to handle people? Just one suspicious reason is enough."

Svallo coldly stated, as if everything was natural.

"Now, you have nowhere to escape, don't think relying on a demon is making you fearless. I have seen through it; this is just a projection. How strong can a projection be, and how long can it last? So, you're doomed to die," Svallo confidently said.

Herag chuckled and said, "The one with nowhere to escape is you!"

Chapter 572: Crushing Victory

The toad's massive body loomed over the void, its size imposing a tremendous sense of oppression.

Even in this state, the toad emitted no aura, as if it were still just a small pet perched on Herag's shoulder.

After hearing Herag's words, Svallo showed little expression, focusing all his attention on the toad.

He still didn't take the toad too seriously, because in his understanding, projections couldn't possibly be too strong.

For a Level 3 Wizard, almost no projection could pose a threat to them.

For Level 1 and Level 2 Wizards, the projections of some particularly powerful beings from other planes might indeed be considered quite formidable.

But that was only for Level 1 and Level 2 Wizards; in the eyes of a Level 3 Wizard, they were nothing.

Level 3 Wizards were recognized by the World Will, so there's no reason they couldn't defeat a projection from another plane.

Projections aren't physical entities, possessing only a tiny fraction of the main body's power.

So, although Svallo saw the toad's main body as likely a very powerful being, he wasn't too scared.

His only concern was the toad's ability to completely dissolve and absorb his magic.

Svallo hadn't figured out how the toad accomplished this, only treating it as one of the toad's talent abilities.

He thought for a moment, then extended his hand, gathering a green spear in it.

The spear was surrounded by green light, emanating a terrifying aura.

Svallo slightly lowered his body, posed for a throw, and then exerted force in his hand, launching the green spear.

The green spear traveled at an extraordinary speed, reaching the toad in the blink of an eye.

Svallo intently watched the movement ahead; this spear could pierce through space, unrestrained by ordinary spatial rule methods.

The toad stood still, unmoving, as if it hadn't seen the green spear.

It didn't evade, nor did it seem to use any rule power for defense.

It just stood there, letting the green spear come and aim for its head.

The green spear met no resistance and pierced the toad's head smoothly.

Svallo watched closely, already imagining the green spear piercing the toad's skull and exploding within, causing the projection to vanish without a trace.

"What a pity, with no flesh, the projection doesn't allow for a beautiful sight," Svallo sighed internally.

However, the scene Svallo imagined did not appear; the toad's projection did not disappear but remained standing in mid-air.

The green spear, upon impact with the toad's head, was deflected and landed deeply into the ground below.

The toad showed no signs of injury; the green spear left not even a superficial mark on it.

Svallo's expression grew more serious as he pondered a question.

Just how did the toad manage to evade his attack?

Svallo hadn't considered the possibility that the toad used its physical strength to withstand the green spear.

What a joke, this was a spear imbued with rule power; no one's body should be able to withstand it.

Svallo subconsciously concluded that the toad must have used some rule power, possibly spatial rules.

The means were simply very subtle, which is why he hadn't noticed.

The toad, unconcerned with Svallo's thoughts, simply continued crawling forward.

Its movements appeared extremely slow and labored, like an elderly person crawling on the ground.

Yet the next moment, the toad was already in front of Svallo, its massive body starkly contrasting with Svallo.

The toad looked down at Svallo, its eyes devoid of emotion.

It lifted its forelimb and made a simple downward slap.

Svallo was shocked; he hadn't seen how the toad had gotten in front of him.

It wasn't until the toad suddenly appeared that he became aware.

The toad's massive body blocked out the sky, its enormous shadow completely enveloping Svallo.

Svallo realized the danger, instinctively wanting to escape, but the surrounding spatial rules were as solidified as concrete, utterly immovable.

Svallo's heart pounded, the threat of death looming overhead.

He could hardly believe that as a Level 3 Wizard, he couldn't manipulate the rules around him at all.

The surrounding spatial rules had been completely solidified, this could only be the doing of someone with a very high rule mastery.

And the one responsible for this was undoubtedly the toad in front of him.

Svallo watched as the toad slowly raised its forelimb, then slowly brought it down.

He finally realized that the power of this demon far exceeded his imagination.

Svallo suddenly understood that an entity capable of completely concealing its aura in his presence must possess power far beyond his own.

Although the toad's attack methods weren't exceedingly strong, not much stronger than him;

the toad's body's strength dismissed Svallo's attacks, rendering them ineffective even against its defenses.

More terrifyingly, the toad's rule mastery outranked that of typical Level 3 Wizards by far.

In terms of rule mastery, Svallo felt utterly outclassed.

Bang!

A soft sound echoed around, not much noise, only a flat piece of meat appearing in mid-air.

Blood dripped continuously to the ground below, and the once-standing Svallo had died just like that.

He didn't even have time for any effective resistance; the toad simply crawled to his side and with a simple slap turned Svallo into a meat paste in the air.

Herag watched this scene in astonishment, it was his first time seeing the toad make a move.

The last time dealing with Fran, Herag had been hiding within the toad's multiple spaces, not witnessing the process.

All he remembered was that the previous battle ended swiftly, with the toad effortlessly handling Fran.

In retrospect, it was probably similar to this time, a very simple and brutal process.

The toad's projection had bodily defense comparable to a Level 6 being, though its attack methods were only at Level 3, its defensive capabilities were unmatched.

Neither Fran nor Svallo could inflict even the slightest harm on the toad.

Unable to breach its defense, the outcome of this battle was predetermined from the start.

The toad needed to do nothing, just ignore your attacks and approach you for a decisive strike.

What made Fran and Svallo despair was that not only was the toad's body incredibly robust, its rule mastery was unfathomable for ordinary wizards.

Chapter 573: Level 2 Magic

Level 3 Wizards are most proud of their ability to control various rule powers.

They have comprehended multiple rule powers, allowing them to utilize these powers to exhibit various formidable abilities.

Moreover, having gained the recognition of the World Will, their degree of control over rules is extremely high, which ordinary Level 2 Wizards cannot match.

This is also the vast gap between Level 2 Wizards and Level 3 Wizards, with a huge difference in power.

However, the Toad's mastery of various rules has reached a level that even Svallo, a Level 3 Wizard, can barely comprehend.

The opponent's means of attack seem to only be at the Level 3 Wizard's level, but in terms of rules, it far surpasses Level 3 Wizards.

These factors combined lead to the battle appearing so simple.

Seeing this, Herag became even more determined to become stronger.

He also wanted to be able to casually kill a Level 3 Wizard with a slap someday, then he would command the entire Wizard Plane at will.

After the Toad dealt with these three people, he lifted the multiple layers of space around Herag.

From Herag's perspective, the whole process actually ended in less than a minute.

He flew to the Toad's side and asked, "What about their souls?"

"Already scattered altogether," the Toad replied.

He seemed to have merely caused the physical demise of these three, but in reality, he dealt with their souls as well.

For the Toad, this was a matter of course—just using a bit more force, and the opponent's body and soul perished together.

Herag glanced at the bloodied corpses ahead and said, "Leave things like space rings; deal with the rest."

The Toad nodded, opened his mouth to reveal a pitch-black void within, absorbing all the limbs and flesh into the space stream.

Herag was a bit puzzled, noticing sometimes when the Toad opened his mouth it appeared as a normal oral structure, while other times it was a black hole.

As expected, Svallo had no space rings, giving Herag nothing.

In contrast, the other two Level 2 Wizards each had space rings, not just one.

Herag collected a total of five space rings, wondering why the two were carrying so many.

These space rings varied in size, containing numerous items, almost like warehouses, with everything inside.

After a simple count, Herag had a rough idea of their contents and began searching for what he wanted.

What he most desired were various Keys of Rules, but he found none within.

It's understandable that though these two were Level 2 Wizards, they wouldn't carry such precious items as Keys of Rules around.

Either they've used them themselves or sold them elsewhere, not carrying them daily.

But there was some harvest regarding Second-level Spell Model Books, particularly a Wind Second-Level Spell named Wind's Sigh.

Wind's Sigh is a reconnaissance-type spell that uses the Wind's rules to gather intelligence from faraway places.

This investigative method using rule powers is hard for ordinary people to guard against.

After all, who would suspect an innocuous gust of wind?

Unless hiding within this Witch Array, it's nearly impossible to evade the reconnaissance of Wind's Sigh.

Herag estimated the opponent likely discovered his departure from Black Rock Valley and learned his path and direction through this method, leading to their prior ambush.

Besides Wind's Sigh, there were also two Second-level Spell Model Books, both relating to Thunder Element rules.

One is the Thunder Fall Technique, which is genuine thunder rather than merely a small current.

Once the Thunder Fall Technique is cast, it summons a real lightning strike from the sky, containing terrifying thunder power and destructive might.

This lightning powered by rule strength holds far more destructive force than normal natural thunder.

The last Second-level Spell, Thunder Chain, is a type of control spell.

This spell can form a chain composed of lightning, binding the target with Thunder Rule Power.

While binding, it relentlessly discharges thunder power, torments the target.

This spell is specially designed for restraining powerful targets, as weaker targets cannot withstand the thunder power within the Thunder Chain.

The weak are directly electrocuted, rendering bindings unnecessary.

But if the target is strong enough, the Thunder Chain can effectively limit their mobility.

A potent target won't succumb to death due to the thunder power, while the Thunder Chain continues exhausting their stamina and magic power.

A highly effective control spell causing significant restrictions on the target, ceaselessly draining their strength.

Herag took all three spells out, putting them into his space ring for future use.

He couldn't learn from the Spell Model Books now as he lacked the crucial Key of Rules, missing the rule powers required.

"Where are you planning to go now? Heading back to the Land of Dawn might be troublesome," the Toad said.

Herag understood his implication. Having eliminated the three of Svallo, he stood against the Taylor Family.

Returning to the Land of Dawn, the Taylor Family definitely wouldn't let it rest.

He killed three of them, with one being a Level 3 Wizard, demanding his life for theirs.

Moreover, he's suspected of killing Medel and swindled over seventy thousand Magic Stones from Reece.

These compounded issues made Herag believe the Taylor Family wouldn't spare him.

The Toad's implication was clear; returning would certainly cause trouble, so consider fleeing.

Herag pondered; he knew he had to flee but planned to first return to Silver Moon City to consult with Pries there.

After all, he's ultimately part of Dawn Mage Mike's circle.

The situation's escalation would certainly alert figures of that level.

With the Toad present, he could flee at any time.

While there's room to maneuver, Herag intends to try to negotiate.

He's bound by numerous interests now, beyond an individual matter.

"Heading to Silver Moon City first, Toad, stay alert for anything unusual. If anything happens, take me away promptly. We'll head to Wisteria Ridge and leave with Reese and the others." Herag said.

The Toad nodded, without any objections, shrinking rapidly to perch on Herag's shoulder again.

With the Toad beside him, Herag needn't worry about covert attacks.

Even if he doesn't notice, it's enough that the Toad can detect any move against him.

Chapter 574: Sinner

If it weren't for the Toad by his side, Herag would not have been able to return to the Land of Dawn.

He would have had to find a way to escape before the Taylor Family realized what was happening.

But now, with the Toad, Herag felt more confident, enough to handle certain situations.

The death of Svallo and his companions was an unbearable loss, even for a powerful faction like the Taylor Family.

They would undoubtedly need some time to investigate and understand what had happened.

Herag planned to use this time gap to see what the attitude of Serlandir was.

With so many factions within Serlandir, the Taylor Family was not the sole power; perhaps many wished to see the Taylor Family suffer.

However, factional struggles were usually quite dangerous, and Herag didn't want to become a sacrificial pawn in these power plays.

Anyway, he had a way out; if things went awry, he would just escape.

After Herag and the Toad cleaned up the traces at the scene, they began flying towards Augustus Academy to board the airship back to Silver Moon City.

...

In Pries's private residence, Silver Moon City.

Before the airship entered Silver Moon City, Herag informed Pries of his return the moment the Talisman Stone connected to the Magic Net.

Pries immediately replied, instructing Herag to act discreetly and conceal himself.

After disembarking the airship, Pries took Herag back to his home, avoiding discussing matters at City Hall.

Pries was evidently careful and had some pressing concerns to discuss with Herag.

After activating the Witch Array at his residence, Pries said, looking serious, "You might be in big trouble."

"What kind of trouble?" Herag had some guesses but still asked.

"According to some of our intelligence channels, although not entirely accurate, it can be deduced that Medel of the Taylor Family has died," Pries said.

"Good riddance!" Herag remarked.

Pries glanced at Herag and asked, "Does the Taylor Family think you killed him?"

"How is that possible! How could they falsely accuse someone out of thin air? There's no such thing," Herag firmly denied.

No matter who asked, he would absolutely deny it.

Pries gave Herag a look and nodded, "Good, that's the way to handle it. The trouble now is that, considering the Taylor Family's modus operandi, they might act against you without waiting for approval from the higher-ups of Serlandir."

Herag's expression turned peculiar upon hearing this; Pries apparently knew the Taylor Family very well.

Or perhaps the Taylor Family already had a notorious reputation that was widely acknowledged.

Pries saw Herag's expression and asked, "Have you already encountered any of their people?"

"No." Herag thought for a moment and chose not to mention the previous events, as it would have been difficult to explain.

Pries nodded and didn't think much of it.

In his opinion, if the Taylor Family had already made a move against Herag, he wouldn't have been standing there unharmed.

Pries never considered the possibility that Herag could handle the Taylor Family's people.

Given the Taylor Family's style, they would undoubtedly deploy a Level 3 Wizard against Herag.

Under such circumstances, Herag's ability to escape would be impressive enough, let alone defeating his opponents, which was simply unrealistic.

The fact that Herag was standing here unscathed indicated that he hadn't encountered anyone from the Taylor Family; otherwise, even if he managed to escape, it wouldn't have been so easy.

"Under normal circumstances, staying in Silver Moon City would mean you're fine. No matter how arrogant the Taylor Family is, they wouldn't dare enter Silver Moon City to deal with you," Pries continued.

Listening to this, Herag felt a sense of foreboding growing inside him.

He asked, "Has there been any change?"

Silver Moon City was Parker's territory, and also the domain of Dawn Mage Mick.

No matter how domineering the Taylor Family was, they couldn't break the rules and directly enter the city to act against him, could they?

Pries didn't notice the change in Herag's expression and continued, "Silver Moon City might change hands."

Upon hearing this, Herag was somewhat shocked and couldn't help but say, "Change hands? How is that possible."

Silver Moon City was a large city, and even though factional struggles within Serlandir were intense, seizing an entire city was unheard of.

Yet it seemed from Pries's words that Silver Moon City might fall into the Taylor Family's hands, making it unsafe for Herag to remain there.

Pries sighed and said, "Don't speak of this to others; Lord Parker's injuries are more severe than imagined. He's now barely clinging to life, on the verge of death. In such a state, he can't continue to control an entire city."

"As Lord Parker can't control Silver Moon City, its ownership becomes an issue. Normally, since Silver Moon City is still within Mick's sphere of influence, one of Mick's subordinates would just be sent here."

"Did something go wrong?" Herag asked.

"The issue is complex, involving a multitude of factors. Firstly, there's the defeat in the Elf Plane conflict; the failure to open the war there requires someone to take responsibility. The current direction is blaming Lord Parker's obstinacy for the war's failure," Pries explained.

Herag roughly understood; the failure of opening the Elf Plane conflict couldn't end just like that.

The Wizard Alliance invested considerable resources, involving various factions.

With the war failing, someone needed to take the blame.

In the past, it would lead to endless bickering and meetings within the Wizard Alliance to deliberate on each party's responsibility.

But now with Parker's incident, gravely injured and on the brink of death, he was the perfect scapegoat.

After all, Parker couldn't say anything in his current state, nor was it certain if he'd survive, making him an ideal candidate to take the blame.

The failure of opening the Elf Plane conflict required a scapegoat, and Parker was suitable for this role.

This led to subsequent problems, regarding Silver Moon City's ownership.

Typically, after Parker became unsuitable for the position of City Lord of Silver Moon City, someone else from Mick's subordinates would take over.

In ordinary circumstances, Pries would be the most likely successor to the post of City Lord of Silver Moon City.

Pries was essentially the deputy in Silver Moon City; Parker developing and grooming him was not only for securing a confidant but also preparing for situations like this.

But the circumstances changed; with Parker becoming the scapegoat, Silver Moon City couldn't remain within Parker's faction, which meant no hope for Pries to succeed as the City Lord of Silver Moon City.

Not only did Pries lose hope, but Silver Moon City couldn't even remain within Mick's sphere of influence.

As Parker was now labeled the culprit, he naturally had to pay the price.

Chapter 575: Interests

Although Dawn Mage Mick is one of the three major Level 4 Wizards of Serlandir, this time, due to being at fault, he has been passive from the start.

Therefore, on Mick's side, he always has to suffer some losses and give up something, which is an unwritten rule accepted by everyone.

Taking the blame is not uncommon; today you take the blame, tomorrow he takes the blame. Everyone has experienced this.

It's just that this time, it's your turn.

Silver Moon City thus became a bargaining chip at the negotiation table, and its future ownership is still undetermined.

In fact, the reason Silver Moon City became a bargaining chip is not just because its City Lord is Parker.

The more important reason is that after the trade route between the Land of Dawn and the Barren Land was opened, Silver Moon City became a hot commodity.

Originally, Silver Moon City was the southernmost city of the Land of Dawn, remote and not considered a good city.

But now that the trade route between the Land of Dawn and the Barren Land is open, Silver Moon City instantly became the city closest to the Barren Land.

Many logistics from the Land of Dawn need to pass through here to go to the Barren Land, which has magnified the value of Silver Moon City countless times.

There are too many interests involved in this, with many people eyeing the piece of meat that is Silver Moon City.

Coincidentally, Parker got into trouble in the Elf Plane and became the scapegoat.

Those who have been eyeing Silver Moon City naturally and inevitably brought the topic to Silver Moon City, using it as a bargaining chip.

Those eyeing Silver Moon City naturally include people from the Taylor Family, but Silver Moon City certainly still belongs to Serlandir; no other Wizard Organizations can get involved.

Serlandir will not let Silver Moon City fall into the hands of other Wizard Organizations; no matter how Silver Moon City is divided, it ultimately belongs to Serlandir.

The Taylor Family very much wants to get their hands on Silver Moon City, using various means.

Upon hearing this, Herag couldn't help but recall his own experiences.

It seems that Svallo and the others came after me not just because of the Medel incident, but also due to the struggle over the interests of Silver Moon City.

If I fall into the hands of the Taylor Family, I will surely become a tool in their hands for negotiation.

At that time, they could pin the murder of Medel on me, making Mick suffer even more losses.

Although in the strictest sense, this does not count as pinning the blame, it seems that the Taylor Family actually does not have direct evidence.

They only saw me appear there, but did not see the process of me killing Medel.

But this is already enough. You went there, and then Medel was found dead there.

For the Taylor Family, this is enough evidence for conviction.

At that time, Herag would also become a bargaining chip for the Taylor Family in negotiations.

"Can Silver Moon City be preserved?" Herag asked.

He meant whether Silver Moon City could remain in the hands of Master Mick.

Pries sighed, "Very difficult, but we are trying our best. It all depends on Master Mick's thoughts. If he wants to maintain Serlandir's internal unity and give those watching a dignified explanation, he might let go. If that happens, no matter how hard we try, it will be useless."

Herag was silent for a while; he roughly understood the situation.

If Mick insists on not letting go, it could lead to other disputes.

How things develop in the future depends on what Mick values more.

It is unknown how high Silver Moon City's position is in Mick's heart. If he doesn't care about these things, then Silver Moon City will be handed over to others.

After all, from Mick's perspective, what people of his level care about is how to advance to Level 5 Wizard, not these petty intrigues.

Herag already had some ideas; he could not sit idly by, foolishly waiting for the upper echelons to divide the cake.

Waiting for the results to reach him, it would be too late to escape.

Especially when the Taylor Family learns about Svallo and the others' situation, linking it to himself, it would be even more dangerous.

"Thank you for informing me of these news, what are your future plans?" Herag asked.

Pries said, "No need to be polite, we are friends, it's what I should do. I will continue to follow Lord Parker, taking care of him. Lord Parker's Floating City should be entering Serlandir's Small Plane, and I will follow in."

Herag felt a bit heavy-hearted. Since Pries has already prepared for this, the ownership of Silver Moon City likely already has an answer.

Parker's Floating City itself is mobile; the whole Floating City is a mobile fortress.

Parker enters the Small Plane to heal, and someone like Pries, a close confidant, will definitely follow, perhaps inadvertently avoiding some crises.

"It seems I also need to consider my way out." Herag sighed.

Pries nodded, "Your situation is quite troublesome, being targeted by the Taylor Family makes it difficult to escape. If it was before, under the protection of Lord Parker, you wouldn't need to worry so much. But now, you'd better consider it early."

Herag nodded, also contemplating the road ahead.

"Aren't you familiar with Bannings? I suggest you use the Expedition Team's channels to go to some lower-risk planes, to lay low for a while," Pries suggested.

Pries' suggestion actually aligned with Herag's ideas, both involving leaving the Wizard Plane.

However, one is an official route, and the other is akin to quietly running to the Elf Plane.

"By the way, how did the message I passed to you go?" Herag asked.

He had previously passed the prophecy of the Sea Race to Pries, who certainly submitted it, but the result was unknown.

Pries said, "I passed the message up, but they seem not very concerned about it. Recently, the focus has been on Silver Moon City, and they don't seem to react to the Sea Race's prophecy."

Herag shrugged; in any case, he had fulfilled his responsibility.

The higher-ups in Serlandir surely know some information, so they have no special reaction to the Sea Race's prophecy.

Perhaps in their eyes, the future crisis is still far away.

The immediate interests are more important, and the issue of Silver Moon City must be negotiated quickly.

Herag said, "I will contact Bannings. By the way, keep an eye out for any news about the Key of Rules for me. I'm afraid that if I go to another plane, it will be hard to obtain that thing."

Pries nodded, "No problem, I will keep this in mind and help you inquire more."

Recently, Pries actually has not had much to do, as many things are gradually being handed over and are no longer under his responsibility.

He had no objections, understanding clearly that these were not things he could influence or decide.

Chapter 576: The Fallen Tree

This led to the most relaxed and leisurely period for Pries.

Even though there wasn't much assigned to Pries from above, he was still somewhat busy.

Because he had to do some things for Parker, preparing for the upcoming entry into the Small Plane.

These matters were unrelated to the official business of Silver Moon City and Serlandir; they were entirely private matters for Parker and Pries.

After Herag had discussed many matters with Pries, they decided not to use Talisman Stones for communicating about certain secretive matters.

Because Talisman Stones were always under surveillance; in normal times it wasn't an issue, as no one would specifically monitor you.

But in this special period, most of the Talisman Stones of Herag and Pries were likely being monitored.

So many things couldn't be communicated via Talisman Stones.

"From now on, let's communicate and pass messages via Messenger," Herag said.

Pries nodded: "Agreed, it's safer this way."

Pries also had a Messenger, a small yellow bee-like creature.

After the two discussed some matters again, Herag left Pries' residence and headed toward King Street.

Pries' residence was next to King Street, an area where official members of Serlandir lived.

Herag walked to the front of his house, paused slightly for a moment, then walked in with a calm expression.

After he walked into the yard, he first went to the basement's Witch Array control core for a thorough inspection, not missing a single rune.

The Witch Array core hadn't been tampered with, at least not yet.

Herag immediately activated Nightfall to block external surveillance.

When he was at the door, he clearly sensed someone monitoring him from around.

This surveillance wasn't hidden at all, plainly telling Herag, "We're watching you."

The person watching him from the shadows, Herag couldn't be bothered to think about who it was.

Most likely, it was someone from the Taylor Family, though it could also be other forces.

But given the current situation, the probability of it being the Taylor Family was much higher.

The influence of the Taylor Family was indeed enormous, and their actions bold.

The ownership of Silver Moon City hadn't been decided yet, and Parker was still the nominal City Lord.

In this situation, people from the Taylor Family dared to blatantly monitor him near his doorstep, completely disregarding him and the people like Parker behind him.

Ultimately, it's always power that speaks.

When Parker was fine, everyone feared and respected him.

Now that he's gravely injured and near death, these people disregard him entirely, not even giving basic respect.

After returning inside, Herag checked every part of the yard again and let Shenlan scan several times.

The results showed nothing wrong; it seemed that the opposing party hadn't been bold enough to directly enter his house, just watched from outside.

They probably thought, as long as they kept an eye on him, he couldn't escape.

Normally, that's indeed the case, but with Toad's help, Herag could leave anytime.

Toad stayed on his shoulder the whole time, emitting no aura, drawing no attention.

But in reality, Toad was constantly on guard for Herag, watching the surroundings.

Inside the house, Toad also checked everything and found no problems.

Herag took out the Talisman Stone to contact Bannings.

However, Bannings seemed to be in a difficult situation as well.

Herag talked with him for a long time, understanding some things.

Firstly, there's the matter of the Elf Plane. Herag only casually mentioned it, as he had participated in the opening war of the Elf Plane, so bringing it up occasionally was normal and wouldn't seem intentional to Bannings.

The expectation for the Elf Plane was a complete withdrawal within half a year, bringing back every Base without exception.

Simultaneously, all Teleportation Altars leading to the Elf Plane would be temporarily shut down.

Base 27, where Herag was located, was expected to fully evacuate in about a month.

Since the base hadn't been established for long, evacuating it would be relatively straightforward.

Unlike many older bases, which had built numerous facilities, making the evacuation much more complicated.

Herag silently memorized the timeline, and Toad took note in its mind as well.

When the time came, they would probe around, and if the Space channel indeed had no traffic, Toad could continue digging, directly breaking through a trail to the Elf Plane.

Herag also found out that Bannings was encountering some trouble.

He was also one of the commanders in the Elf Plane opening war, so naturally, he had to bear corresponding responsibility for this failure.

Bannings thought Herag came to seek help from him, so he could only inform Herag that he couldn't help him much in the short term.

Because Bannings himself was engulfed in troubles and had no time to extend any convenience to Herag.

The people watching Bannings were far more than those watching Herag.

Herag didn't mind; his intention wasn't seeking help but rather gathering intelligence on the Elf Plane.

Now that the intelligence was in hand, his goal was achieved.

After ending the communication with Bannings, Herag took out the Talisman Stone and checked the Magic Stone balance: 4283010.

This was the amount continuously remitted by the Nightingale Commerce Association to him over this period, totaling over 4 million Magic Stones.

Looking at so many Magic Stones, Herag didn't appear relaxed.

The model of the Land of Dawn was convenient but accompanied by certain risks.

That being, if someone targeted him, the Magic Stones in the Talisman Stone could merely become a number.

Especially now, Herag didn't doubt that the Taylor Family had such capabilities.

Therefore, before the adversary could act, he had to quickly spend these Magic Stones, transforming them into advantageous resources.

If all else failed, he could only entrust Pries to store the Magic Stones.

He didn't trust the president of the Nightingale Commerce Association, as businessmen pursue profits.

When his 'small tree' falls, Herag had every reason to believe they would be the first to disassociate from him.

He wouldn't feel anger if such a thing happened, as it's what a normal person would do.

Moreover, Herag didn't wish for the Cheqi Family to be dragged down by him; cutting ties was actually beneficial.

As for how to spend the money, Herag planned to purchase Second-level Spells and Keys of the Rules.

No matter the cost, he had to acquire more quickly; otherwise, the opportunity would be lost.

A half month quickly passed.

During this period, Herag didn't display any abnormalities, merely exiting for shopping or visiting some people.

He clearly sensed a change in others' attitudes toward him; although not to the extent of shutting him out, there was a noticeable lack of the previous enthusiasm.

Those who previously had amiable conversations and even tried flattery now displayed some evasiveness in their eyes.

Chapter 577: Three Keys of Rules

These people naturally have quite reliable channels of information and know what has happened as well as what might happen in the future.

Parker, Herag's superior, has fallen, and he has attracted the attention of a giant like the Taylor Family, so who would be close to him now?

These people can still meet him normally, only for the sake of past ties.

Herag's expression was as usual, his heart remained unperturbed; everything was as anticipated.

He had long seen through this world: strength is fundamental, everything else is illusory.

So there's no talk of anger; it's all very normal.

Herag was just doing business, directly purchasing some things from shops that were inconvenient to buy directly.

Some people avoided saying they had no stock, but Herag wouldn't bother entangling further and just moved on to the next place.

Some businesses still operated as usual; there's no reason to turn down business that comes to their door.

During this period, Herag spent 1.2 million Magic Stones to purchase eight Level 2 Magic spells, covering each category; many involve the Power of Rules that Herag had not yet mastered.

But it's not important; he decided to buy first and deal with it later.

The only somewhat tricky thing is the Keys of Rules; this stuff has no channel, and no one sells it.

Even if someone has it at home, they won't sell it easily.

If it were Herag before, there might have been room for negotiation.

But now, it's impossible to sell to him.

However, Pries over there gave Herag a huge surprise.

A yellow bee appeared before Herag, its slender limbs pulling out three ancient-looking wooden boxes and a letter from the void.

After placing these items before Herag, the bee disappeared.

Herag picked up the letter and glanced at it; it was personally written by Pries. As he read, his mood became somewhat excited.

Pries directly sent over three Keys of Rules to him!

The Wind Element's High-altitude Feather, the Thunder Element's Thunder's Tears, and the Earth Element's Deep Rock Earth Turtle Shell.

These three are Keys of Rules, capable of assisting a Wizard in understanding the Wind, Thunder, and Earth Element rules.

Herag was somewhat shocked. Where did Pries get so many, and he didn't want Herag's money for them.

He only found out after reading the letter.

Pries, through his own and Parker's network channels, scavenged from many places; the Deep Rock Earth Turtle Shell was taken directly from the Silver Moon City's warehouse.

Strictly speaking, these actions are somewhat against the rules, but no one said anything.

Because Parker and his people were the ones taking the blame, having suffered a huge loss, losing a city.

Although Parker's life was hanging by a thread, he was at least Mick's subordinate.

At this time, Pries, by using some relationships to get some benefits, no one would say anything.

Even if those above knew, they would turn a blind eye.

They are all still within sight, working within the same organization, not doing absolute things.

And at this time, in name, Pries still holds some power to do some things.

This is how he scavenged three Keys of Rules for Herag, and since Pries hadn't spent money to get them, he naturally wouldn't ask Herag for money.

Of course, if those above knew Pries was doing this to give them to Herag, someone might intervene.

But to those above, since Pries seemed to be gathering benefits for himself, they would say nothing.

They wouldn't believe Pries would directly gift such things to others.

Pries revealed that this is also Parker's intention, meant as a bit of an investment in Herag.

Since Parker's situation is special now, he can't meet Herag himself, so he lets Pries handle these things.

Previously, Parker could afford to overlook Herag because he had so many outstanding Wizards under him.

But now, with manpower scarce, Parker would naturally reconsider nurturing some people to prepare for future troubles.

Herag was one of those selected, having no background, and facing threats like those from the Taylor Family, making it the best time to draw him over.

Those who could follow Parker into the Small Plane were absolute confidants, and Herag wasn't qualified.

But what Parker considered was that once he entered the Small Plane, he would fall into a long period with little contact with the Wizard Plane.

When he fully recovered and came out, the outside might have completely changed.

Then, even if he recovered, he might have no voice; who would remember him?

So he needs to select some people and invest ahead of time; maybe there will be some returns in the future.

Even if the investment fails, it's okay; Parker's wealth can afford it—this is just a drop in the bucket.

Herag looked at those two Keys of Rules for the Wind and Thunder Elements thoughtfully.

He felt Pries sending these three Keys of Rules also had some other meaning.

Herag obtained the Level 2 Magic from the two Level 2 Wizards of the Taylor Family which are precisely Wind Element and Thunder Element.

Pries sending these three, does it mean he knows something happened to the Wizards of the Taylor Family, and speculates it was Herag's doing?

Sending these Keys of Rules at this time is exactly what Herag needed.

The Taylor Family must have detected something unusual long ago; a Level 3 Wizard and two Level 2 Wizards disappearing for so long—surely they'd investigate.

It's just that they haven't tracked down Herag yet, because since Herag arrived in Silver Moon City, he's been under their surveillance.

Pries naturally received this information over there, and after a little speculation and some bold assumptions, sent these three Keys of Rules.

Herag felt some urgency; it's estimated trouble would arrive soon, and he must quickly enhance his power.

He held the three Keys of Rules, preparing to comprehend the Powers of Rules, letting the Toad protect him from the side.

Pries was very considerate, not only sending these three Keys of Rules but also attached an explanation in the letter on how to use them, detailing the process thoroughly.

Following the information provided by Pries, the process of comprehension had almost no problems, successfully understanding them all smoothly.

Half a month later.

Herag had successfully comprehended the Wind, Thunder, and Earth Element rules and immediately began mastering the corresponding Level 2 Magic.

The Level 2 Magic for Wind and Thunder Elements are already in the Space Ring, acquired from the Taylor Family: Wind's Sigh, Thunder Fall Technique, Thunder Chain.

Mastery of these three magics could greatly enhance Herag's means, providing more ways to handle various situations.

The Earth Element's Level 2 Magic was also there; Herag purchased one named Earth Source Life when he was acquiring items before.

This Earth Element Level 2 Magic is very special; its effect is that once used, as long as the caster stands on the ground, they can transfer the energy impact they receive to the earth, only sustaining a slight amount of damage themselves.

Chapter 578: Severing Ties

The Earth Source Life spell has a wide range of applications and can absorb various energy impacts.

It can absorb any energy-type impact, not limited to the Wizard's magic.

For Wizards who need to navigate the Endless Plane, this spell is of high practical value.

Because in other planes, those natives have various methods, and no one knows what kind of attacks they might encounter.

However, most attack methods operate on the same principle, and many are energy-based attacks.

In such situations, Earth Source Life can handle many scenarios.

The only limitation of this spell is that it requires the Caster to be on the ground, in contact with the earth, to use it.

This is quite a disadvantage; you must not let others know the limitations of your spell, or it will easily be used against you.

For Wizards specialized in Earth Element, it might not be too big of a problem since they have a variety of earth spells and can use multiple means to maintain contact with the earth, not necessarily standing on the ground.

Herag is now using every means possible to strengthen his capabilities, mastering all these spells, which took a little over a month.

During this time, he stayed at home and did not go out, but the people monitoring him never left.

Herag has figured out who is watching him, a middle-aged uncle wearing a fringed hat, smoking a pipe all day.

This uncle's surveillance method is unique, using smoke from his pipe to monitor Herag.

The middle-aged uncle himself lives more than ten kilometers away, yet the smoke from his pipe drifted here to Herag.

Initially, Herag couldn't figure out who was watching him; he used Shenlan's environmental detection to probe almost everyone around, but found no trace.

Only after noticing a strange wisp of smoke did he let the Toad follow the trail to locate this person.

This person's task seems solely to observe him, with no other actions.

If he goes out, the person's watch becomes more intense.

Besides using the Key of Rules to perceive the Power of Rules and learning a few Second-level Spells, Herag is considering which resources he needs to purchase.

There are already plenty of materials related to Magic Potions and Witch Array, packed in Space Rings.

Some were purchased, some seized from enemies.

These materials for Magic Potions may last hundreds of years unless he plans to open a store.

So, there is no immediate need to supplement the Magic Potion materials.

After considering, currently, the most valuable to him are the Key of Rules and some Witchcraft Artifacts.

The Nightingale Commerce Association is still the only help in these matters.

Pries has done a great deal; Herag cannot endlessly demand from him.

After all, Pries's own situation isn't quite good, and it's very commendable to help to this extent. Herag will remember this kindness.

For the Key of Rules and Witchcraft Artifacts, the commerce channel has always been better.

Now the issue is, Herag is unsure of Vernon's attitude towards him.

Though Magic Stone credits are deposited monthly into the account, not shorted.

However, since returning to Silver Moon City, Vernon has not contacted him, nor communicated via Talisman Stone.

By usual standards, he should have visited long ago.

Herag thought for a moment, took out a Talisman Stone, and sent Vernon a message: "I need the Key of Rules and some useful Witchcraft Artifacts; do you have a channel?"

Unexpectedly, Vernon quickly replied: "No problem, some matters need face-to-face discussion. Meet at Silver Moon Tavern."

It seems Vernon was already prepared, just waiting for Herag to seek him.

After Herag and Vernon settled on a time, he arrived at the Silver Moon Tavern that night and went to the private room upstairs.

Vernon was sitting alone inside; upon seeing Herag, he rose to greet him and said, "I ordered Fire Dragon Whiskey for you; if you don't like it, we can change it."

"No issue, I have always liked Fire Dragon Whiskey here," Herag chuckled.

After sitting down, Herag casually arranged a Witch Array to block external spying and eavesdropping.

Though the private room already had a Witch Array, Herag did not fully trust it.

Vernon had no objections, but after Herag was done arranging, he spoke: "I'm sorry, Mr. Herag. During this period, I haven't been able to help with your matters much."

He looked apologetic, seemingly regretful towards Herag.

"Mr. Vernon, am I a youthful, ignorant child driven by emotions?" Herag laughed indifferently and took a sip of the wine.

Vernon seemed to breathe a sigh of relief, bitterly smiling and nodding, clinking glasses with Herag.

Vernon had been under enormous pressure lately, even more than Herag.

As the president of the Nightingale Commerce Association, the stakes are incredibly broad.

Various pressures from all directions have overwhelmed him during this time, and Vernon has been bravely enduring.

Under such pressure, he dared not contact Herag, as the consequences would be grave.

Only when Herag proactively reached out did Vernon decide to meet and discuss in person.

Herag said, "Transfer my shares to the Cheqi Family and publicly sever ties with me. I will ask the Cheqi Family to do the same, so they aren't affected by me."

Herag is already planning to head to the Elf Plane, and the benefits from the Wizard Plane are actually negligible.

With pressure from above, this money may not belong to him in the future, so he might as well transfer it directly to the Cheqi Family.

Vernon nodded: "Rest assured, I can protect the Cheqi Family."

Vernon hasn't been idling these years; those people are only targeting Herag.

The Taylor Family may use the Medel issue to trouble Herag, but the Cheqi Family remains a Wizard Family in the Barren Land, distant from the vortex of the Land of Dawn.

Vernon can mediate, ensuring both sides appear severed from Herag outwardly, and it's not a major problem.

The only real issue is whether Herag is willing to let go.

If Herag fails to see Vernon's predicament and insists on binding the Nightingale Corp with himself.

Then Vernon might have no choice but to break ties with Herag, and truly sever links.

Now that Herag actively requests severance, the situation is different.

Both can publicly claim to have no association, yet still maintain a good relationship privately.

As long as Herag is able to extricate himself from this trouble and returns someday, Vernon will still be his most loyal partner.

Only many actions need to be performed for the sake of appearances.

Chapter 579: Babylonian Crown

After discussing with Vernon, Herag decided to give 30% of his original 40% share to the Cheqi Family and 10% to Vernon.

However, this was only on the surface; the Cheqi Family and Vernon held these shares on behalf of Herag, and the profits still belonged to Herag.

As for whether Vernon and the Cheqi Family would swallow these profits in the future, it was not important.

Because when Herag returned without those troubles, Vernon and the Cheqi Family would naturally return these profits.

If Herag could even handle the Taylor Family, how would Vernon and others dare to provoke Herag?

But if he couldn't return, then these profits would be meaningless.

After Vernon finalized the agreement, he checked it many times, hesitated for a moment, and asked, "Are you sure you want to sign it?"

Herag didn't speak, he directly dropped a drop of his own blood.

Vernon had to admire the young man in front of him once more, able to pick up and let go.

So many profits, to say let go then just let go, not everyone can do that.

Herag's vision was more long-term; letting go now was just for a chance to retrieve them in the future.

Otherwise, when these profits landed in the hands of the Taylor Family, it would be difficult to get them back later.

"This is what you wanted; I tried my best to find it. But it seems someone secretly instructed others regarding the Key of Rules, so most people were unwilling to give it to me, probably afraid it would end up in your hands." Vernon said, taking out a test tube.

The test tube contained a light blue solution, and inside it floated a plant resembling seaweed, dark green in color.

Vernon had been searching for the Key of Rules, knowing Herag needed it.

It seemed like everyone had been informed, even though they were ready to sell it to him, they changed their minds at the last minute.

This test tube was something he painstakingly purchased secretly, not easy to come by.

"This is Sea Snake Grass, the Key to the Water Element Rules, I hope it helps you." Vernon explained.

"Thank you." Herag nodded and thanked as he accepted the Sea Snake Grass.

Vernon then took an ancient golden crown from his Space Ring, which looked very old, emanating an ancient aura, clearly something from many years ago, with a long history.

"I bought this from the Pioneer, the Babylonian Crown." Vernon said.

"Is this... Witchcraft Artifact?" Herag felt the crown had a special aura, upon closer inspection, it resembled Witchcraft Artifacts but seemed different from the current ones.

"Yes, based on current standards, it's at least a Level 3 Witchcraft." Vernon explained.

"What is its function?" Herag also sensed the unusual aura on it, this crown might be something extraordinary even among Level 3 Witchcraft.

Vernon said, "I originally intended to collect it, but it's said that this crown can protect the wearer's soul."

"Soul?" Herag paid more attention.

Aside from Necromancers, most Wizards don't usually delve into soul research.

Because soul research is very troublesome, even Necromancers haven't delved deeply.

It's said that one truly encounters soul-related powers only upon reaching the highest levels of Wizards.

This crown involving the soul dimension is an exceedingly rare treasure.

Vernon said, "You might face many dangerous situations in the future, so this is more valuable to you, hence I am giving it to you. If I keep it, it's merely a collectible, unable to utilize its value."

"Thank you." Herag said nothing more and accepted it directly.

If he resolves his troubles in the future, he would naturally repay Vernon.

If he died, those shares could be considered remuneration.

Herag talked with Vernon deep into the night before leaving the Silver Moon Tavern.

Upon returning home, he took out the Babylonian Crown and asked, "Can you take a look at this for me?"

The toad examined it carefully for a while and said, "There's no problem; no hidden tricks. You can use it. It's a Soul Witchcraft Artifact, capable of protecting your soul from most Level 4 or lower soul magic attacks and enhancing your soul strength."

"Then I can rest assured." Herag said.

He certainly wouldn't use it casually; if it had a hidden trap, it would be a disaster.

One must never absolutely trust others, no matter the circumstances.

Worst-case, even if Vernon bore no ill will, he couldn't ensure this thing had no issues.

Therefore, Herag had the toad check closely after bringing it back.

Herag pricked his finger, dripping a drop of blood into the Babylonian Crown.

The simple, ancient crown absorbed the blood and suddenly emitted a faint golden light, slowly floating up.

Once afloat, the Babylonian Crown drifted toward Herag, landing on his head and gently descending.

Upon landing atop Herag's head, it disappeared.

Herag felt it intently, sensing that the Babylonian Crown remained within him, though its entity was unseen.

He felt a strange sensation, akin to wearing clothes.

This feeling was quite odd, as he was physically dressed already.

But after wearing the Babylonian Crown, he realized it felt akin to being unclothed before, never having worn clothes.

Until he donned this crown, it felt like he wore an outfit.

The toad explained that previously Herag's soul had practically no defensive measures.

With this crown, there's now an additional layer of defense, thus the sensation.

"When can I reach the level of soul interaction?" Herag casually asked.

The toad yawned, "Talk about it after you become a Level 4 Wizard, still a long way to go."

Herag nodded, no longer asking, finding it unnecessary to ponder such distant matters.

The next morning, a piece of news spread throughout Silver Moon City and even reached various places in the Land of Dawn.

It stated that Herag had withdrawn from the Nightingale Commerce Association's business, transferring all his shares to the Nightingale Commerce Association and the Cheqi Family.

Additionally, the Nightingale Commerce Association's president, Vernon, declared there would be no further collaborations with Herag.

This way, the two had entirely drawn a line.

Upon hearing this news, many people started discussing it.

Already a topic of conversation, Herag, who had worked his way from the Barren Land to become a Level 2 Wizard, and now landed in such a predicament, naturally sparked a lot of discussions.

Chapter 580: Oppressing Others with Power

During this time, various pieces of information have been circulating throughout Silver Moon City, and there are many well-informed individuals in the city.

Regarding the issue with Parker and the defeat and retreat from the Elf Plane, many people have already learned about it, and they know that the upper echelons above Serlandir are engaging in various political maneuvers.

As it stands, the outcome for Parker is largely settled.

Herag, being Parker's subordinate and also having offended the Taylor Family, is unlikely to meet a good end.

Therefore, seeing the current announcement from the Nightingale Commerce Association, many people can't help but sigh, truly feeling the saying: "when the tree falls, the monkeys scatter."

Of course, many are also enjoying the spectacle.

Herag's rise was too fast; many people used to curry favor with him, and he was surrounded by patrons.

But in reality, not many genuinely wished for Herag's well-being; they merely awaited the day when he would fall.

Now that day has come, these people are naturally watching the show with satisfaction.

Herag paid no mind to these external storms; to him, how others perceived him was unimportant.

He was very aware of the situation he was facing and knew what he needed to do.

The Cheqi Family hadn't made any moves yet. Herag sent a letter advising them to quickly distance themselves from him, but the Cheqi Family remained unmoved.

They would rather be implicated by Herag than make such a declaration.

The Cheqi Family is unlike Vernon; the Cheqi Family is a Wizard Family, inherently bound by family ties that have continued to this day, placing more importance on emotions.

Vernon, on the other hand, is a very clear-headed businessman, knowing what needs to be done and what others hope to see.

Vernon knows that some acts must be performed when necessary.

All of it is merely a temporary expedient, solely for better future development.

But those in the Cheqi Family are unwilling to act this way.

Herag felt somewhat helpless; he couldn't force the Cheqi Family to do these things and could only let them be.

He decided to keep a distance from the Cheqi Family in the future, to prevent dragging them down with him.

Anyway, aside from having a close relationship with Reese, Herag had little interaction with others.

...

Half a month later, a few individuals arrived at Silver Moon City Hall, led by Reece Taylor, Medel's father.

"I'm sorry, Mr. Reece, but if you don't have sufficient evidence, I'm afraid I can't do much," Pries stated expressionlessly.

Reece's face turned cold, and he stood in front of Pries's desk, saying: "We have evidence to take down Herag, no doubt about it."

"Then please show us the evidence, Mr. Reece," Pries said.

Reece replied, "Herag murdered my son, Medel! Not only that, we suspect he might be connected to the deaths of our family's Svallo and two others. We suspect he could be an Abyssal Cultist, which is why we want you to apprehend him."

"Mr. Svallo? I recall he was a Level 3 Wizard, while Herag has just been promoted to a Level 2 Wizard. How could he be involved? Are the wizards of your Taylor Family so fragile that even a Level 3 Wizard would die at Herag's hands?" Pries remained unmoved and continued speaking.

Pries chuckled and continued: "It seems that on our Lord Mick's side, talent is plentiful if a Level 2 Wizard can handle a Level 3 Wizard and two Level 2 Wizards from your side."

Reece's face turned ashen, and his eyes were filled with fury as he looked at Pries.

Pries didn't care now; if it were before, he certainly wouldn't speak this way.

They are all members of Serlandir, constantly crossing paths, so there was no need to make things tense.

But now that they were about to be kicked out, there was no need to consider so much; he could say whatever he pleased without worrying about the Taylor Family's face.

Pries thought very clearly that it might not be long before they'd need to return to the Wizard Plane, so there was no need to bother about so many things.

He directly mocked Reece.

Reece spoke: "Of course I don't mean Herag killed Svallo and the others, but I suspect he is an Abyssal Cultist, colluding with Abyssal Demons which led to our family's Svallo and the others missing and unreachable. Additionally, we found the place of young master Medel's death on the Demon Plane, and through Time Shadows, we saw Herag had appeared there."

"First of all, your claim that Herag colluded with Abyssal Cultists is merely suspicion. Do you have evidence? Without evidence, trying to take away one of our Level 2 Wizards is too ludicrous. Also, it seems you haven't clarified the true cause of Medel's death. Even if Herag had appeared there, how can you prove Herag killed Medel?" Pries questioned.

"So we only wanted Herag to cooperate with the investigation. Svallo and the others were also sent to invite him to cooperate, but now they're missing. Mr. Pries, don't you think the timing of Svallo and the others' disappearance is a bit too coincidental?" Reece looked at Pries and said.

Reece actually suspected that Pries's side had meddled, used connections from Parker's side, and removed Svallo and the others.

He too didn't believe Herag colluded with any Abyssal Demon and killed Svallo and the others; it was just a label they were trying to affix.

But in more reasonable scenarios, it is more likely Silver Moon City acted.

However, Reece couldn't say this in front of Pries, and even if he knew Parker's side had acted, without evidence, he couldn't do anything about them.

And Herag had little background, making him an easier target to pin the blame on.

Pries said: "An investigation? If someone fell into your Taylor Family's hands, do you think their outcome would be good? Sorry, without evidence, we simply can't issue a notice, nor can we hand him over to you."

"Fine, let's see how long you can protect him, see how many more days you can be the masters of Silver Moon City!" Reece spat, leaving in anger after delivering his threat.

Pries watched as Reece and his crew departed, his gaze profound, remaining silent for a long time.

Silver Moon City had not yet changed masters, so the Taylor Family didn't dare come openly.

But in the future, that wouldn't be certain.

Reece initially intended to leverage his power to pressure, but Pries had already hit rock bottom and didn't care about the Taylor Family's vast influence.

Soon they would be entering the Small Plane; no matter how bad things got, it wouldn't be too different.

Pries pondered for a moment, picked up a quill from the desk, and began writing on a piece of parchment.

After a while, he summoned a little bee to deliver the letter to Herag.

Upon receiving the letter, Herag understood that the situation was becoming increasingly perilous.

The Taylor Family, borrowing the opportunity to strike at Parker's forces, intended to press Pries to hand him over.

This time, even though Pries withstood the pressure and refused to comply.

It also indicated that the Taylor Family was determined to eliminate Herag.