

## Sixth 581

### Chapter 581: Departure

After Reece left the City Hall, he immediately sent a message to the family to report the situation here.

Judging from Pries's attitude, it was highly probable that Svallo and the other two met their end here in Silvermoon City.

"That old dog Parker, biting us even though he barely has any teeth left. Just wait and see," Reece looked back coldly at the Silvermoon City Hall and then boarded the carriage and departed.

Recently, Herag had been stocking up on a lot of supplies, many of which he wouldn't need right away, maybe not even for a long time into the future.

But he bought them anyway, preparing as fully as possible to avoid any unforeseen problems.

Herag glanced at the balance of the Talisman Stone account, with over a million Magic Stones remaining.

After pondering for a moment, he wrote a letter to Pries.

"I'm planning to leave; there are over a million Magic Stones left in the balance, and they're all being transferred to you. Remember, you're just holding onto them for me, so give them back when I return."

Pries wasn't surprised seeing the letter, though he was a bit puzzled and asked: "Don't worry, I'll keep the Magic Stones safe for you. The question is, how are you planning to leave? The airships are definitely being monitored. Also, where are you headed? Could it be to the other planes where the Expedition Team is?"

"I'm not telling you where I'm going, but rest assured, I have a destination. You don't need to worry about how I'll leave either, I have a way. I'm getting ready to go, and we'll continue to keep in touch through the Messenger for anything else," Herag replied.

The only trouble with using Messengers to communicate is that it's not instantaneous; letters need to be written and replies awaited, but it's highly secure.

After informing Pries, Herag stood up and looked around the house.

Though the courtyard wasn't large, it was warm and held many memories.

This property in Silvermoon City was permanent; once purchased, it was yours forever.

But nothing in the world lasts forever, and Herag didn't know if, upon his return, this place would still belong to him.

Or even if it would still exist, everything was an unknown.

After tidying up the house a bit, Herag went to the core of the Witch Array control in the basement and placed a Magical Energy Crystal inside.

The energy within the Magical Energy Crystal was plentiful, enough to support the Witch Array's operation in this house for several hundred years.

The house itself was small, and the energy required for its Witch Array to function was minimal.

After adding two more protective Witch Arrays, Herag returned inside, glanced at the Toad on his shoulder, and said, "Let's go, to Reese."

The Toad nodded, opened its mouth, and absorbed Herag inside before diving headlong into the void, disappearing from sight.

...

At Wisteria Ridge, Reese and Asuna were inside discussing matters.

Recently, they were a bit worried, having already learned about the situation on the Land of Dawn and knowing Silvermoon City's current plight.

The Taylor Family not only had their eyes on Silvermoon City but also wanted to take action against Herag.

The Nightingale Commerce Association had publicly declared that Herag had automatically withdrawn from their business cooperation and that there would be no future dealings, effectively drawing a line.

Though Reese knew this was all arranged by Herag, she still had no good impression of Vernon.

The next moment, ripples appeared in the space beside her, and a Toad emerged, followed by Herag appearing in the room.

"You're back!" Asuna was pleased to see Herag return.

Herag nodded and said, "Perhaps it's time for us to leave."

On the Elf Plane side, everyone at Base 27 had already evacuated, and the spatial passage over there was basically unused, with the Teleportation Altar also sealed.

The Toad had already dug out the small path in space; it personally crawled through to inspect it, with the exit being hidden deep within the mountains about a hundred kilometers away from Base 27.

Reese, knowing they had to leave, felt a bit sad but understood there was no other choice.

She had to leave; otherwise, she would become a bargaining chip to threaten Herag.

Moreover, from what Herag saw of the future, the Wizard Plane might face a calamity, and the only option was to leave and seek refuge.

For small individuals like them, merely surviving in such turmoil was extremely difficult.

Asuna, on the other hand, was rather excited since the Elf Plane was her home.

After Herag discussed with Reese and Asuna for a while, Reese went out to inform the Cheqi Family patriarch Mayer about this news.

Herag couldn't make an appearance at this moment, as too many people knowing of his presence here would be problematic.

To the Taylor Family, Herag was perceived to be staying put at his courtyard, not venturing out.

If news of Herag being here spread, the Taylor Family would inevitably know Herag likely had means of long-distance teleportation.

The less the enemy knew, the more advantageous it was for him.

The white-haired Mayer entered alone, observing Herag as he spoke, "The Cheqi Family will never regret investing in you."

"Thank you," Herag nodded after a moment of silence.

"Though I don't know where you're going, as long as you're safe, all will be well. Preserve your strength, and there will always be a day to return," Mayer said.

Reese merely informed Mayer that Herag had prepared a route to safely avoid the Taylor Family's threat, without specifying what that route was.

Mayer wouldn't ask; with Herag already prepared, he naturally trusted him.

Herag stated, "Once we've left, you must sever all ties with me to avoid being implicated."

Mayer shook his head, "There's no need for that. On the surface, we just have some cooperation. Whether in the Land of Dawn or the Barren Land, basic rules still apply. Could they really wipe us out based on mere suspicions?"

The Cheqi Family was currently the top family in the Barren Land, and though this matter might have some impact, it wouldn't endanger the entire family.

The Taylor Family from the Land of Dawn, while powerful, was also heavily restricted and couldn't engage in large-scale killings.

From the outside, Reese was the only one truly deeply connected to Herag within the Cheqi Family.

As long as Reese was taken away by Herag, there would be no one else of significant importance to Herag in the Cheqi Family.

Larry was only publicly known as Herag's teacher from the time at Moonlight Forest, without much further interaction thereafter.

Thus, from the Taylor Family's perspective, there was no reason to indiscriminately eliminate members of the Cheqi Family, something the Wizard Alliance would not allow them to do.

After conversing with Mayer for a long time, discussing many matters, Herag saw him off, knowing it was time for himself, Reese, and Asuna to leave.

Chapter 582: So-Called Peace

Herag glanced at the toad, not rushing to have it send the three of them to the Elf Plane, but instead looked southwest into the distance.

He was considering whether to bring Emil and the others to the Elf Plane together.

But Herag feared he might bring trouble to them; Emil and the others were living well and peacefully now.

If he appeared suddenly, Emil and the others might not be willing to leave their homes with him.

The most crucial point is, whether it's the Barren Land or the Land of Dawn, almost nobody knows about his friends on the Coleson Continent.

Apart from Dino having met Emil and Melissa briefly when he initially picked him up, no other wizard has seen Emil and the others.

The wizards from the Land of Dawn, such as those from the Taylor Family, wouldn't be able to know that Emil and those people are Herag's friends.

If Herag doesn't disturb them, nothing would happen, but if he suddenly returns and appears there.

By the Taylor Family's means, they would probably find a way to track him to Emil and the others, instead bringing trouble to them.

Before the Abyss Plane truly invades, Herag still prefers not to disturb Emil and the others, lest they get caught up in the whirlpool.

No one knows when the Abyss Plane's invasion will occur, it could be a few days later or hundreds of years from now.

During this time, although the Abyssal Aura has grown gradually denser, the growth speed is very slow, and hasn't increased suddenly.

Through the concentration of the Abyssal Aura, Herag deduced that the space channel on the Abyss Plane side is still under construction.

After considering these issues, he decided not to go to the Coleson Continent, but to go to the Elf Plane instead.

"Let's go." Herag glanced at Reese and Asuna, who were ready, and said.

The toad jumped off Herag's shoulder, opened its big mouth, and sucked the three into it, then burrowed into the void.

In Reese's boudoir, it suddenly became empty in the blink of an eye.

The mountain ranges stretch endlessly, lush with vegetation.

Herag and the two appeared in a dense forest, finding themselves halfway up a high mountain.

Although the terrain was relatively flat, it was rife with trees and underbrush.

The surrounding shrubs grew densely, almost reaching two meters high.

Herag took out his Long Blade and casually swung it a few times, clearing a patch of open space.

He took out the Elf Plane map, compared the position of the stars and the surrounding terrain, and roughly judged his general location.

This place is located east of Base 27, more than a hundred kilometers away.

Herag took a look and realized that he had been to this area before with Reese and David.

Back then, to complete the task in Miracle Valley, they crossed the mountain range and passed through this region.

After confirming the location, the subsequent plan became straightforward.

Herag remembered there was a sizable city to the east named Nightfall City, where many adventurers were active. He himself was certified as a Great Knight by the Adventurers' Association.

Though he hadn't used this identity afterwards, it might come in handy in the future.

"Let's leave this place first," Herag said to Reese and Asuna.

Herag considered this place as the first location after transmission, so he cautiously decided to leave it

He led the two through the mountain range, and stopped under a waterfall after about two days.

Herag took out the Fallen Wings, made a space rift on a hidden mountain wall, and then the three of them slipped inside.

It was necessary to be more cautious in conducting affairs in this location.

Even though most wizards had already withdrawn from the Elf Plane, there were still wizards from another place called Boundary Land active.

During this time, Herag also paid attention to the developments of the Elf Plane through Chatiya's perspective.

The Elf Race and Boundary Land had already established cooperation, the Elf Plane had provided a World Tree Seed to the wizards of Boundary Land.

In return, through some means, Boundary Land had prompted the Wizard Plane Expedition Team wizards to begin their withdrawal.

Although the pace of withdrawal varied, the process was ongoing.

The wizards from Boundary Land didn't seem anxious and hadn't attacked the members of the Expedition Team.

Additionally, Boundary Land would provide various resources for the Elf Race.

These resources included Magic Potion Materials, Casting Materials, and many infrastructure facilities like the Wizard Tower.

Moreover, there was one most important thing, which is knowledge.

The Elf Race also used magic, which by nature was quite similar to the wizard powers, with many principles being interlinked.

Therefore, the knowledge brought by Boundary Land was very helpful to the Elf Race.

Though the Elf Race had a long-standing heritage, much knowledge had been handed down through generations, thus they were far less advanced in the depth and breadth of research compared to the wizards of Boundary Land.

For the Elf Race, this knowledge was undoubtedly an invaluable asset.

For Boundary Land, acquiring the World Tree Seed was certainly worthy of their investment.

Moreover, not just that, many unique resources from the Elf Plane would be transported to Boundary Land.

The two parties would establish robust trade exchanges, and Boundary Land, despite being more powerful, wouldn't oppress the Elf Plane, but engage in proper trade activities.

From this, Herag deduced that Boundary Land had developed into a very strong degree.

The Elf Plane's strength was already quite considerable, yet merely deploying Mr. Acorn, utilizing the momentum and reputation of Boundary Land, the Elf Race chose cooperation.

During this process, not a drop of blood was shed, nor was there any dispute, truly achieving a victory without battle.

Behind the seemingly peaceful and friendly atmosphere was the powerful strength supporting Boundary Land.

Herag chose to reside temporarily in this mountain range mainly to enhance his own strength.

The four Keys of Rules acquired earlier had all been successfully comprehended.

Herag couldn't help but marvel at the experience of becoming the Master of the World before, which was tremendously helpful to him.

At least at the Level 2 Wizard tier, the insights from when he became the Master of the World greatly benefited his comprehension of the rules.

Herag even believed that, as long as he had the experience of being the Master of the World, he almost had a ticket to advancing to Level 3 Wizard.

As long as he could obtain the Keys of Rules, comprehend enough rules, the remaining task would be waiting for the recognition from the World Will.

Regarding gaining recognition from the World Will, Herag had also asked the toad for some related information.

He learned that if he desired acknowledgment from the World Will, he would most likely have to accomplish this process in the Wizard Plane.

Achieving recognition from the World Will in the Elf Plane wasn't impossible, but the likelihood was nearly close to zero.

Chapter 583: Tempering

To gain acknowledgment from the World Will, almost only the native inhabitants of the plane can do it.

After advancing to a Level 3 Wizard, one is considered a relatively powerful individual.

For the World Will, such an individual must be beneficial to the plane.

If a being from another plane advances to a Level 3 Wizard, it might not be a good thing for the plane.

Therefore, the World Will generally does not choose to recognize beings from other planes.

Herag is somewhat unsure because he has the bloodline of the Elf Royal Family, and he doesn't know if this counts as a native from the Elf Plane.

He feels it's probably unlikely, as the World Will judges whether a person belongs to the plane not just through bloodline.

Just like the aura of the Abyss Plane, the auras of different planes are distinct.

To gain the acknowledgment of the World Will, it will certainly scrutinize you thoroughly in this process.

Even if Herag can enter Elf Form, he is likely unable to withstand the gaze of the World Will and would easily be exposed.

Moreover, he doesn't plan on gaining the acknowledgment of the Elf Plane's World Will.

Herag vaguely feels that being acknowledged by the World Will in the Wizard Plane is preferable for advancing to a Level 3 Wizard.

He considers the broader aspect, which is the limitation of individual power based on plane levels.

Although the Elf Plane is also a middle-tier world, its history is not as extensive as that of the Wizard Plane.

In the Era of Radiance, the Wizard Plane already had several Level 6 Wizards.

While in the Elf Plane now, perhaps only the World Mother Tree possesses power around Level 6.

For the Elf Plane to advance to a high-tier world, the time needed would certainly be absurdly long, and Herag doesn't think he can live that long.

In comparison, the Wizard Plane is much better; although it currently doesn't have extremely powerful beings, the plane level and history are evident.

According to the Toad, in his memory, the Wizard Plane is on the path to advancing to a high-tier world; it's just not clear why it hasn't yet achieved this status.

In other words, the Wizard Plane is not far from becoming a high-tier world, and it's closer than the Elf Plane.

When making a choice, Herag would naturally choose the Wizard Plane, which has a higher ceiling, rather than the Elf Plane.

Therefore, he will eventually return to the Wizard Plane, only to complete the process of advancing to a Level 3 Wizard.

The Toad said that Herag would have almost no difficulty obtaining the acknowledgment of the Wizard Plane's World Will.

With Herag's rate of advancement and his exhibited excellent potential, the World Will would not trouble him.

What Herag needs is to comprehend enough Power of Rules; what's missing is just time and resources.

He organized the Power of Rules he has successfully comprehended: Space, Time, Fire Element, Wind Element, Thunder Element, Earth Element, Water Element—altogether seven types of Rule Powers.

Among these, there are the very special Time and Space elements.

Normally, a Level 2 Wizard who comprehends rules to this extent would have already attracted the World Will, naturally completing the advancement process.

But Herag hasn't, not because he isn't outstanding, quite the opposite, but because he is too excellent with too much potential.

The World Will likely thinks Herag has high potential and that advancing now would be too wasteful, so it's waiting for Herag to experience more Rule Powers.

The more Rule Powers comprehended, the stronger one becomes after advancing to a Level 3 Wizard.

Although Herag also desires to advance to a Level 3 Wizard, he's not in a hurry, knowing he must proceed step by step.

The current progress is quite fast. Since the World Will has given him more space, it's natural to make good use of it.

Herag thought for a moment; the conventional rules he hasn't yet comprehended include Wood Element, Dark Energy Element, and Light Element.

It doesn't seem like much, but the Keys of Rules for Dark Energy Element and Light Element are rare and challenging to obtain.

The Wood Element is relatively common, but there are currently no channels to acquire it.

"The World Will doesn't expect me to comprehend all three of these Rule Powers successfully, does it..." Herag thought.

If that's the case, there's no telling when he could advance to a Level 3 Wizard.

For the World Will, this time may seem very brief.

Relative to the long history of the plane, this time is but a fleeting moment.

But for an individual like Herag, it could very well be a lifetime, or most of a lifetime.

Many Level 2 Wizards never gain the World Will's acknowledgment by the time they die.

Herag sighed; he cannot intervene in this process and can only attempt to comprehend more rules as much as he can.

The internal space of the Fallen Wings is not large, but it is more than sufficient to accommodate three people living there.

It has all the facilities, and various living supplies are not lacking; Herag had replenished them beforehand, even preparing many toys and items for entertainment to avoid a dull life.

Asuna blushed upon seeing them, while Reese eagerly wanted to try them out.

Herag plans to complete the process of refining all the Rule Powers through the World Furnace here, integrating the successfully comprehended Rule Powers into his body.

Previously, while in Silver Moon City, he only managed to comprehend those rules successfully and then constructed the corresponding Spell Models for second-level spells.

The process of refining Rule Powers through the World Furnace demands immense mental focus and energy and carries certain risks.

In that environment, even within the protection of the Witch Array of his residence, Herag dared not attempt this process.

Any external disturbances affecting him could result in severe consequences.

Therefore, after coming to the Elf Plane, Herag chose an isolated mountain forest to complete this process.

Seven days later.

Herag was drenched in sweat, with his skin showing a reddish hue, appearing rather frightening.

He exhaled a long breath, displaying a somewhat relaxed expression.

Compared to the process of refining Rule Powers using the World Furnace, now everything feels quite at ease.

The constant sensation of a Giant Hammer striking all over his body is not something everyone can endure.

Experiencing it once is enough to deter anyone from wanting a repeat.

But Herag endured it not once, but continuously for a full seven days, without rest.

Herag thought it better to complete the refinement in one go; if he took breaks and continued, the torment would extend, so why not do it all at once.

The process was painful, but the rewards were equally abundant.

After completing the refinement of these Rule Powers, Herag clearly sensed some very strange changes happening within his body.

#### Chapter 584: Inner Domain

When Herag had only fused into his inner domain just two or three rules like time and space, he didn't have any particularly noticeable sensations.

However, after fusing all the other rule power into his body over this period, he felt a qualitative change in his body.

Space, Time, Fire Element, Wind Element, Thunder Element, Earth Element, Water Element, seven kinds of rule power fused into his body.

Herag felt that his physical body underwent some mysterious changes, if before his body was simply high in physical strength with strong defensive abilities.

Then now, his body had high strength on the rule level, with extremely high defensive measures against attacks of various rule power levels.

Herag had a momentary illusion, a sense that perhaps in the future, his physical strength might even become as unbreakable as those of the planes.

Herag raised his hand, glanced at his arm, as if seeing a stream of light emerging on the surface of his body.

But upon closer inspection, that stream of light did not actually exist.

Herag thought for a moment, took out a dagger, and stabbed it fiercely toward his arm.

After the dagger touched his arm, the arm had no wound whatsoever.

Not only that, but it didn't even leave a white mark.

Herag suddenly drew in a breath of cold air, as something dawned on him.

When he stabbed his arm with the dagger, his body seemed to instinctively operate some power to defend.

This resulted in Herag not feeling the dagger contact him at all.

In other words, it seemed that the dagger had contacted the skin on his arm, but in reality, it never touched it.

Herag was somewhat perplexed, as this seemed to resemble the result of the operation of spatial rules, yet he saw no disturbance in the spatial rules around him.

Just as he was puzzled, the toad watching all along suddenly spoke, "Kid, it looks like you've mastered something extraordinary."

"How so?" Herag asked, as the toad was knowledgeable and might know the changes in his body.

The toad crawled over, observed Herag's body for a moment, and asked, "The magic you used just now, did you absorb the rule power into your body?"

"That's right," Herag replied.

"Truly amazing, it's the first time I've heard of someone being able to absorb rule power into their body," the toad exclaimed.

Herag realized that the magic of the World Furnace was even more powerful than he had imagined, even a being like the toad expressed astonishment.

After advancing to a Level 2 Wizard, he had not paid much attention to the World Furnace magic.

After the first two times of fusing rule power, his body didn't seem to have any special changes, so he didn't pay much attention.

It wasn't until this time that Herag realized the extraordinary nature of this magic.

The toad crawled back and forth inside the house, like an old man pacing.

After thinking for a while he said, "Describe your current situation in detail again."

Herag then recounted the entire process of fusing rule power, describing the results of the fusion, the sensations, and the changes in his body with great clarity.

After a moment of contemplation, the toad spat out two words: "Inner Domain."

"Inner Domain? What is that?" Herag asked.

The toad explained, "An Inner Domain is a method only available to a Level 4 Wizard, allowing them to operate self-created rules within their domain. Within their domain, a Level 4 Wizard is almost invincible. A Level 3 Wizard has almost no ability to resist against a Level 4.

A Level 3 Wizard needs to create a rule of their own to advance to a Level 4 Wizard.

Creating a rule is an extremely arduous process, requiring a deep understanding of rules, along with high talent and analytical ability, to have a narrow chance of creating a rule.

Once a Level 3 Wizard creates a rule of their own, they can form their domain and advance to Level 4 Wizard.

In their domain, a Level 4 Wizard is akin to the Master of the World within that domain, all rule power will adhere to their commands.

This Master of the World is different from when Herag became a Master of the World using the World Staff, which only allowed him to sense and see the presence of the rules.

But he was too weak, the rule power he could mobilize was extremely limited, and he might exhaust himself if not careful.

But a Level 4 Wizard is different, they possess strong enough power to mobilize rule power effortlessly.

Under such circumstances, once a Level 3 Wizard enters the domain of a Level 4 Wizard, they are almost lambs to the slaughter.

Because in the domain, a Level 3 Wizard can hardly mobilize rule power, all rule power is under the control of the Level 4 Wizard.

With a mere thought, a Level 4 Wizard can cause a Level 3 Wizard to be annihilated.

Such is the terrifying nature of a Level 4 Wizard.

The more powerful the Level 4 Wizard, the stronger and larger their domain is.

At the Level 4 Wizard stage, the competition is about whose domain is stronger and has more depth.

The Wizard Organization 'Eye of the Storm' acts so assertively because the Eye of the Storm himself is the closest being to a Level 5 Wizard, with a strong domain.

Few other Level 4 Wizards in the Land of Dawn are a match for the Eye of the Storm.

After hearing the toad, Herag gained some understanding of the concept of a domain.

He asked with some confusion, "But I'm just a Level 2 Wizard and have not created a rule of my own, how does what you said about the domain relate to me?"

The toad looked at Herag and said, "That's the frightening aspect of your magic. Although you haven't created a rule of your own or formed an external domain, your inner domain is equivalent to a domain, the Inner Domain."

"Inner Domain..." Herag pondered the implications of these words.

The toad said, "Even with my existing knowledge, I can't explain the principle of the World Furnace spell you mentioned. But from the current situation, when you absorb enough rule power, you form a domain within, self-contained."

"An Inner Domain, impenetrable by non-rule power, immune to all laws. To harm your body, rule power must vastly exceed your own strength to deal effective damage. In other words, the robustness of your body is already ridiculously high."

Herag suddenly recalled the process of stabbing himself with the dagger, realizing that such physical attacks were completely ineffective on him.

Not that it couldn't pierce the skin, but it was directly ineffective.

Herag contemplated the toad's words, it seemed that his personal safety could greatly increase in the future.

From the current situation, he can mostly be immune to attacks of rule power of the same level in the future.

#### Chapter 585: Domain Power

Herag's physical body has now reached the realm of rules, and only the power of rules can affect it—ordinary sword attacks and energy attacks have no effect anymore.

This means that even if Herag stands motionless in front of a Level 1 Wizard, the wizard would find it difficult to inflict any harm using all their magic power.

Now, anyone who could pose a threat to Herag would at least need to be a Level 2 Wizard, and one who has a high level of mastery over the power of rules.

Herag feels delighted, as if he has gained an incredibly sturdy protective shell.

However, he also knows not to be careless; at least Level 3 Wizards could still potentially injure him severely—he cannot act recklessly just because he has the World Furnace.

Herag recalls deciphering the World Furnace spell, learning that its goal was to transform every cell in his body into a mini-plane, thereby forming an endless plane within himself.

Initially, he thought it was just the creator's imagination, assuming that the creator himself might not have reached such a level.

But now it seems that, if it continues developing in this way, there might be a slight hope of reaching that realm.

Herag said, "Such an incredible spell, I wonder who created it?"

Although he obtained two stone slabs, there was little information about them, knowing only they were inherited from an ancient tribe.

He was uncertain about which plane this tribe existed in, or if it still exists.

The Toad suddenly said, "It probably relates to the ancestral bloodline within you—a mere spell couldn't have such an effect."

After pondering, the Toad believed that although the spell was indeed powerful, it probably couldn't reach the level of forming an inner domain.

He hypothesized that it was likely because Herag's bloodline is strong, possessing not only the highest level of ancestral bloodline but also other powerful bloodlines.

Under the augmentation of such strong bloodline, coupled with the World Furnace spell, and the fusion of various rule powers, Herag accidentally formed his inner domain.

Herag thought so too, realizing that without sufficient strong bloodline support, a normal person's body couldn't withstand the formation of an inner domain.

With an inner domain within a normal person's body, it might directly burst apart.

Herag didn't feel any discomfort during the process, thanks to the ancestral bloodline being incredibly strong, capable of sustaining such power.

He now somewhat understands why the prerequisite for learning the World Furnace is having the Great Dark Heaven as a talent spell.

Only by using the Great Dark Heaven to absorb sufficient and powerful bloodline can the body sustain such a magnitude of rule powers.

However, the inner domain probably wasn't in the original concept of the World Furnace spell creator—Herag's situation seems like an accident.

With an inner domain as his shield, Herag finally has an additional card to protect himself.

Yet compared to the domain of a true Level 4 Wizard, this inner domain is still far inferior.

A Level 4 Wizard directly expands their domain, and within it, they are the dominator.

Unlike Herag's inner domain, which cannot affect the external world—it merely makes the body strong enough.

Inside Fallen Wings there is only one room, so Reese and Asuna are sitting on the sofa beside watching and listening to Herag and the Toad talk.

Upon realizing the power of the inner domain, they naturally felt genuinely happy for Herag.

They also became curious about the Toad but instinctively didn't inquire.

Herag didn't explain much about the Toad's situation for his reasons, and the two women wisely refrained from asking.

Yet Reese and Asuna were aware that the Toad is not merely a simple messenger but must be an unimaginable supreme entity.

Previously, they wondered how Herag would reach the Elf Plane.

Unexpectedly, with just a word from the inconspicuous Toad, they arrived at the Elf Plane in the blink of an eye.

The level of power required is beyond the understanding of two Level 1 Wizards.

When exchanging thoughts with the Toad, the knowledge he conveyed was not something typical wizards in the Land of Dawn could access—it totally belonged to another realm.

Reese thought to herself, "My man is truly impressive; even casually signing a messenger involves a being of such caliber."

...

Three days later.

Herag has become largely familiar with the changes within himself these days, aligning with the Toad's description—it's akin to having an inner domain.

With such an inner domain, even shields like Absolute Defense are rendered obsolete.

In terms of defense, the inner domain is fully maxed out.

The Titan Power spell is still useful, greatly enhancing physical strength when used.

Herag is also considering starting to use Shenlan's Chip to develop some Second-level Spells.

He has already mastered many Second-level Spells, having carefully studied and learned each spell's model.

During this study, Herag acquired much knowledge.

These Second-level Spells themselves are developed by some highly skilled wizard predecessors, learning them also involves learning about their research process.

With enough samples mastered, Shenlan can begin to conduct research related to Second-level Spells.

Herag had such thoughts long ago, but previously his understanding of rule power was insufficient, making him wary of conducting research.

Rule power is very potent; even a small oversight could cause great harm—Herag must be cautious.

The essence of Second-level Spells is to use various rule powers to achieve different goals.

Simpler Second-level Spells might involve one rule and accomplish simple tasks, not requiring profound techniques in the application of rule powers.

More advanced Second-level Spells are more complex, possibly involving multiple rule power applications.

This requires learners to command multiple powers and demands highly skilled techniques from spell developers.

The coordination and activation of various rule powers are not trivial; the effects generated among them are extremely complex, necessitating thorough research.

Herag can now only utilize Shenlan for some simple Second-level Spell development; more advanced aspects are limited due to a lack of relevant knowledge, even for Shenlan.

The knowledge related to this realm is generally strictly controlled by major Wizard Organizations in the Land of Dawn and not readily disseminated.

Chapter 586: Acorn

If Herag had remained in Silver Moon City and continued to develop according to past trajectories, he would likely have obtained this knowledge.

Given his displayed excellence, it was enough to attract Parker's attention, and these resources would undoubtedly be abundant, ensuring significant nurturing.

This is evident from the three Keys of Rules that Pries presented.

Even though Parker was already severely injured, he still valued Herag greatly and did not unfairly treat him.

However, Parker himself was deeply mired in difficulties and unable to extricate himself, leaving his assistance to Herag rather limited.

Those three Keys of Rules were actually somewhat overstepping boundaries, at least not obtained through proper means.

Herag was very grateful to Parker and Pries and did not ask for more.

If he hadn't been unable to stay in Silver Moon City, he wouldn't have left for the Elf Plane.

As Herag and the others were conversing, the Toad suddenly looked outside and said, "Someone's coming!"

The Toad's expression was very serious; it was the first time Herag had seen such a look on his face.

Within Fallen Wings, the outside world could be seen clearly, allowing a clear view of the dense forest outside.

This place is very remote, surrounded by areas with no human activities.

Moreover, due to the Wizard invasion, this area hasn't seen human activity for a long time and is completely a primeval forest.

It's indeed strange for someone to suddenly come here, but considering the retreat of the Wizard Plane expedition team, it's possible someone has arrived here.

However, none of these people should warrant the Toad's severe attention.

Herag turned to follow the Toad's gaze but saw no sign of anyone.

Not only was there no one within the visual range, but Shenlan's environmental detection also didn't perceive the presence of anyone else.

But soon, Herag saw a figure appear in the dense forest.

This person appeared very bizarrely, emerging abruptly without any perception of space fluctuations.

At least Herag felt no space fluctuations at all; if not for the Toad's reminder, he probably wouldn't have noticed the person's appearance.

"Acorn..." Herag immediately recognized the person, identifying him as the wizard seen from Chatiya's perspective at the Boundary Land.

Herag's heart skipped a beat; he had no idea what level this Acorn wizard was, but his power was definitely terrifying, otherwise, the Toad wouldn't be so serious.

The person couldn't be aimlessly wandering and just happened to come here; more likely, they discovered their hiding place and appeared here.

What Herag couldn't understand was how the person precisely knew his location, given the distance from the World Mother Tree.

Acorn was dressed in a wizard robe, with a peaceful demeanor, strolling through the forest like an elder on a walk.

The forest floor was covered with fallen leaves, creating a soft surface.

Acorn stepped on the leaf-covered ground, making a rustling sound.

He walked slowly to the place where Herag had used Fallen Wings to create a gap, looked down at the spot without any marks, smiled and removed his hat, placing it on his chest, and bowed, saying, "I apologize for the intrusive visit, would you mind coming out for a chat?"

Acorn's voice reached inside Fallen Wings, making Herag, Reese, and Asuna's hearts race with nervousness.

After all, they were within the space of a Level 3 Witchcraft Artifact, yet the person outside had found them.

Finding them in these mountains was like searching for a needle in a haystack.

Herag glanced at the Toad; the Toad's current projection only had the strength of a Level 3 Wizard and was certainly no match for Acorn outside.

He considered whether to use the Toad's transport to directly return to the Wizard Plane.

Herag definitely didn't want to confront this Acorn head-on; the power gap between them was too large.

Once in contact, he would have no initiative, and his life and death would be in the hands of the opponent.

At this moment, Acorn suddenly spoke to the mountain wall, "You probably entered through that nearby space channel, right? I saw that little path, quite a clever method."

Herag's heart tightened, feeling entirely seen through by Acorn.

He hadn't expected Acorn to have discovered the issue with the space channel, nor the small path the Toad had dug.

This meant returning to the Wizard Plane through the space channel wouldn't be as easy.

The fact that Acorn mentioned this indicated he wasn't worried about Herag escaping.

Acorn's words seemed to be a reminder not to vainly attempt escape through such means.

Herag glanced at Reese and Asuna behind him and said, "You two wait here, I'm going out to meet him."

"No way!" Reese immediately objected, and Asuna held onto Herag's hand, not letting go.

They both realized that even if they didn't know Acorn, or where he came from,

the fact that Herag and the Toad were so nervous meant he was no simple person, and certainly not a friendly visitor.

Herag said, "It's nothing, I think he might not have malicious intent. To a wizard like him, whether I stay here or go outside makes no difference. It's better to be straightforward and meet him. Haven't you seen he's using visiting etiquette? If he had ill intentions, he'd have barged in directly."

Though Herag spoke confidently, he wasn't sure himself, and who knew what Acorn's intentions were.

The Toad said nothing, immediately jumping onto Herag's shoulder, ready to go out with him.

After all, it was just a projection and wouldn't die in the true sense, so there was nothing to fear.

Acorn laughed, "No need for such seriousness, I'm merely paying a visit, there's no need to act as if you're parting with life."

Herag stepped out of Fallen Wings and looked at Acorn, saying, "I wonder why you, senior, specifically came to visit?"

Acorn glanced at Herag, saying, "Indeed, the Starry Sky Meditation Technique, you must be a wizard from the Wizard Plane, correct?"

"Yes," Herag admitted, unsure how Acorn immediately identified his meditation practice.

He recalled the wizard he met on the Demon Plane; perhaps at that time, they also recognized his practice of the Starry Sky Meditation Technique.

"It seems the Holy Tower still has its legacy in the Wizard Plane; you must be curious how I recognized it?" Acorn smiled.

Herag nodded, showing an open and attentive attitude, ready to listen.

Acorn said, "It's simple because I also practice the Starry Sky Meditation Technique. Wizards practicing different meditation techniques have slight differences in their magic aura. These differences are usually very subtle and almost imperceptible. But for me, your aura is far too familiar."

#### Chapter 587: Joining the Six-Ring Tower

"I see," Herag said.

Mr. Acorn continued, "You've indeed hidden yourself well. After noticing activity in this space portal, I came here but didn't see any trace of you. However, I sensed a faint breath of the Starry Sky Meditation Technique, which piqued my curiosity. I searched for a long time before finally locating this place."

Herag was startled, thinking it was fortunate that he quickly left the landing site; otherwise, he might have directly collided with Mr. Acorn.

He didn't expect Mr. Acorn to be able to monitor the space portals of the Wizard Plane and the Elf Plane, thus discovering Herag's trespass.

After noticing the abnormal fluctuations of the space portal, Mr. Acorn came nearby.

But he didn't see anyone. His original intention was to reprimand the wizard who dared to sneak into the Elf Plane.

Unexpectedly, he discovered the breath of the Starry Sky Meditation Technique, which aroused his interest, leading to a long search to find this place.

"May I ask how you acquired the Starry Sky Meditation Technique?" Mr. Acorn asked.

Herag hesitated for a moment, then took out the pocket watch and said, "The information is inside here."

Lying in front of such an existence held no meaning.

Since the other party had not shown any malice, being truthful was the most reasonable choice.

Mr. Acorn's eyes lit up, and he said, "This is a Holy Tower Token. You are qualified to join the Sixth Ring Tower."

"Mr. Acorn, are you from the Sixth Ring Tower?" Herag asked.

Mr. Acorn said, "Of course, there's only one wizard organization in the Boundary Land, which is the Sixth Ring Tower. May I see the pocket watch?"

Mr. Acorn's tone was very gentle, without any intention of pressuring Herag, but rather as a negotiation.

Herag, of course, had no objection and handed the pocket watch to Mr. Acorn.

Mr. Acorn took the pocket watch, carefully examined the casing, and then opened it, focusing intently for a long time.

After a while, he closed the pocket watch and looked at Herag, "Are you willing to come with me to the Boundary Land?"

Herag thought for less than a second and said, "Of course, but I don't know what kind of place the Boundary Land is exactly?"

Herag currently had quite a few troubles in the Wizard Plane and was worrying about how things would develop further.

The Boundary Land, undoubtedly a plane of powerful wizard civilization, would be the best place to join.

Herag also considered whether there might be any trickery involved, but given the vast power gap between them, Mr. Acorn had no reason to play tricks on him.

From the known information, the Boundary Land only has one wizard organization, the Sixth Ring Tower.

This indicates that in the Boundary Land, the Sixth Ring Tower is likely the sole ruling power.

The pocket watch Herag possessed was originally a token from the Sixth Ring Tower.

When he successfully deciphered its secret and learned the Starry Sky Meditation Technique, he already qualified to join the Sixth Ring Tower.

Although this token is somewhat old, it is still valid judging from Mr. Acorn's attitude.

Mr. Acorn said, "There's too much involved; I can't explain it all at once. Let's do this, you first come back with me to the World Mother Tree. Once I finish my business, I'll take you to the Boundary Land. Once you join, you'll naturally learn many things."

"By the way, the wizard plane over there has already closed the teleportation altar, hasn't it? Why did you come over here? Got into some trouble?"

Herag laughed, "Indeed, I got into some trouble. If I hadn't been unable to stay over there, I wouldn't have come over."

"Not bad, not bad. Talented young people often get into trouble. By the way, have you heard of the Sixth Ring Tower over there?" Mr. Acorn asked.

"There are some records in the history books," Herag replied honestly.

Mr. Acorn said, "How do they record it?"

"The history books say that the Sixth Ring Tower took refuge in the Abyss Plane and betrayed the Wizard Plane," Herag said.

Mr. Acorn chuckled and asked, "Do you believe it?"

Herag shook his head, "Naturally, I don't believe it."

Mr. Acorn nodded with a smile, glancing up at the dense forest canopy and sighed, "Many people are like the fallen leaves in this forest, dried and decayed. They think they can cover something up, but little do they know that others don't care at all."

Listening to Mr. Acorn's words, Herag had some associations and speculations.

Mr. Acorn turned and said, "Ah, I forgot to introduce myself, which is quite rude. I am Acorn, from the Boundary Land, a Level 5 Wizard."

"I am Herag Merlin, from the Coleson Continent in the Wizard Plane," Herag quickly said.

"Oh, Coleson Continent, I've seen some oil paintings from there, quite a nice place," Mr. Acorn recalled.

He continued, "Alright then, start packing up, young man. Bring your friends along and let's head to the World Mother Tree."

Herag nodded, waved a signal for Reese and Asuna to come out, and then put away the Fallen Wings.

Mr. Acorn looked at the toad on Herag's shoulder, curiously asking, "A very peculiar projection, your aura is strange, having both the breath of the Abyss Plane and of the Starry Sky Meditation Technique."

Hearing this, Herag also looked at the toad. He had previously asked the toad if it had practiced the Starry Sky Meditation Technique.

But the toad had replied that it hadn't learned any wizard meditation techniques and followed the path of the abyssal demons, different from the wizards.

Unexpectedly, Mr. Acorn was able to sense the breath of the Starry Sky Meditation Technique from the toad just by its projection.

This implies that there's still much about the toad that it hasn't remembered, things even it doesn't know.

The toad glanced at Mr. Acorn, rolling its eyes as it spoke, "Kid, tell me everything you know."

Herag couldn't help but sweat on his forehead. Is this how you talk to a Level 5 Wizard?

Even if your main body has Level 6 strength, you're just a projection.

Unexpectedly, Mr. Acorn wasn't angry; instead, he looked at the toad with a somewhat serious expression, seemingly sensing and observing something.

After a moment, Mr. Acorn bowed his head to the toad and said, "Although I don't know who you are, you might very well be a predecessor of our Sixth Ring Tower."

The toad said, "I don't know either; I don't have much memory about the Sixth Ring Tower. The awakening time was too short, and many things I haven't recalled yet. But I do feel a lot of familiar auras in you. These auras are familiar to me, but I can't recall them at all. Oh, my name is Nicholas Carlos Camby."

Upon hearing this, Mr. Acorn shivered slightly, with an extremely shocked expression on his face, looking at the toad, and his hands seemed slightly trembling.

It was the first time Herag saw Mr. Acorn with such an expression. Whether through Chatiya's perspective before or direct contact now, Mr. Acorn had always been very composed.

Chapter 588: Arriving at the Dark Night Forest

Mr. Acorn had a somewhat serious expression after seeing the pocket watch.

Unexpectedly, after hearing Toad speak his name, his reaction was quite pronounced.

After a moment, Mr. Acorn chuckled, "Excuse me for that, Nicholas is one of the original six supreme beings of the Sixth Ring Tower, and also one of the pioneers of the Boundary Land."

"One of those six Sixth Ring Wizards?" Herag asked.

He had once read some records in the Land of Dawn, noting that the Sixth Ring Tower initially had six Sixth Ring Wizards, who were incredibly powerful.

It now seems that Nicholas is indeed one of them.

Mr. Acorn said, "That's right, when the Sixth Ring Tower entered the Abyss Plane, it relied on the six supreme beings to fend off the attacks of the Abyssal Demons, allowing the Sixth Ring Tower to barely survive. Without them, there wouldn't be the Sixth Ring Tower, nor the Boundary Land we have today."

"What happened to Nicholas afterward?" Herag asked.

Toad also looked at Mr. Acorn with curiosity, concerned about this question.

"Lord Nicholas went missing after he ventured into some regions of the Abyss Plane to fend off demons while protecting the Sixth Ring Tower," Mr. Acorn said.

Herag glanced at Toad, "Do you have any recollection?"

Toad shook his head, "I have no related memories."

Mr. Acorn studied Toad for a moment, then respectfully asked, "Do you remember your full name?"

"Nicholas Carlos Camby," Toad replied.

Mr. Acorn thought for a moment before saying, "Even if you aren't Lord Nicholas, you must have a very close connection with him. If you're willing, I can take you to the Boundary Land; perhaps many of your doubts can be answered there."

Herag looked at Toad and said, "I have no problem with that, what about you?"

"No problem," Toad nodded.

Mr. Acorn nodded, waved his hand, and said, "Once you're ready, let's go, come close to me."

Herag felt there seemed to be something more around Mr. Acorn's body, but he couldn't see or clearly perceive it.

After they moved beside Mr. Acorn, he smiled and said, "Hold on tight, gentlemen and ladies!"

Having said that, Mr. Acorn snapped his fingers.

The surrounding scene instantly twisted, with the lush forest turning into a bend of colorful oil paintings, constantly shifting and warping.

The next moment, invigorating air came rushing in, bringing a comfortable feeling just by taking a breath, filling one's mind with brightness.

Herag hadn't realized when the scene around him had changed, still in a forest, though different from the dense woods they had been in a moment ago.

This forest was full of towering trees, each requiring seven or eight adults to embrace.

The height of the trees was equally astonishing, making it impossible to see the tops. Countless interwoven branches blurred distinctions between the belonging trees.

The forest had somewhat dim lighting; although the skies were clear outside, very little sunlight penetrated through the entangled branches.

However, there were naturally luminescent mushrooms and vegetation scattered throughout the forest.

Upon seeing these glowing mushrooms, Herag had a good idea of where they were.

Dark Night Forest.

Herag had seen the interior of the Dark Night Forest through Chatiya's perspective before, which bore much resemblance to this location.

Especially the glowing mushrooms and vegetation, which were identical.

Such mushrooms and vegetation were rarely seen elsewhere in the Elf Plane; Herag had only seen them in the Dark Night Forest.

Herag glanced at Mr. Acorn ahead, curious about the means by which he transported them here.

It felt like a teleportation method that didn't require a teleportation altar, leaving Herag uncertain whether it was magic or some other method Mr. Acorn employed.

The mountain range they were previously in was eighty thousand miles from the Dark Night Forest; being able to arrive here instantly while also bringing several people surely wasn't a simple utilization of spatial rules.

"Appearing directly in someone's place isn't quite courteous, so we'll walk the rest of the journey, about ten minutes," Mr. Acorn turned back and said.

Herag had sensed that the World Mother Tree was just ahead.

The air here was astonishingly good; perhaps ordinary people living here could prolong their lives.

The density of free energy particles around was also very high; any life born in such an environment probably had excellent aptitude.

A few minutes later, Mr. Acorn led Herag and the others out of the Dark Night Forest, seeing the World Mother Tree ahead, vaguely perceiving various wooden houses built upon it.

From a distance, these wooden houses appeared small and adorable, like toys.

However, Herag, having seen them up close through Chatiya's perspective, knew the houses and palaces above were not trifles; they were much larger than most houses and palaces in the Wizard Plane.

The sheer magnitude of the World Mother Tree made the constructions atop it look toy-like.

A group of griffin-mounted elves flew over rapidly, familiar with Mr. Acorn but unfamiliar with those behind him.

This was the residence of the Elf Royal Family at the World Mother Tree, with significant security strength.

In the instant of Herag and the others' appearance, they had been detected, prompting the elves to fly over for inspection.

If not for Mr. Acorn's presence, the elves would have already taken action against the three of them.

Appearing here unannounced, regardless of the reason, was considered an unforgivable offense.

Mr. Acorn looked up and laughed, "No need to be nervous; these three are my friends."

The elf captain heading the group nodded respectfully and took a good look at Herag and the others, committing their appearances to memory before saying, "Since they are Mr. Acorn's friends, I won't intrude further."

"I've already contacted Mr. Randy and am about to meet him for a detailed discussion," Mr. Acorn said.

The elves quickly departed, asking no further information from Herag and the others.

Herag could see from this that Mr. Acorn had exceedingly high prestige here, able to bring several strangers without facing interrogation.

Mr. Acorn turned around and said, "I have some matters to handle with the Elf Race, which would usually take about a month to return. But the sudden developments force me to adjust my plans, aiming to resolve things within a few days and then take you to the Boundary Land."

The discovery of Herag holding a Sixth Ring Tower token was beyond Mr. Acorn's expectations, and the possibility of Toad being Nicholas made him pay special attention, requiring him to alter his plans.

Mr. Acorn only wished to return to the Boundary Land quickly and report this matter.

Involving those six supreme beings from back then, this was indeed one of the most critical issues for the Boundary Land.

Chapter 589: Farewell, Chatiya

In the palace of Randy within the World Mother Tree.

Herag and two others sat down on the spacious chairs, waiting for Randy's arrival.

A few beautiful elven maidens walked in with trays of enticing-looking fruits and placed a glass of fruit wine in front of each person.

The fruits varied in color, emitting a faint and refreshing fragrance.

The taste of the fruit wine was stronger, with the fresh fruit aroma mixing with the wine, creating a particularly pleasant scent.

"This is truly something good, it helps with the Spiritual Power meditation." Mr. Acorn raised his glass of fruit wine to Herag and the others, then took a sip, looking extremely satisfied.

Herag could see the extraordinariness of the fruit wine without drinking it; it seemed like a magic potion, containing some special energy within.

However, this energy was very mild, with no negative effects upon consumption.

Herag took a sip from his glass, feeling quite good as a warmth spread throughout his body, clearing his mind significantly.

Reese and Asuna also tried it and were very pleased with the taste.

Herag closed his eyes to savor it carefully, noticing that his meditation speed seemed to have increased slightly.

Although not evident, and the effect didn't last long.

But considering it was just a glass of wine and not a magic potion, the effect was quite miraculous.

Herag couldn't help but think that if the effective components that aid in meditation could be extracted from this fruit wine, a corresponding magic potion could be developed.

Mr. Acorn looked at Herag, as if seeing right through his thoughts, and said, "The Elf Plane has many such peculiar products; many things here are beneficial for our wizard training, not only the World Tree. This is also one of the reasons why the Boundary Land is willing to establish trade relations with the Elf Plane, because of these unique resources."

Soon, Randy walked into the palace, followed by several others.

Randy sat down next to Mr. Acorn and said, "Mr. Acorn, my apologies, there were some matters that needed handling, so I'm late. I hope you can forgive me. I heard you brought three friends; they must be these three."

Randy noticed Herag and his companions immediately upon entering, sensing the magical power emanating from them.

Before Mr. Acorn could speak, a delightful and pleasantly surprised voice rang out, "My lord! Why are you here!"

Chatiya, who had been following Randy with her head down in low spirits, hadn't noticed the others in the room.

When she raised her head and saw Herag, Reese, and Asuna, she was momentarily stunned, then eagerly exclaimed aloud.

Chatiya dashed over and fell into Herag's embrace, wrapping her arms tightly around his neck, seemingly afraid he'd run off if she let go.

"Alright, alright, it hasn't been that long since we parted," Herag comforted.

All eyes in the room turned to them, Mr. Acorn appeared thoughtful, and Randy's expression was somewhat odd, to say the least.

The elven guards at the door had their longswords almost drawn.

If Randy hadn't given the order, they might have already attacked Herag with their swords.

After all, Chatiya is a princess of the Elf Royal Family, how could a human like Herag be so close to her.

Khaled, as the captain of Princess Chatiya's guard team, was clenching his jaw, his hand tightly on his sword hilt.

If it weren't for the special material of the sword, it might have been crushed by his grip.

Chatiya was the most noble and must-be-protected person in his heart, and now she was so intimate with a human, of all things.

Khaled felt the rush of blood to his head, barely restraining the urge to thrust his sword into the man in front of him.

"This must be the wizard who took care of Chatiya on the Wizard Plane?" Randy quickly regained composure, his expression serene as he asked.

Judging by Chatiya's reaction, he quickly identified the man's identity.

Randy was somewhat puzzled: hadn't all the wizards from the Wizard Plane already withdrawn? How was one here?

Even stranger was that this wizard was accompanying Mr. Acorn.

The Boundary Land had no relations with the Wizard Plane, baffling indeed.

"Uh, hello, Uncle Randy, my name is Herag, from the Wizard Plane, and I am about to join the Sixth Ring Tower as a Level 2 Wizard," Herag said, disentangling himself from Chatiya and stood up.

"Uncle..." Randy's expression stiffened, an inexplicable pinch in his heart.

Herag intentionally mentioned the Sixth Ring Tower to bolster his position and minimize unnecessary trouble.

Chatiya held Herag's hand joyfully and said to Randy, "Father, the lord was so good to me on the Wizard Plane. He's a good person, you must reward him well! I think that World Tree branch you've treasured for so long would be perfect for him."

Randy's face was expressionless, lost in thought.

Herag quickly said, "There's no need for rewards. I'm just here with Mr. Acorn and will soon head to the Boundary Land."

Chatiya tiptoed and whispered in Herag's ear, "My lord, that World Tree branch is a treasure, it's the earliest fallen branch of the World Mother Tree, perfect for making a magic staff."

Even though Chatiya spoke softly, everyone in the room, with their keen hearing, heard her clearly.

Randy felt as if another dagger stabbed his heart, not out of reluctance to part with the branch, but lamenting that girls grow up and can't be held back.

Mr. Acorn chuckled, "Herag is indeed a wizard from the Wizard Plane and is about to become part of our Sixth Ring Tower. As for his relationship with Princess Chatiya, I was unaware. By the way, due to some special reasons, I need to depart earlier, approximately in five days."

Mr. Acorn hadn't expected that Herag was the wizard who brought Chatiya back; quite the coincidence indeed.

"Leaving in five days? Mr. Acorn could stay a little longer," Randy tried to persuade.

Mr. Acorn replied, "There's no need; there's always time in the future. Once trade is officially established between the Boundary Land and the Elf Plane, I can come anytime. For now, I have important matters to handle back home, and I've already imposed upon you during this visit."

Randy said, "Since that's the case, let's finalize our discussions over these remaining days. I'll make sure to prepare the best wine for your next visit, Mr. Acorn."

While they were discussing, Chatiya ran over to catch up with Asuna and Reese as well.

Especially Asuna, who had taken on the role of an elder sister on the Wizard Plane, caring for Chatiya in many ways and building a great rapport with her.

## Chapter 590: Departure

After Randy learned that Herag was about to become a member of the Sixth Ring Tower, his attitude toward Herag changed.

Once Herag joined the Sixth Ring Tower, he would no longer be someone the Elf Plane could easily provoke.

At least Randy would not easily trouble Herag; not only would he avoid causing trouble, but he would also try to befriend him as much as possible.

Moreover, judging from Chatiya's behavior, Herag indeed treated Chatiya well and did not harm her.

Therefore, for Randy, there was no reason to trouble Herag.

Khaled at the door also heard this, and a look of astonishment appeared on his face as his hand, tightly gripping the sword hilt, involuntarily relaxed.

...

Seven days later.

Acorn and Herag stood in an open space, with Randy, Chatiya, Reese, Asuna, and others behind them.

"I also want to go to the Boundary Land..." Chatiya muttered softly.

Acorn laughed and said, "Rest assured, Princess Chatiya, once the agreements between the two sides take effect and the trade route is established, you can come anytime you want, and the Boundary Land will always welcome you."

Herag was about to go to the Boundary Land with Acorn.

Chatiya wanted to go, but she couldn't right now.

Not only could Chatiya not go, but Reese and Asuna also did not have the qualifications to enter the Boundary Land yet.

Due to identity issues, only Herag currently had the qualification to enter.

Once Herag completed all the formalities and became a member of the Sixth Ring Tower, Reese, Asuna, and Chatiya could be brought over as family members.

Of course, Chatiya didn't need to do that.

Once the Boundary Land and the Elf Plane formally establish trade, Chatiya can travel between the two planes anytime.

Until Herag establishes himself there, Reese and Asuna will temporarily stay with Chatiya.

With Chatiya around, Reese and Asuna's lives naturally wouldn't have any problems.

Moreover, with Herag's Sixth Ring Tower background, the Elf Race would certainly not do anything to Reese and Asuna and would ensure their safety.

Seeing some worries on Reese's and Asuna's faces, Herag smiled and said, "It's okay. I'll go ahead and check things out. Once I've settled in there, I'll come to pick you up. The environment here at the World Tree isn't bad either, and with Chatiya looking after you, I'm more at ease."

Herag planned to eventually bring Reese and Asuna to the Boundary Land as well. One was a Wizard, and the other was a Caster.

The resources and knowledge of the Boundary Land would be very beneficial for them.

Herag was actually cautious about having them follow him immediately, as he hadn't figured out the situation in the Boundary Land yet.

The wizard civilization in the Boundary Land was more prosperous, which meant more powerful individuals than in the Land of Dawn.

Acorn took out a pocket watch, glanced at it, and said, "The train is arriving soon."

"Train?" Herag was surprised to hear the term.

The others didn't understand what a train was and thought it was something similar to a carriage.

Woo... woo...

Soon, the sound of a train whistle came from afar, getting closer.

Herag was puzzled, wondering why there was a train sound as there was no track built nearby.

Moreover, the Elf Plane clearly didn't have trains, as the industrial level wasn't at that stage yet.

After a while, Herag saw where the so-called train was.

In the distant horizon, a phantom of a train appeared, slowly approaching.

The whole train was jet black, with a bullet-shaped front and a very long body, with no end in sight.

Herag looked along the train and found that the latter part extended from the void, making it impossible to see how long it was.

He noticed that the train had no wheels and wondered how it could travel through the void.

Though the black train seemed to be decelerating, it was still moving extremely fast.

In the blink of an eye, the train came into view and stopped in front of Acorn and the group.

Huff... huff...

Steam emitted from the chimney atop the train, but Herag didn't smell anything, indicating it wasn't smoke from burning coal or similar substances.

The door of the carriage in front opened automatically, revealing no one behind it, and the inside seemed empty.

Acorn put away the pocket watch and looked at Herag, "Let's go, young man."

Herag nodded, bade farewell to Reese and Asuna with a kiss, and followed Acorn into the carriage.

Chatiya originally wanted to come over too, but considering that this was still the Elf Race's territory, Herag felt it was inappropriate in the presence of many elves.

The most important thing was that it was okay for him to provoke the Elf Race, but he couldn't drag Reese and Asuna into it.

It would be troublesome if this small matter caused problems for Reese and Asuna.

After stepping into the carriage, Herag found the door had automatically closed.

The black train then roared to life, starting to move forward.

Herag felt odd as he didn't experience inertia.

Normally, standing in a train, he would feel some inertia when it suddenly started.

Although his control over his body was good enough not to fall, he would definitely feel something.

This particular train was peculiar; though it was clearly moving, he felt nothing of the sort.

He glanced inside the carriage, noticing it was similar to trains from his previous life, with a row of seats on each side.

Between every two rows of seats, there was a long table with a smooth surface, seemingly made of some yellowish hardwood.

At both the front and rear of the carriage, there was a door, though both were tightly closed.

Curious, Herag walked to the door and looked outside through the window.

It was pitch black, and nothing was visible.

The door handle seemed frozen, unmovable.

"Don't waste your efforts; the door won't open," Acorn's voice came from behind.

Turning around, Herag saw Acorn had already settled in the front seat, skillfully taking out a book to begin reading, ready to pass the journey.

Herag moved to the aisle, observing the windows on both sides of the carriage.

Strangely, each window displayed completely different scenery.

One window showed mountains and flowing water, while the next showed an icy landscape, appearing quite bizarre.

Acorn said, "They're not real windows; they simply display some pre-loaded images. We're traveling through the void of the Endless Plane right now, and outside is just a void, nothing at all."

"The void of the Endless Plane?" Herag was surprised.

This indicated that they had left the Elf Plane and were not inside any plane, traveling directly through the void of the Endless Plane.