

Sixth 591

Chapter 591: Plane Train

Herag remembered clearly that space-time currents were located in the void of the Endless Plane, and it was possible to encounter them anywhere.

The fact that this black train dares to travel in the void of the Endless Plane indicates that its body strength must be able to withstand the space-time currents.

Otherwise, if unlucky, colliding directly with the space-time currents would result in a destroyed train and a doomed fate.

It seemed as if Mr. Acorn could see what Herag was thinking, saying, "This train is called the Plane Train, built by the Boundary Land specifically for travel between various planes, used for transporting personnel and some cargo. And this is just for passenger transport, there are many starships used for plane warships. You'll likely see them if you have the chance in the future."

"Plane Train..."

Herag pondered over what Mr. Acorn had said—Plane Train, starships, what level of civilization would be needed to create such things.

He felt that the civilization of the Wizard Plane was primitive compared to the Boundary Land's civilization.

The Wizard Plane, in order to enter other planes, still needed to excavate space channels and build Teleportation Altars.

But here in the Boundary Land, they had already produced vehicles like the Plane Train that can travel directly between various planes.

Mr. Acorn said, "These technologies weren't developed by the Boundary Land ourselves; they were plundered from other planes."

"Other planes?" Herag pondered the meaning of Mr. Acorn's words.

"The Boundary Land, like the Wizard Plane, also has organizations similar to Expedition Teams, but they are much stronger than the Expedition Teams. A long time ago, the Boundary Land had nothing, everything was scarce."

"The Boundary Land has developed to its current state mostly through plundering, by seizing core technologies and unique resources from other planes. We accumulated technical power from various planes, leading to the prosperity and strength of the Boundary Land today."

"Now, for civilized planes like the Elf Plane, we no longer need to plunder resources through killing; negotiations suffice. Through negotiations, we can avoid much unnecessary slaughter and death, aiming for mutually beneficial results, allowing for sustainable long-term development."

Mr. Acorn spoke slowly.

Herag glanced at the surrounding train car, and somewhat understood why the Boundary Land could produce such things.

The Boundary Land must have emerged after the Era of Radiance, and they rapidly developed to their current level, enough to leave all Wizards of the Wizard Plane astonished.

To create something like the Plane Train must require highly complex technological prowess.

Solely with the existing knowledge of the Wizards at the time, it was difficult to quickly develop to this extent.

But if the technology and resources were plundered from other planes, it would explain everything.

The Wizards are a group inherently in pursuit of truth, often delving deeply into the study of technology and civilization.

Any knowledge in their hands will certainly be thoroughly researched.

The Wizards of the Boundary Land did just that, thoroughly understanding the knowledge procured from other planes, and utilizing it beneficially for themselves.

Once this knowledge was dissected by the Wizards, it was quickly taught to more Wizards.

When a certain group mastered this knowledge, various applications for different scenarios would emerge, further unlocking the potential of this knowledge.

These applications would then feed back into the development of the Wizard civilization of the Boundary Land, helping it develop more rapidly and enhancing the overall strength of the Boundary Land.

As the overall strength of the Boundary Land increased, they could invade and plunder more planes, obtaining more knowledge and resources, forming a virtuous cycle.

The Boundary Land, caught in this cycle, rapidly evolved, like a snowball, into its current form, a force capable of compelling the Elf Plane to bow their heads and cooperate without any military conflict.

Herag contemplated these issues, taking a seat opposite Mr. Acorn.

He looked at the empty train car and asked, "It seems like there aren't many people."

Mr. Acorn said, "The Elf Plane is undeveloped from the perspective of the Boundary Land, so naturally, there aren't many visitors. But on many other planes' trains, they are always full. For example, the recent Ocean Plane, where the entire plane is ocean, with only some scattered islands and no significant continents. The scenery inside is very beautiful, attracting many people to visit, and now it's really hard to get a ticket for a Plane Train there."

"Tourists..."

Herag was surprised that people from the Boundary Land actually treated traveling to other planes as a form of tourism.

"Since the Sixth Ring Tower originally came from the Wizard Plane, haven't you thought about returning?" Herag asked.

Given the means and capabilities of the Boundary Land, returning to the Wizard Plane should be a trivial matter.

Mr. Acorn laughed and said, "We can go back, but there's no need. This involves some situations regarding the Boundary Land."

He continued, "What do you think the Boundary Land is like?"

"A plane?" Herag replied.

"Yes, but not entirely." Mr. Acorn said.

Herag was a bit confused. Wasn't the Boundary Land a plane?

Mr. Acorn said, "In fact, the Boundary Land has always been very close to the Wizard Plane, nestled between the Wizard Plane and the Abyss Plane. You should know there are many Abyssal Cultists in the Wizard Plane, right? Why are there so many Abyssal Cultists, but not as many followers of other planes' gods?"

"This..." Herag suddenly thought of his own experience of entering the Divine State, where almost all the points of light around him came from people of the Wizard Plane.

Mr. Acorn explained, "That's because the Abyss Plane is practically a stone's throw away from the Wizard Plane, very close. Because of this, there are so many Abyssal Cultists in the Wizard Plane. Once people in the Wizard Plane offer prayers, the Abyss Plane next door is most likely to be the first to receive those prayers."

Herag suddenly understood, combining his own experiences, why there were so many Abyssal Cultists in the Wizard Plane.

He hadn't considered this question before, even though there are so many planes in the Endless Plane.

Other powerful planes exist beyond just the Abyss Plane, inhabited by countless formidable beings.

Why are there so many Abyssal Cultists in the Wizard Plane, but not many followers from other planes? So, that's the reason.

Reflecting on what Mr. Acorn had said, Herag asked, "Mr. Acorn, you mentioned that the Abyss Plane and Wizard Plane are only a step away from each other, how is that possible? Why are the two planes so close in proximity?"

Chapter 592: The Mystery of the Planes

Herag's intuition sensed that the Wizard Plane originally shouldn't have been so close to the Abyss Plane, and it might have become like this for some reason.

"That's because the Abyss Plane was initially planning to devour the Wizard Plane," Mr. Acorn said.

"Devour? Can different planes devour each other?" Herag asked, as this was knowledge he had never known before.

Mr. Acorn explained, "Of course, in the Endless Plane, planes are constantly being devoured, and some planes are devouring others. Do you know how a plane can advance?"

"I know about this. As long as an individual's power breaks through the limit of the current plane, it can lead the plane to start advancing to a higher-tier plane," Herag said.

Mr. Acorn nodded, "That's right, it's the most conventional way, but also the slowest. Even if the Plane Will intentionally nurtures many Children of the Plane, only a few can eventually reach the step of propelling the plane to advance, which takes an extremely long time."

"Apart from this method, there's another way, which is to devour the origin of other planes."

"Plane origin?" Another term Herag hadn't heard before.

"A plane's origin is the fundamental source of power for each plane, and the stronger the plane, the stronger its origin. A plane can become stronger quickly if it devours another plane's origin," Mr. Acorn said.

"The Abyss Plane, being a High-tier World, is immensely powerful and is considered a strong plane in the Endless Plane. They keep moving around the Endless Plane, hunting weaker planes, and thus grow stronger," Mr. Acorn said.

"Moving? Can planes move?" Herag asked.

His understanding of the Endless Plane was still too shallow; many commonsense things Mr. Acorn mentioned were unknown to him.

Mr. Acorn laughed, "Of course, in fact, all planes are moving slowly, but some planes move actively and purposefully. By the way, do you know what a plane looks like?"

Herag shook his head, "I don't know."

Mr. Acorn extended his hand, conjuring a white opaque ellipsoidal gelatinous mass in front of him, and said, "In the Endless Plane, each plane looks like such an irregular gelatinous mass. Surrounding these masses is the plane's barrier, extremely solid and hard to penetrate without extreme power."

"Even the barrier of a Low-tier World's plane is hard for ordinary Level 6 creatures to damage effectively."

"Inside these gelatinous masses is an infinite void, containing various stars, planets..."

Through Mr. Acorn's explanation, Herag roughly understood.

A plane is essentially a universe, but from the dimension of the Endless Plane, these planes appear as such irregular gelatinous masses.

In reality, whether it was the Wizard Plane or the Elf Plane, the places Herag had visited before were just a planet within that plane.

Because the number of planets with life is extremely limited, many planes have life on only one planet.

Herag recalled using the Starry Sky Meditation Technique to gaze at the stars in the Abyss Plane, Elf Plane, Wizard Plane, and the X-617 World.

The star positions in each plane were completely different because they were fundamentally different universes.

Combining this with knowledge from his past life, Herag roughly understood the hierarchical structure of the Endless Plane.

Previously, he only knew a bit about the universe within—a bit about the planes within.

In his past life, no one had known what lay outside the universe, and everything was speculation.

Now Herag realized that beyond the planes lay the Endless Plane, containing innumerable planes of various sizes.

"What lies beyond the Endless Plane?" Herag pondered this question and thus asked.

Unexpectedly, Mr. Acorn also shook his head, "Currently, even in the Boundary Land, there's no definite conclusion, or perhaps no one has been able to explore that level yet. Maybe only those eternal Ancestral-level beings can catch a glimpse."

After understanding these things, Herag roughly grasped Mr. Acorn's meaning.

The Wizard Plane and Abyss Plane are now two gelatinous masses located very close to each other, with the Abyss Plane prepared to devour the Wizard Plane's plane origin, hence planning to invade the Wizard Plane.

Back in the Era of Radiance, the Abyss Plane had already started invading the Wizard Plane.

But the invasion failed back then and didn't succeed.

However, the Abyss Plane did not give up and kept trying various means to invade the Wizard Plane.

Those Abyssal Cultists were one of their means, corrupting people within the Wizard Plane to become their devotees, thus working for the Abyss Plane.

From the Era of Radiance to now, time has to be calculated in units of millennia, a very long time for humans.

But for a plane, it is just a brief pause.

In recent years, the Abyss Plane has been trying to locate stable coordinates of the Wizard Plane for invasion.

Due to the presence of the plane's barriers, the Abyss Plane cannot forcefully breach the Wizard Plane to attack it.

The plane barriers of the Low-tier World are already very strong, let alone the Wizard Plane, which is a Middle-tier World.

Herag recalled the future visions he had seen, clearly indicating that the Abyss Plane had found such a location and the invasion was in the future.

For Herag, the future doesn't necessarily mean death.

Because now he has altered his original fate trajectory; in his original fate trajectory, Herag hadn't seen Mr. Acorn or reached the Boundary Land.

Herag pondered repeatedly over Mr. Acorn's words, digesting this information.

He asked, "Mr. Acorn, is the Boundary Land also a gelatinous mass? Why do you say the Boundary Land is both a plane and not a plane?"

"It's very simple. The Boundary Land is a region located between the Wizard Plane and the Abyss Plane. The Boundary Land itself connects the Wizard Plane and the Abyss Plane, and even if the Abyss Plane wants to leave now, it cannot because it's stuck in the Boundary Land, stuck with the Wizard Plane," Mr. Acorn said.

He waved his finger, creating a large and a small gelatinous mass in front of him.

The two gelatinous masses slowly approached, and between them appeared a membrane-like structure.

Mr. Acorn pointed to the membrane structure in the middle and said, "This is the Boundary Land."

He continued explaining, "Though the interior of the Boundary Land seems similar to other planes, it is completely different in reality. The Boundary Land integrates the world rules of the Wizard Plane and the Abyss Plane and is closely connected to both, making it both a part of the Wizard Plane and a part of the Abyss Plane, forming an exceptionally unique region."

Chapter 593: The Origin of the Boundary Land

"So in the Boundary Land, individual power can break through the level six threshold. From this perspective, the Boundary Land can be considered a high-tier world, but it lacks the strong plane origin of a high-tier world, lacking in foundation."

"At the same time, there is no World Will in the Boundary Land. Or rather, the Sixth Ring Tower is the World Will, and all the rules of the Boundary Land are controlled by our Sixth Ring Tower," Mr. Acorn said.

Herag didn't expect the Boundary Land to be so unique, no wonder Mr. Acorn said it was both a plane and not a plane.

In this situation, it's indeed different from any other plane, but internally there's no difference from other planes.

Of course, there is a difference, which is that the World Will of the Boundary Land does not exist, or rather, the World Will of the Boundary Land is artificially controlled.

Mr. Acorn said, "It's precisely because the World Will of the Boundary Land is the Sixth Ring Tower that we can use the rules to achieve many things. In the Boundary Land, there are no natural disasters, no geological disasters; we can forever create a region of favorable weather based on our needs, thus helping agriculture to develop rapidly."

"Not only that, as long as a person is born in the Boundary Land, they will receive the favor of the Sixth Ring Tower and will naturally have wizard potential."

"In the Boundary Land, everyone can become a wizard."

Herag was shocked when he heard this last sentence.

An entire plane where everyone can become a wizard, what kind of power would that be?

In the Wizard Plane, those with wizard potential have always been a minority.

Herag couldn't imagine, if everyone in the Wizard Plane were a wizard, countless outstanding wizards would emerge, and the power of the whole plane would definitely reach a terrifying level.

No wonder the Boundary Land is so powerful, able to plunder countless planes, acquiring resources and knowledge.

With this new force backing them, the Boundary Land ensures that talent will never dry up, never falling into a predicament of transition between generations.

The Boundary Land, by using world rules, ensures everyone's basic living needs, preventing famine or disaster.

Along with the sole ruling power of the Sixth Ring Tower, there will only be some internal strife, but no large-scale wars.

Under such conditions, population is bound to grow rapidly.

Since everyone has wizard potential, this rapidly growing population becomes the living force of the Boundary Land, unending.

Thus supporting the Boundary Land in plundering major planes, rapidly increasing their power.

As the population rapidly increases, existing resources certainly won't be enough, so the Boundary Land inevitably takes the path of plundering other planes.

Over such a long period, the strength of the Boundary Land has undoubtedly reached a level unimaginable to the Wizard Plane.

Herag asked, "Mr. Acorn, may I ask how many Sixth Ring Wizards there are in the Boundary Land now?"

"There's nothing that cannot be said, not many, probably a little over ten," Mr. Acorn said.

Although the number sounds small, these are more than ten Sixth Ring Wizards.

The strongest in the Wizard Plane now are Level 4 Wizards, completely incomparable to the Boundary Land.

The most powerful time in the Wizard Plane was during the Sixth Ring Tower period when there were six Sixth Ring Wizards.

Now, after so many years, the strength of the Sixth Ring Tower has not dwindled but rather grown stronger.

"Are any of the original six among these ten-plus Sixth Ring Wizards?" Herag asked.

Mr. Acorn said, "No. Of those six supreme beings, three sacrificed themselves for the development of the Boundary Land, one disappeared, and another went to venture in the Endless Plane and has not returned, which has been over five thousand years now."

"Oh, right, the one who disappeared is Lord Nicholas."

Herag glanced at the toad on his shoulder, which was listening intently, its eyes turning.

Herag calculated in his mind, something seemed off; Mr. Acorn only mentioned five people, so he asked, "What about the other one?"

"The other is Lord Aborn; he has already surpassed level six, becoming a higher-level existence, so he is not counted among the ten plus Sixth Ring Wizards," Mr. Acorn said.

"Already surpassed level six..." Herag was startled in his heart.

To transcend level six is something that only exists in high-tier worlds.

Due to the special situation, the Boundary Land can produce lifeforms beyond level six.

Now it seems that there is at least one life beyond level six in the Boundary Land, plus over ten Sixth Ring Wizards, undeniably strong.

This is just the surface strength that Mr. Acorn mentioned, he surely couldn't reveal everything, there are likely hidden powers.

But even with such strength, it might not be enough to fight the Abyss Plane.

Because the Abyss Plane has an Ancestor, the Ancestor is a Ninth-level Life.

The Boundary Land's wizard who surpassed level six likely hasn't reached this level.

There's no way, the Boundary Land's foundation is still insufficient, the development time too short.

Given enough time, the Boundary Land might be able to confront the Abyss Plane head-on.

However, the current position of the Boundary Land might not afford them the chance to wait until then.

Herag asked, "Isn't the current situation of the Boundary Land bad, since it's adjacent to the Abyss Plane and the Abyss Plane can't leave, they..."

"That's right, since the Abyss Plane is stuck and can't leave, their only option is to devour the Boundary Land and Wizard Plane, or be devoured themselves. The Wizard Plane is the weakest, so they chose to attack from the Wizard Plane," Mr. Acorn said.

He continued, "Back then, the Sixth Ring Tower was deeply entrenched in the Abyss Plane, although there were six supreme beings supporting it, the Abyss Plane was fighting on its home turf. Over time, we would have certainly been annihilated. So at that time the Sixth Ring Tower pooled the wisdom and power of everyone to create the Boundary Land, separating from the Abyss Plane, surviving temporarily."

"Over the years, while the Boundary Land has developed rapidly and gotten better, it has also left behind a hidden threat, which is the Abyss Plane eyeing us from the side."

Who could tolerate others sleeping beside their own couch, the Abyss Plane, Boundary Land, and Wizard Plane are destined to leave only one left.

Inevitably, at some point there will be a grand battle to determine the life and death of the three planes.

Herag took a deep breath, it seems that even with such a powerful existence as the Boundary Land, the pressure is still immense, this is a matter of life and death.

He organized his thoughts and asked, "Why did the Sixth Ring Tower enter the Abyss Plane in the first place?"

Herag naturally didn't believe the Sixth Ring Tower betrayed the Wizard Plane and joined the Abyss Plane, otherwise they wouldn't have created the Boundary Land as a refuge.

"The Wizards Alliance of the Land of Dawn labeled us as traitors, saying we betrayed. To be precise, it was the Wizards Alliance of the Land of Dawn who labeled us as traitors. If it were not for them stabbing us in the back at the time, the Sixth Ring Tower wouldn't have been forced to confront the abyss and various demons from all sides," Mr. Acorn said solemnly.

Chapter 594: The True History

Acorn recounted the actual situation to Herag.

During the Era of Radiance, after the Abyss invasion, the Wizard Plane was continually retreating.

The wizards of the Sixth Ring Tower discovered that the Abyss Plane was a high-tier world, with powers far exceeding the Wizard Plane, making it an unbeatable opponent.

If the war continued, the Wizard Plane would undoubtedly lose and be consumed by the Abyss Plane.

At that time, after discussions among the six Sixth Ring Wizards of the Sixth Ring Tower, they devised a detailed plan to directly enter the Abyss Plane and set up a pre-arranged witch array there.

This witch array could destroy the space channel that had been established at the time, cutting off the route for the Abyss Plane to invade the Wizard Plane.

The plan was very thorough, and it initially proceeded smoothly.

The six Sixth Ring Wizards successfully infiltrated the Abyss Plane and set up the witch array.

However, a mishap occurred, as someone from within the Wizard Plane tampered with the materials for the witch array.

Once the witch array was completed, they directly triggered it, destroying the space channel on the spot.

And at that moment, the six Sixth Ring Wizards and some core forces of the Sixth Ring Tower were in the Abyss Plane.

They couldn't return.

The people of the Sixth Ring Tower had made great efforts and taken enormous risks to infiltrate the Abyss Plane.

But someone on the Wizard Plane backstabbed them at that time, preventing the people of the Sixth Ring Tower from ever returning.

These people were members of other Wizard Organizations on the Wizard Plane, plotting for a long time.

Their goal was to seize the Sixth Ring Tower.

The Sixth Ring Tower was essentially a Wizard Tower, but it had already surpassed the concept of an ordinary Wizard Tower.

The Sixth Ring Tower contained the most top-notch resources and knowledge of the Wizard Plane. Once seized, these junior Wizard organizations could quickly grow into extremely powerful Wizard Organizations.

So they backstabbed at that time; it was all to seize the Sixth Ring Tower.

During the most critical moment of the war between the Wizard Plane and the Abyss Plane, these people stabbed from behind.

The people of the Sixth Ring Tower had not anticipated this at all and didn't expect to be put in such a trap.

At that time, the Wizard Plane was almost gathering all the power of its plane to counter the Abyss Plane, and no one would have thought someone harbored such thoughts.

At that time, it was actually the leaders of several Wizard Organizations who conspired together, having plotted for a long time, led by Augustus Academy's founder, Boas.

Boas was a Level 5 Wizard at the time, only a step away from becoming a Sixth Ring Wizard.

But he couldn't cross that last step, remaining at this stage for over a thousand years.

Back then, Augustus Academy was just an ordinary Wizard Organization, an academy-style Wizard Organization.

At that time, it was just an ordinary Wizard Academy.

But Boas was very ambitious and not satisfied with this.

Meanwhile, he believed that the Sixth Ring Tower must have a method for advancing to a Sixth Ring Wizard.

Despite consulting many times, he still made no progress and believed the Sixth Ring Tower hadn't told him the real method.

Boas coveted the Sixth Ring Tower's power, as well as the resources and knowledge they controlled, so he conspired with members of several other Wizard Organizations to plot this move.

Their plan went smoothly, with the hidden methods concealed in some inconspicuous materials.

Only when these materials were combined into the witch array would they reveal such effects, making it hard to guard against.

But Boas and others did not manage to seize the Sixth Ring Tower.

They did not know that the Sixth Ring Tower had become a super Witchcraft Artifact with self-awareness, recognizing only the people of the Sixth Ring Tower.

When the Artifact Spirit of the Sixth Ring Tower realized what happened, it directly vanished from the Wizard Plane.

The resources and knowledge inside the Sixth Ring Tower were not gained by Apollo and others.

At that time, the Sixth Ring Tower contained the most cutting-edge, top-tier knowledge and heritage of that era's wizards.

Once the Sixth Ring Tower vanished, this knowledge and heritage were also severed.

This also directly caused the Wizard Plane's heritage to break, and the overall power of the wizards rapidly declined.

Until the era of Herag, the Wizard Plane has not recovered.

The interruption of that knowledge was too fatal for wizards.

Without that knowledge heritage, it was equivalent to starting from scratch to explore a new path.

But this is easier said than done; without heritage and relying solely on future generations to explore, the time required is extremely lengthy.

The current decline in the Wizard Plane's power is entirely caused by Augustus Academy and those wizard organizations leading it.

Boas himself never advanced to a Sixth Ring Wizard until his death, remaining a Level 5 Wizard for life.

After him, no one in the Wizard Plane has been able to advance to a Sixth Ring Wizard since, leading to a decline in power.

After the Sixth Ring Tower disappeared from the Wizard Plane, it actually entered the Endless Plane.

It was searching for the Abyss Plane.

Fortunately, at that time, the Abyss Plane was very close to the Wizard Plane in order to devour the Wizard Plane's source, so the Sixth Ring Tower did not take long to find the Abyss Plane.

After the Sixth Ring Tower entered the Abyss Plane, it quickly found those from the Sixth Ring Tower.

At that time, the wizards of the Sixth Ring Tower were engaged in a bitter battle, suffering countless casualties.

The appearance of the Sixth Ring Tower was very timely, directly helping the wizards of the Sixth Ring Tower temporarily find their footing.

But this was only temporary, as the power of the Abyss Plane was terrifying, with several Ancestors.

Back then, the Ancestors didn't even make a move, and just the descendants of the Ancestors' bloodlines made it difficult for the Sixth Ring Tower to handle.

The Sixth Ring Tower had expended too much internal energy in order to leave the Wizard Plane and enter the Endless Plane, resulting in extremely limited available means.

The energy inside the Sixth Ring Tower also wasn't sufficient to support another entry into the Endless Plane.

Even if it could enter the Endless Plane, there was no guarantee of quickly returning to the Wizard Plane.

So many people inside the Sixth Ring Tower were already consuming significant energy, and if they couldn't quickly return to the Wizard Plane, drifting in the Endless Plane would be waiting for death.

So at that time, the wizards of the Sixth Ring Tower were both arduously holding on and contemplating a way out.

After collective discussions among numerous talented wizards at that time, they proposed the concept of Boundary Land.

Through precise analysis and calculations, everyone believed it was feasible, followed by the commencement of specific planning and arrangements.

Before successfully establishing the Boundary Land, their task was to hold on and not be annihilated by the Abyss Plane.

To achieve this goal, three of the six Sixth Ring Wizards died in battle, one disappeared, and countless other wizards were killed or injured.

Ultimately, they barely managed to extricate themselves from the Abyss Plane and established the Boundary Land.

The Sixth Ring Tower not only played a foundational role in the creation of the Boundary Land but also brought a large population to the Boundary Land.

At that time, the Sixth Ring Tower was the most powerful Wizard Organization in the Wizard Plane, naturally having a large number of members.

Chapter 595: Throughout the Ages

At that time, centered around the Sixth Ring Tower, a giant city had already been established, with millions of inhabitants.

The Sixth Ring Tower itself was also a remarkably tall building, generally housing many Wizard Apprentices.

After Boas and others took action, they joined forces with several other Wizard Organizations to gather a large number of people, preparing to invade the Sixth Ring Tower.

The main power of the Sixth Ring Tower had been completely diverted to the Abyss Plane at the time, leaving them at their weakest.

If the Sixth Ring Tower hadn't evacuated in time, these people would have died at the hands of Boas and others.

The Wizard Apprentices taken away by the Sixth Ring Tower were extremely crucial, bringing a massive population for the development of the Boundary Land later on.

Without these people, the Boundary Land wouldn't have been able to be established and developed.

In the process of gradual development, the Boundary Land also absorbed populations from other Planes.

They plunder not only resources and knowledge, but population is also considered a resource.

After developing for thousands of years, the Boundary Land finally got on track, and its overall strength was no weaker than at the time in the Wizard Plane, although it lacked a lot of top combat power and needed time to slowly recover.

At that time, the Boundary Land actually could return to the Wizard Plane and found a way to return, but no one wanted to go back.

The conditions in all aspects of the Boundary Land were more suitable for Wizard development, while the Wizard Plane had its resources significantly reduced due to the pollution of the Karg Plateau.

The original resource of the Karg Plateau was very abundant, otherwise, the Wizards of the Era of Radiance would not have developed so strongly.

But due to the invasion of the Abyss Plane, a large area of the Karg Plateau was polluted, leaving only the small fragment of the Land of Dawn.

The Barren Land, although not polluted, has very little area, so the resources are also scarce.

Under such circumstances, there was simply no need to return to the Wizard Plane.

Moreover, everyone in the Boundary Land knew what had happened before and what the previous leaders of these Wizard Organizations had done.

To ask them to return to the Wizard Plane to contribute to its common prosperity was impossible; no one was willing to do so.

It's just that they did not return to seek revenge or massacre, after all, grudges have their source and debts their debtor, and the people in the Wizard Plane afterward had nothing to do with the previous events.

At that time, the leaders like Boas were dead or old, mostly all gone by then.

And most other people in the Wizard Plane only knew the revised history and didn't actually participate.

Although the Wizards of the Boundary Land were powerful, they were not cruel and bloodthirsty, with no reason to harm those born later.

So over the years, the Wizard Plane remained weak and did not know of the existence of the Boundary Land.

Some in the senior levels of several major Wizard Organizations in the Land of Dawn were aware of the Boundary Land's existence, but they could not reveal it, just wanting to conceal information about the Boundary Land.

After all, the things behind this were too disgraceful, revealing the news might also impact the stability of the Land of Dawn.

Herag is one of the few Wizards from the Wizard Plane to have entered the Boundary Land over the years.

There had actually been a few events before, for various reasons.

Because the Wizard Plane was also conducting Plane expansion wars, it was inevitable to encounter people from the Boundary Land.

People in the Boundary Land definitely did not favor the Wizard Plane, especially those born later.

But they wouldn't destroy completely, just held resentment.

Like Parker, Acorn did not kill him directly, just severely injured as a punishment.

Acorn only learned that the Level 3 Wizard severely injured at that time was Herag's superior in conversation with Herag.

And if he hadn't severely injured Parker, he might not have met Herag either.

"Are you saying you once saw through the Sands of Time that the Wizard Plane was invaded?" Acorn asked.

Herag nodded and said, "Yes, by a very powerful existence. A giant eye shot a black beam and split the entire Karg Plateau in two."

Acorn pondered and said, "It seems they've found a breakthrough after all. The Abyss Plane has been trying to invade the Wizard Plane for years, and we've been in a constant battle of wits with them..."

Over these years, the Boundary Land has dealt quite a bit with the Abyss Plane, and invisibly assisted the Wizard Plane in resolving many troubles.

If it weren't for the Boundary Land's intervention, the Wizard Plane would have been finished long ago.

The Boundary Land protects the Wizard Plane from invasion also for future considerations.

Due to the current special circumstances of the Boundary Land, there are only two solutions in the future: one is to merge with the Wizard Plane and separate from the Abyss Plane, and the other is to merge with the Abyss Plane, separating from the Wizard Plane.

When the Boundary Land merges with the Wizard Plane, the Wizard Plane will automatically ascend to a High-tier World.

Because the Boundary Land has merged the World Rules of the Wizard Plane and Abyss Plane, it inherently contains the World Rules of a High-tier World.

For the Boundary Land, it hopes to merge with the Wizard Plane.

Merging with the Abyss Plane would plunge it into endless war, and they are not confident in defeating the many existences in the Abyss Plane.

But it's different with the Wizard Plane, as its strength is very weak, and returning to the Wizard Plane will allow control over discourse.

Serlandir and Augustus Academy are both weak and vulnerable to blow.

Of course, there's another path where the Boundary Land separates from both Planes to become an independent Plane.

This is the most difficult path but is one many in the Boundary Land wish to achieve.

The possibility currently seems extremely low, as the Boundary Land is essentially still not a Plane, and a reckless separation could fracture it like a bubble, leading to Rule detachment and World collapse.

The safest way is still to merge with the Wizard Plane.

Herag said, "I have absorbed the bloodline of demons from the Abyss Plane, so I am very sensitive to Abyssal Aura; Toad as well. We've both felt a distinct Abyssal Aura in the Wizard Plane, possibly not far from invasion."

"Understood, I will report this matter when I return. At that time, we will investigate to see where the breach has occurred. If it weren't for your reminder, it might lead to disaster and truly manifest the scenes you've witnessed." Acorn replied.

Herag did not hide the fact that he had absorbed the bloodline of demons from the Abyss Plane. In the Boundary Land, there is a specific branch of Bloodline of Wizards.

In the Boundary Land, there are many Wizards like him who have absorbed the bloodline of beings from other Planes, and research in this area is already deep. Therefore, there's no need to conceal, and they won't be regarded as Abyssal Cultists or anything like that.

But the most important thing is having Toad as a backer. With this elder from the Sixth Ring Tower, Herag can avoid a lot of trouble and worries.

That's the benefit of having someone to rely on.

Chapter 596: Arrival at the Boundary Land

The abilities of the Boundary Land are also limited; it can't possibly monitor every corner of the Wizard Plane, so there are always times when things go unnoticed.

If not for Herag's reminder, the Boundary Land probably wouldn't know that the Abyss Plane had already found a breakthrough and was establishing a space channel.

By the time they became aware, it would be too late, otherwise those future fragments wouldn't have appeared.

Herag's timely reminder at least allows the Boundary Land to prepare in advance on how to address the issue.

Fortunately, the Abyss Plane, although a high-tier world, is internally extremely powerful in terms of individuals and groups, but remains quite primitive in social civilization, far inferior to the Boundary Land.

This results in the Abyss Plane being strong, but with a low level of civilization development and limited technological means.

Even though they found the effective stable coordinates of the Wizard Plane, they still need to slowly establish a spatial channel to invade the Wizard Plane.

If the Abyss Plane possessed methods like those of the Boundary Land, upon obtaining the coordinates, they could directly enter the Wizard Plane using tools like the Plane Train, without the cumbersome process of establishing a space channel, saving a vast amount of time.

In terms of social civilization development, this is where the Boundary Land has the advantage.

...

Herag on the Plane Train couldn't perceive an obvious passage of time and had no idea how much time had passed.

He asked Acorn and learned that discussing the passage of time in the Endless Plane is meaningless.

In the Endless Plane, the speed of time passing could differ from place to place, with some areas having an extremely fast passage of time.

If Herag entered such a place, he might feel only a minute had passed, but upon returning to the Wizard Plane, he would find that hundreds of years had gone by.

Other places had an extremely slow passage of time.

Such places are numerous in the Endless Plane, and the routes of the Plane Train are mapped out in advance to avoid areas with drastically different time passage speeds.

Calculating with the time from the Wizard Plane, it would take Herag about half a month on the Plane Train to reach the Boundary Land.

But in Herag's perception, it was just sitting for an hour or two, merely chatting a bit with Acorn.

As they chatted, some text in the Sivr Language appeared on the Plane Train's window, indicating they were about to reach the station of the Boundary Land.

"Only sitting for a while, who knew half a month would go by," Herag exclaimed.

Acorn laughed and said, "You'll get used to it; this time difference is quite trivial. For us long-lived wizards, a few hours and half a month don't really differ much."

Herag nodded and stood up with Acorn, preparing to leave the train.

The train door slowly opened, and Herag stood at the entrance, in front of him was a wide station platform.

Many people were queued in front, young and old, all emanating a magical aura.

Herag sensed slightly and found that these people were at least Level 1 Wizards.

Even several children appearing around ten years old were at the Official Wizard Level.

These people seemed to be waiting for a train, and not just them; Herag looked to the left and right, every train car had people queued and waiting.

Other train cars also had people coming out one after another, quite a few, yet only Herag's car had just the two of them.

"Sir, please step aside if you're alright; we can't enter when you're blocking the door," a lady waiting in line at the door kindly reminded.

"Oh, sorry," Herag realized promptly and walked out of the train car without further dawdling.

Acorn stood ahead, smiling at Herag.

Herag sheepishly smiled back and pointed to the train car behind, asking, "Are they heading to the Elf Plane?"

"Of course not, each car's destination is different, I don't know where that one is going either; I didn't buy a ticket," Acorn replied.

Herag was somewhat puzzled; how could each car of a single Plane Train have different destinations? It was truly strange.

He noticed that the station was indeed bustling, akin to a station platform from his previous life.

Without exception, all these people were Official Wizards.

Many who appeared to be ordinary people emitted extremely subtle auras, evidently far beyond Level 2 Wizards.

These individuals were at least Level 3 Wizards; in the Wizard Plane, a Level 3 Wizard could rule a city.

Yet here, they were a common sight.

"Let's go, we need to keep moving; this is only the First Ring Region, our destination is the Sixth Ring Region," Acorn said.

"First Ring Region?" Herag glanced into the distance, spotting many tall buildings.

Although not skyscrapers from his previous life, they were more like Gothic structures, yet the height could rival high-rises.

Herag even saw many people flying in the air, using various types of tools.

Acorn explained, "The Boundary Land is divided into six main regions from the outside in, the outermost called the First Ring Region, the innermost the Sixth Ring Region. Each region has a different focus, for example, the First Ring Region primarily deals with logistics, interfacing with various planes. Other regions focus on agricultural development, growing crops to supply the entire Boundary Land."

"Some focus on animal husbandry, categorically precise, coordinated developments, everything in perfect order..."

The main regions of the Boundary Land can be viewed as an entire continent. This continent is divided into the Sixth Ring Region, each focused on a concentrated industry, already highly developed.

Following Acorn out of the station, Herag noticed that when Acorn exited, a glowing mark appeared on his left arm, verified by a large stone at the station's exit.

"This is a wizard's personal mark; everyone in the Boundary Land has one. It's for identifying individuals and can also be used for communication, finance, and other aspects. You can think of it like the Wizard Plane's talisman stone, but this mark can communicate across planes," Acorn explained.

As Acorn spoke, he demonstrated to Herag, and the mark reappeared on the back of his hand, displaying a virtual panel with many functional points, much like a talisman stone.

The Wizard's Mark is a Level 0 Spell, a personal exclusive mark formed based on various aspects of a wizard's information, a spell everyone in Boundary Land must master.

The original creator of this spell, to promote its popularity, specifically improved the Wizard's Mark from its initial Level 1 Spell to its current Level 0 Spell.

Chapter 597: Modifying the Rule

Not only that, in the subsequent development process, the Wizard's Mark spell has also been improved by many outstanding Wizards countless times.

To this day, the Wizard's Mark has undergone many iterations, and it's completely different from its original form. It can be said to be a completely different spell.

Herag thought, this is the advantage of a civilization once it develops.

Even a small Level 0 Spell, thanks to a large community and enough talented individuals, can continually iterate and update through collective intelligence.

"Come a little closer to me," said the Acorn, turning back.

Herag did not understand, but followed without asking much.

Acorn waved his hand, and ripples arose in the surrounding space.

In the blink of an eye, the two appeared in a spacious square, with no one around them, but in the distance people kept appearing.

These people who appeared out of nowhere had spatial ripples around them, seemingly also transported from elsewhere.

Acorn said, "In the Boundary Land, teleportation spells are also restricted; you are not allowed to teleport inside residences unless it's your own property. Besides, the spatial rules of the Boundary Land have been modified and will automatically determine the areas you can teleport to. For example, you can't teleport onto the streets, and in the square, you will be assigned a small unoccupied area."

"These are all attached to the spatial rules, and everything is automatically judged by the rules."

Herag said, "I didn't know you could modify the world rules?"

"Of course, it's just a rational use of the rules to facilitate life. Many rules in the Boundary Land have been modified. They both facilitate daily life and prevent malicious exploitation of the rules," Acorn explained.

Herag suddenly understood that because the wizard civilization in the Boundary Land was very powerful, there were especially many Level 2 Wizards and above.

Reaching the level of a Level 2 Wizard allows one to control the use of Rule Power.

Rule Power is very powerful, and even mobilizing a small portion can have a huge effect.

In the Wizard Plane, this doesn't matter much because there are few Level 2 Wizards, and most people don't feel any special impact.

But in the Boundary Land, it's different, as many people can use Rule Power.

When there are many people, chaos can easily ensue.

After all, people's hearts are unpredictable, and there will always be someone who exploits the rules to do bad things.

Or some people may not intend to misuse the rules maliciously but still cause many adverse effects, even destructive ones, harming others' lives and property.

So the Boundary Land enforces some modifications and restrictions on Rule Power to prevent misuse of the rules.

Herag learned from his conversation with Acorn that every mobilization of rules in the Boundary Land is recorded.

Whoever uses the rules to do bad things can be traced, and because of the existence of the Wizard's Mark, no one can escape punishment, and they can easily be found out.

The square Herag is in is a teleportation square for the nearby area.

Whenever someone comes to this vicinity, using a teleportation spell will bring them to this location.

This is guided by spatial rules automatically, requiring no action from Wizards.

Herag also learned that the teleportation spell used by Acorn is just a Level 2 spell called Space Transmission.

Space Transmission involves some complex applications of spatial rules, and the greater the control over spatial rules, the farther the transmission distance.

A regular Level 2 Wizard using Space Transmission can typically teleport about 500 kilometers.

An Acorn like the Level 5 Wizard has almost no distance limitation within a plane.

Just as he once teleported directly from the mountains to outside the World Mother Tree in the Elf Plane.

Herag was eager to try, wanting to see how far he could teleport after learning Space Transmission.

His mastery of spatial rules is certainly above that of an average Level 2 Wizard, with the Spirit of the White Deer as a talent, naturally having a high affinity with spatial rules.

Unless the Boundary Land defines an ordinary Level 2 Wizard differently.

Seeing Herag's expression, Acorn smiled and said, "Don't rush; there will be plenty of time to learn these later, let's go."

He finished and walked towards a tall building opposite the square, its design resembling a clock tower, with three large doors at the bottom constantly allowing people to enter and exit.

Following Acorn, Herag kept looking around.

He felt something was off while walking down the street.

After thinking about it for a moment, Herag finally realized what was different.

The people on the street were too relaxed, with no vigilance at all, not even the most basic alertness.

These Wizards stood casually by the roadside or sat on lounge chairs chatting, without any guard against those around them.

Even in the Land of Dawn, there is a subconscious level of defense when someone approaches.

But Herag saw no such vigilance in these people; he even felt that he could take their lives with ease.

Herag thought for a moment, realizing that these people were so relaxed solely because the public security was excellent.

Only with very good daily public security would there be such a social atmosphere of almost no defense.

"Here is the Teleportation Witch Array, and cross-ring teleportation is generally conducted here. Remember, even if you have the ability to directly space transmit to other ring regions, you must transmit via the Teleportation Witch Array. Otherwise, the Wizard Law Enforcement Bureau will trouble you. Oh, and make sure to study the Boundary Land's laws first, as many things require attention," Acorn advised.

Herag came back to his senses, nodded, and said, "Alright."

There are no explicit laws even in the Dawn Region, so he didn't expect the Boundary Land to have a mature legal system.

Even Acorn, a Level 5 Wizard, must adhere to the laws, indicating that the law enforcement degree here is high and the cost of breaking the law is not low.

Movement between ring regions is controlled; otherwise, if Wizards moved wherever they wished, it would cause administrative confusion and inconvenience.

Transmitting via the Witch Array eliminates such concerns, facilitating management.

Of course, bad people are found everywhere, and some always attempt to cross ring regions secretly for various reasons, with people sentenced for this every year.

Despite the harmonious scenes on the street, filled with trust between people, the Boundary Land's prisons are never empty.

"Your situation is quite special, as you don't have a Wizard's Mark. I've reported it to the higher-ups; you can just teleport with me to the Sixth Ring Region," Acorn said.

In principle, without a Wizard's Mark, one cannot use the Teleportation Witch Array.

But Herag's situation is special, and with Acorn's prior notification, the guarding staff checked the paperwork and let them through.

Chapter 598: Administration Bureau

This place is called the Teleportation Center, and Herag discovered its vast interior upon entering.

He followed behind Mr. Acorn, walking along a broad corridor, with various pathways branching off to different places on both sides.

Although called a corridor, it could actually accommodate four carts moving side-by-side.

There were many people coming and going, and Herag noticed that these people looked very similar to those at the Plane Train platform, as if they were also preparing for a journey.

The Teleportation Center had many teleportation witch arrays leading to various places within the Boundary Land.

Each teleportation witch array was in a separate room, with personnel responsible for its operation.

After the staff checked everyone's identity information, they made them stand on the massive witch array in the room, and then activated the witch array.

There were quite a few people heading to the Sixth Ring Region from the First Ring Region, Herag noted roughly fifty or sixty individuals.

And this was just at that particular time; this place was constantly frequented by people.

There wasn't just this one teleportation witch array leading to the Sixth Ring Region; who knows what the daily traffic is.

Herag, along with others, stood at the center of the witch array.

He looked down at the floor; the material was a sort of black stone, which seemed somewhat familiar.

Herag suddenly recalled that the material of this stone resembled the surface material of the Plane Train—very similar, both black.

There seemed to be some peculiar energy contained within the ground, along with some witch array runes.

But these witch array runes were very obscure, and Herag could not see them clearly, as if hidden by some means.

The staff was a man dressed in a grayish-white robe, appearing to be about thirty years old, but his magic power aura was at least that of a Level 3 Wizard.

He spoke, "If there are no issues, I will initiate the teleportation."

The crowd raised no objections, so the man began inputting magic power into the array, activating the teleportation witch array.

The black floor emitted some strange light, and after Herag felt a slight tremor of spatial rules, the surroundings began to change, with space distorting and bending.

Moments later, light filled their eyes as they arrived in another spacious room.

Others seemed unfazed, moving out on their own upon arrival, knowing exactly where to go.

Herag could only follow Mr. Acorn, adhering to the general flow of people, all heading toward the exit.

Outside, Herag glanced back; the Teleportation Center behind him was nearly the same as that in the First Ring Region.

But the surrounding scenery was entirely different.

The First Ring Region had many towering buildings, but was somewhat chaotic, as if lacking planning.

However, the Sixth Ring Region was entirely different; a glance provided an impression of orderliness.

All buildings were clearly subjected to unified planning, and each district's architecture was neatly arranged, unobtrusive, offering a sense of comfort.

The Sixth Ring Region spanned over twelve million square kilometers and included residential areas as well as many natural areas like mountains and rivers.

This is the core region of the Boundary Land, though not the largest; the First Ring Region holds that title.

According to Mr. Acorn, the First Ring Region's size is akin to the entire Karg Continent.

The Sixth Ring Region is not the entirety of the Boundary Land, as beyond it lies vast seas.

In the sea areas, many coastal residents continuously supply marine products to the Sixth Ring Region.

"We are now located in the core zone of the Sixth Ring Region, where space transmission is completely prohibited, so we need to walk to the Sixth Ring Region Administration Office," Mr. Acorn said.

"Administration Office?" Herag inquired.

Mr. Acorn explained: "It's a place for handling various affairs. Without an identity, things are quite inconvenient for you, so I'll first help you sort these matters out."

"I really appreciate your help, Mr. Acorn," Herag replied.

Mr. Acorn said, "Think nothing of it; you already qualify to join the Sixth Ring Tower. Moreover, you may have significantly aided us by locating Lord Nicholas. Once verified, it would be a monumental achievement."

The original six Sixth Ring Wizards of the Sixth Ring Tower hold crucial significance for the Boundary Land—they were its pioneers.

Without them, there wouldn't be today's Boundary Land, and these people's ancestors would have perished in the Abyss Plane.

Therefore, if Herag truly helped the Boundary Land locate Nicholas' trace, it would be extraordinarily meaningful for the Sixth Ring Tower.

Among those initial six Sixth Ring Wizards, only one remains in the Boundary Land today—the only publicly recognized wizard to have surpassed Level 6.

The Sixth Ring Region's Administration Office was grand and imposing, predominantly white-greyish, seemingly constructed with marble.

Herag's unique situation made the processes exceptionally complex.

Even with Mr. Acorn's authority, it took a full day to complete information entry and various document checks.

Mr. Acorn was the minister for the Dimension Resource Development and Management Department in the Sixth Ring Region, primarily responsible for resource and trade exchanges between the Boundary Land and various planes.

He did not oversee plane expansion warfare; that belongs to the Plane Development Department.

The Plane Development Department controls the Boundary Land's military forces, reportedly numbering over two million.

This contingent comprises over two million organized wizard armies, with primary duties to defend the Boundary Land and conquer other planes for resource acquisition.

At this very moment, these wizard armies are waging battles across various planes.

Herag held a book titled "Level 0 Spell Wizard's Mark "

This was the latest spell model of the Wizard's Mark, given to Herag by Mr. Acorn during the procedures.

Normally, Boundary Land wizards grasp this spell from a young age, not starting to learn it now.

Due to his special situation, Herag had to learn this spell immediately.

Herag must quickly master this spell, or the procedure handling would be delayed.

Fortunately, the Wizard's Mark was merely a Level 0 Spell, and after numerous iterations of optimization, its spell model became exceedingly simple and straightforward.

Sitting on a bench, Herag finished reading the book in just twenty minutes.

Upon finishing, he couldn't help but admire Boundary Land wizards for designing such an ingenious, succinct spell.

Though seemingly a mere Level 0 Spell, the Wizard's Mark could, via some bridging method, leverage certain rule powers.

It seemed there was a core witch array somewhere in the Boundary Land that all Wizard's Marks were centered around.

Therefore, the Wizard's Mark appeared as a Level 0 Spell, yet its underlying complexity was far greater than it appeared.

Chapter 599: Wizard's Mark

The primary function of the Wizard's Mark spell is actually implemented over at the central hub; the Wizard's Mark itself merely sends some messages to the hub.

This method greatly lowers the entry barrier for the Wizard's Mark, allowing the vast majority to achieve various functions with just a Level 0 Spell.

Herag sat on the bench, and after reading, he began to construct the spell model for the Wizard's Mark.

This Level 0 Spell is quite simple for an average Level 2 Wizard, and naturally poses no difficulty for Herag.

Mr. Acorn was still in the adjacent room handling various procedures for Herag, and during this waiting period outside, Herag spent over ten minutes to master the Wizard's Mark spell.

A small and exquisite spell model appeared in his mind, with a very simple and elegant structure.

Herag infused the spell model with a stream of magic power; upon activating the Wizard's Mark, a mark emerged on the back of his left hand.

The mark is a complex pattern, with various rune lines, seeming to contain many elements.

Herag observed carefully for a while; among these complex patterns, he saw some familiar veins similar to the pattern of his own Bloodline Mark.

The Wizard's Mark spell is actually a unique identifier for everyone, created by gathering and computing various information into a distinctive mark.

Herag's Bloodline Mark being included by the Wizard's Mark is quite reasonable due to its high status.

Some of its patterns in the Wizard's Mark appear as vague veins, so there's no fear of others deciphering them.

With a thought, the Wizard's Mark on Herag's hand displayed a semi-transparent blue screen.

He glanced at his personal information, which detailed various aspects about him, even noting that he was from the Coleson Continent in the Wizard Plane.

Since his birthplace is Coleson Continent, it did not mention Kala Continent.

Herag also found contribution points and magic stones in there, although his numbers were zero.

Mr. Acorn mentioned before that many Wizard Organizations in the Land of Dawn now follow the set of rules established by the Sixth Ring Tower.

The contribution point system was designed by the Sixth Ring Tower, hence later Wizard Organizations continue to use it to this day.

Magic stones remain the currency in the Boundary Land, which Herag knows.

The contacts list was still empty; Herag remembered Mr. Acorn mentioned that the Wizard's Mark could project real-life avatars for communication.

He's always wanted to try it but hasn't had the chance, and currently knows no one.

Herag also discovered the main area of the screen had sections akin to newspapers, reporting various affairs.

He randomly clicked on a headline, titled "Ocean Plane Tourism Guide Third Issue."

"Hi, ladies and gentlemen, this is my eighth day in the Ocean Plane, today I'm going to taste the local delicacy, Beauty Clam..."

Herag didn't expect that after clicking what seemed like an article title, a video appeared featuring a flamboyantly dressed man speaking to the camera on the beach.

He noticed that no one else could hear the sound; it was directly transmitted to his ears.

There was a switch button on the screen that could allow others to hear, but by default, only he could hear it.

Herag raised an eyebrow, feeling more and more like surfing the internet in his previous life.

He exited and continued browsing, finding many entertainment news and shows.

Herag wasn't interested in those; he cared about the knowledge of the Boundary Land.

Even after coming to the Boundary Land, Herag was always clear about his goal—getting stronger.

The knowledge of the Boundary Land is the most important thing.

After searching for a while, Herag found the library, which could be booked directly through the Wizard's Mark, and someone would deliver the book to his home.

Of course, this requires spending money; borrowing books also requires money.

Most of the library books are fee-based for borrowing; only a few are free.

However, those few free books are mostly production-related, completely irrelevant to what Herag wants.

Herag currently has no magic stones in his Wizard's Mark, and can't borrow books from the library.

Herag needs to visit the bank, and after depositing magic stones, the balance will be displayed in his Wizard's Mark.

But for now, he's unfamiliar with the place, and has to wait until later; he doesn't even have a place to stay yet.

Herag waited for another two hours, it was already evening when Mr. Acorn finally emerged from the room.

"It's done, you're now a legal resident of the Boundary Land," Mr. Acorn said.

Herag expressed his gratitude: "Thank you, Mr. Acorn, for your help, I appreciate it."

Mr. Acorn waved his hand: "I'll take you to eat and rest, tomorrow you need to meet someone very important."

"Who is it?" Herag inquired.

"Lord Andres, currently the ruler of the Sixth Ring Tower," Mr. Acorn replied.

"Andres!" Herag was startled.

Andres is the Level 6 Wizard, and a living fossil from the Era of Radiance.

Herag could hardly believe he'd meet such a significant figure.

But upon further thought, it seemed reasonable; alone, Herag would have no qualifications to meet Andres; much of this was due to the Toad.

After all, if the Toad is indeed Nicholas, the only one who can identify Toad's identity is Andres, who was one of the six Sixth Ring Wizards.

"Don't be nervous, Lord Andres is a very kind old man," Mr. Acorn noticed Herag's nervousness and reassured him.

Mr. Acorn then took Herag to a restaurant outside for dinner; the food was not too different from the Wizard Plane, mostly conventional beef and lamb.

It's possible that those rare ingredients were too expensive, and Herag hadn't had the chance to see them yet.

After dinner, Mr. Acorn continued to take Herag to the Teleportation Center, once again stepping onto the Witch Array.

Because the place they were going to was the core of the entire Boundary Land, where the Sixth Ring Tower was located.

The core of the Sixth Ring Region is the Sixth Ring Tower, which is the Holy Land in everyone's hearts; commonly referred to as the Holy Tower.

The vicinity of the Sixth Ring Tower is heavily fortified; even the most vicious criminals in the Boundary Land dare not set foot there.

Ordinary people rarely have the opportunity to approach; only truly exceptional wizard candidates chosen by the Sixth Ring Tower have the chance to enter and begin a long education.

The Sixth Ring Tower's wizard education is free, everyone can enroll for free since childhood.

Yet only true geniuses can study inside the Sixth Ring Tower.

Chapter 600: Entering the 6th Ring Tower

For the people of the Boundary Land, as long as they can enter the Sixth Ring Tower, it represents a promising future.

Those who are selected are one-in-a-million geniuses.

It's important to know that in the Boundary Land, everyone has the potential to become a wizard, and everyone can become a wizard.

The geniuses selected from such a large population naturally possess extremely terrifying talent.

Herag followed Acorn through the dedicated Teleportation Witch Array and appeared in a spacious square, where it was very quiet all around.

Herag looked up and saw a towering hexagonal tower in the distance.

He looked at the shape of this tower and quickly matched it with the tower illustration engraved in his pocket watch, thinking this must be the Sixth Ring Tower.

The Sixth Ring Tower is immense, almost qualified to be called a city.

From the outside, the Sixth Ring Tower appears to have only six floors, a height of over a thousand meters, and a diameter of several hundred meters.

But this doesn't mean the Sixth Ring Tower is only that large.

Herag heard that the internal space of the Sixth Ring Tower is extremely vast, almost like a small plane.

He felt a very familiar aura emanating from above the Sixth Ring Tower, not knowing where it came from, just instinctively feeling very close, making one feel comfortable.

Herag glanced around and suddenly realized that all around were a sea of stars.

Not only was the sky full of stars, but even the skyline in the distance was a starry scene.

Only then did Herag realize that the land he was now standing on seemed to be just a small piece of land.

This small piece of land seemed to be floating in the boundless starry sky, with stars all around.

This is an isolated small plane, only accessible through specific Teleportation Witch Arrays.

Most people also live within the Sixth Ring Tower, so the surroundings are exceptionally quiet.

On the vast square, besides Herag and Acorn, there were only a few scattered people walking at the edges of the square.

The ancient gate before the Sixth Ring Tower was open, but what lay inside couldn't be seen.

The inside of the gate wasn't completely dark, but whenever Herag looked, he could only see a blur, unable to remember any scenery.

As Herag was in a daze, Acorn had already walked to the entrance.

Seeing that Herag hadn't followed, Acorn turned back with a smile: "Come on, just walk in directly."

Herag nodded, quickened his pace, and walked over, passing through the gate.

As he passed through the gate, Herag felt a very peculiar sensation.

A warm energy washed over his entire body, and the feeling disappeared as quickly as it came.

After passing through the gate, what unfolded before Herag was a forest.

The forest was dense, but the trees were not as tall as those in the Dark Night Forest of the Elf Plane.

A wide dirt road of yellow clay stretched out beside Herag's feet, extending to the horizon, its destination unknown.

Acorn stood at the roadside, seemingly waiting for something.

Confused, Herag also waited at the side, continuously observing his surroundings.

He activated Shenlan's environmental scan and discovered many traces of human activity in the surrounding forest.

Before long, Herag noticed two wizards walking from the forest in the distance, a man and a woman, who seemed to be in a romantic relationship, strolling in the woods.

The magical aura emanating from the two indicated they were both just Level 1 Wizards, and they were very young, appearing to be only thirteen or fourteen years old.

Herag noticed the two, but they remained unaware of Herag and Acorn nearby.

After wandering for a while, the two walked out of Shenlan's detection range, venturing deeper into the forest.

The area didn't seem desolate though, as there was a stone slab path leading further into the forest.

Acorn said, "This is the first level of the Sixth Ring Tower; it is mostly inhabited by apprentices of the Sixth Ring Tower headquarters, mainly wizard apprentices and Level 1 Wizards. Here, both Level 1 Wizards and wizard apprentices are referred to as apprentices."

Herag nodded, realizing that must be where these people live in communities, and this was just a secluded little path.

He noticed many footprints on the yellow clay road, similar to horse tracks, but much larger than horse footprints.

After a while, Herag saw the owner of the footprints, a large-sized deer.

"This is a Storm Deer, get on," Acorn introduced, then promptly climbed into the carriage behind the Storm Deer.

When Herag stood before the Storm Deer, he could truly feel the enormous size of this creature.

The Storm Deer was nearly three meters tall just standing there, and the cart it pulled behind could hardly be called a cart anymore; it was more like a small house.

No wonder the road was made so wide, clearly intended for the Storm Deer.

Once Herag got on, he noticed Acorn whisper a few words to the Storm Deer, and it started running.

Acorn must have used some kind of language that Herag hadn't learned, so he couldn't understand it.

The Storm Deer carried both of them at high speed, appearing in the dense forest up ahead in the blink of an eye.

This wasn't space transmission; it was real running, step by step.

While sitting inside, Herag found that the cart did indeed resemble a house. Its area was vast.

About an hour later, the Storm Deer stopped, and ahead lay a wide, quietly flowing river with a stone bridge arching over it.

"We're here, get off," Acorn said.

After getting off, the Storm Deer left without looking back.

With a light breeze, the Storm Deer had already vanished.

Looking at the footprints on the ground, Herag couldn't help but wonder how at such speed, the Storm Deer only stirred a slight breeze; it was puzzling.

Acorn turned back and said, "Let's go meet Lord Andres; he lives on the other side of the river."

"Here?" Herag didn't expect Andres to live on the first level of the Sixth Ring Tower.

In his mind, such a boss-level figure should live at the top, like a final boss, not directly on the first floor.

Acorn laughed and said, "Exactly, Lord Andres says most children live on the first level, so he prefers it here, it's more lively."

Herag thought it made sense; with so many young people on the first level, an elder would definitely enjoy living in such a place.

If he really lived on the sixth floor, he might not see a few people for a hundred years, how lonely that would be.

Herag and Acorn stepped onto the stone bridge and headed to the opposite bank.

He touched the stone bridge and found it was just ordinary stone, nothing special, and no special powers within.

Originally thinking that such a bridge outside would be unique, he didn't expect it to be so simple.

But considering the other's power, Herag seemed to understand somewhat; these things simply didn't matter.

The river beneath the stone bridge was quiet, with water so clear and silently flowing, without a sound.