

Sixth 601

Chapter 601: Andres

After crossing the stone bridge, there was a small grove ahead, with a small hill beside it.

A stone path extended into the grove, winding and turning, going around to the back of the hill.

Herag followed behind Acorn, walking along the stone path, not daring to speak loudly.

After rounding the hill, an open area appeared before them.

In the distance was a small wooden cottage, with a cultivated field outside, planted with pumpkins and other vegetables.

The large pumpkins stood on the ground, their size somewhat exaggerated.

Herag even felt that if these pumpkins weren't cut open, they might not fit into that small cottage.

Just as the two reached the front of the cottage, the door opened, and an elder with a long white beard appeared.

Andres smiled, looking at Acorn and said, "Back again, is this the child you mentioned?"

"Yes, Lord Andres," Acorn replied softly.

After carefully looking at Herag, Andres said, "Hmm, a very decent child, come in and sit."

"Greetings, Lord Andres," Herag hurriedly greeted.

After entering the cottage, Andres took a teapot from the hot stove and poured a cup of tea for each of them.

Andres's movements weren't fast, even somewhat slow, like a true elder.

"How are things on the Wizard Plane?" Andres asked after sitting down slowly.

Herag replied, "It's okay at the moment, just a few situations."

Andres nodded and said, "Hmm, I'm already aware. The Abyss Plane has never given up. No matter what, that's also my homeland, as well as the homeland of the Boundary Land. We won't watch the Wizard Plane fall into danger."

"Thank you for your assistance, my lord," Herag expressed gratitude.

To Herag, he certainly didn't want the Wizard Plane to be destroyed, as that wouldn't benefit him either.

On the Wizard Plane, there were still many of his friends and allies, and Herag didn't wish for them to perish due to the Abyss Plane's invasion.

Andres chuckled, "By the way, bring out Nicholas. It's been a long time since I've seen my old buddy."

"Alright, Lord Andres," Herag then prepared to summon the Toad.

Previously, due to various regulations and procedures, it would've been quite troublesome for Herag to bring the Toad along, something he couldn't resolve quickly.

Fortunately, he didn't carry the Toad with him, planning to summon it after entering.

Anyway, with Andres here, he wasn't afraid of any other troubles.

"Lord Andres, is that really Lord Nicholas?" Acorn asked.

Andres said, "I don't know for sure, but my intuition tells me that's my friend."

After a ripple in space, a toad emerged from the void.

The toad first looked at Herag, then turned to Andres.

After the toad and Andres exchanged gazes for a while, it slowly crawled over and said, "You feel familiar to me."

Andres seemed somewhat emotional, his eyes slightly reddened, and he said, "Nicholas, my friend, long time no see."

"Do you know me?" the toad asked.

"I am Andres," Andres replied.

"Andres..." the toad appeared to be trying hard to recall something, its expression somewhat conflicted.

"Sorry, I can't remember anything," the toad said.

Andres said, "It's okay, my friend, it's good that you're safe. Even though your body has changed, I will always remember your True Spirit. The True Spirit is immortal and unchanging. You are always Nicholas, no matter your appearance. You're the Nicholas who could overshadow the entire Era of Radiance."

"True Spirit is immortal..." Herag whispered this term, unsure of what it meant.

The toad said, "It seems that's indeed the case. I've died once before, and my True Spirit luckily escaped, falling into a slumber."

"What exactly is a True Spirit?" Herag asked.

The toad explained, "You know that everyone has a soul, right? But the soul itself is very fragile and can easily shatter. Only when a soul is cultivated into a True Spirit can one be called a Sixth Ring Wizard, also known as a True Spirit Wizard."

"Sixth Ring Wizards possess True Spirits, and theoretically, True Spirits are eternally immortal. Even if your physical body dies, the True Spirit won't. However, this is only theoretical. If confronted with extremely high-level power, True Spirits can still be destroyed; otherwise, Sixth Ring Wizards wouldn't fall."

"Although I can't remember anything, I can infer that I must have experienced some calamity, becoming deeply endangered. I should have died back then, but by some means, my True Spirit remained. Though preserved, it fell into endless slumber."

"Until you appeared in the Abyss Plane, awakening my True Spirit, leading to everything that followed."

After hearing the toad's account, Herag finally understood what a True Spirit was.

In fact, a True Spirit originates from the soul, only that it possesses eternal and immortal attributes.

Theoretically, once becoming a Sixth Ring Wizard, one almost gains endless life, never dying.

But this is only theoretical, as power exceeding Level 6 can still destroy a True Spirit.

The toad now, although appearing as a toad and even a demon from the Abyss Plane,

But for beings at Andres's level, just a glance is enough to recognize it.

He could directly see through the toad's form, see its True Spirit, and identify the toad as Nicholas.

"Greetings, Lord Nicholas," Acorn quickly greeted.

The toad nodded slightly, looked at Andres and said, "Is there any way to restore some of my memory?"

"It's very difficult; True Spirits generally can only restore their memories on their own. Others can only assist minimally. But we can try, maybe it'll help you recall more," Andres said.

"Alright," the toad nodded.

Andres then stood up and said to Herag and Acorn, "You guys enjoy some tea here, I'll take my old buddy for a nostalgic tour."

Andres seemed very happy, even somewhat excited, almost like a child.

Herag and Acorn also quickly stood up and said, "Okay."

Andres extended his hand, and the toad appeared in his hand, then both of them vanished.

After Andres left, Acorn said, "Let's sit and wait for their return."

Herag nodded and sat down, picking up his tea cup for a sip.

With that sip, Herag immediately felt invigorated, noticing that his Spiritual Power had increased by a few points upon checking the panel.

Chapter 602: Gala Town

"Herag Merlin: Strength 61.5, Agility 59.6, Constitution 62.1, Spirit 96.2, Magic Power 40%."

The number of stars Herag has successfully meditated on in his mind has reached forty. The third array map has a total of thirty points, with only fifteen remaining.

Originally, his spiritual power was around 94 points, but just after having a cup of tea, it increased by more than two points.

He is now a Level 2 Wizard, and the growth of spiritual power is not that easy.

Herag carefully examined the teacup in his hand, observing the tea inside.

The tea was a clear, bright amber, with a faint tea fragrance. The aroma was very special, one that Herag had never smelled before.

Mr. Acorn saw Herag observing the tea and smiled: "This item is called Meteor Tea, which greatly aids in the increase of spiritual power. However, the effect is strongest the first time you drink it, and later on, it gradually loses effectiveness, though it still has calming properties."

"Meteor Tea..." Herag nodded, picked up the teacup, and took another sip.

"Spiritual power +0.8."

Herag looked at the statistics of Shenlan and found that the effect had indeed diminished considerably, yet it was still effective.

Figures like Andres are truly extraordinary; even a seemingly ordinary cup of tea is so special.

A few hours later, Andres and the Toad suddenly appeared.

The Toad's face showed a slightly bewildered expression, as if it had experienced something unknown.

Andres smiled at Herag: "Child, I want to chat with my old friend for a while, which might take some time. Meanwhile, let Mr. Acorn help you settle in here."

"According to the master's arrangements." Herag naturally dared not have any objections.

And judging by the Toad's appearance, it seemed to be staying around to discuss something with Andres as well.

When the big shots have matters to discuss, Mr. Acorn and Herag naturally won't linger.

Mr. Acorn led Herag through patch after patch of forest until they saw a town ahead.

The town looked very ordinary, just significantly larger than typical towns.

The houses stretched out in connected rows, hidden in the distant mountains and forests, making it hard to see their exact size.

"That is Gala Town, inhabited by members of the Sixth Ring Tower headquarters. Your residence has already been arranged; it's a very nice place." Mr. Acorn said.

"Mr. Acorn!"

As the two entered the town, people by the roadside saw Mr. Acorn and greeted him warmly.

Mr. Acorn smiled and waved back, appearing quite familiar with these people.

The townsfolk looked just like ordinary small-town residents, including farmers, farmwives, butchers, and hunters, dressed just like regular people.

However, the magical aura these people exuded was quite remarkable, and in Herag's perception, they were all stronger than him.

This was evidently not an area where regular wizard apprentices lived but a place where powerful wizards resided.

"Handsome young man, is this the newcomer?" a woman dressed as a plump farmwife asked.

"Yes, Lady Meave, this is our new member." Mr. Acorn said.

"Herag, this is Lady Meave, she is a very skilled alchemist." Mr. Acorn introduced.

Herag saluted: "Lady Meave."

Even Mr. Acorn said she was very skilled, so this Meave must be extraordinary.

Lady Meave laughed heartily: "Feel free to come to me for anything related to magic potions in the future, I'll give you a discount."

Herag nodded and silently remembered Meave.

The magical aura he felt from Meave was very subtle; he couldn't determine the exact level of wizard she was.

With Herag's current capabilities, he couldn't yet see through the opponent's strength.

Herag's residence was deep in the forest, beside a small waterfall, in a standalone wooden cabin.

The houses here were generally like this, scattered throughout the forest, with quite a distance between each other.

Within ten kilometers of Herag's cabin, no one else lived, and this entire surrounding area was considered Herag's private domain.

Unless notified in advance, others were not allowed to disturb him; that was the rule here.

The town they just passed was there to provide many essential living supplies to the wizards nearby, including various services and needed items.

The cabin had four floors, with a spacious interior, almost like a castle.

The interior had many rooms and was well-equipped, containing almost everything a wizard would need.

"So, are you satisfied? If you have any issues, you can pick another place." Mr. Acorn said after showing Herag around the cabin.

Herag said: "Very satisfied, let it be here."

"Alright. You can handle everything through the wizard's mark; there is a dedicated module for our Sixth Ring Tower headquarters members within it, where many tasks can be managed. For example, if you need certain knowledge or materials, you can redeem them directly inside, and they'll be delivered here. Of course, these require contribution points, which you don't have yet."

"But no worries, soon you'll gain a large amount of contribution points." Mr. Acorn said.

"A large amount?" Herag was a bit puzzled.

He hadn't done anything yet, so how would he gain a large amount of contribution points?

Mr. Acorn smiled: "You'll find out later."

He changed the topic and said: "By the way, if you have any magic stones, you can give them to me, and I'll help process the procedure to send them into your wizard's mark account."

"Then I'll trouble Mr. Acorn, here are a hundred thousand magic stones." Herag said, taking out a space ring.

When he left the wizard plane, most of the magic stones in his account had already been transferred to Pries, leaving him with only fifteen thousand on hand.

Mr. Acorn took the space ring and said: "Okay, it won't take long."

"If there's nothing else, I'll take my leave. You can contact me directly through the wizard's mark if you need anything." Mr. Acorn said.

Herag nodded, sending Mr. Acorn to the door.

Mr. Acorn seemed to live on the same floor but a bit farther from Herag.

Herag took a deep breath, able to sense the dense concentration of free energy particles here, far exceeding the Boundary Land outside the Sixth Ring Tower.

Even outside, the concentration of free energy particles in the Boundary Land already surpassed most places in the Land of Dawn.

But inside the Sixth Ring Tower, the concentration was much higher.

No wonder these people lived here, as it greatly aids wizard training.

Even without using any magic potion aids, Herag's meditation speed here could be significantly increased, approximately doubling meditation speed.

Living here long-term would definitely greatly aid meditation progress.

At night, Herag sat by the dining table, with the light screen of the wizard's mark floating in front of him.

Chapter 603: Key of Rules at Cabbage Price

On the light screen, many patterns of food were displayed.

Herag selected a roast chicken and a steak, then clicked to confirm.

Soon, the food that Herag had just chosen appeared on the dining table, still steaming hot.

Life here is very convenient, dining is something you can solve directly through the Wizard's Mark, delivering the chosen food directly to the wooden hut's dining table.

The speed is very fast, and it's very fresh, guaranteed to be freshly made.

The reason these foods are made so quickly is that they are all made by magic.

The magic of the Boundary Land is no longer limited to conventional magics such as attack and defense, a lot of daily life magic has been developed.

There are quite a few chefs among the wizard community, and these food enthusiasts naturally find it easy to focus their research on food.

Their goal is to use magic to assist in making delicacies, you could say they are the chefs among wizards.

The Boundary Land even holds a chef competition every year, and various astonishing food magics always emerge.

The roast chicken and steak in front of Herag are made through magic.

The temperature, taste, and appearance are all just right, reaching perfection.

Because it's made with precise calculations by magic, there won't be deviations due to manual operations.

Herag picked up a knife and fork, sliced off a piece of chicken, and it melted in his mouth, tasting very good, with various flavors mingling, distinct layers, and a rich texture.

He ate quickly, and in less than five minutes, a whole roast chicken and a steak were eaten up, with only a pile of chicken bones left on the plate.

Once Herag was full, he summoned the Wizard's Mark again and tapped to clear the table, and the plates and leftovers disappeared, very convenient.

"Truly a homebody's best tool," Herag sighed.

With such a thing, there's really no need to go out at all.

For wizards who stay indoors, it is indeed very convenient since it's normal for wizards to be at home for months or even years while researching a question.

Most importantly, the majority of these foods are free, and unlimited.

That is to say, as long as you can eat, you can eat as much as you want, all for free.

Except for some rare ingredients that cost money, the vast majority are free.

For the Sixth Ring Tower, providing these things to its members is negligible, with no pressure at all.

Even in the entire Boundary Land, these basic living materials are never lacking.

Outside, food is very cheap, so cheap it could be considered inexpensive.

There is no such occupation as a beggar in the Boundary Land, unless one wants to experience life on the streets, no one needs to be a beggar.

After a while, Herag felt something and summoned the Wizard's Mark.

He received a message, from the Boundary Land bank vault, crediting a hundred thousand magic stones.

Herag did not expect the Acorn to move so fast, only a few hours after leaving.

Now that he has money, he can naturally buy some things.

The first thing Herag wanted to buy was the Key of Rules; there is a shopping mall inside the Wizard's Mark.

The mall is set up by the Sixth Ring Tower, with vendors from all over the Boundary Land.

Those who can register on it have been vetted, so there is no fear of fraud or deception.

News travels fast in the Boundary Land, no one would do something to ruin their business.

In the past, there were incidents of shoddy goods, the merchant was directly bankrupted by the Sixth Ring Tower fines.

Not only did they lose the small amount of money they made, but they also went to jail because they couldn't pay the fines, not sure if they're out yet.

Back then, they seemed to have had few deals, but were sentenced to over three hundred years.

This was a real three hundred years, with the lifespan of a wizard, you truly spend over three hundred years in prison.

The Sixth Ring Tower isn't deliberately targeting anyone, relevant laws were established long ago, and the penalties are extremely severe, with very high legal costs for violations.

So buying things inside the Wizard's Mark is generally trouble-free, problems rarely occur.

Even if there is a problem, the vendor will promptly communicate and feedback with you, with a great attitude.

Inside the mall, Herag directly found the Key of Rules category, and upon opening, a long list appeared, the quantity was so much that it was impossible to see the end.

Herag had never seen such a scene before, the Key of Rules is an extremely precious item in the Wizard Plane, hard to buy.

Only in a wizard organization like Serlandir, relying on internal channels and exchanging with contribution points, can some Keys of Rules be reliably obtained.

Outside the wizard organization, it is very hard to obtain, and few would sell them.

Yet here in the Boundary Land, these Keys of Rules are displayed like ordinary soybeans and sweet potatoes in a shop, free to choose.

The prices are also very cheap, at least to Herag, almost ridiculously cheap.

The prices of these Keys of Rules mostly range from a few hundred to a few thousand magic stones, the most expensive being the time and space type Keys of Rules.

The price of time-type Keys of Rules generally breaks ten thousand, while space-type Keys of Rules are around eight or nine thousand magic stones.

As for other element-type Keys of Rules, they are really priced like cabbages, five or six hundred magic stones, seven or eight hundred magic stones is the norm.

There are many types of these Keys of Rules, even the same Fire Element Rules Key of Rules has different pricing tiers.

The Key of Rules is divided into different price levels according to the difficulty of use and the difficulty of successful comprehension.

Many of these Keys of Rules have specific methods of use, some Keys of Rules carry certain risks when used, and are quite troublesome.

For instance, the Heart of Molten Fire that Herag used before, is not only troublesome but also very dangerous.

This kind of Key of Rules is priced extremely low in the Boundary Land, only about two or three hundred magic stones.

Moreover, few people buy it, and the supply is relatively scarce.

Probably because the sales volume is too low, so the merchants stock up less.

Looking at the Heart of Molten Fire marked at three hundred and twenty magic stones, Herag couldn't help but feel a bit pained.

He had spent a whole forty thousand magic stones purchasing the Heart of Molten Fire from Mayer!

But now, with just three hundred and twenty magic stones, he can take the Heart of Molten Fire home.

Herag couldn't help but sigh, truly scarcity makes things valuable.

In the Wizard Plane, many people want to purchase it for forty thousand magic stones but have no means.

If one were to be a middleman, traveling between the Wizard Plane and the Boundary Land, wouldn't they make a fortune?

But that can only be a thought, small quantities are fine.

If the quantity is large, then it's considered smuggling, which is a major crime.

Because the Boundary Land and the Wizard Plane have not established trade relations, rashly selling these things to the Wizard Plane would cause big troubles if discovered, even the Acorn couldn't help Herag.

In the Boundary Land, law is tremendously important.

Chapter 604: Purchase

The laws of the Boundary Land maintain the basic order here. Except for a few people, no one can escape the constraints and limitations of the law.

The law enforcement in the Boundary Land is very strict and will not show any leniency just because you are a descendant of some prominent family.

For ordinary people, this is absolutely a good thing. In fact, as long as you don't think about committing crimes like murder or arson, the strict laws are essentially a form of protection.

During this period, Herag has been studying the laws of the Boundary Land on the Wizard's Mark, learning a lot of related knowledge.

After all these years of development, the laws of the Boundary Land have become very comprehensive, covering every aspect.

After Herag understood these, he naturally wasn't thinking about any crooked ways.

There's no need to cause oneself trouble for the sake of earning some Magic Stones.

After carefully selecting, Herag purchased a total of four Keys of Rules, which are Wood Element, Dark Energy Element, Light Element, and Metal Element.

The four Keys of Rules cost over fifteen thousand Magic Stones in total, mainly because the Dark Energy and Light Elements are quite expensive, taking up the bulk.

However, it's still considered very cheap. Buying four Keys of Rules for over ten thousand Magic Stones is something no one would believe on the Wizard Plane.

The four that Herag bought were of relatively good quality, offering a higher probability of successful insight and no particular danger.

Early the next morning, Herag heard some noise at the door. When he opened it, a white owl was flapping its wings and flying in, clutching a delicate little wooden box with its claws.

After flying to the door, the owl tilted its head, staring at Herag with a look full of wisdom, and then put down the small wooden box, waiting in place.

Initially unclear, Herag soon realized and took out a piece of cured meat from his Space Ring to offer.

The owl extended its head and grasped the cured meat in its mouth, quickly eating it before flapping its wings and flying away.

This type of owl has been genetically modified to specialize in delivery and message sending.

Every owl is documented, meaning they are officially registered.

If you were to harm them, it would cause quite a bit of trouble.

Owls do not require Magic Stones or Gold Coins for delivery and messaging; just feed them some small treats.

Herag had learned about this before, he just hadn't remembered at the moment.

Seeing the owl stare at him with a look full of wisdom, Herag recalled this fact.

Herag picked up the small wooden box, returned to his room, and opened it to find that the inside was quite spacious, about one cubic meter.

Unexpectedly, this small wooden box has a whole other dimension within.

Herag examined the material of the wooden box but couldn't determine what it was made of.

Inside the wooden box were four smaller boxes of varying sizes, each labeled with detailed information.

Herag first picked up the smallest box. Upon glancing at the label, he saw it was the Wood Element Key of Rule, named Wilderness Leaf.

Upon opening the box, he found a dried leaf contained within a test tube.

The leaf was dark purple, very dry, and appeared devoid of moisture, resembling a piece of seaweed.

The method to use Wilderness Leaf is simple; just soak it in water and drink it.

The other three small boxes contained the Dark Energy Element, Light Element, and Metal Element Keys of Rules.

These three are considered rare Keys of Rules on the Wizard Plane, very hard to find.

Especially the Metal Element, as Metal Element spells are scarce on the Wizard Plane.

Many wizards specialized in the Metal Element eventually shift to other research areas.

Due to the lack of Metal Element-related spells, resources, and knowledge, it's insufficient to support the growth of wizards specialized in the Metal Element.

But on the Boundary Land, these issues don't exist.

Metal Element specialized wizards are extremely valuable talents, essential for many foundational domain constructions and various manufacturing industries.

Spells are easily obtainable, with various Magic Shops selling spells, and even dedicated second-hand markets.

Since Spell Model Books aren't consumable items, many wizards, to save money, will resell used Spell Model Books, opting to buy new spells from second-hand markets.

The second-hand market is specifically managed by those from the Sixth Ring Tower, and a complete set of second-hand market guidelines has been established.

Many people visit the second-hand market to select Spell Model Books, not just to save money.

Second-hand Spell Model Books often pass through multiple wizards, with many making annotations and notes subconsciously while reading.

These annotations and notes can help subsequent readers quickly grasp spells and deepen their understanding of them.

Of course, since the annotations are not made by official authorities, there are certainly both correct and incorrect notes; this requires individual judgment, offering both advantages and disadvantages.

Herag plans to visit the second-hand market later to find some decent spells, saving where possible.

Carrying four Keys of Rules, he walked into the Meditation Room.

Upon entering the Meditation Room, Herag closed the door and pressed a button on the wall, indicating he had entered a state of deep meditation.

After pressing the button, a sign next to the wooden door would display this information.

If any visitors see the information on the sign, they'll know the owner is meditating and won't disturb too much.

Of course, such situations are relatively rare.

Usually, guests will notify beforehand. The movements of a wizard are unpredictable, and they may not be home.

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The process of insight into rules went smoother than Herag had imagined, as he left the Meditation Room that evening.

These four Keys of Rules had gentle properties, were not complex to use, and posed no danger.

Whether the insight succeeds depends on the wizard.

Keys of Rules are heavily consumed in the Boundary Land. Instances like Herag successfully gaining insight in one try are extremely rare.

Most people need at least two or three Keys of Rules to gain success, and this already reflects quite good aptitude.

Many may never succeed in gaining insight and have to abandon understanding of a specific rule.

For example, the Powers of Time and Space, not everyone can succeed in insight; it's not just a matter of quantity.

It depends on the wizard's aptitude, and sometimes it's a matter of mysticism; no one can surely determine the standard.

Herag felt that his rule insights were so smooth, likely not just because of his past experience as a Master of the World, but also largely due to his own bloodline.

He had previously speculated that the process of understanding rules is more like exploring the fundamental nature of the world.

Herag's Thunder God Ancestral Bloodline within him holds a high rank, benefiting him in accessing high-level forces like rules, resulting in his current success.

Chapter 605: The Current Situation in Silver Moon City

Herag felt that his assumptions were probably correct. His smooth comprehension of rule power must be the result of multiple factors combined, not solely due to the experience of becoming the Master of the World.

In the Boundary Land, plenty of people have had experiences similar to becoming the Master of the World, yet few have succeeded as smoothly as Herag.

If others knew that he succeeded in comprehending the rules every time in one go, they would certainly regard him as a peerless genius.

In the Wizard Plane, almost every large Wizard Organization possesses Small Plane means, but no one is like Herag there either.

After comprehending rule power, Herag didn't hurry to forge the rules. Instead, he took a bath, ate, rested, and planned to deal with it tomorrow.

One mustn't be too hasty.

Herag planned to spend some time carefully understanding the four rules he just sensed, and then use the World Furnace to forge them into his body.

Anyway, he was inside the Sixth Ring Tower, safe enough not to worry about anything.

Lying on the bed, Herag finished meditating and entered a divine state, chatting with Reese, Asuna, and Chatiya sequentially.

Mainly to report his situation, indicating that he had settled down well and everything was fine, reassuring them.

After chatting with the three women, two hours had passed, and Herag couldn't help but sigh, "Too many women can be quite exhausting."

This was with him purposely shortening the duration to end the conversation; otherwise, just talking with Reese could last until tomorrow.

Reese and the others now live on the branches of the World Mother Tree, where there's Chatiya's exclusive palace.

With Chatiya around, Reese and Asuna's lives are going smoothly.

Moreover, Herag has the Sixth Ring Tower backing him; the Elf Race treats Reese and Asuna with utmost respect, almost as princesses.

Herag glanced at the floating light point beside him and clicked on the glamorous matron Misu's point.

This was one of the means he had currently to understand the Wizard Plane.

Aside from Misu, there was only the toad delivering messages to Pries.

But now the toad was not around, and Pries was likely busy, so he could only look at Misu.

Misu was currently in her room, sitting at the long table by the window, reading a book.

Herag took a glance and found it to be a spell model for Wood Magic.

Beside the book was a roll of parchment, where Misu occasionally wrote and drew with a quill, doing some calculations and notes.

It was clear she was earnestly studying this spell model.

Misu seemed a bit troubled, apparently perplexed by a certain issue.

Herag looked at the open pages of the book and the place where Misu's quill paused and understood.

A formula wasn't computed correctly, unable to produce the same result as in the book.

Herag spoke, "You're missing the open coefficients of free energy particles; they are omitted."

"Ah, I see." Misu understood after hearing this, revealing a joyful expression, the issue that troubled her long was resolved, the feeling was delightful.

But she quickly reacted, respectfully saying, "Thank the great god for enlightening!"

Misu quickly stood up and respectfully knelt on the ground, her curvy figure instantly highlighted.

Looking at her, Herag couldn't help but recall that crazy night, inevitably feeling a bit restless.

Pity, the whip is far from reaching.

Misu said, "Great god, thank you for your attention. Is there anything that Misu can do?"

"A bit bored lately, anything happening in the Wizard Plane recently?" Herag casually asked.

Misu thought for a moment and said, "Nothing particularly big recently, in your divine eyes, it's probably just some trivial matters."

"No worries, just say and let me hear." Herag said.

"The major thing lately should be Silver Moon City; the City Lord Parker left with his subordinates, and Mr. Reece from the Taylor Family took over." Misu said.

"Did not expect him to leave so soon; Reece... so he's the one taking over." Herag pondered.

Reece is Medel's biological father; letting him take over is likely a compensation from the Taylor Family, as they've lost a son and need to soothe him.

Anyway, as long as the Taylor Family takes over, it's good news for them.

Herag felt that the businesses of the Nightingale Commerce Association and the Cheqi Family might be affected.

Silver Moon City serves as the port between the Land of Dawn and the Barren Land, and all goods trade must pass through there.

Originally, Serlandir had some shares, thus giving green lights to Nightingale Commerce Association's businesses.

Not only would they not impose too many difficulties, but they wouldn't enquire much.

But now it's different; the Taylor Family took over, and they might begin exploiting the Nightingale Commerce Association.

No matter Herag has already withdrawn on the surface, but it's irrelevant.

Since the Taylor Family controls there, they'll surely feast lavishly.

When Parker was responsible for Silver Moon City, everything followed the rules, and he wouldn't drain the merchants' blood.

But given the Taylor Family's style, known for their arrogance and relying on their strong family prowess, who knows what they'll do.

"Oh, got it." Herag said casually.

Misu hesitated for a moment and said, "Did you hear about Mr. Herag's situation?"

"What is it?" Herag asked.

"He disappeared, and the Taylor Family has issued a reward, saying Mr. Herag colluded with demons from the Abyss Plane to kill Medel and Svallo from the Taylor Family. Anyone capturing Mr. Herag would receive generous rewards and friendship from the Taylor Family." Misu said.

Herag laughed a bit, seems his escape was discovered, yet unsure if his home in Silver Moon City still exists.

Looking at the situation, it probably doesn't.

"Do you believe it?" Herag asked.

Misu's naturally flushed face showed some worried expression, "Great god, I don't believe it."

"Indeed, Herag didn't collude with the Abyss Plane, only offended the Taylor Family. He's fine, very good now," Herag said.

"Thank the great god." Misu bowed toward the void.

Misu didn't believe it, but others might.

With the Taylor Family's influence, Herag is just a small, powerless Junior Wizard; it's clear whose narrative is more convincing.

Besides, whether to believe or not is no longer important.

To others, they only need to know the Taylor Family harbors a grudge against Herag.

Chapter 606: Six-Ring Medal

Since those people know Herag has a deadly feud with the Taylor Family, they will naturally make choices that align with their own interests.

Now, with Herag's whereabouts unknown, many guess he followed Parker into the Small Plane to hide.

Although Parker claims that isn't the case, to others, it looks more like a vain attempt to deceive.

After all, in most people's logic, the Land of Dawn is just this big, where else could Herag go? He definitely followed Parker into the Small Plane.

Herag is Parker's subordinate, so it's quite normal for Parker to look after him.

After casually chatting with Misu for a while, Herag left, telling Misu before leaving to pay some attention to various information from the Wizard Plane.

He didn't specifically mention the Cheqi Family or the Nightingale Commerce Association, avoiding causing any associations for Misu.

From Misu's perspective, nothing seemed out of the ordinary; she just thought the lord was somewhat bored and wanted to chat.

It was only after the god left that Misu stood up from the ground.

She looked around the empty room and couldn't help but think of that man and that night.

Currently, Misu had left the Farrell Family and ended her nominal marriage with Mayer.

Mayer was punished for privately selling the family's treasured Heart of Molten Fire, and as compensation to Misu, the estate in Shahai City was gifted to her.

The people of the Farrell Family also left here, leaving only some of Misu's own servants.

Misu had always been paying attention to news of Herag, even though Shahai City was quite a distance from Silver Moon City, she was very aware of the movements there.

She didn't know when she might see Herag again, and wasn't even sure if she'd have the opportunity to meet him ever again.

...

In the morning, sunlight pierced through the woods, casting dappled light spots on the ground.

Herag held a medicinal shovel, squatting on the ground, digging up an unknown herb, and after observing for a while, he searched for relevant information in the Wizard's Mark.

Herag had been doing this kind of work for the past few days, discovering many plants in the nearby forest that he hadn't seen before.

To enrich the database, Herag recorded all these unfamiliar flora and fauna into Shenlan's database.

"Hmm?" While Herag was digging herbs, he sensed something and glanced at the message panel; it was a message from Acorn.

He clicked it, and Acorn's phantom appeared before Herag.

"Herag, there's great news; you've received the Sixth Ring Medal," Acorn said.

Herag asked in confusion, "What is the Sixth Ring Medal?"

"It is the supreme honor of the Sixth Ring Tower, reserved only for those who have made great contributions to the Sixth Ring Tower. This time, your Sixth Ring Medal was personally signed and issued by Lord Andres, so it's of the highest specification," Acorn explained.

"This... Thank you, Lord Andres," Herag said gratefully.

Acorn said, "Originally, the awarding of the Sixth Ring Medal requires a grand ceremony, gathering the elites of the Boundary Land to witness the event, where the achievements of the medal recipient are recounted. However, due to the special circumstances of your situation, Lord Nicholas's matter cannot be disclosed for now, and needs to be kept confidential. So although the news has been released this time, there will be no ceremony, and your related accomplishments will be stated as the highest secret of the Sixth Ring Tower."

The Sixth Ring Medal is one of the highest honors of the Sixth Ring Tower, and its issuance certainly needs to be communicated to people across the Boundary Land.

Everyone in the Boundary Land will see the relevant announcement on the main page of the Wizard's Mark.

Herag was able to receive the Sixth Ring Medal entirely because he helped the Sixth Ring Tower find Nicholas.

Nicholas, being one of the six supreme existences of the Sixth Ring Tower at that time, naturally has undeniable significance to the Sixth Ring Tower.

It is absolutely reasonable for Herag to receive the Sixth Ring Medal, and he suspects the Toad may have also played a part in this.

Originally, the awarding of the Sixth Ring Medal requires recounting the recipient's important contributions, but Herag's case cannot be told, it can only be communicated as belonging to the highest secret of the Sixth Ring Tower.

This will lead to the announcement being released, where others will only know a Level 2 Wizard named Herag received the Sixth Ring Medal, but cannot know the specific reasons.

Herag can already imagine what kind of discussions will arise then.

Why can a Level 2 Wizard receive the Sixth Ring Medal, and furthermore involve the highest secrets of the Sixth Ring Tower.

These factors combined will surely arouse a lot of curiosity among many people.

At this moment, Herag was glad that the Boundary Land has strict laws and that he is inside the Sixth Ring Tower, otherwise he wouldn't know what kind of trouble he might encounter.

He is quite practical and doesn't value honors much, but rather cares more about tangible benefits, so he asked, "Does the Sixth Ring Medal have any benefits?"

Acorn glanced at Herag, smiled, gaining further understanding of Herag's character, and said with a smile, "Besides the highest honor, you will also have extremely high permissions and status. Many places ordinary wizards can't enter, you can. You can borrow books from all libraries in the Boundary Land for free, except for a very few involving secrets. You can also use all public facilities in the Boundary Land, like the Teleportation Witch Array, for free."

"Additionally, there will be a reward of one million Magic Stones and one hundred thousand Contribution Points."

Acorn paused and said, "Don't underestimate these material rewards; the honor behind the Sixth Ring Medal is beyond imagination; you will understand in the future."

Herag nodded, roughly understanding what Acorn meant.

One million Magic Stones and one hundred thousand Contribution Points may seem alright, but in the face of honors like the Sixth Ring Medal, they're more like a token addition.

After all, typically, those who can receive the Sixth Ring Medal wouldn't lack these Magic Stones and Contribution Points, more like a symbolic material reward.

The Sixth Ring Medal represents a kind of status and standing, seemingly ethereal and lacking practical benefit, but it's not actually like that.

Back in Serlandir, Herag received a First-Class Honor Medal, but that honor didn't have much use, and recipients weren't few.

While the Sixth Ring Medal's honor, when translated into the Wizard Plane, would roughly mean that even if the Taylor Family knew he killed Medel, they wouldn't dare to touch a hair on his head.

This is the significance of the Sixth Ring Medal, and the many implicit benefits it brings to Herag.

Simply put, after receiving this medal, even if Herag violates some laws in the future, there will still be room for negotiation.

Chapter 607: Albert and the Raven

Even the laws of the Boundary Land must be reconsidered when facing someone like Herag, a holder of the Sixth Ring Medal, allowing for as much leniency as possible.

The forces in the Boundary Land are intricate and complex, with numerous vast powers and many formidable Wizard Families.

Just randomly selecting one would be countless times stronger than the Taylor Family.

Herag merely provoked one Taylor Family in the Wizard Plane and was forced to flee to the Elf Plane for survival.

But in the Boundary Land, even if Herag provoked any powerful Wizard Family, his life would at least be safe.

Because the Sixth Ring Medal signifies not only the highest honor but also represents the face of the Sixth Ring Tower, no one dares to provoke the Sixth Ring Tower.

If anyone were to attack Herag, there would be no need for Herag to speak up; the big shots from the Sixth Ring Tower headquarters would handle it themselves.

Because they too are members of the Sixth Ring Tower headquarters, to move against someone like Herag, a holder of the Sixth Ring Medal, would be a slap to their face.

"The dignity of the Holy Tower is inviolable!"

Herag inexplicably thought of this phrase, not knowing when he would see the Wizard who once saved him. He must thank him if he meets him someday.

He mentioned his experience in the Demon Plane to Acorn and asked about the Wizard with a crow standing on his shoulder.

Unexpectedly, upon hearing just the word "crow," Acorn immediately said, "Albert, the Minister of Expansion Department of the Boundary Land Plane, Sixth Ring Wizard."

The Expansion Department in the Boundary Land is essentially the military, possessing a vast army of Wizards, engaged in warfare across various Planes, or stationed on some Planes.

Albert is the Minister of the Expansion Department, basically a big shot in the military of the Boundary Land.

Acorn speculated that Albert must have been conducting inspections in the Demon Plane at that time.

When Herag was being pursued by Arios, Albert was drawn to the commotion Arios caused and happened to witness Herag.

The aura of the Starry Sky Meditation Technique on Herag was as dazzling as the sun to a Wizard of Albert's level.

Seeing Herag about to be hammered to death, Albert naturally intervened and dealt with Arios effortlessly.

Arios, an Apostle equivalent to a Level 3 Wizard, was indeed powerful, but still far too weak before a Sixth Ring Wizard.

Later, Albert must have realized that Herag was not a Wizard from the Boundary Land but from the Wizard Plane, so he didn't say much and left directly.

Unlike Acorn, Albert, as the leader of the military, doesn't have the leisure to waste time with a Level 1 Wizard from the Wizard Plane.

Acorn was different, more leisurely compared to Albert, and upon discovering Herag was practicing the Starry Sky Meditation Technique, he intended to inquire further.

Unexpectedly, Herag directly took out a token from the Sixth Ring Tower, leading to subsequent events.

Herag couldn't help but wonder, if he had taken out the pocket watch in the Demon Plane, perhaps Albert would have brought him to the Boundary Land.

But who would have thought of that at the time? Facing such a powerful Wizard, Herag was only thinking about how to survive.

Acorn mentioned that the crow on Albert's shoulder was also a Level 6 creature, a friend Albert met during an old expedition on a certain Plane.

Back then, Albert was just a Junior Wizard, growing alongside the crow, sharing a deep bond.

"That crow is actually Level 6..." Herag had never expected this.

He initially thought the crow looked strong, but assumed it was weaker than Albert. He hadn't expected two Level 6 beings to be standing before him at that time.

This was common knowledge in the Boundary Land; Albert's combat prowess ranks among the top, known for the crow's assistance.

Therefore, when Herag mentioned the crow characteristic, Acorn immediately knew Herag had met Albert.

Albert, a military big shot.

Days later, the Sixth Ring Medal was delivered to Herag, enclosed in an ancient box.

Herag picked up the Sixth Ring Medal, feeling familiar, resembling the wooden disc he once obtained.

The shape of the Sixth Ring Medal was similar to that disc, except it was made of some kind of Secret Gold, very sturdy.

The Sixth Ring Medal itself was an excellent material for a witchcraft artifact, able to bear up to Sixth Ring Spells.

Herag planned to make good use of it, and perhaps find an opportunity to have a big shot help him craft it into a Level 6 witchcraft artifact, giving him another card.

He glanced at the Plane Mark in his palm, pondering whether the wooden disc was also a Sixth Ring Medal.

Herag increasingly believed it was possible; the wooden disc must have been enchanted with some High-Level Magic, granting him the ability to teleport to the Abyss Plane—something ordinary Magic cannot achieve.

Compared to the old wooden disc, the current Sixth Ring Medal seemed like it had been iterated over many generations.

Herag carefully put away the Sixth Ring Medal, noting that a million Magic Stones and ten thousand Contribution Points were also credited to his Wizard's Mark.

Now he had money to buy plenty of things.

Herag also discovered that after obtaining the Sixth Ring Medal, his personal information within the Wizard's Mark had changed.

It now included a badge, indicating he was a holder of the Sixth Ring Medal, and his name had turned into a gold-embossed color, appearing exceptionally prestigious.

The name within the Wizard's Mark cannot be color changed by spending money; it signifies a special status.

For instance, Acorn, as the Minister of the Resource Development Department, his name is light purple, representing his position.

Herag's golden-embossed name signifies a highly esteemed status.

Herag then entered the second-hand market, searching for Magic, and purchased various types of second-level spells to enhance his magic repertoire.

Now he could learn almost all second-level spells.

Furthermore, Herag entered the online library of the Sixth Ring Tower, beginning to select some books for borrowing.

With the Sixth Ring Medal, he didn't need to pay extra Magic Stones; he could borrow for free.

The books in the library were numerous, vast and boundless; fortunately, each book has categories and special tags.

Searching books in the library can be done by tags, making it very quick and convenient.

Simple classification cannot distinctly categorize many books, as the contents of many books involve multiple Domains, requiring multiple tagging.

Chapter 608: The Toad Departs

After some contemplation, Herag chose the category of books about rules to supplement his current lack of understanding in this area.

"In-depth Understanding of Rule Principles"

"Exploration of Rule Principles"

"Introduction to Rules"

"Exploring the Principles of Enchantment Starting from Succubi"

...

Herag borrowed thirty-two books at once, all of which were research works on rules.

These books arrived quickly, packed together in a small wooden box.

In the following month, Herag shut himself away to focus on studying these books.

Though these books were also recorded in Shenlan's database, Herag still needed to learn and comprehend them fully by himself.

After skimming through these books, Herag's understanding of rules improved by leaps and bounds.

These books were authored by particularly outstanding wizards from ancient times to the present who appeared in the Boundary Land, containing their thoughts and reflections, which were incredibly helpful to Herag.

If Herag were to explore and summarize these experiences by himself, it probably would take him thousands of years.

This is the significance of knowledge inheritance; the wisdom of the predecessors allows the successors to stand taller and walk faster.

Rules are an exquisitely intricate and marvelous existence; these books merely allowed Herag to see beyond the surface of the rules, lifting a layer of the veil.

However, deeper aspects of rules are still beyond Herag's reach and some are even incomprehensible to him.

Originally, Herag didn't consider himself to be overly ignorant, but after reading these books, he realized how little he understood about rules.

Truly the more you learn, the more you feel ignorant and recognize the inadequacy of your knowledge.

Herag now feels that a Level 2 Wizard is like a child who has just opened their eyes and can see the world.

But he does not understand this world completely, as a Level 2 Wizard merely takes the first steps on this path.

While Herag was reading, the Toad emerged.

"Back so soon?" Herag asked.

The Toad and Andres had not seen each other for a long time; Andres should want to spend more time with Toad.

Furthermore, Toad's memory had not yet recovered, and indeed Andres might be trying to help Toad restore its memories.

The revival time for Toad was still too short. It hadn't been many years since Herag came into contact with the pocket watch, which, for an existence like Toad, was actually a very short time; many memories not returning was entirely normal.

The Toad said, "I'm here mainly to tell you that I am going to a place with Andres, which might take a few or several decades. During the time I'm away, you should be careful on your own. However, as long as I have time, I can still project myself over."

"Alright, you two be careful as well." Herag said.

He and the Toad share a Messenger Contract, enabling him to summon with just a thought.

Upon receiving Herag's summons, Toad would sense it immediately and project itself over whenever it could.

Herag didn't ask Toad where it was going, as a place that Toad and Andres would both visit together couldn't be ordinary, possibly involving many secrets, which would be inconvenient for him to inquire about.

The Toad nodded, "Mhm, strive to grow as much as possible during this time; I've already informed Andres, the Sixth Ring Tower will give you a bit more support."

"Take care." Herag said.

Typically, Toad's true form exists within the Abyss Plane, and projections can be in any plane.

The true form and projections can act independently, yet the Toad still came to inform Herag, indicating that the place it was headed to might be dangerous.

The level of danger might be high enough that it wouldn't have the leisure to project itself.

Herag considered this, cautioning the Toad to be extra careful.

He suspected that Andres might be entering the Abyss Plane to act alongside the Toad's true form.

Even though these two are strong, there are still dangers in the Abyss Plane.

The Toad nodded and then slipped into the void.

After the Toad left, Herag looked at the towering stack of books beside him, realizing that from now on he'd have to rely entirely on himself.

If not for the Toad's presence, he might have died several times by now.

The spells he purchased also arrived a few days later, and because they came from the second-hand market, the delivery was a bit delayed.

Herag spent over thirty thousand magic stones in total, purchasing seventeen second-level spells.

Apart from the four newly comprehended rule powers, Herag also supplemented with some spells from the Spatial Element and the Time Element.

The spell model books here were also very inexpensive, at least far cheaper than on the Wizard Plane.

...

Two months later.

During this time, besides mastering all the newly-purchased spells, Herag also spent a substantial amount of time studying the books he previously bought.

His understanding of rules has once again improved significantly, and there were some things Herag felt he could attempt.

That being the self-creation of second-level spells.

Herag's initial attempts at creating second-level spells were mainly in preparation for the future.

He knew that for a Level 3 Wizard to ascend to a Level 4 Wizard, it was necessary to create a rule.

However, as to how to create a rule, Herag currently had no concept or clue.

Second-level spells are about utilizing rules, perhaps he might gain some inspiration from them.

The most crucial aspect is that with Shenlan, he can accomplish some spell creation according to his needs.

After careful consideration, Herag commanded Shenlan, "Shenlan, propose some second-level spell plans. This spell needs to be able to monitor any movement and change in the surrounding rules."

"Task documented. Analyzing and calculating, estimated to take 7 hours."

Herag had been pondering over this issue, which was that upon reaching the level of a Level 2 Wizard, they predominantly utilize rule power.

Rule power is incredibly potent, and the slightest carelessness could result in serious harm.

Rules are inherently formless, extremely hidden.

Ordinarily, without intentional awareness, or without a deep mastery of rule power, it is difficult to detect the subtle changes in these rules at any given time.

If the wizard has a high level of control over rule power, they can allow the rules to operate silently without the enemy being aware.

Herag has always lacked means in this regard, and even after searching within the Wizard's Mark, he found no such spell.

It's at least not available on the market, or perhaps Herag hasn't found it.

He inquired with the Acorn, but the Acorn couldn't think of any similar spells either.

The Acorn said Herag's concept was good, but actually implementing it was quite difficult.

This is because rule power is ubiquitous, and various types of rules intertwine, with these rules constantly flowing and operating.

Chapter 609: Self-Created Magic, Rule Monitoring

The distribution range of rules is also very wide; the amount of information is something an ordinary wizard's mind simply can't handle.

So much rule flow, the volume of information is enough to make an ordinary wizard's brain explode, let alone monitor the subtle anomalies in the rule flows.

Only high-tier wizards like Toad and Acorn, with sufficiently strong spiritual power and high mastery of rules, can achieve this.

But for them, this is already something they do instinctively, without the need to rely on magic.

For ordinary wizards, it is indeed like this.

But Herag is different; he has Shenlan.

Shenlan has extremely powerful data storage and analytical computation capabilities.

Especially after Herag advanced to a Level 2 Wizard, Shenlan seems to have experienced some changes as well.

Herag discovered early on that as he grew stronger, Shenlan would also elevate correspondingly.

Now Shenlan's data storage, analysis, and computational abilities have reached a level even Herag does not fully comprehend.

So Herag thought he could try to create such a magic, as Shenlan already had the ability for environmental detection.

If related information storage, analysis, and calculation are conducted over on Shenlan's side, wouldn't that solve the problem?

The only issue with this magic is that once created, only he can use it.

Even if others obtained the spell model, without Shenlan Assistance, they wouldn't be able to use it.

Seven hours later.

"Task completed, analysis and calculation have produced three plans, as follows..."

Upon hearing Shenlan's prompt, Herag immediately began to review.

The first plan requires Herag to boost his spiritual power to over three hundred points, then construct the corresponding spell model.

This plan essentially means using the wizard herself as the computational center to monitor rule flows.

But for Herag at the moment, this is clearly unrealistic. His current spiritual power is not even one hundred points, let alone reaching three hundred points anytime soon.

The second plan requires Herag to prepare an external computational center, considering if there's related calculation at the Boundary Land, possibly involving domains related to Mechanical Wizards.

Mechanical Wizards are another branch of wizards, like Bloodline Wizards and Elemental Wizards.

In the Wizard Plane, Mechanical Wizards are almost nonexistent, but they are present in the Boundary Land.

Mechanical Wizards control all sorts of powerful machinery, mechs, and many exoskeletal devices, combining these with wizardry for formidable combat capabilities.

Herag has also seen some related consultations lately, as there are many Mechanical Wizards in the Plane Development Department.

These Mechanical Wizards seem to be divided into many factions; some simply utilize machinery without modifying their own bodies.

However, others are more extreme, believing in the frailty of flesh and ascension through machines.

Strictly speaking, these Mechanical Wizards are no longer purely human, nor purely flesh.

They have undergone various mechanical modifications, possessing extremely long lifespans even without advancing to higher levels.

After all, if any part of their body malfunctions, they can just replace it with a part.

It was after Shenlan collected this data that it proposed a plan to construct a computational center externally or internally, accomplishing Herag's objective by situating the calculation within this center.

Herag naturally wouldn't choose the path of a Mechanical Wizard, as he doesn't want to transform into a cyborg.

The third plan offered by Shenlan is naturally using Shenlan as the computational center, just as Herag had thought.

After reviewing the third plan multiple times, Herag determined there were no issues.

Shenlan's abilities are indeed very strong now, effortlessly deducing a second-level spell in just seven hours.

Moreover, the deduced spell is extremely ingenious, allowing Herag to see many things within this spell model.

These things come from those more than thirty books, indicating that after Shenlan absorbed this high-quality knowledge, it could quickly utilize it.

Herag feels that if he hadn't input the content of these books, Shenlan might not have performed as easily.

"Choose the third plan and start constructing the related spell model," Herag commanded.

"Task archived, analyzing and calculating, estimated time is two hours, expected Magic Power consumption is 17%."

The required time is even less than Herag imagined.

Two hours later.

In Herag's mind appeared a cone-shaped spell model, with a very streamlined and ingenious structure.

Any experienced wizard observing this spell model might find it unusual.

Because this spell model is actually incomplete, appearing to have some issues.

For other wizards, this spell model indeed is incomplete and unusable.

But for Herag, this is a perfect spell model.

Because the gaps are actually filled by Shenlan; that part of the function is completed by Shenlan.

Herag immersed himself, letting his magic power ripple as it was infused into the spell model.

Once activated, Herag immediately felt his sense expand exponentially.

He sensed a huge circle radiating from him as the center, with a diameter of a full ten kilometers.

Within this circle, Herag could clearly perceive every small movement in any part.

"This is..."

The effect of this magic far exceeded Herag's imagination.

At the same time, a new module appeared on Shenlan's panel.

This module recorded a vast array of complex data information, involving multiple rule powers.

Shenlan was recording information on each rule power in real-time, detecting any anomaly at the first moment the rule changed.

Immediately, Herag realized that this was the result of combining Shenlan's original environmental detection function with rule power.

Originally, Shenlan's environmental detection range was only a few kilometers, but now it directly reached an exaggerated radius of five kilometers.

This level of perception range might not even be attainable by an ordinary Level 3 Wizard.

This isn't ordinary perception; it's being able to sense every detail within the area, even ants on the ground.

However, the Magic Power consumption is also incredibly high; after only about five minutes of use, Herag's Magic Power had already depleted by 40%.

Calculating like this, this magic drains 8% of Magic Power per minute, which is quite a burden.

It seems that the amount of data related to rules is still too vast, and even the current Shenlan still requires a lot of Magic Power.

Herag thought for a moment and said, "Name this magic 'Rule Monitoring'."

Chapter 610: Fighting Wizard

With the magic of rule monitoring, Herag will be able to sense the subtle flow of rules around him in advance during future battles and respond accordingly.

After mastering rule monitoring, Herag started considering matters of defense.

There are many types of offensive spells, most of the newly purchased spells are attack spells of various elemental rules.

However, the defense aspect is quite lacking, with relatively few related spells.

Because on the level of rules, the best defense is that your ability to control rules is stronger than your opponent's.

Generally, defense spells are quite singular if you want protection.

For example, second-level fire element defense spells are basically effective only against fire element attack spells, and aren't very effective against other types of rule power.

Moreover, even if there are such defense spells, they may not necessarily be used in time.

After reaching the level of Level 2 Wizard, many battles end very quickly.

Herag thought about it and felt that these so-called defense spells were not as effective as his own in the Inner Domain.

After forming the Inner Domain, he already possessed a high resistance to rule power.

As long as it's a type of rule tempered by the World Furnace internalized within, the damage it can cause him is extremely limited.

Moreover, the Inner Domain is equivalent to a passive constant state, not needing to be actively released.

Looking at it this way, Herag actually doesn't need any defense spells at all.

The current second-level defense spells are just like dead weight to Herag, without much use.

Currently, other than high-level rules like fate, most common rules have already been successfully comprehended by Herag.

Rules like fate aren't something that can be simply comprehended through the Key of Rules.

Putting it another way, the Key of Rules for fate itself is an extremely high-level entity, not something Herag can access right now.

The essence of the Key of Rules is the aggregation of some rules, containing some rule power.

Elemental rule keys are more common and relatively easy to acquire.

But if it's a Key of Rules condensed from fate rules, then it must be an extraordinary treasure.

Herag didn't find any Key of Rules related to fate in the Wizard's Mark market, even in the Boundary Land, it's still very rare.

Furthermore, simply comprehending fate through the Key of Rules is almost impossible.

When your personal power level hasn't reached that height, many powers simply can't be accessed.

Herag plans to continue supplementing and perfecting his rule power later, as there are still quite a few special types of Key of Rules in the Boundary Land, such as mechanical Keys of Rules.

In the Boundary Land, mechanics are also considered a type of rule power, supposedly created by an exceptionally talented Mechanical Wizard and incorporated into the Boundary Land, becoming a rule power for the entire Boundary Land.

Since then, all Wizards in the Boundary Land, after reaching Level 2 Wizard, can comprehend mechanical rules.

There are many similar examples, such as the Fighting Wizard.

This is a Wizard branch Herag is quite interested in, which similar to Herag's former seat-holding philosophy, also focuses on physical strength, relying on the body for combat.

However, Fighting Wizards in the Boundary Land have developed more maturely, becoming a genuine rule branch.

Fighting Wizards primarily master various beneficial spells, or some spells related to physical combat.

When they reach Level 2 Wizard, they only need to successfully comprehend combat rules.

With the support of rule power, they will demonstrate incredibly strong fighting capabilities.

For Fighting Wizards, anyone who hasn't reached Level 2 is considered just a Wizard Apprentice.

After obtaining mastery over combat rules as a Level 2 wizard, one is considered a true Fighting Wizard.

Fighting Wizards place a great emphasis on the cultivation of their physical bodies, with many training and engaging in rigorous practice for years.

It's more apt to call them Knights rather than Wizards.

In fact, the first Fighting Wizards were derived from Knights.

Knights have a Life Seed within them, possessing the Knight's exclusive power.

Wizards in the Boundary Land are very interested in this power, conducting extensive research to analyze its essence.

Eventually, they discovered that the Life Seed within Knights is in some sense also a derivative of rule power.

Based on the general principles and structure of the Life Seed, that Wizard ultimately created the path of Fighting Wizard.

Herag originally wanted to comprehend this combat rule but had to give up after understanding it deeply.

It's not that he didn't want to comprehend it, but he simply couldn't comprehend it.

The reason is, to comprehend combat rules, the prerequisite is Knight qualification, having the ability to accommodate the Life Seed internally.

But Herag didn't have it, he knew years ago that he lacked Knight qualification.

Besides this, Herag also learned that comprehending combat rules is different from other rules.

Combat rules have no Key of Rules, and to comprehend them requires prolonged rigorous exercise, only with persistent effort can one receive the recognition of combat rules.

Not only that but after successfully comprehending combat rules, one must double down on exercise to maintain it.

For them, rigorous training is to deepen their own mastery over rule power.

This was also the original setting by the Wizard who created combat rules; he believed only true rigorously trained fighters were qualified to become Fighting Wizards.

Seeing it this way, Herag realizes there's almost no hope for him to successfully comprehend combat rules.

Even with Knight qualification, he couldn't possibly find the time for rigorous everyday practice.

This rigorous practice isn't just sitting and meditating but is an intense physical workout.

Naturally, Herag doesn't have that much time, as his schedule only dedicates a small portion to physical training.

Mainly because his bloodline power is strong, and he simply doesn't need rigorous practice to strengthen his Constitution.

Now, Herag is preparing for his promotion to Level 3 Wizard, having already comprehended enough rule power, fulfilling the requirements for Level 3 Wizard promotion long ago.

This is just within the rule aspect.

For Wizards, Spiritual Power is fundamental.

Despite his constant efforts in Meditation Practice without interruption, Herag's Spiritual Power has still not reached a hundred.

Unfortunately, this is a gradual skill that requires time to accumulate bit by bit.

Herag is far from reaching the Spiritual Power limit of a Level 2 Wizard, with significant growth potential remaining.

Of course, this also means his Spiritual Power is currently too low.

The Spiritual Power limit of a Level 2 Wizard doesn't have a precise standard, as everyone is different.