

## Sixth 611

### Chapter 611: Latest Version of the Starry Sky Meditation Technique

Different wizards have different aptitudes, and different experiences lead to them acquiring different things, thus their meditation methods vary.

A multitude of factors combine, resulting in significant differences among individuals.

Herag doesn't know how much spiritual power he can achieve at the Level 2 Wizard stage, but so far he hasn't felt a limit.

The energy within the Divine Core hasn't been depleted, and it seems endless.

Herag previously learned from the Acorn that in the Endless Plane, reaching Level 4 can be considered as God Level.

Typically, many supposed gods in middle-tier worlds are actually powerful individuals at Level 4 or 5, with Level 6 being rare.

Boundary Land wizards often go to various planes to capture these so-called gods for research.

These gods possess significant research value.

Because they are powerful individuals of that plane, their bodies contain unique rule powers of the plane.

These rule powers are meaningful for wizards, many of which are previously unseen in the Boundary Land, offering valuable insights due to their special principles and structures.

This Divine Core of Herag's is from an Abyss Plane being, likely not just Level 4 or 5, but a higher-grade existence.

Because the energy within this Divine Core is truly abundant, Herag has yet to feel a significant decrease in it.

The Divine Core is merely an energy core that a certain Abyss Plane being handed to Franz.

To that being, it should be an insignificant object.

However, the energy within it is endless for Herag, completely inexhaustible.

If not for the assistance of the Divine Core, Herag's spiritual power growth rate would be much slower.

"I need to push harder," Herag sighed.

He picked up the thick book in his hand and continued reading.

This is the latest edition of the Starry Sky Meditation Technique, which Herag is currently using, optimized by Shenlan.

Shenlan's inference capabilities are terrifyingly remarkable; its optimization direction and the subsequent improvement direction of the Starry Sky Meditation Technique are almost identical, resulting in an array map.

It's just that the current Starry Sky Meditation Technique is far superior to the Shenlan inference version.

After all, it has undergone countless generations of continuous improvements, making it much better than Shenlan's version without substantial data support.

The Starry Sky Meditation Technique in Herag's hands can no longer simply be called a meditation method, as it contains the wisdom of many outstanding wizards.

Once taken out, it can easily outclass any meditation method in the Wizard Plane.

The Starry Sky Meditation Technique is open to everyone in the Boundary Land, and everyone learns this meditation method.

However, it's not absolute; still, some wizard families learn their own meditation methods.

The current Starry Sky Meditation Technique has undergone numerous improvements based on Herag's existing foundation, greatly increasing meditation speed alongside storage of magic power in array maps.

The array maps can be connected to each other, forming something akin to the Witch Array effect.

Under the effect of such a Witch Array, whether it's using magic power or the speed of magic power recovery and release, it can be accelerated many-fold.

With the enhancement of array maps, wizards of the same rank are made several times stronger.

Herag swiftly began cultivation according to the latest edition of the Starry Sky Meditation Technique, changing his past cultivation methods.

A few days later, Herag's mind still contained three array maps.

But the difference is, the three array maps that were originally lined up horizontally in his mind are now distributed in three different directions, centered around the spiritual crystal.

Now, as long as Herag slightly stimulates his magic power, the three array maps will begin to take effect, causing the magic power circulation speed to increase many-fold, akin to changing to a super engine.

Apart from speed, all released spells will also be enhanced, with effects significantly boosted.

Originally, Herag's release of a Level 1 Fireball Technique would have an attack strength of around 40 degrees, without any beneficial spells.

But now, the attack strength of a Fireball Technique can directly reach 60 degrees, a 50% increase.

This is merely a change brought about by the meditation method, requiring no other means to surpass wizards who haven't cultivated the Starry Sky Meditation Technique by roughly half.

It's no wonder Boundary Land is so powerful, a foundational meditation method alone has reached such an insanely strong level.

Herag can imagine the kind of amplification effect when spiritual power grows and more array maps form.

Magic power can almost reach a state of inexhaustibility, and spell effects can strengthen many times over.

The crucial point is that this kind of meditation method can be cultivated by everyone in the Boundary Land.

Herag has now fully transitioned to the latest Starry Sky Meditation Technique and has already considered subsequent plans.

The plan is to first cultivate spiritual power to the extreme then apply for promotion to Level 3 Wizard.

In Boundary Land, promotion to Level 3 Wizard requires an application.

Once the application is approved, one can become a Level 3 Wizard.

Boundary Land does not possess Plane Will, and thus, there is no concept of Plane Will recognition.

In the Wizard Plane, many Level 2 Wizards are stuck due to needing Plane Will recognition.

This is a very esoteric step, and no one knows when Plane Will recognition might occur.

This is fraught with uncertainty, and many wait their entire lives without achieving Plane Will recognition.

But in Boundary Land, this is not an issue, as the Sixth Ring Tower controls everything in Boundary Land.

Every Level 2 Wizard can submit an application to advance to Level 3 Wizard.

Post-application, the Sixth Ring Tower will have specialists conduct reviews, and upon approval, they can manipulate Plane Will to promote you to Level 3 Wizard.

The review process is very rigorous; if you have a criminal record or history of violations, it is unlikely to pass the review.

For Level 2 Wizards, failing to advance to Level 3 is akin to a death sentence, only able to wait for their lifespan to decrease bit by bit.

Thus, Boundary Land's law and order are relatively good, partly due to this factor.

For the vast majority, unless there's extreme hatred, typically they won't take radical measures.

Because once you break the law, there's no hope for advancement to Level 3 Wizard in the future.

But this isn't absolute; it's rumored that someone has researched methods to gain Plane Will recognition on other planes.

These methods are specifically for providing channels to wizards who cannot advance to Level 3 in Boundary Land, with exorbitant fees.

The authenticity hasn't been verified, and no one knows if it's true.

Herag isn't worried about his application being denied, possessing the Sixth Ring Medal is equivalent to having a pass, so these aren't problems.

What he needs to consider is when he can cultivate spiritual power to its peak.

#### Chapter 612: Basic Knowledge

Through his studies over this period, Herag also felt the inadequacies in his knowledge system.

The knowledge he learned before was too fragmented; he hadn't learned in a systematic way.

When Herag was in the Moonlight Forest, his learning involved looking at what courses were offered each week and then signing up for them.

But it's not like that in the Boundary Land: everyone receives a very systematic education from a young age.

The scope of knowledge imparted is not only wide but also very detailed.

Each subject is first explained from principles and the like, though initially just mentioned roughly.

To gain deep understanding, one needs to focus on research in the relevant field as they grow as a wizard.

The educational system in the Boundary Land has gone through countless reforms over the years, developing into a very mature system.

While ensuring the widespread education of wizards, it also accurately selects highly potential students from many wizard apprentices for specialized training.

Herag felt that although he is a Level 2 Wizard now and on the path to becoming a Level 3 Wizard,

compared to other wizards in the Boundary Land, he is no different from a wizard with unofficial training, lacking in all aspects of knowledge.

For example, starting from a Level 1 Wizard, transitioning from the Gaseous to the Crystalization stage.

For wizards on the Wizard Plane, it entirely relies on one's own constitution, and whether they can break through depends on their constitution and opportunities.

Just a single Gaseous stage has trapped many people their entire lives.

If it weren't for the help of the World Tree's sap and Divine Core energy, Herag wouldn't have been able to progress through the Level 1 Wizard stage so quickly.

This stage of being a Level 1 Wizard is not an issue for wizards in the Boundary Land, as they have special methods to aid Level 1 Wizards in growing.

Each stage has corresponding auxiliary magic potions to help wizards grow rapidly.

These auxiliary magical potions are also very mature products, with almost no side effects.

These potions are provided free for students in the Wizard Academy, funded by the Boundary Land.

There are countless Wizard Academies spread across the Boundary Land, some privately run, others by entities like the Sixth Ring Tower, all with excellent conditions.

As for the stage from First-Class Wizard Apprentice to Third-Class Wizard Apprentice, it is even less of a problem for the wizards of the Boundary Land.

People in the Boundary Land are born with wizard aptitude and receive some wizard-related auxiliary training from an early age.

This auxiliary training is crucial in childhood as it can improve their constitution and enhance their aptitude, helping them advance further in their future wizard path.

Once these children formally enter the Wizard Academy, their learning naturally speeds up, encountering fewer obstacles.

Wizard apprentices on the Wizard Plane need to drink specific magic potions for each advancement, with the process being very dangerous.

Many people fail during the advancement process after drinking the potion, resulting in either severe injury or death.

Wizard apprentice in the Boundary Land also needs to drink potions for advancement, but their potions are consumed periodically, not only at advancement times.

After several stages, the advancement comes naturally, with a very smooth process and no significant risks.

Under such a good environment, it's no wonder that wizard civilization in the Boundary Land is becoming more prosperous.

Herag plans to supplement some basic knowledge for himself, although it seems simple and unhelpful to him now.

But he knows deeply the importance of having a solid foundation.

Many basic knowledge items might seem adequate in normal times, with no need for thorough grounding.

But what's adequate in normal times might fall short at crucial moments.

Herag cannot allow himself to be lacking in terms of basics, so he summoned Mr. Acorn: "Mr. Acorn, do you have any recommendations for foundational entry-level knowledge books from the Boundary Land, preferably a complete set, for me to thoroughly review?"

"Not bad, acknowledging the importance of the basics. I thought you would get dazzled by the sea of knowledge after coming to the Boundary Land," Mr. Acorn laughed.

Herag chuckled, admitting that initially, he did focus on various Second-level Spell and Rule books, instinctively overlooking this issue.

Now it's still timely to mend the fold after the sheep has strayed.

"I'll give you a few book lists; they are recent textbooks from our Wizard Academy. Take a careful look. Given your current knowledge level, understanding these should be no problem. Although simple, they are important," Mr. Acorn said.

"Thank you, Mr. Acorn," Herag thanked him.

Mr. Acorn replied, "No need to thank me, we should be thanking you more. If you encounter any issues, feel free to contact me."

Herag soon received the book lists provided by Mr. Acorn, totaling four, each with dozens of books.

He glanced through the book list and noticed that the four lists seemed to gradually deepen in content, corresponding to four different stages of the Wizard Academy.

Similar to elementary school, middle school, university, and graduate school from his previous life, the knowledge gradually deepens.

Herag quickly found complete sets of these books in the marketplace and ordered them all at once.

Although the library also has them, finding each one and borrowing them would be too time-consuming.

The market offered complete sets for purchase, which was much more convenient.

Moreover, they were inexpensive, totaling over three hundred books for just over five thousand Magic Stones.

Over the next three months, Herag focused all his energy solely on these books, studying them very carefully.

Many of these books were materials learned by wizard apprentices and Level 1 Wizards, so understanding them posed no difficulty for Herag.

Furthermore, Herag is different from other wizards on the Wizard Plane; the amount of knowledge he possesses is incomparable to ordinary wizards.

Shenlan's database holds vast amounts of various knowledge, always ready to assist Herag in solving any confusion.

After these months of study, Herag finally perfected his knowledge system, making up for many deficiencies in various fields.

For instance, in the field of Necromancy, Herag previously only mastered a few necromancy spells.

Those spells were Level 0 and learned from Lady Moran in the Moonlight Forest.

These spells could be said to be just applications, enabling Herag to use necromancy spells when needed.

But regarding the knowledge of necromancy, Herag was completely unfamiliar, having never studied it and consequently having a significant lack of understanding in this regard.

In the Wizard Plane, there are very few specialists in necromancy, and the related knowledge inheritance is unlikely to be readily accessible.

#### Chapter 613: 10 Years

Many pieces of knowledge in necromancy are passed down in the same mentor-disciple form as Malcolm's.

Primarily because necromancy spells are highly dangerous, and the wizard organizations in the wizard plane do not wish for such knowledge to be widely spread, as it could easily lead to uncontrollable events.

The Boundary Land, in this aspect, is much more lenient, treating necromancy knowledge no differently than any other.

However, there are restrictions and requirements for studying and experimenting with necromancy, such as the fundamental rule of not harming others.

In fact, not many people in the Boundary Land are willing to voluntarily study necromancy, as it involves constant dealings with corpses, the undead, and skeletons.

After Herag finished learning these basic concepts, he took out a piece of parchment and made a book list for himself.

The list was very long, containing seven to eight hundred books.

These books included classic works Herag had come across from various sources lately, covering all kinds of knowledge and theories, and many were records of experiments.

Herag had prepared these books to read later when he entered the fifth layer of the Sixth Ring Tower.

He planned to stay there for ten years.

To be precise, it's ten years in the fifth layer and only one year in the outside world.

There is a very special area in the fifth layer of the Sixth Ring Tower, where the flow of time can be controlled.

Staying there for ten years would mean only a year passes in the outside world.

Many wizards from the Sixth Ring Tower's headquarters apply to enter there for intense practice when seeking a breakthrough, to save some time.

Given that wizards themselves have long lifespans, the time accelerated away means little to them.

If one could make progress during that time, it would certainly be worthwhile.

However, entering the time river basin of the fifth layer isn't easy, and not everyone is qualified.

Controlling the time flow is energy-intensive, and the cost, if converted into magic stones, would be too high for an ordinary wizard.

Perhaps only the rich and powerful factions in the Boundary Land can afford the price.

But access to the fifth layer is not about money; wealth alone won't get you in.

Only members of the Sixth Ring Tower headquarters have the qualification to enter, and they must have made significant contributions to the Boundary Land and the Sixth Ring Tower.

Generally, Sixth Ring Tower headquarters members must accumulate considerable contribution points, reputation, and connections before they even have a chance of getting approved.

Herag wasn't aware of this until recently, when chatting casually with Acorn, mentioning his ongoing efforts in meditation practice to reach his spiritual power limit.

Unexpectedly, Acorn told him about this matter and asked if he wanted to apply.

Although entering for a year would require spending fifty thousand contribution points, and even then, one might not necessarily gain entry.

But Herag had no problem; possessing the Sixth Ring Medal meant approval was guaranteed upon application.

After a brief consideration, Herag decided to apply.

Currently, although he could use his contribution points to exchange for many spells, witchcraft artifacts, and other resources, none compared to the significance of improving his level.

If he could reach the limit of his spiritual power, he could be promoted to a Level 3 Wizard sooner.

Herag presently felt that the accumulation rate of his spiritual power was too slow.

Upon submitting his application, he unsurprisingly got approved.

The method to reach the fifth layer surprised Herag a bit, as it also involved riding a Storm Deer.

After fixing the time through his Wizard's Mark, a Storm Deer arrived punctually outside his home, waiting for him to get on.

After gathering his belongings, Herag boarded the carriage.

This time, the Storm Deer did not run on the ground; a gentle breeze lifted it, and it trod on air, flying directly into the sky.

Herag saw a dazzling sun in the sky, knowing it was just a small celestial body created through ritual, serving as a sun.

The Storm Deer flew higher and higher; standing by the window, Herag looked down, seeing endless forests.

It seemed this area was bigger than he imagined, with this forest as vast as an ocean, its end unseen.

He could faintly make out numerous houses scattered throughout the forest, and from the sky, their number was actually quite large.

When the Storm Deer reached high altitude, it trod on a large mass of clouds.

Looking ahead, Herag discovered an enormous Golden Gate standing on the clouds.

The Golden Gate was originally closed, but as the Storm Deer stepped onto the clouds, it slowly opened, revealing a void inside.

Once the gate was fully open, the Storm Deer rushed through without hesitation.

After a brief moment of darkness, light returned to Herag's eyes.

Quickly looking out the window, he saw the sea below.

The Storm Deer stood mid-air, not pausing, continued ascending, stepping onto another cloud where the same Golden Gate appeared.

Upon crossing the giant gate again, Herag found that the Storm Deer finally trod on solid ground.

Looking up, he saw a sky full of stars.

The Storm Deer halted here, glanced at Herag, seemingly signaling for him to disembark.

"Arrived already?"

Herag pondered, feeling it shouldn't be the third layer yet, wondering how he had arrived.

After stepping off the carriage, he discovered the place was not large, perhaps even small.

It resembled a small island, with a wooden cabin and a spacious square; nothing else was present.

Surrounded by a sky full of stars, even below.

Walking to the island's edge and looking down, Herag saw a bottomless starry sky below.

Herag had a somewhat confused feeling as if he had arrived at the top of the Sixth Ring Tower, as the exterior of the tower resembled this scene.

Glancing at the Storm Deer, he saw it heading towards a door that appeared behind it, disappearing soon after along with the giant door.

Herag had to stay here for ten years, with no special circumstances allowing early exit.

This was because, according to Herag's requirements, the energy needed for the witch array had been allocated, enough to maintain its ten-year operation.

Leaving early would lead to energy wastage.

Naturally, Herag had no intention to leave early; he would make good use of his fifty-thousand contribution points.

Upon entering the wooden house, he found it spacious inside, with all necessary facilities, as well as numerous entertainment amenities.

Not only that, in a chest by the bed, Herag found something peculiar.

"Succubus summoning token, able to summon a succubus to serve you." He had just picked up the red letter when a stream of information flowed into his mind.

He initially thought it was some kind of letter, unexpectedly discovering it was a tool for summoning a succubus, seemingly with unlimited uses, and not a one-time consignment.

#### Chapter 614: Time River Basin

Herag smiled wryly, not expecting to be so well-prepared, even having such things.

In addition to the token for summoning a Succubus, there were many other things, seemingly taking care of even a very few people.

Herag naturally didn't care about these; his purpose here wasn't for these things.

He arrived at the square outside the cabin, found a place and sat down on the ground, glanced up at the sky full of stars, preparing to enter a meditative state.

The stars above weren't just decorations, they were real celestial bodies.

These stars were brought from various planes by the Wizards of the Boundary Land; each celestial body was tempered and offered good assistance to the Starry Sky Meditation Technique.

As long as a Wizard practicing the Starry Sky Meditation Technique visualizes these celestial bodies, the solidity speed of the stars will be much faster, effectively accelerating the meditation speed.

This is why the Sixth Ring Tower is surrounded by a boundless starry sky; the Wizards inside the Sixth Ring Tower usually visualize these celestial bodies, enabling much faster growth.

Herag took out a portion of purple Magic Potion from the Space Ring, specifically developed for the Starry Sky Meditation Technique in the Boundary Land, named the Starry Potion.

The formula for the Starry Potion is also public, everyone can refine it themselves, selling it is alright too, without any restrictions.

The Sixth Ring Tower wasn't hoping to profit from this but rather hoped the Starry Potion could help the Wizards of the Boundary Land grow rapidly, enhancing the overall strength of the Boundary Land.

They not only freely opened the formula for the Starry Potion but also warmly welcomed Wizards from all sectors of the Boundary Land to improve the Starry Potion.

As long as the Starry Potion is effectively improved and verified through rigorous testing, one can receive generous rewards.

Herag tried before; at the first level, the normal speed was about two months to successfully meditate a star.

With the Starry Potion enhancement, the speed could reach one and a half months to successfully meditate a star.

It doesn't seem very strong, but Herag is now a Level 2 Wizard, and his Spiritual Power is close to one hundred points.

At such a time, to have such effectiveness is indeed quite good.

Herag uncorked the potion bottle, tilted his head back, and drank it in one gulp, then immersed his mind into a meditative state.

He has plenty of Starry Potions, all provided free by the Sixth Ring Tower, without any cost to Herag.

If more is needed, he can inform them to dispatch more over.

Planes with abundant resources are indeed wealthy, not caring about this little consumption.

All around was very quiet, and Herag quickly entered the state, gradually allowing the shadow of a star to appear in his mind.

Eight hours after continuous meditation, the star's shadow gradually solidified somewhat.

He opened his eyes and exhaled a breath of turbid air.

The speed indeed accelerated a lot, even faster than he imagined.

Daily meditation can only be completed once; continued meditation merely calms the mind and restores Magic Power, having no effect on increasing Spiritual Power.

Herag didn't intend to waste the remaining time and instead took out the prepared books, slowly studying and learning.

Since in the Time River Basin, naturally, the opportunity should be fully utilized without wasting it.

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Quickly, a month passed.

Herag sat on the ground, eyes closed, the shadow of a star in his mind completely solidified, with a slight increase in Spiritual Power.

He initially thought it would take another half month to succeed, but unexpectedly, the speed was faster than expected.

Herag felt there might be some other secrets in the Time River Basin that could make his meditation speed faster and more efficient.

Because previously, in the first level while meditating, it was the same stars above he was visualizing.

Although the energy particle concentration was high, it wasn't much higher than the first level, merely slightly higher, not enough for Herag to complete a star's meditation half a month earlier. There must be other factors.

But Herag wasn't aware of what these factors were, and naturally, exploring the secrets here wasn't something he could do at the moment.

Herag didn't bother with it, as long as it was beneficial for his meditation practice.

He returned to the cabin, took a hot bath, then had a sumptuous feast before sitting on the sofa near the fireplace, taking out a book and continuing to study.

Life like this continued, day after day.

Herag lived a cycle of meditation, eating, and learning, even saving time for sleep.

For Herag, sleeping in the Time River Basin was an absolute waste of time.

Were it not for needing food to maintain some essential nutrients for body function, he would skip meals as well.

Ordinary people might find such days monotonous and after three to five months might collapse.

Because this place is extremely quiet, without a single shadow in sight.

Sometimes quietness is an enjoyment, but too much quietness becomes deafening silence.

It was three months later that Herag finally realized the function of those things beside the bed.

In such an environment, even he would feel some pressure if he didn't speak to others for ten years.

This is where the Succubus comes into play.

Even if nothing happens, having someone to talk to is always better.

Time swiftly passes, three months, half a year, a year goes by quickly.

A year later, Herag already distinctly felt his meditation speed had slowed down.

Not the kind of slowdown that prevents progress, still not reaching the current stage's limit, merely the growth speed had slowed quite a bit.

Originally, just over a month could successfully meditate a star; now it takes at least three months.

Herag was psychologically prepared; the rocket-like meditation speed should indeed come to an end, and he would continue the long meditative journey.

He glanced at the additional stars in his mind, feeling more motivated, took out a portion of Starry Potion, and sat cross-legged to continue meditation.

Herag sat immovably, while the stars revolved around him.

Here is equivalent to a Small Plane, and the surrounding starry sky is truly a cosmos, naturally with celestial movements.

The starry sky slowly revolved around this isolated island, as time gently flowed.

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Quickly, nine years passed.

Herag, as when he first arrived, still sat cross-legged on the ground, as if his posture had never changed.

With a calm face, he slowly opened his eyes, a glint flashed in them before he exhaled a breath of turbid air.

"Have I already reached my limit?"

In Herag's mind, a star's shadow hadn't completely solidified, appearing to be still some distance from solidity.

He had been meditating on this star for half a year.

Chapter 615: Conclusion

Herag felt that now his meditation was hardly making any progress at all, not even with the energy assistance from the Divine Core.

The growth wasn't completely absent, just nearly zero.

Herag suddenly could understand the mood of those wizards who had reached the peak of a boundary yet still found no way to advance.

For most wizards, that feeling of being unable to progress no matter how hard you try is truly despairing.

At such times, only advancement offers hope to continue moving forward.

However, advancing at any boundary isn't an easy task, each stage blocks countless wizards.

Herag had spent these nine years focusing on meditation, having a very keen perception of changes in meditation speed.

He glanced at the time, with one year remaining.

Herag did not intend to waste it, closing his eyes to meditate again.

No matter what, he would complete his daily meditation, even if the effects were negligible.

In this situation, progressing a little bit each day could still accumulate spiritual power over time.

Herag felt that after completing the meditation of this star, the difficulty of meditating another star would sharply increase, possibly taking decades to succeed.

In the last year, even when meditation progress was almost invisible each day, Herag maintained the previous pace of life.

Meditation, eating, studying, teasing the succubus.

Throughout these years, Herag discovered that every time he used the token to summon a succubus, they were always different.

Not only different but distinct in style, with all types available.

He learned from chatting with them that any succubus who had been here once would never come again.

And those succubi, each was the first time...

A year passed quickly, and as Herag stood up to leave, he glanced back at the place.

He realized that he had been here for a full ten years.

During this decade, he had been immersed in meditation practice and study, with no disturbances around him, so he lost track of time's passage.

In the last year, he finally succeeded in meditating the star in his mind fully solidified.

Afterwards, even while continuing to meditate, Herag couldn't sense any progress at all, the stars in the meditation sky seemingly unresponsive, with no activity in his mind.

Herag glanced at the Shenlan data panel; these ten years hadn't been a waste after all.

"Herag Merlin: Power 72.3, Agility 68.3, Constitution 73.2, Spirit 138.4, Magic Power 100%."

Once spiritual power reached 138 points, it was nearly impossible to increase further.

Herag calculated and realized that over ten years, he had increased his spiritual power by over forty points, averaging just over four points per year, with growth becoming harder as time passed.

Strength, constitution, and other physical stats had also improved, but less compared to the growth in spiritual power.

Herag had long noticed that initially, increases in spiritual power brought noticeable improvements in physical fitness.

But later, the improvements in physical fitness became less significant.

This wasn't due to physical stats reaching a limit but rather the limited enhancement spiritual power could provide.

Herag doubted whether his spiritual power stats were impressive among Level 2 Wizards but believed it was stronger than ordinary wizards.

His natural aptitude was excellent, and the Elf Race's bloodline was not exaggerated.

Royal Elf aptitude was outstanding even among the best wizard qualifications in the Boundary Land.

Various factors, including Shenlan Assistance, Divine Core assistance, and a bloodline bonus, had combined to cultivate his spiritual power to 138 points.

But this was it; if he were an ordinary Level 2 Wizard, he would now have to hope to enrich his understanding of the rules and pray to gain recognition from the World Will.

Herag rode the Storm Deer back to the first floor of the Sixth Ring Tower; his cabin remained exactly as it was before, very clean.

Even in his absence, no one needed to clean it as the house had all kinds of self-cleaning functions.

An excellent house always cleans itself.

After returning, Herag didn't rush to apply for promotion to a Level 3 Wizard but spent two months adjusting.

During this time, besides daily meditation, he relaxed by reading many anecdotes and various dramas on the Wizard's Mark.

The entertainment industry in the Boundary Land was very developed, matching or even surpassing what Herag had seen in his previous life, with many talented singers and actors.

The wizards' powerful methods produced extremely impressive films and dramas, with effects maxed out.

Strictly speaking, these should not be called effects but real magic effects.

Herag learned that some wizards specialized in researching particularly brilliant magic, supplying the film industry.

These magic effects seemed very intimidating, with awe-inspiring effects but actually no lethal capability.

The development of magic in the Boundary Land had reached a flourish, with all types of magic available.

Herag watched many classic films from the Boundary Land during this time, finding them quite impressive, with experiences entirely different from his previous life.

Movies here weren't watched on the Wizard's Mark screen; instead, you could directly enter the movie world and watch the entire process beside the protagonist.

This experience was something Herag had never felt before, initially getting somewhat addicted.

But once the two months ended, Herag started preparing for business affairs.

Those movies were only watched a bit, impossible to finish.

Herag even suspected that completing all the classics could take decades, even a century, the number being immense.

However, compared to the long life of a wizard, it didn't seem much.

According to instructions from Acorn on the Wizard's Mark, Herag found the place to apply for advancement to a Level 3 Wizard.

The application required a period of review; although Herag was sure to pass, the necessary procedures were unavoidable.

Herag waited roughly half a month before receiving notice of application approval.

Advancing to a Level 3 Wizard required going to the third level of the Sixth Ring Tower, a rare opportunity for most external wizards of the Sixth Ring Tower to enter.

Since Herag was already inside the Sixth Ring Tower, he didn't need the hassle, simply calling on the Storm Deer to fly up again.

This time the journey differed from the last; behind the first Golden Gate was a vast plaza.

Chapter 616: Advancement to Level 3 Wizard

The plaza was bustling with people, and Herag discovered that among them were quite a few wizard apprentices.

In front of the plaza stood a massive building, surrounded by various architectural complexes.

The third floor housed the area where the Sixth Ring Tower handled various affairs, and where many offices were located.

There was a special agency for promotion to Level 3 Wizard, known as the Astrology Tower.

Following the instructions in the Wizard's Mark, Herag navigated through the city and arrived outside the Astrology Tower.

The shape of the Astrology Tower matched its name, towering impressively.

Herag estimated it to be over a thousand meters tall, though he didn't closely look at the number of floors.

Besides serving as a venue for promoting Level 3 Wizards, it was also a place for studying astrology.

Astrology was the only magic branch Herag knew of that had some connection to the rule of fate.

Astrology was a vast branch with an extensive knowledge system; ordinary people could spend years just learning its basic knowledge.

Even after spending so much time, entering its domain was not guaranteed, as astrology placed more emphasis on qualifications.

The qualifications for astrology were rather mystical and unrelated to wizard qualifications.

Even those with excellent wizard qualifications might not possess a shred of astrology qualifications.

Herag planned to look into some astrology-related books and gain some understanding later.

He didn't expect to enter the field of astrology, but broadening his knowledge was always beneficial.

Herag entered the first-floor lobby of the Astrology Tower, and after explaining his purpose, he was escorted by a young lady in a short, tight skirt to ride the elevator upstairs.

The Astrology Tower had elevators, though their power source wasn't electrical, they could indeed reach the top floor, thousands of meters high.

The lady attending to Herag was named Shiludi, a Level 1 Wizard who had recently graduated from the Wizard Academy and was now interning at the Astrology Tower.

Having just arrived at the Astrology Tower, Shiludi wasn't assigned many important tasks, so she was tasked with guiding those needing to be promoted to Level 3 Wizard.

Shiludi was very young, exuding a youthful vibe, and was very enthusiastic towards Herag, constantly wearing a positive, sunny smile.

The elevator stopped at the 178th floor, and as the door opened, a very quiet hall lay before them.

There were several windows around the hall, with a wizard working behind each of them.

Shiludi led Herag to each window to complete procedures one by one, signing and verifying identity.

The procedures were very cumbersome, with many steps, but under Shiludi's guidance, they were all orderly completed one by one.

Finally, it was time for the formal promotion ceremony.

This ceremony didn't require drinking a magic potion but required chanting some ancient incantations.

Led by an old wizard who looked like an elderly nun, the old wizard chanted a phrase, then Herag followed suit.

Herag felt it was similar to ancient tribe rituals invoking the gods, but here it seemed to commemorate the wizards who established the Boundary Land, not any gods.

Under the guidance of the old nun, Herag completed the process solemnly and reverently.

Afterwards, he was led to a room.

The floor was engraved with countless intricate patterns, which Herag immediately recognized as a powerful witch array.

The patterns on the floor were actually coverings, not true witch array runes.

Were these Level 2 and Level 1 Wizards to directly see those runes, they might have their brains fried, which is why these patterns conceal the actual runes.

The intent wasn't to prevent theft but to ensure those viewing them had sufficient spiritual power to avoid mental collapse.

Herag stood at the center of the witch array, with no one else around.

The command he received was to stand there, activate the meditation method, and wait.

Herag activated the Starry Sky Meditation Technique, calming his spirit.

The once dark surroundings suddenly lit up, and Herag found himself seemingly standing in the void, surrounded by boundless cosmic stars.

Beside Herag was a gigantic planet slowly rotating, enveloped in silence and stillness.

Suddenly, Herag felt as if he were being watched by some presence.

This gaze was not uncomfortable, and he could sense the absence of hostility from the other party.

Herag glanced at his arm, as if something were stroking him.

Moreover, soon this sensation spread across his entire body, as if enveloped by something.

Herag quickly realized that what enveloped him was rule power.

This was a very complex rule power, and from it, Herag sensed a few rule powers he had previously comprehended, while many other rule powers were impossible for him to perceive finely.

Herag immediately understood that what enveloped him was plane consciousness, specifically the plane consciousness controlled by the Sixth Ring Tower.

Unlike other planes, this plane consciousness did not possess autonomy but was completely controlled by the Sixth Ring Tower.

Once enveloped by the plane consciousness, Herag felt as if a door had been opened within him, leading to this world.

Since his promotion to Level 2 Wizard, he had been able to see and perceive the existence of rules.

But previously, that perception was relatively vague, not entirely clear, requiring the use of the Key of Rules for proper comprehension.

Now, with those doors open within, Herag was perpetually in the state that allowed him to use the Key of Rules.

In just a moment, Herag's body and mind received a flood of knowledge and information.

All this knowledge and information came from various rules, which in their normal operations divulged countless insights, overwhelming him.

Herag was currently being bombarded by this information; had his spiritual power not been high enough, he might not have endured such a vast amount of information.

He vaguely understood that ordinary people couldn't perceive the existence of rules because plane consciousness protected them.

When such a colossal amount of information enveloped them, ordinary people's bodies and minds simply couldn't withstand it.

Only by cultivating spiritual power to a certain level, and having some understanding and mastery of rules, could one avoid being overwhelmed by the sudden torrent of massive information.

Since Herag had already sensed multiple rule powers and had an understanding of their operations, he wasn't going to shut down from the receipt of so much information.

This information was extremely beneficial to him, rapidly enhancing his mastery over various rule powers.

In just an instant, Herag gained deeper insights into the fundamental principles of rule operations and an enhanced understanding of using various rule powers.

#### Chapter 617: Three Months

Herag's comprehension of the rules is rapidly improving, and with each passing moment, his mastery of the rules takes a significant leap forward.

No wonder Level 3 Wizards have such a huge advantage over Level 2 Wizards; their grasp of the rules is on a completely different level.

After gaining recognition from the Plane Will, Level 3 Wizards not only have a higher mastery of the rules but also have a higher priority in their use.

Simply put, if a Level 2 Wizard and a Level 3 Wizard are both harnessing the rule power in the same place, it is inevitable that the Level 3 Wizard will be able to use more rule power.

A Level 2 Wizard can only utilize a small portion of the rule power, or may even be unable to use any rule power at all.

The stronger the Level 3 Wizard, the higher their mastery of the rules, and the more they can suppress Wizards with lesser mastery.

Herag slightly sensed around and could perceive that the surrounding rule power was noticeably more willing to obey him.

Suddenly, he felt a familiar sensation from when he first became the Master of the World, with all the surrounding rules under his control.

Not only that, but Herag also felt some changes taking place in his mind.

In fact, his mind hadn't undergone any major changes for a while; the only change was in the spiritual power within it.

Spiritual power transformed from the formless state of a Wizard Apprentice phase to the gaseous form, liquid form, and crystalline form of a Level 1 Wizard.

The spiritual power has always been the one changing, while the mind, as its container, hasn't changed much.

However, at this moment, it was different. Herag could distinctly feel that a door in his mind had opened, leading to the vast world around him.

Herag had a sense that his mind, which had always been closed off and airtight, could now breathe.

With a flick of his thought, the free energy particles around him automatically gathered and converged into his mind.

Herag was somewhat astonished; does this mean he doesn't need any meditation method to increase his spiritual power just by doing this?

The essence of meditation is to use various meditation methods to absorb the free energy particles around and transform them into one's own magic power and spiritual power.

Now that Herag has developed this instinct, he no longer needs a meditation method to increase his spiritual power.

However, the speed of spiritual power growth in this way is naturally much slower, nowhere near the efficiency of meditation methods.

But this is a qualitative change.

Herag also realized that his stagnant spiritual power could now continue to grow.

This time, Herag felt as if there was no upper limit to his spiritual power, with no signs of obstruction.

However, Herag knew very well that this was certainly an illusion.

There must be an upper limit; a Level 3 Wizard couldn't possibly have no upper limit to their spiritual power.

It's just that this limit is relatively high, and his current spiritual power is still far from this limit, which is why there's no sense of it.

Herag discovered that even without using some second-level spells, he could manipulate rule power to achieve effects that typically required such spells.

When he mobilized these rule forces, they acted very cooperatively, with a proactive eagerness.

Herag realized that this was the Plane Will assisting him.

After being acknowledged by the Plane Will, a Level 3 Wizard's manipulation of rule power receives the aid and support of the World Will.

Allowing Level 3 Wizards to use rule power more smoothly.

However, this effect is only effective in planes recognized by the World Will, and when traveling to other planes, this auxiliary effect is absent.

This also accounts for the reduced strength when traveling to other planes; in addition to the suppression by the Plane Will, the Plane Will no longer actively cooperates with you.

Nonetheless, even without the cooperation of the Plane Will, the understanding and control of rules by Level 3 Wizards is still incomparable to that of ordinary Level 2 Wizards, maintaining a significant advantage.

However, even with a deeper understanding of the rules, more information visible, and more knowledge acquired, Herag found himself even more perplexed.

He had too many unresolved questions in his heart.

After receiving a deluge of information and knowledge about rules, Herag became even more curious about the rule power and the essence of the world.

Since there is such an enormous amount of information and knowledge about rules, how were these knowledge and rules produced, and how did they give rise to such things?

Herag realized that perhaps this is the path to becoming a Level 4 Wizard.

Needing to study the essence of the world, the essence of rules, and then forge his own path, creating his own rules.

Herag remained afloat in the void, contemplating the operations of the universe and stars, and absorbing the boundless information and knowledge that enveloped him.

He wasn't sure how much time passed; it felt like an instant, yet also like an era.

After a long time, Herag opened his eyes to find himself still in the same room with a massive witch array on the floor.

A wave of hunger surged within him, and Herag could sense only one thing: hunger.

Herag felt he hadn't been this hungry since the appearance of Shenlan.

Hunger seemed like a feeling that had been long sealed away.

Herag glanced at the time displayed on the Shenlan panel, only to discover that three entire months had passed.

"Three months! How is that possible!"

Herag instinctively found it impossible; he hadn't reached the level where he could go without food or water.

Even he couldn't last three months without food or drink.

But the time on Shenlan wouldn't lie, and he did indeed feel a very intense hunger, as if a hand was reaching out from his stomach to stuff everything in sight into it.

"Mr. Herag, you're finally awake!" came Shiludi's voice from behind him suddenly.

Herag looked back to see the youthful and vibrant Shiludi standing behind him, with two other wizards beside her.

Shiludi held a tray with two portions of white liquid on it.

Herag had become quite acquainted with the magic potions of the Boundary Land and knew this was a potion called Actilang.

This potion was actually a type of nutritional medicine that could sustain the body's basic life functions with very rich nutrients.

It's usually used for the sick, severely injured, or weak people, to maintain their normal life functions.

Seeing Herag's somewhat dazed expression, Shiludi said: "Mr. Herag, you have been here for three months. Since you were in a state of advancement, we didn't dare disturb you. We could only rely on magic potions and spells to maintain your vital signs. It is said that the stronger a wizard is in the Level 2 Wizard stage and the deeper their comprehension of the rules, the more gifts they receive from the Plane Will during the advancement to Level 3 Wizard."

#### Chapter 618: Gluttony

"The more gifts the Plane Will bestows, the more time a wizard needs to digest them. I've seen promotions that took seven or eight days, but someone like Mr. Herag spending a full three months—it's the first time I've seen it or even heard of a Level 3 Wizard promotion taking this long," Shiludi said.

"A full three months..." Herag muttered to himself.

He hadn't been particularly clear about the promotion process to become a Level 3 Wizard; he only knew that he needed the Plane Will's approval. He didn't expect this approval to take so long.

What puzzled Herag was that, despite his understanding of many rules, the Boundary Land should have quite a few people like him.

Many had even comprehended more rules than Herag, yet they didn't take such a long time.

For a moment, Herag wasn't sure of the various reasons, nor could he fathom them.

These matters could be investigated later; after all, successfully promoting to a Level 3 Wizard was a good thing.

Herag finally understood why he was experiencing such a strong sensation of hunger. The nutrient solution only sustained his life functions, but it couldn't fill his stomach.

"Congratulations, Mr. Herag, you are now a Level 3 Wizard!" Shiludi congratulated.

Herag nodded slightly, glancing at Shiludi with a fervent look in his eyes.

Shiludi was startled, instinctively stepping back in fear.

Herag didn't care about these details and asked, "Where's the restaurant?"

"The res... restaurant? Uh, there's one right across from the Astrology Tower; it's famous in the Boundary Land..."

Before Shiludi could finish, Herag was already gone.

She turned around to see Herag already entering the elevator.

After going downstairs, Herag hurriedly rushed into the restaurant across the street, almost causing the security personnel to intervene.

Only after seeing Herag sit down and summon the Wizard's Mark to order did they refrain.

Ordering in the restaurant was also done through the Wizard's Mark, and each restaurant in the Boundary Land had registered records.

Upon entering the restaurant, the Wizard's Mark would automatically pop up the menu based on your location, very accurately.

Even if you were standing outside, it wouldn't pop up; only upon entering would it appear.

Herag summoned the Wizard's Mark, opened the restaurant interface that appeared, and began ordering.

He didn't even look at the specific dishes and simply selected all on one page before moving to the next to select all as well.

As long as he avoided the luxurious, expensive dishes, the rest were cheap and could be eaten at will without worrying about running out of money.

The server was startled by his order and quickly spoke up, "Sir, isn't that too much...?"

Herag paused his actions upon hearing the voice, looked at the menu he'd ordered, and thought it seemed a bit much, then said, "Well, just serve these first, as quickly as possible."

"Alright, sir, please hold on a moment," the server replied, giving Herag a strange look.

The server had never seen someone with such an expression since birth; she had never met someone suffering from immense hunger.

Many people in the Boundary Land nowadays had also never experienced true famine, so encountering someone like Herag, ravenous as though reborn from starvation, was rare.

It seemed the dishes really were expedited; a gigantic leg of lamb was brought before Herag within minutes, perfectly roasted.

Herag grabbed the leg of lamb outright, not minding the grease all over his hands, and tore off a big chunk with his mouth.

He barely chewed before gulping it down whole.

With that bite, he finally felt a tiny bit of satisfaction.

Herag continued to gorge himself; the large leg of lamb was gnawed clean in under a minute.

The service staff and nearby diners were dumbstruck by his speed.

How crude, so crude.

Had this man never eaten?

"Why isn't the second dish served yet? I'm already done," Herag complained.

The server had a face full of black lines: You just started eating minutes ago and already finished, how could it be so fast?

Though the server thought this, she could only apologetically say, "I'm sorry, sir, I'll hurry them up."

Herag nodded, "Please hurry, I'm very hungry, thank you."

He continued waiting for the food, ignoring the strange looks from others.

Shortly after the server left, the dishes indeed came out much quicker, and Herag's table was soon filled.

It seemed the kitchen had deployed extra hands to specifically rush the dishes for Herag, a good level of service.

Half an hour later, the table of food before Herag was still packed, having been replaced multiple times already.

This meant Herag had eaten countless plates within half an hour.

If Herag weren't a Level 3 Wizard, the restaurant might have called the Guards to check the situation.

Ordinary people eating like this would surely burst.

Two hours later, Herag left the restaurant under the amused guidance of Acorn.

"I only feel half full," Herag said, reluctant as he rubbed his belly.

At his words, the restaurant fell silent in amazement.

"Looks like you gained quite a bit from this promotion," Acorn laughed.

Herag nodded, "Indeed, just didn't expect it took three months."

Acorn said, "Probably related to your bloodline; usually, promoting to Level 3 Wizard doesn't take this long. Your Bloodline Power must have grown considerably."

Herag stopped in his tracks, suddenly understanding why it took him three months and why he was so ravenous.

Normally, with nutrient support, hunger would just feel like skipping a few meals, not reaching such an extent.

Herag felt the Bloodline Power flowing through him, indeed much stronger, especially the Thunder God Ancestral Bloodline.

His reinforced bloodline manifested directly in his recent voracious eating.

The strengthened bloodline required more energy input to satisfy, enabling him to digest and utilize much more food than the average person.

Herag recalled the recent process where the food entered his body and was quickly digested and absorbed.

Not only was the digestion rapid, but the absorption efficiency was also high, with minimal waste.

This was a sign of physical strength; perhaps quantitative changes weren't apparent, but the body's energy capacity had entirely changed.

Herag clenched his fist; the power hadn't changed much.

Chapter 619: Ocean Plane

However, if the Bloodline Mark is activated and the Ancestral True Form of the bloodline is displayed, there will definitely be a qualitative leap.

The Boundary Land does not suppress Herag's Bloodline Mark, only the bloodlines of the Elf Race and other bloodlines are suppressed.

But the Thunder God Ancestral Bloodline Power is not suppressed at all.

Because the Boundary Land absorbs and integrates the rules of both the Wizard Plane and the Abyss Plane.

Herag's Ancestral Bloodline Power comes from the Abyss Plane, so it is naturally not suppressed.

Unless the Sixth Ring Tower places him on the blacklist of the Plane Will, which would result in a strong rejection by the Plane Will.

Herag is quite eager to try activating the Bloodline Mark now to see what level his Ancestral True Form can reach.

However, such a move would cause a huge commotion and is likely to attract a lot of trouble.

Herag still remembers vividly the commotion he caused when he displayed his true form in the Abyss Plane last time; now his strength has increased significantly since then, so the commotion would definitely be greater.

This is also one of Herag's trump cards. Now that the Boundary Land doesn't have that suppression, Herag can possess strength far beyond his current stage at any time.

This kind of trump card is better known by as few people as possible, so that it can catch others off guard and is not easy to be targeted.

Herag recalled the last time he displayed the Ancestral True Form, that body was incredibly strong in all aspects but remained at an ordinary Power level, without reaching the level of rules.

The current Herag's physical strength is far inferior to that time, but if it comes to a real fight, he might not necessarily suffer a loss.

Because of the existence of Rule Power, unless one's physical strength is powerful enough to break the rules, the rules are invincible.

Herag only needs to draw a Spatial Wall, and no matter how strong the physical power is, it can't hit him.

But previously was previously, now is now.

Herag doesn't believe that the current Ancestral True Form still only has physical power.

Mr. Acorn's words enlightened him. In the process of advancing to a Level 3 Wizard, many doors within himself were opened.

These doors naturally also include the hidden doors within the ancestral bloodline.

When Herag entered the Ancestral True Form last time, he felt a lot of sealed Power within himself.

At that time, his level was too low to access those powers.

Now it seems that this power should be related to Rule Power level.

Herag somewhat understood, no wonder he received so much information and knowledge when he advanced.

He had just arrived in the Boundary Land and was not a Child of the Plane, so why was he given so much "favor" by the Plane Will?

All of this is due to the Ancestral Bloodline within him.

Herag continued following Mr. Acorn's footsteps and said, "I'm sorry for causing Mr. Acorn trouble again."

The people at the restaurant reported the incident up because Herag looked too unusual.

The matter quickly reached the Sixth Ring Tower because Herag was a recipient of the Sixth Ring Medal, and the Guard Team couldn't handle him.

After Mr. Acorn learned of the news, he hurried over and took him away.

"It's no trouble at all. It's a good thing you could advance successfully. Lord Andres and Lord Nicholas instructed me before they left to look after you more. Whatever plans you have, or whenever you need something, just let me know," Mr. Acorn said.

Now that Herag has two big shots covering for him, he can move quite freely in the Boundary Land to a certain extent.

Mr. Acorn, as a minister of the Plane Resource Management and Development Department, even took on the role of a caretaker for Herag.

Herag said, "I'll continue to diligently study, hoping to advance to Level 4 Wizard soon."

Mr. Acorn laughed and said, "Advancing to Level 4 requires a long time. Without sufficient accumulation and deposition of knowledge, it's impossible to reach that step. Compared to Spiritual Power, this step requires more knowledge."

Advancing to a Level 4 Wizard requires one to create a Rule of their own, which inevitably requires a lot of prerequisite knowledge.

If one hasn't accumulated and deposited enough, it's impossible to reach that step.

This step cannot be taken lightly and must be built one step at a time, accumulating enough knowledge is necessary.

And accumulating knowledge requires continuous learning, practice, and summarization. Each step takes a substantial amount of time and effort.

Herag understood this principle and said, "Understood, thank you for the guidance Mr. Acorn."

"How about changing the environment? Staying in the Sixth Ring Tower all the time can be a bit dull. Although the destination of a journey is important, the process is equally important," Mr. Acorn suggested.

"What do you mean, Mr. Acorn?" Herag asked.

"Spend some time in the Ocean Plane. The scenery is nice there. It's also a good choice to find a place to meditate; the environment is great," Mr. Acorn suggested.

Herag thought for a moment and said, "Sure, I've heard about it, but I've never been."

Having the opportunity to go to other planes is definitely a chance to take, as the Ocean Plane is a tourist plane and isn't dangerous.

For Herag now, going to different planes means learning.

He understands the world rules of different planes, gaining deeper knowledge from these rules, and deepening his understanding and mastery of rules.

Although traveling costs money, Herag doesn't lack money.

The hundred thousand Magic Stones awarded by the Sixth Ring Medal alone seem inexhaustible.

In the Wizard Plane, Herag needed to pay for many things himself.

Whether it was knowledge, materials, or Magic, they all required spending money or Contribution Points to acquire.

Additionally, the resources there are relatively scarce, which results in high prices, so money often appears insufficient.

But in the Boundary Land, it's different; many things are provided for free by the Sixth Ring Tower, and lots of things seem to cost little.

But accumulated over time, these can be quite an expense, saving a lot of money invisibly.

Even when he has to purchase some items, the cheap prices in the Boundary Land mean he spends very little money.

On arriving here, Herag realized what it meant for a hundred thousand Magic Stones to be so enduring; it felt almost impossible to spend it all.

After deciding on the trip to the Ocean Plane, Herag quickly bought a ticket for the Plane Train heading there.

Ticket purchases were completed within the Wizard's Mark, and there is no physical ticket, just a boarding qualification.

The Plane Train automatically synchronized the information of those with boarding qualifications, so they could just board directly at the station.

Mr. Acorn didn't accompany Herag since he still had a lot of official duties to attend to and didn't have time to travel.

However, he found a guide for Herag, whom he had met once before, none other than Shiludi from the Astrology Tower.

## Chapter 620: Creating a Plane

Herag quickly received a friend request from Shiludi, and after approving it, the two of them discussed the specific timing and some precautions.

After the communication was complete, Herag continued to stay on the first floor of the Sixth Ring Tower, as the departure time was seven days away, leaving some time.

Herag planned to take advantage of these few days to complete the creation of his personal space.

Upon reaching the level of a Level 3 Wizard, one already has the ability to create their own exclusive space.

Of course, it's only nominally one's own.

Because this space truly exists somewhere within the Endless Plane, it is possible for other entities to intrude.

However, the probability of this happening is so low it's almost negligible.

Creating one's personal space is not an easy task and requires not only mastery of the Spatial Rules.

A Wizard must also have a very deep understanding of the Rules to carve out a space within the Endless Plane.

Herag had also read a lot of papers on this subject from the Boundary Land and learned a lot.

Even before advancing to Level 3 Wizard, he often read these papers, having long since understood the matters related to space creation.

However, at that time, he clearly lacked sufficient understanding of the Rules and control ability, so he did not have the capability to create a space.

But after advancing to Level 3 Wizard, having received a large influx of knowledge from the Plane Will, Herag knew that he was capable now.

Herag entered the Meditation Room of the wooden hut, set up the Witch Array, and began to mobilize the Power of Rules to create space.

Now, mobilizing the Power of Rules was as simple as eating and drinking water for him; it had almost become instinctual.

Just as Herag was about to mobilize the Power of Rules to create space, he suddenly stopped.

Because he thought of his Inner Domain.

The World Furnace magic had tempered many Rule Powers into his body, giving him the Inner Domain.

Accordingly, it also meant Herag's body innately contained multiple Rule Powers.

After some contemplation, Herag realized that he didn't really need to mobilize external Rule Power to create space; directly mobilizing his internal Rule Power was sufficient.

He immediately took out parchment to infer the feasibility of the plan.

At the same time, Herag also used Shenlan Inference to calculate the success rate, and the result was that it was entirely feasible.

After verifying with both himself and Shenlan, Herag decided to give it a try and began preparations.

He closed his eyes, feeling the various Rule Powers flowing within him.

After such a long time, the various Rule Powers within Herag had already merged as one, coexisting harmoniously without any conflict.

"Let's begin."

With a thought, the Rule Powers within him started to flow, intertwining and gradually fusing together.

The process of merging and gathering made Herag feel a slight swelling inside but that was all; there was no other sensation.

If an ordinary wizard attempted this, they might risk losing control of the intertwined forces and causing a chaotic Rule Power explosion, resulting in death.

Herag could manage this because he had a strong physical body and lineage as a foundation, supported by the presence of the World Furnace, which allowed perfect control of these powers.

Additionally, having advanced to a Level 3 Wizard, his ability to control and understand the Rules far exceeded that of the past.

Numerous Rule Powers flowed toward a single point within Herag, converging into a very tiny point after reaching there.

As time went on, Rule Powers continued to flow into this point without stopping.

About three days later, the process slowly ceased, and the Rule Powers stopped flowing into that point, resuming their normal circulation.

Herag realized it should be almost complete.

As the thought crossed his mind, a loud bang reverberated in his head.

The sound disappeared as quickly as it came; when Herag listened carefully, he heard nothing more, as if it had been a mere illusion.

Looking back at that point, Herag discovered that it had transformed into a nebula-like form, slowly rotating.

As his consciousness instinctively tried to approach, he felt a pull coming from within it.

From the rules flowing near the nebula, Herag learned this was the space he had created.

With a thought, he vanished from the Meditation Room.

The scene shifted, and Herag stood amid a void.

There was nothing around him—no light, not even darkness.

All that existed here was void and countless flowing rules.

Compared to external rules, these were still very immature, containing little information and knowledge, as if they were in a budding state.

Herag knew these were the rules born within the newly created space.

In essence, they're no different from the external rules.

The earlier point, after merging various rules, acted as a seed, bursting forth to open a new space.

Within this new space, some immature rules would be born.

Observing his surroundings, Herag felt something was off.

Though there seemed to be nothing, it also felt like there was everything.

After pondering for a moment, Herag understood what it was.

This wasn't just a space; it was a plane prototype.

This was a true prototype capable of developing into a plane, inherently containing complete foundational rules, and even evolving unique rules of its own.

Just because it was newly born, there was nothing within yet, but the foundational rules were complete and would continue to grow on their own.

Many planes are born from plane fragments, as these fragments contain complete Rule Powers and can develop into planes if the environment is suitable.

Looking around, Herag noted that this was indeed a very rudimentary plane prototype, not even qualified to be called a Low-tier World.

It would take a long time for this place to evolve into something akin to other planes.

Herag hadn't expected that he would create an entire plane while trying to simply open a personal space for a few items.

Reflecting on the World Furnace magic, he somewhat understood.

The World Furnace was indeed such a spell, capable of turning every cell into a plane when perfected; producing this outcome wasn't surprising.

Closing his eyes, Herag felt a pulse, which came from the plane prototype.

With each pulse from the prototype, countless pieces of knowledge and information were transmitted to Herag.