

Sixth 661

Chapter 661: The Founding of the Six-Ring Tower

When Tito left Storm City, perhaps he had already thought of these things.

He might have hesitated then, considering whether to bow his head temporarily in exchange for the peace of the Eye of the Storm in the future.

But in the end, he could not overcome his pride, which made it impossible for him to bow, even in death.

The Eye of the Storm is now in chaos, war flames are everywhere, incredibly tumultuous.

Many people have fled to the surrounding Wizard organizations, and many refugees have come to Serlandir as well.

The Wizard Alliance responded quickly, allowing the surrounding Wizard organizations to accept these people, but it also affected the residents within other Wizard organizations, causing quite a bit of trouble.

Many events, like the butterfly effect, implicated many places.

Aside from the events at the Eye of the Storm, there was another thing that shocked everyone.

That was the situation with the Sixth Ring Tower.

The information Herag provided was very detailed, thoroughly documenting the history from ancient times to the present, and also describing the situation of the Sixth Ring Tower at the time.

Many people were actually not familiar with this piece of history, as the Land of Dawn's records on related history are very vague, just passing over it with a sentence about betrayers, deliberately downplaying this piece of history.

The historical data Herag provided filled this historical gap precisely.

He let everyone in the Wizard Plane know how powerful the Wizard Plane used to be and how strong the Sixth Ring Tower was.

At the same time, it also revealed to everyone the vile deeds of Augustus Academy at that time.

Although Augustus Academy was just one of the main culprits back then, many other Wizard influences participated as well.

However, Augustus Academy's name is too renowned in today's Wizard Plane, and the true history revealed by these records creates a massive contrast with the current image of Augustus Academy.

Augustus Academy is a leader among the Wizard organizations in the Land of Dawn, with a long and rich history, and its words are very influential.

But such a Wizard organization, to have risen to prominence in such a manner in history, came as a real shock to many people.

Many people don't believe it, but the true history cannot be completely concealed, and more and more people are actively exploring things related to that history, discovering many things that can corroborate Herag's claims.

Moreover, one very important point is that Herag is now a Level 5 Wizard.

The fact that he could advance so quickly must be related to entering the Boundary Land; otherwise, there would be no reason for such rapid progress.

Many Wizards in the Wizard Plane, after learning about the existence of the Boundary Land, knowing its rich resources, long history, and countless excellent Wizards, couldn't help but be filled with longing.

Especially for many Wizards whose advancement seemed hopeless, the Boundary Land rekindled hope in their hearts.

Just the Key of Rules, which hinders many Crystalization Wizards, is not lacking at all in the Boundary Land; it can be used endlessly.

In the Boundary Land, no Crystalization Wizard worries about the Key of Rules.

Of course, many people question whether the Boundary Land truly exists; there is much discussion and debate on this topic.

After all, if things are as Herag claims, the power of the Boundary Land is so formidable, exceeding the imagination of many Wizards in the Wizard Plane.

Facing these doubts, Herag simply stated: "The Sixth Ring Tower will soon return to the Wizard Plane and re-establish a Wizard organization."

With this statement, all the Wizards in the Wizard Plane were excited; no one did not want to join the Sixth Ring Tower.

If the Sixth Ring Tower of the Boundary Land could establish a Wizard organization in the Wizard Plane, it would indeed be an existence capable of unifying the Wizard Plane.

Joining the Sixth Ring Tower means no longer lacking resources and having sufficient formidable strength to lean on.

Herag had talked about these matters with Acorn; indeed, the Sixth Ring Tower was preparing to return to the Wizard Plane, primarily to prepare for the subsequent plane fusion.

Recently, the Sixth Ring Tower has decided to prepare to merge the Boundary Land with the Wizard Plane, then separate from the Abyss Plane.

This is a tremendous project, naturally requiring a lot of preparation.

One of the preparations is that the Sixth Ring Tower needs to return to the Wizard Plane, and unless there is an accident, Herag is the most suitable candidate for this task.

He is from the Wizard Plane, most familiar with its current situation, and himself a member of the Sixth Ring Tower.

Besides, Herag has made rapid progress recently, is strong enough, and is qualified to take care of these matters.

Herag initially thought it was troublesome, but he realized that there seemed to be no other candidate aside from himself for this matter.

So he agreed and took on the task.

After this news got out, many people wanted to find Herag to see if they could join the Sixth Ring Tower.

Herag temporarily didn't know what the standards over there were, so he naturally could not provide an accurate answer.

However, the standard is definitely going to be high, even if it would be lowered somewhat for the Wizard Plane, it won't be lowered by much.

Herag believes the Sixth Ring Tower is not preparing to recruit many people from the Wizard Plane, merely aiming to establish a foothold; most people, like many from the Boundary Land, can only be considered external personnel, not part of the core of the Sixth Ring Tower.

Once the Sixth Ring Tower is re-established in the Wizard Plane, it can become a hub for resources, bringing many resources from the Boundary Land over, indirectly enhancing the overall strength of the Wizard Plane, which is the most crucial point.

These days Herag received many messages, initially replied to some, but later stopped responding entirely.

Even Pries came over expressing that many in Parker's lineage wanted to follow Herag, directly defecting to the Sixth Ring Tower.

Of course, if the defection is to the Sixth Ring Tower, Serlandir wouldn't dare say anything.

The Sixth Ring Tower needs to be established, naturally, it must choose a good location.

In terms of energy particle density, the Land of Dawn is surely far better than the Barren Land.

But large areas of the Land of Dawn are polluted; the Land of Dawn itself is a small area, divided among the Six Great Wizard Organizations.

Herag looked towards the polluted area, his heart stirred; these polluted areas had no solution before, but now it seems there might be a way.

He once absorbed a talent called Desolate Plague, which likely came from a powerful demon of the Abyss Plane, and it was the Desolate Plague that caused the pollution in those areas.

Herag flew over the polluted area, feeling the talent ability within his body.

With a thought, he entered his Ancestral True Form, feeling the power of the Desolate Plague.

Indeed, as his Bloodline Power reached its current level, even the power of the Desolate Plague has simultaneously strengthened.

Chapter 662: Resolving the Polluted District

The Desolate Plague is essentially a kind of Bloodline Power. Herag could feel that this Bloodline Power was indeed strong, but it was still several levels inferior to the Ancestral Bloodline Power.

After a brief study, Herag understood the basic principles of the Desolate Plague and grasped its essence.

He flew over the polluted area and activated the Desolate Plague, and sure enough, he sensed the power of the Desolate Plague hidden in the vast land below.

Herag then began to use the Desolate Plague, trying to absorb the residual power of the Desolate Plague from the earth.

Before long, the power of the Desolate Plague in the black soil below was absorbed back by him, merging into his body and enhancing the effect of the Desolate Plague.

The black earth in the polluted area was the result of the Desolate Plague's influence and could be seen as a long-lasting force.

Many offensive methods dissipate immediately after being used, but the immediate lethality of the Desolate Plague is weak; it mainly has an eroding effect on Life Energy and can exist for a long time.

Because Herag also possessed the Bloodline Power of the Desolate Plague, these residual Desolate Plague remnants in the polluted area were equivalent to supplements for him, which he could directly absorb to enhance his own Desolate Plague Bloodline Power.

However, he used to be too weak to achieve this.

But now that his strength had increased, he could naturally achieve it.

Herag began to immerse his mind and fully throttle, frantically absorbing the residual Desolate Plague in the polluted area.

He now resembled a water pump, and the Desolate Plague in the polluted area began to flow towards him, converging into his body.

The black color of the surrounding black earth gradually lightened and then darkened again due to the influx of the Desolate Plague from afar.

The entire Desolate Plague within the polluted area started flowing towards this side.

Originally, the Desolate Plague within the polluted area was evenly distributed and in a state of balance.

But now this balance was broken, and the concentration of the Desolate Plague on Herag's side continued to decrease.

Each time it decreased, the surrounding Desolate Plague would automatically flow over without Herag having to actively attract it.

After taking on the Ancestral True Form, absorbing the Desolate Plague posed no pressure to Herag, and the speed was extremely fast.

However, due to the large area of the polluted region, it took Herag more than half a month to absorb all the Desolate Plague from the entire polluted area.

The originally black earth once again returned to a soil yellow, no longer giving a sense of despair at first glance.

During this period, Herag wasn't just absorbing; he would occasionally enter the Small Plane to spend time with Misu.

After more than half a month, the polluted area underwent a massive change. The Pioneers within the polluted area were the first to notice this transformation.

When they saw the blackness of the polluted area's ground fade away, turning entirely soil yellow, they were all astonished, completely unaware of what had transpired, and promptly reported the information to their organization.

Herag's report was faster; he quickly informed the Wizard Alliance that he had cleared the pollution from the polluted area, claiming ownership of all the land in the polluted area. No force or organization from the Wizard Plane was allowed to occupy the polluted area without his permission.

Naturally, Herag wouldn't work for free and directly claimed all the land in the polluted area under his own name.

He planned to choose a good spot in the polluted area for the site selection of the Sixth Ring Tower. By the way, it shouldn't be called the polluted area anymore; it should be called Kala Continent now.

The Land of Dawn only occupied a very small part of the Kala Continent; the remaining large areas were still blank.

Besides some places where there were still some strange and demonic remnants, many places could already be used normally.

Herag also planned during this period to command his Eight Great Legendary Demons to clean up some troubles.

Some things had existed in the polluted area for too long and wouldn't leave easily, so it was time to ask them to leave.

Herag believed it wouldn't take long for the long-quiet Kala Continent to regain its former prosperity and glory.

The news sent out once again shook the entire Wizard Plane.

The problem of the polluted area had existed for a long time and was also the biggest pain point for the Wizard Plane.

The Kala Continent was the most suitable continent for Wizard development in the Wizard Plane, rich in Free Energy Particles and resources, akin to a treasure land for Wizards, unlike the other barren continents.

However, due to the existence of the polluted area, the usable area for Wizards was greatly reduced, leaving only a pitifully small patch of land.

Now that the pollution in the polluted area had been cleared, it meant the development space for Wizards had expanded a thousandfold, and they no longer had to be crammed into just the Land of Dawn.

When the news first came out, many people were hesitant to believe it.

It wasn't that they doubted Herag, but the reality seemed somewhat fantastical, making it hard to believe it was true.

Solving the problem of the polluted area was a research topic relentlessly pursued by Wizards since ancient times, but despite numerous outstanding Wizards dedicating themselves, no one had ever been able to come up with a method to solve it from the root.

Even if someone could clear the pollution, facing such a vast polluted area, they seemed powerless.

But now, Herag directly cleared the pollution from the entire Kala Continent, which was indeed shocking to people.

This event also made many people in the Wizard Plane marvel at the power of the Boundary Land and the Sixth Ring Tower, solving the problem of the polluted area.

They instinctively thought that it was with the help of the Sixth Ring Tower that Herag solved the problem of the polluted area.

If they knew that Herag solved the pollution issue all by himself, who knows what they would think.

With the problem of the polluted area solved, there were a lot of opportunities to be had, and many people's minds began to become active.

For example, businessmen like Vernon, who keenly smelled business opportunities, immediately began contacting Herag to discuss related matters.

Such a large area, it couldn't just remain empty like this.

Building cities and small towns was necessary, and there would definitely be a large population migrating to these areas.

Moreover, repairing the natural environment of the polluted area was necessary. Although the pollution was cleared, the place was still desolate with no plants growing.

Ordinary plants couldn't grow in the polluted area, so it was still barren.

So it's necessary to restore the natural environment within the polluted area quickly so that people and animals can live there normally.

For Wizards, this wasn't difficult, as there were many ways to quickly reconstruct the natural ecological environment of the polluted area.

Next would be issues like site selection and construction for towns, and population migration.

Chapter 663: Farewell, Acorn

Although the land in the pollution area is nominally all under Herag now, there's no way he can utilize it all alone. It's just a matter of how to divide the benefits.

Herag has been very busy recently. He has toured the entire pollution area several times, drafting a complete map of the area.

He has marked some of the currently dangerous areas within the pollution area. These troublesome areas cannot be resolved overnight and need proper handling.

Even if the issues in these areas are solved, they certainly cannot be inhabited in the short term; otherwise, who knows what might happen?

Herag handed this compiled map to the major wizard organizations in the Land of Dawn and to some other wizard organizations, such as guilds.

Many people want to discuss cooperation matters with Herag; they all want a slice of the substantial pie that is the pollution area.

Herag kept it simple, directly asking all parties to submit detailed plans, and he would decide based on those plans.

Thus, the various wizard influences began to gather their skilled personnel to study how to solve the current problems in the pollution area, including natural environment restoration, urban planning, population planning, etc., and provided solutions.

Herag suddenly felt much relieved, having a lot less hassle. With the talented personnel from the entire Wizard Plane working for him, he would only need to do some commanding.

This was achievable because his own strength was sufficient and because he had the entire Boundary Land behind him.

This allowed these wizard influences in the Wizard Plane to sit down and discuss, otherwise, they would have already started a land grab war, with life-and-death battles being quite normal.

They couldn't sit down and carefully study specific planning issues like they do now.

As Herag had the wizard influences in the Wizard Plane study these issues, he also reported the situation here to the Boundary Land.

Mr. Acorn, who is the head of the Plane Resource Development Department, was very pleased to learn that the pollution area had been settled by Herag and began preparing many things.

"I'll be bringing people to the Wizard Plane in a while to formally start establishing a branch of the Sixth Ring Tower there. The site has already been chosen, and an annual payment will be made to you," Mr. Acorn said.

There's no dispute from Boundary Land regarding Herag's ownership of the pollution area.

According to Boundary Land's laws, Herag's actions essentially belong to expanding into another plane, which is indeed a right he possesses.

Moreover, now that Herag has enhanced his power, his say naturally also carries more weight.

Plus, with the backing of Toad and Andres, it's even less of an issue.

Herag looked at the plans provided by the Sixth Ring Tower; they chose a central region of the entire Kala Continent.

The reason for choosing this area is simple: according to historical records, this is where the Sixth Ring Tower was once located.

The selection of this area now can be seen as a return, which holds significant meaning for the Sixth Ring Tower.

Mr. Acorn will bring a professional team from Boundary Land to complete all the work in their chosen area.

After Herag and Mr. Acorn finalized the time, he also informed the Wizard Alliance of this matter.

The people on the side of the Wizard Alliance immediately felt restless, and people from major wizard organizations felt uneasy.

To some, they do not want the people from Boundary Land coming to the Wizard Plane.

They used to be leaders, but with Boundary Land's people here, they can only tuck their tails and behave, unable to flaunt their power anymore.

But the wheels of historical progress are unstoppable, and many things aren't swayed by human will.

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In the Central Region, the enormous Akmit Square was now very empty, cleared out entirely.

Yet around Akmit Square, there was a crowd; many came from other cities in the Land of Dawn, even from the Barren Land.

They came just to see what the legendary people from Boundary Land and the Sixth Ring Tower looked like.

According to the information, the people from Boundary Land would arrive at the Wizard Plane today on a Plane Train, with the drop-off point being in the Central Region.

In the middle of the square stood people from various wizard organizations, including Ignis, the council elder of the Wizard Alliance. He appeared the most anxious.

The Eye of the Storm arrived with three individuals, each claiming to be the leader of the Eye of the Storm.

The Eye of the Storm is still very chaotic, with unending wars.

The Wizard Alliance wants to intervene but cannot; involving themselves in such internal conflicts requires directly forming a coalition army to suppress it by force, otherwise, just verbal intervention would hardly yield results.

If it were before, other wizard organizations might have had thoughts of intervening in the Eye of the Storm's internal conflict to gain benefits.

But now that the pollution area's contamination has been cleared, everyone's attention is on the large undeveloped area, disregarding the Eye of the Storm.

Herag was also present, with some individuals from the Wizard Alliance standing behind him as if they were his subordinates.

Since Herag swiftly dealt with Tito, no one dared to challenge him anymore.

"Here they come." Herag said suddenly, gazing into the distance.

Everyone immediately looked over but initially saw nothing and didn't notice anything unusual.

After a short while, the whistle of a train was heard, and they finally saw the shadow of a train appearing and rapidly approaching this side.

Before long, the Plane Train reached the Central Region's Akmit Square and came to a stop.

The doors of the over ten carriages opened simultaneously, and a large number of wizards emerged from inside, all of them from the main body of the Sixth Ring Tower, each exuding a strong aura of magic power.

Herag observed for a moment; the weakest among them were Level 3 Wizards, without a single Level 2 Wizard.

This level of strength in the Wizard Plane can directly sweep across, with no wizard organization being able to resist.

"Herag, long time no see; I didn't expect such a drastic change in you," Mr. Acorn said as he walked over with a sense of emotion.

He knew Herag possessed bloodline power from the Abyss Plane, taking a path very similar to the Bloodline of Wizards.

However, he did not expect Herag's bloodline power to be so strong, potentially being of an ancestral status.

Although Herag never explicitly mentioned what his bloodline was, Mr. Acorn could roughly infer that only an Ancestral Bloodline could reach such a level.

Ancestral Bloodline, its significance is immensely profound, and Mr. Acorn understood this point deeply.

"Mr. Acorn, long time no see." Herag smiled, extending his hand to shake hands with Mr. Acorn.

This time, the Sixth Ring Tower sent over two hundred wizards, all experts in various fields, to specifically serve the planning and construction of the Sixth Ring Tower branch.

Chapter 664: Visitors from the Boundary Land

As soon as the Plane Train appeared, it instantly stunned the people around. It was their first time seeing such a thing as the Plane Train.

There are a lot of Wizards in the Central Region, many of whom are also well-versed in knowledge.

The moment they saw the Plane Train, they felt that it was something extraordinary.

Just from the Plane Train alone, they could tell what kind of technological level the Boundary Land had. The development of Wizard civilization there was probably beyond their imagination.

The Plane Train is not something that can be created with just a single advanced technology, but rather it requires development in all aspects of technology to a certain degree.

The batch of Wizards coming down from the Plane Train brought an even stronger shock to everyone; the Magic Power emanating from these people was all extremely powerful.

The weakest among them were Level 3 Wizards, there were many Level 4 Wizards, and quite a few Level 5 Wizards.

Any one of them could easily be the pinnacle of combat strength in the Wizard Plane.

Herag chatted with Mr. Acorn for a while before Mr. Acorn went over to Ignis and other members of the Wizard Alliance Council.

Ignis and the others stayed honestly on the side, watching Herag and Mr. Acorn converse joyfully without daring to interrupt.

They had already noticed that Herag likely had an unusual status even in the Boundary Land, and that the Wizards from the Boundary Land seemed to have a bit of respect for Herag?

"Mr. Ignis, this is Mr. Acorn, the Minister of Resource Development of the Boundary Land," Herag introduced.

Ignis promptly stepped forward to greet, extending his hand and saying, "Welcome, Mr. Acorn, and welcome to all those from the Boundary Land returning home."

Ignis wore a full smile, warm and friendly, as if he truly welcomed these Wizards from the Boundary Land returning home.

Herag couldn't help but think to himself: "Among these people, perhaps Augustus Academy is the least eager for this day to arrive."

Mr. Acorn was not so cordial toward Ignis and the others, instead saying coolly, "Regarding the planning and construction of the polluted areas, we have already drafted a plan and hope that all parties can cooperate."

Ignis and members from all Wizard Organizations naturally did not dare to have any opinions, unanimously agreeing, expressing absolute cooperation and obedience to arrangements.

The people brought by Mr. Acorn were all accommodated in the best hotels in the Central Region, settled completely.

The area where they stayed had the Guard Team of the Wizard Alliance patrolling and guarding it, clearing out all idlers, and no other guests were staying at the hotels.

Many of the Wizards from the Boundary Land, after wandering around the Central Region for a while, first felt that it was backward. Every aspect here was too outdated, with various technologies being ones from long ago.

For example, the airships at the ports; the technology used in these airships could even only be found in some old books in the libraries of the Boundary Land, having been updated countless times, long since obsolete.

Furthermore, what surprised them the most was the generally low level of Wizard ranks and strength here.

There are many Wizard Apprentices, and even the Official Wizards are just Level 1 Wizards, with Level 2 Wizards being extremely rare.

As for Level 3 Wizards, they were as rare as phoenix feathers, seen occasionally, and were all important figures from various parties.

Level 4 Wizards were only the leaders of various Wizard Organizations here, countable on one hand.

After discovering these currents of the Wizard Plane, many did not feel superior, but instead reflected on why they, compared to the Wizards of the Wizard Plane, were better.

The Wizards of the Boundary Land at this time realized that they had benefitted greatly from the advantages given to them by the Boundary Land.

Born in the Boundary Land, they didn't have to worry about the lack of resources for advancement, there's a systematic Wizard education system, with someone to guide them, allowing them to avoid many detours.

Many even chatted with Wizards from the Wizard Plane, learning many things about their situation here.

They did not expect that the Key of Rules was extremely precious here, and many Crystalization Wizards were unable to advance to Level 2 Wizards due to the lack of Keys of Rules.

For the Wizards from the Boundary Land, this was something difficult to comprehend.

Some couldn't even understand why the Key of Rules would be scarce?

Even if one couldn't afford a high-grade Key of Rules, just buying any Elemental Element Key of Rules was enough to advance to a Level 2 Wizard.

For the Boundary Land, it was indeed somewhat incomprehensible why anyone would be unable to advance to Level 2 Wizard due to a lack of the Key of Rules.

Moreover, advancing to Level 3 Wizard required recognition from the World Will, which was a bit difficult for people from the Boundary Land.

They rarely realize that this step is actually very challenging.

The World Will of the Boundary Land is essentially controlled by the Sixth Ring Tower, allowing Wizards to directly advance to Level 3 Wizard.

But in the Wizard Plane, this step must be done personally, and nobody knows what standard qualifies for World Will's recognition.

Nobody knows when they will gain Plane Will's recognition; everything is left to fate.

This feeling is the most distressing and despairing; you don't know when you will get the World Will's recognition.

It could be that there's no hope this lifetime, or perhaps you gain recognition from the World Will just before dying.

Wizards from the Boundary Land have never experienced this feeling of despair. For them, as long as conditions are met, they can directly apply to advance to Level 3 Wizard.

Mr. Acorn and others have been in meetings with the Wizard Alliance, discussing the planning and construction of polluted areas.

The Sixth Ring Tower has taken the land of the central region; Herag has seen the initial planning, which is similar to the current planning of the Boundary Land.

It's just that the Boundary Land is divided into Sixth Ring regions, whereas here it's divided into three ring regions, each planned with specific functions.

Herag took the entire northern region of Kala Continent, a large-area region with mountains and wasteland, and glaciers and snowfields.

It seemed somewhat barren, seemingly inferior to other places except for the sufficiency of size.

Herag chose this region simply because it was large enough to let his eight Legendary Demons run freely, leaving them some open space.

Moreover, the issue of barren land is easy to solve, with people from the Boundary Land around, there's no fear of failing to create a natural landscape.

Another reason is that the northern region's coastline is very long, which is actually a potential resource point, directly contacting the Boundless Sea, and having lots of future development space.

As for other Wizard Organizations and Wizard Influences in the Wizard Plane, they all purchased usage rights to some land from Herag.

Herag sold usage rights, not the conventional property rights for the land here.

Chapter 665: Construction

In the Wizard Plane, land sales are generally permanent after the transaction.

Herag didn't do that; he sold the rights for use for five hundred or a thousand years, with prices varying by region.

For instance, the region Serlandir bought was ten million magic stones for five hundred years.

After five hundred years, Serlandir must choose to purchase the usage rights again; otherwise, Herag will reclaim them.

The price actually seems quite cheap. Within five hundred years, one should be able to earn back those ten million magic stones.

But the issue is, Herag never said the renewal fee would also be five million magic stones; it might even increase.

Moreover, after these wizard organizations buy the land usage rights, the towns they build and the natural environments they modify belong to the land, and they cannot take them away.

This means if Serlandir doesn't renew after five hundred years, Herag not only retains the land but also the modified results.

These wizard organizations are smart people, so they naturally understand this.

But they don't have the power to choose. They can either buy or wait until others buy everything, and then they will only develop in some remote corner.

So these people not only had no objections but competed fiercely. Many even tried to use backdoor connections to win over Herag.

Herag said nothing. His decision process was simple, just money.

Whoever pays the most gets it.

For a time, various wizard organizations and factions on the Wizard Plane all purchased some land usage rights, large or small, and Herag's magic stone balance skyrocketed.

He glanced roughly, already having more than seven billion magic stones. The wealth he accumulated made him a tycoon even in the Boundary Land.

And this was just the first phase; there were many lands not yet parceled out, only some parts opened.

In the polluted area, many places are still lurking with dangers, and these regions are temporarily uninhabitable.

Some regions might remain indefinitely and not be cleared.

Because although those regions are hazardous, they can also be considered as resource production points, producing many casting materials, magic potion materials that wizards need.

Clearing them would be like killing the goose that lays the golden eggs; it can't be a one-time deal.

For ordinary wizards, these places, although dangerous, can yield some gains.

Most strange beings have their territory limits; they neither leave nor can they leave, similar to bound earth spirits.

So as long as these regions are far from human settlements, they wouldn't impact normal living.

These regions were all included in Acorn and others' plans. In Acorn's words: "We should keep some facilities for the children to play with..."

Herag couldn't help feeling a bit speechless. Some regions even he found bothersome, and they are absolute forbidden zones for ordinary wizards, where death is certain.

Back when he was inside the Earth Core Devouring Worm, even from underground, some regions required detours, and he dared not approach.

After dividing the regions, construction began.

The main task for the Boundary Land people is to first complete the construction of the Sixth Ring Tower District; after completion, they may help with other regions' constructions.

The first step is to restore the natural environment, requiring wizards specializing in plant element and life element, to start large-scale recovery of the natural environment.

Wizards are indeed good at destruction, but equally good at recovery and creation.

After completing various formalities, forces from various factions started working in their domains, as forests and grasslands began to appear, bringing greenery to the polluted area.

Dried-up lakes and rivers gradually saw flowing water, bringing the source of life to the polluted area.

During this process, some accidents occurred because many magical creatures remained in the polluted area, of various sizes and kinds.

Herag naturally couldn't personally clear away magical creatures from every place for them, so these tasks had to be handled by each themselves.

Anyway, Herag had already subdued the eight legendary demons of the polluted area, so there was no major threat.

Since Herag did not charge for the Sixth Ring Tower District, the Boundary Land people also undertook the construction of his own Northern Region, saving Herag the trouble.

To facilitate their work, Herag sent a few legendary demons to assist.

Herag busied himself with these matters for two months before the construction work in the polluted area officially got on track.

After he finished, he prepared to go to the Barren Land to see the Cheqi Family.

In fact, Larry and others had long arrived at the Land of Dawn, previously daunted by the issue with the Taylor Family and dared not come.

Now that Herag had resolved the issue, there was no such concern anymore.

He allocated an area to the Cheqi Family, a plain with an excellent climate, ideal for growing magic potion materials.

This region was also very close to the Northern Territory, situated at the foot of the Northern Border Mountains.

However, although the Cheqi Family acquired the land and Herag did not charge, they still had issues troubling them.

That was a lack of money, people, and resources.

Restoring the natural environment and building towns isn't simple; it requires significant funds, resources, and manpower.

The Cheqi Family, despite making a lot of money over the years, still pales compared to true powerhouses.

With their ability, it's extremely challenging to develop a region in the polluted area.

Fortunately, Herag, now having amassed a fortune, put in a sum to acquire shares, and Vernon also contributed money, labor, and manpower to help the Cheqi Family begin construction at the foot of the Northern Border Mountains.

Vernon also bought a region himself but hadn't started construction yet; in his words, he hadn't decided what to do with it yet.

So he temporarily focused on the Cheqi Family, investing significantly.

Herag and Misu traveled together to the Barren Land; this time, he didn't choose an airship.

Because for him now, the airship was too slow, often taking a month, not as fast as traveling by himself.

The Barren Land had also undergone great changes over the years, besides many from the Land of Dawn moving, it had gained many resources and knowledge, greatly facilitating the wizards of the Barren Land.

Herag arrived at the Cheqi Family's ancestral home at Wisteria Ridge, meeting Clan Leader Mayer and others, mainly to relay some news about Reese and others.

Herag had been in contact with them, and they were still at the World Mother Tree of the Elf Race, doing well and diligently practicing meditation.

Chapter 666: Farewell, Melissa

Some young members of the Cheqi Family have already headed to the Northern Border Foot to take care of daily affairs.

Once the initial construction is complete, some of the elders from the Cheqi Family will gradually move there as well.

In the future, it is likely that the Cheqi Family will reside there for generations.

After all, compared to Wisteria Ridge, the abundance of resources and the concentration of free energy particles over there will be more beneficial for the wizardry practice of the family's descendants.

Even though the Cheqi Family has lived here for generations, they easily accept this change.

This is a great opportunity; not many forces in the Barren Land have the privilege of owning a piece of land over there.

Herag didn't stay long at Wisteria Ridge; he came to see the elders of the Cheqi Family, since it would be remiss not to visit after coming all the way to the Barren Land.

After leaving Wisteria Ridge, he planned to head to another place he had always wanted to visit, the Coleson Continent.

Herag had been away from the Coleson Continent for nearly thirty years, and he didn't realize how quickly that time had passed.

For a wizard, thirty years might be brief, but for ordinary people, it's almost half a lifetime.

He traveled by ship to get here, drifting on the sea for several months; this time, he wouldn't need a ship to return.

Over the years, Herag occasionally corresponded with Emil and had a general understanding of their current situation.

Emil and Melissa are still in the Norton Kingdom, and they had even given him an address in their letters.

Herag always remembered this address, and after crossing the sea, he arrived at the port he once departed from.

Misu held Herag's hand, curiously looking at this ordinary port, finding it hard to believe that Herag came from such a place.

There weren't even any official wizards around, not even a wizard apprentice; this was the first time Misu saw such a scene.

"Wizards are a rarity here; many people don't even know of their existence," Herag explained with a smile.

Misu nodded, having only read about other continents in some books; this was her first time traveling so far from home, and everything intrigued her.

Herag and Misu's presence quickly drew attention from the people around the port; their demeanor was very different from others.

Even their clothing was unusual, despite the ordinary style not drawing much attention.

But the material of their clothes was clearly unique, appearing smoother than silk, something many people had never seen.

The clothes Herag and Misu wore could be considered Witchcraft Artifacts, made with special casting materials, making them look quite different from ordinary garments.

He had forgotten about this detail, or he would have donned regular clothes to avoid attracting attention.

Herag took Misu into an inn, and after changing into ordinary clothes, they ventured out again.

"Where are we going?" Misu asked.

Herag thought for a moment; Emil's last letter mentioned they still lived in Swan City, though the exact place likely had changed, necessitating a search in the city.

Swan City was where the Nosentan Academy was located, and back then when the Baron's family perished, Melissa had fled with the remaining people to seek refuge with her teacher, Master Claude, arriving in Swan City.

As it happens, Herag was also a student of Master Claude, having learned some basic wizardry and the Sivr Language under him.

Master Claude, seeing Herag's potential, had taken him on as a student, hoping Herag might become a person of significance in the future.

However, nearly thirty years had passed in the blink of an eye, and Master Claude was likely no longer in this world; Herag didn't know what he could do for him now.

Upon arriving at the Coleson Continent, Herag didn't plan to act conspicuously.

This place was full of ordinary people, even a mere wizard apprentice was already a miraculous and mysterious existence to them.

If Herag were to reveal his Ancestral True Body, he would surely be worshipped as a god.

More importantly, this place held extra significance for Herag, and he didn't wish to disturb its peace.

Herag bought a carriage and hired a skinny old man as the driver, who took them to Swan City.

They arrived in Swan City at dusk, and Herag first found an inn to settle in before taking Misu to the place he had once lived.

It was a courtyard Melissa had once rented, where many people lived back then; Emil had formed an Adventurer Group with some castle guards willing to follow him, taking on various commissioned tasks.

However, when Herag reached the address Emil had mentioned, he found that the owner had changed, and upon inquiring about Emil, the new resident knew nothing, seemingly having just moved in.

Having not found them there, Herag decided to inquire at the Nosenan Academy, where he might find some news.

Early the next morning, Herag and Misu headed to the Nosenan Academy.

To enter the Nosenan Academy now required a registration, so Herag explained that he was visiting friends and wanted to find Miss Melissa.

The academy guard searched for a long time but couldn't find Miss Melissa, later informing them of a linguistics professor named Melissa.

Herag suddenly realized that thirty years later, the once young Miss Melissa was now nearing fifty.

After confirming with Herag that he was indeed looking for Professor Melissa, the guard went to notify her.

After waiting for a while, Herag heard hurried footsteps and turned to see a slightly plump middle-aged woman running quickly, surprisingly faster than the young guard.

"Herag!" Melissa immediately recognized Herag, who looked almost the same as he did thirty years ago, aside from the youthful innocence that had faded from his face, he remained as young as ever.

Herag also recognized Melissa, whose appearance had changed considerably, only faintly resembling her younger self.

"Melissa, long time no see," Herag said with a smile, feeling quite nostalgic.

Melissa excitedly approached, grasping Herag's hands and examining his appearance closely, before beginning to cry after a moment.

"What's wrong?" Herag asked hastily.

Melissa wiped her tears and smiled, "It's nothing, just that I never expected to see you again. Emil, the children, and I have all been well over the years, and seeing that you're okay puts my mind at ease."

"Where is Emil now?" Herag inquired.

Melissa replied, "He should be at the Knight Academy now. If he knows you're back, he would certainly be overjoyed!"

Chapter 667: Reunion

Emil is now a renowned Great Knight, famous throughout the Norton Kingdom, highly esteemed.

Over the years, Emil went from being a small adventurer group's leader to establishing his own influence and reputation through various experiences.

Nowadays, he no longer ventures as an adventurer but has founded a Knight Academy dedicated to training future knights.

Emil has naturally endured many hardships to reach where he is today, encountering numerous troubles and dangers.

However, he never sought help from Herag, only speaking of trivial family matters in their correspondence, never asking for anything from Herag.

Even though Emil knew that many of his troubles wouldn't even faze Herag, he still didn't want to bother him and resolved to solve what he could on his own.

Though he never actively sought help from Herag, Melissa did leverage Herag's influence at times.

Melissa, a long time ago, subtly hinted that her family had a wizard. Since it was indeed true and verifiable, many people knew of it.

Many, when in conflict with Emil, would be wary of the Herag backing him, and thus dared not act recklessly.

Over the years, even though Herag never appeared, he invisibly cleared many troubles for Emil's family.

Moreover, Emil is not arrogant by nature, never initiating conflicts, allowing him to repeatedly avert dangers these years.

"And who might this be?" Melissa asked after exchanging greetings with Herag, her eyes lighting up as she looked at Misu beside them.

Herag introduced briefly, and upon learning that Misu was also a wizard, Melissa was a bit surprised.

This was because Misu's attire completely concealed the fact that she was a wizard, differing from Melissa's imagined image of a wizard.

In Melissa's mind, wizards were always mysterious and powerful, making it difficult to associate this beautiful lady, Misu, with a wizard.

Emil's Knight Academy is named Dur Valley Knight Academy, located right in Swan City.

When Herag heard the words Dur Valley, he was somewhat dazed. This place was once Baron Buck's territory; who would have thought Emil used this name for his Knight Academy.

The three of them chatted as they walked, arriving outside the Knight Academy.

Herag could hear shouting from inside from afar, as if a group were exercising.

He expanded his perception and saw a group in the training ground ahead swinging swords, practicing the most basic swordsmanship postures.

These people were very young, appearing to be just eleven or twelve years old.

"These are Knight Apprentices sent from nearby towns, many even coming from very remote small towns, hoping to one day become Official Knights," Melissa explained.

In front of these kids stood a young man, looking about twenty-seven or twenty-eight, watching the training kids and occasionally correcting their movements.

When Herag saw this young man, he almost thought he saw Emil.

But upon second thought, with so many years having passed, Emil couldn't possibly be so young anymore.

"Mother, why have you come!" The young man turned to see Melissa and the others approaching, and he ran over, both happy and surprised.

Usually, Melissa would be at Nosentan Academy at this time, and it was rare for her to come looking for him at this time.

"Eric, aren't you going to greet your godfather, Herag?" Melissa pulled over her son and said.

"Godfather?" Eric looked at Herag. Staring at this excessively youthful man, he couldn't imagine this person being the Herag his parents had often mentioned.

Eric was momentarily stunned but quickly understood. Wizards being so powerful and mysterious, maintaining youthfulness was naturally normal, and he promptly began to salute.

"Looks just like Emil," Herag slowly said with a smile.

Eric grinned, scratching the back of his head. Although Herag seemed very young, he indeed gave him a sense of an elder.

Herag noticed that Eric was already an Official Knight, with excellent knightly aptitude, much like Emil in the past.

Due to Herag and company's arrival, Eric handed over the teaching duties to others and entered the back of the Knight Academy with them to find Emil.

Before Herag and the others reached the backyard, Emil had already sensed the commotion and came out ahead of time, exchanging a distant glance with Herag before smiling.

Emil now had a stubbly face filled with a weathered look, but his eyes were bright, somewhat reminiscent of Baron Buck in the past.

Herag sensed a strange energy in Emil's body, confirming beyond doubt he was indeed a Great Knight.

But he frowned slightly, seemingly noticing something unusual.

"Herag, I knew you'd never age; you're still so young. I told Melissa earlier that we might meet again when I'd already be an old man like Old Henry," Emil laughed heartily.

Mentioning Old Henry also made Herag nostalgic for the old man.

If not for Old Henry lending him a bow and introducing him to Emil, perhaps none of these subsequent events would have occurred.

Herag chuckled, "Didn't expect your kids to be this grown; lucky I returned early, or I might not recognize you when you truly become an old man."

After meeting with Herag and the others, they naturally set off to head home, leaving the Knight Academy temporarily.

Emil's family bought a large estate in Swan City, a considerable size, regarded as a prominent household in Swan City.

Upon Herag's inquiry, he learned Emil already had five children, three sons, two daughters, and two grandsons.

Eric had already married and given Emil two grandsons.

Herag hadn't expected Emil to be a grandfather already; the progress was quite swift.

However, calculating the ages made sense, Emil nearing fifty years, and people here marrying early, becoming grandfathers was normal.

After Herag's arrival, the estate's kitchen became busy, preparing for the dinner banquet.

Herag and others gathered together, engaging in lively conversation.

Even after many years apart, once Herag and Emil began talking, they didn't stop, with no sense of any estrangement.

While chatting with Emil and Melissa, Herag's tales were listened to by Eric and the other descendants, silently absorbing stories of various adventures.

To them, the Kala Continent was an extremely distant place, only heard of, visited solely by the most experienced old sailors.

For most people on the Coleson Continent, they'd rarely have any chance to visit other continents, making everything there intriguing and new to them.

Chapter 668: Heart's Knot

Herag recounted everything in detail, summarizing most of his experiences over the years.

However, he concealed certain secretive information that Emil and others should preferably not know.

Emil and the others listened to Herag's account as if it were a myth; if they didn't know Herag's identity, they would really think it was something from a legendary storybook.

Elf Plane, Boundary Land, Abyss Plane, Demon Plane...

These were things Emil and the other ordinary people could never have come across before, and hadn't even had a chance to hear about.

They then realized that the world they lived in was called the Wizard Plane, which had several such continents.

They learned that other planes existed too, and that the Wizard Plane was just a Small Plane in the Endless Plane.

Emil looked at Herag with a complex feeling in his heart.

Even though Herag recounted his experiences lightly, it must have been very tough all those years; some stories made Emil tense just by listening to them.

Eric, after listening, felt a longing, a desire for the adventures Herag had recounted, and he was also curious about the various peculiar planes.

Emil, however, was different; he was aware of the dangers involved.

Herag actually considered whether or not to tell Emil and the others about these things.

In the end, he decided to share with them, letting them know what the world was truly like.

For ordinary people, it might be better to just live their entire life like this.

Sometimes knowing too much can be a kind of pain because you know such a life exists, but you are never able to reach it, and that sense of loss can indeed be uncomfortable.

But Herag was different; he had the ability to help Emil and the others shed their ordinary identities.

As long as Emil and the others were willing, they could leave here at any time and move directly to the other side once the Kala Continent was developed.

As for the issue of lifespan, it was also easily dealt with for Herag; at least the World Tree Juice in his possession could extend Emil and others' life by three hundred years.

If there wasn't enough World Tree Juice, they could get Chatiya to fetch some more from the Elf Plane when the time came.

Moreover, once the World Tree in the Small Plane matured, they could stably obtain World Tree Juice themselves.

Once Emil and the others' constitution had improved, Herag could even help them step-by-step become Official Wizards, embarking on the path of wizardry, using the resources at hand.

There was no need to reach very high realms; even Level 1 or Level 2 Wizards already had sufficiently long lives.

For ordinary people, these were as unachievable as myths, but Herag himself was a mythical existence.

Herag didn't elaborate much on the power system of wizards, as it was too far removed from Emil and the others, and wasn't something easy to perceive directly.

They only knew that Herag was now considered a significant figure even in the Wizard Plane.

After sharing his experiences over the years, Herag also chatted with Emil about their circumstances these past years.

Back then, Baron Buck's Dur Territory and the neighboring Hammond Territory had now been taken over by a noble named Count Beize.

After Emil became a Great Knight these years, he actually had a certain level of strength and influence and could apply to the Norton Kingdom to address the issues surrounding Dur Valley.

Because, strictly speaking, according to the laws of the Norton Kingdom, Dur Valley was supposed to be inherited by Melissa.

But since after Baron Buck's death, Melissa and the others didn't have any background or power, they could only accept this forced result.

Once Emil had some power, considering his whole family, he chose not to wade into this muddy water.

Emil thought clearly about it; his family was already living happily now, and there was no need to desire more, as that would only put his family in danger.

In Swan City, with the protection of Master Claude's influence, they were safe enough.

As he aged, Emil naturally had less of such thoughts and wouldn't tell his son Eric and others about these things.

Over the years, Emil had clarified many things and began investigating his own identity, finally confirming he was indeed the illegitimate son of Baron Buck.

Fortunately, Melissa wasn't Baron Buck's daughter, which he could not tell whether was a piece of good or bad news, feeling some amusement in despair.

After listening, Herag said, "Understood, don't worry, leave this matter to me, Dur Valley will definitely return where it belongs."

"Forget it, there's no need, things are fine now," Emil didn't want to trouble Herag.

Melissa, however, hesitated, for she was always deeply resentful about this matter, although she knew the harsh reality and that family was more important.

Watching Baron Buck's family tragically die before her eyes was a pain Melissa couldn't erase her entire life.

Herag, upon seeing Melissa's expression, said, "It's okay, for me, this is easy to handle, it won't be a problem. Also, I've avenged Baron Buck's family."

"What do you mean..." Both Emil and Melissa looked over suddenly, realizing something.

Obviously, this was something that had been buried deep in their hearts, but they were helpless to do anything and couldn't ask Herag to avenge them, as that would put Herag in danger.

Naturally, Herag didn't detail this matter in his earlier accounts.

"Malcolm, I personally slew him, grinding his bones into ashes," Herag said slowly.

For safety's sake, Herag actually ground Malcolm into ashes, leaving not a shred of life, completely annihilating his soul.

Emil and Melissa were stunned upon hearing this as if lost in memories, and Melissa soon began to cry bitterly.

Eric and the others hurriedly came to comfort her; they had never experienced those things and couldn't understand why their mother was crying so sorrowfully.

Emil's eyes also reddened slightly, and after a long while, he looked at Herag and said heavily, "Thank you."

These two words embodied too many emotions, also untangling the longstanding knot in Emil and Melissa's hearts.

After a long time, Melissa gradually calmed down.

Herag spoke, "Well then, let me check on your health issues, Emil."

"Health issues?" Melissa was a bit puzzled and then looked at Emil; evidently, she didn't know about Emil's situation either.

Emil's expression changed slightly, shaking his head, "I'm fine, no need to check."

Chapter 669: World Tree Juice

Herag looked at Emil seriously and said, "I am a Wizard, you can't conceal it from me. There are multiple hidden injuries in your body, and your internal organs are damaged as well. It must have been from some battle where you sustained severe injuries, relying on the energy of the Life Seed to maintain normal bodily functions."

"But this won't last. If nothing unexpected happens, in another five years, as your bodily functions decline, your injuries will worsen rapidly, and then you won't have much time left."

As soon as Herag said this, Melissa's face turned pale, and she clutched Emil's hand tightly, as if afraid he would leave her in the next second.

"Herag, save him." Melissa began to cry again, her voice slightly choked with sobs.

Emil's expression was complex; he seemed to not have expected Herag to completely see through his internal condition.

As a Great Knight, Emil was naturally very aware of his own body and understood his situation well.

Emil had once fought with an assassin of Great Knight Level in secret to protect his family.

If it were a direct confrontation, that person definitely wouldn't be Emil's match.

But Emil couldn't allow a Great Knight Level assassin to linger in the shadows, as that would pose a huge threat to his family.

He had to eliminate this hidden danger quickly!

As for how to resolve it, it was simple: use himself as bait to lure the opponent into revealing themselves to make a move on him.

Though doing so would put himself in great danger, it was the only viable option.

The opponent indeed took the bait. Even though Emil had prepared in advance, he was still severely injured in battle.

However, he ultimately won, exchanging his grave injuries for the opponent's life, thus removing the potential threat to his family.

Since then, Emil knew he didn't have long to live and began planning his future, subsequently founding the Knight Academy to train talent for himself.

He was also very strict with Eric, because as the eldest son of this generation, Eric would have to bear the family's responsibilities in the future.

Emil had no complaints about his own fate; he felt he had lived long enough, and living a few more years was just a bonus.

The only regret was not being able to spend a few more years with Melissa and see the children grow up, get married, and have children.

To prevent Melissa from worrying, Emil didn't mention this matter to her.

"I... I'm fine." Emil hugged the weeping Melissa, and after a long silence, a glimmer of light flashed in his eyes, and he lowered his head to say.

He seemed to be comforting Melissa, but also seemed to be comforting himself.

Herag broke the atmosphere by saying, "Since I'm here, you won't die. Not only won't you die, but you'll be more vigorous."

For ordinary people, this is an unsolvable problem, but for Herag, it's not an issue at all.

He had many ways to solve the problem Emil faced, he just needed the most suitable one.

Herag thought for a moment and said, "Let me take a closer look at your situation."

After carefully observing and recording Emil's condition, it wasn't long before he developed a magic potion specifically targeting Emil's condition.

He didn't lack Magic Potion Materials; there was a huge pile in the Small Plane, more than he could ever use.

Without delay, Herag went directly to the adjacent room, took out various bottles and jars, and began Alchemy.

For him now, Alchemy posed no difficulty, and each movement could be executed with extreme precision.

A moment later, a sky-blue liquid appeared in Herag's hand.

He came out holding the magic potion and handed it to Emil saying, "Drink it straight."

Emil took the magic potion, and without hesitation, tipped his head back and drank it down in gulps.

Once the potion entered his body, its energy quickly spread throughout Emil's body, converging at the damaged areas of his internal organs, repairing them at an extremely rapid pace.

Not only that, but the hidden injuries Emil had accumulated over the years were also healed in an instant, restored to perfection.

"This..." Emil was very keenly aware of the changes in his body and sensed the entire process clearly.

Experiencing the wonders of the magic potion for the first time, he found it hard to believe.

Herag laughed and said, "The effect is pretty good, isn't it? Your body now is younger and stronger than Eric's."

Emil stood up, moved around a bit, and said joyfully, "I feel like I'm twenty again."

"Really?" Melissa still had traces of tears on her face, and she reached out to feel Emil's muscles, indeed sensing the vitality in Emil's body.

She said, "Let's try it out later."

Herag laughed, took out World Tree Juice, and said, "By the way, each of you gets one, consume it."

"What is this?" Melissa asked curiously, looking at the World Tree Juice that looked like exquisite jewelry.

"This is the World Tree Juice of the Elf Race, eating it grants you a long life of three hundred years," Herag introduced.

"Three hundred years!" In the room were all Emil's family, not a single servant, all exclaiming in shock.

They hurriedly looked at the World Tree Juice in Herag's hand, inspecting it carefully.

They had no doubts about Herag's words, but they were amazed at seeing such a miraculous treasure for the first time.

"This... this is too precious, this is a treasure!" Although Melissa longed for youth, she understood what should and shouldn't be taken.

In her view, an item that could extend one's life by three hundred years must be the most precious treasure in the world; how could ordinary people like themselves be worthy of such a thing?

Herag had already helped them a lot, and they couldn't be greedy.

Emil quickly refused as well, "Herag, put these things away, we don't need them. We're all ordinary people, content to live our lives peacefully. These things are more valuable to you. I know you wizards often spend decades studying a single problem."

Over the years, Emil had naturally heard about wizards from time to time, and because it concerned Herag, he often took the initiative to learn more.

Seeing Emil and the others being so considerate of him, Herag couldn't help but be moved and explained, "This thing can only be taken once; taking it a second time has no effect. I've already taken it. Besides, this is not really a treasure to me. I have a good relationship with the Elf Race; I can just get more from them if needed. You all take it. This stuff has been sitting with me for a long time, it's of no use to me now."

"I wouldn't give it to strangers, it's specially reserved for you."

Herag then took out a piece and handed it to Misu. Misu laughed, picked it up, and ate it directly.

Chapter 670: Raymond

For Misu, the most important role of this thing is just to improve wizard qualifications; longevity is actually not the most important.

Following Herag, she will eventually be promoted to a Level 2 Wizard, completely unconcerned about aging due to lack of longevity.

After Emil and Melissa realized that this thing was really nothing for Herag, they cautiously accepted the World Tree Juice.

Herag said, "Think of this as no more precious than a candy; just eat it directly."

Only then did Emil and the others consume the World Tree Juice.

Emil, Melissa, and their two daughters each consumed a portion of World Tree Juice, while Eric and the others would have to wait, as Herag didn't have any stock left for now.

The World Tree Juice from the last haul from Miracle Valley was completely used up this time.

Eric and Emil's three sons all let their two sisters have it first; they weren't in a hurry.

Herag said, "I'll take a trip to the Elf Plane later and bring some more back; everyone will have a share."

Seeing Herag treat this like a specialty product, casually bringing it back from another world.

Eric and the younger generation all admired Herag greatly.

Even the legendary stories told by wandering poets weren't as extraordinary as Herag's personal experiences.

Herag was also very easy-going, answering all of Eric and the others' questions readily, as the children were evidently more interested in the wondrous Wizard World.

Melissa occasionally checked her face with a mirror after consuming the World Tree Juice, as if checking whether she looked younger.

Herag explained, "There will be a process; it will take about a month."

He had given Erza World Tree Juice before, and according to her, it took about a month before she completely returned to a youthful appearance.

Herag spent the next half month not going anywhere, just spending time with Emil's family, playing, living, and getting along very harmoniously.

The common people of Swan City only knew that Emil's family had a visiting relative who had been away for many years and were unaware of Herag's specific identity, and Emil and the others naturally would not disclose it.

However, the big figures in Swan City were different and naturally noticed the commotion at Emil's place.

In the City Lord's Mansion of Swan City, the City Lord was a potbellied middle-aged man named Kana.

Once Kana learned that a wizard was visiting Emil's place, he couldn't sit still and hurried over with gifts to pay a visit.

For Kana, even a wizard apprentice would be a big deal, not to mention an Official Wizard.

Herag chose to meet Kana, who was usually imposing, but now stood in front of Herag, trembling with nervousness.

"Is there something you need?" Herag asked.

"Honorable one, with your esteemed presence in Swan City, Kana naturally had to visit, though I am late and hope for your forgiveness," Kana said humbly.

Herag nodded noncommittally and asked, "Does the Norton Kingdom's royal family still hold authority now?"

Kana was stunned for a moment and then broke into a cold sweat; such a question he could not dare to answer.

Herag continued, "Speak freely, there's no one else here, I just want to understand."

Kana hesitated for a moment and said, "Nowadays, King Raymond is young and strong, and has a strong hold over the kingdom, capable of making decisions on many matters."

Herag nodded, "That's good, I'll go have a chat with him."

"I can report up; His Majesty would probably come in person, so you wouldn't need to make the trip," Kana offered.

Herag shook his head, "That would be too slow; it would take too long for him to come here."

Swan City was very far from the Norton Kingdom's capital, at least a half-year journey; waiting half a year for a King was impossible.

The reason Herag wanted to see the King of the Norton Kingdom was simple: to reclaim Dur Valley.

Though it could be done with force, that would leave many residual issues, and it was necessary to avoid leaving hidden dangers for Emil's family, requiring careful handling.

The best way, of course, was to start with the Norton Kingdom's royal family, and since the royal family currently had a good grip on the kingdom, these issues could be resolved through official channels.

Herag decided quickly, and in a mere flash, he appeared hundreds of kilometers away, reaching the Norton Kingdom's capital in just a few leaps.

The capital was indeed prosperous, bustling with people and carriages on its wide streets.

Herag immediately saw where the Imperial Palace was, and after entering, he found the King after some searching.

The King of the Norton Kingdom, King Raymond, was indeed very young, appearing only about thirty, and had only taken over this vast kingdom a few years ago.

After the previous King passed away, Raymond succeeded and promptly initiated sweeping reforms, affecting many interests.

This process naturally faced many obstacles, but Raymond had long been preparing for this day, holding powerful military strength, even supported by wizards from the Kala Continent.

With such formidable strength, any resistance was in vain.

Heads rolled, quelling all opposing voices.

Under Raymond's strong means, the royal family quickly regained control over most areas of the kingdom, at least on the surface, all parties were compliant.

Raymond was in his room handling state affairs, with two tall stacks of documents on his desk.

These were documents from all over the Norton Kingdom, concerning all sorts of matters, most of which Raymond personally reviewed.

With so many affairs in the whole kingdom, most needing attention, the workload was naturally enormous, keeping Raymond busy from morning to night.

Fortunately, he was young and also a strong figure at the Great Knight Level, so he could manage.

Physically, there were no problems, only a bit of mental fatigue.

Raymond had been different from others since childhood, showing maturity beyond his peers.

Knowing he would one day sit on this throne, he made many preparations.

He studied, trained his body, practiced knighthood, and even tried to practice Wizard Meditation but had to abandon it due to lack of aptitude.

As he built his own power, he also strove to become strong enough himself.

Raymond, holding a feather pen, was quickly noting corrections on parchment, when he suddenly sensed another person in the room.

The hand holding the pen paused, not panicking or calling for guards, but calmly turning to look at the man who suddenly appeared in the room.

"Sir, what can I do for you?" Raymond asked.