

Sixth 671

Chapter 671: Dur Valley

Herag did not deliberately hide his presence; otherwise, Raymond would never have detected him.

He smiled and said, "My name is Herag, a wizard from the Kala Continent, and the Coleson Continent is also my homeland. I came here today because I need some assistance from His Majesty the King."

Raymond did not seem surprised that Herag hailed from the Kala Continent, but rather curiously asked, "Mr. Herag, what might it be that I can assist you with?"

It was strange to him that a wizard from the Kala Continent would need help from a mortal king.

Herag then narrated the background of the situation regarding the Dur Valley, and Raymond roughly understood.

He said, "I understand. According to the laws of the Norton Kingdom, the Dur Valley indeed should belong to Miss Melissa. I will handle this matter personally and immediately; you needn't worry."

Raymond took this matter seriously. Besides Herag's identity, Herag's method and attitude toward handling this matter also made him take Herag more seriously.

For a wizard, although there might be other ways to deal with it directly, opting to resolve it through his channels was a sign of trust and goodwill towards him.

"Your Majesty, are you alright?" Suddenly, an old man, lean and withered, appeared in the room, standing protectively in front of Raymond, vigilantly staring at Herag, emanating an aura of magic power.

"A Crystalization Wizard?" Herag was a bit surprised to encounter a Crystalization Wizard here, seemingly protecting Raymond.

"Sir Steve, it's fine; this is Mr. Herag, also from the Kala Continent," Raymond reassured Steve not to worry, taking the initiative to introduce.

"Herag?" A glint of sharpness flashed in Steve's eyes as he scrutinized Herag, seemingly verifying something.

He didn't feel any magic aura from Herag, which was precisely the most alarming point for him.

Herag inquired, "Which Wizard Organization do you belong to?"

"Aluf Swamp," Steve replied, still wary, as if trying to recall, though not immediately remembering.

Herag nodded, "So, you are a wizard from the Aluf Swamp. I once stayed in the Moonlight Forest but haven't been to the Aluf Swamp."

"Moonlight Forest... Are you really that Herag?" Steve seemed to finally remember, shocked yet incredulous to encounter Herag here.

Herag asked, "You know of me?"

Steve nodded, lowering his guard: "So it's really Mr. Herag. I never expected to meet you here. I've heard your name long ago and have been hearing news associated with you frequently over the past few years..."

Herag and Steve chatted for a while to understand his situation roughly.

Steve wasn't originally from the Coleson Continent; he came here to fulfill a promise to an old friend.

His old friend was also a wizard from the Aluf Swamp, and they were long-time friends, while the other was from the Coleson Continent and of the Norton Kingdom's royal lineage.

The old friend, unable to advance to a Level 2 Wizard and nearing the end of his lifespan, saw the Norton Kingdom undergoing a transitional period.

As one of the ancestors of the Norton Kingdom, he didn't want to see it teetering in peril, so he entrusted Steve to look after his descendants in the Coleson Continent.

Raymond had been able to manage so smoothly for years due to Steve's significant assistance in resolving numerous issues, otherwise, the reform wouldn't have proceeded so smoothly and would have been even bloodier.

As a Level 1 Crystalization Wizard, Steve was invincible in the Coleson Continent. Whenever he took action, there was no trouble he couldn't solve.

However, Steve adhered to the unspoken rules of the Wizard World, maintaining a low profile and rarely taking grandiose actions, providing assistance more from behind the scenes, and seldom massacring ordinary people, intervening mainly to protect Raymond.

Upon detecting an anomaly just now, Steve hastily rushed over to prevent any unforeseen events befalling Raymond.

In the Wizard Plane's community, Herag was well-known, renowned, and everyone knew of him, which naturally included Steve's understanding.

To Steve, someone like Herag was so far beyond his reach, not someone within his level of contact.

That's why upon first hearing the name Herag, Steve couldn't immediately connect the two, merely harboring some suspicion.

Only when Herag mentioned having stayed in the Moonlight Forest did Steve realize he had indeed encountered Herag.

From their conversation, Raymond roughly understood the situation as well. He hadn't expected Herag to be such a significant figure, especially with Steve being so cautious upon learning of Herag's identity.

And for such an entity to approach him for assistance regarding certain matters was truly a great honor.

Raymond promptly said, "Mr. Herag, aside from the Dur Valley, I can also grant this area to Miss Melissa's family."

He pointed to a large piece of land adjacent to the Dur Valley, which seemed to belong to a certain duke's territory.

Herag shook his head, "No need. I simply wish to help them reclaim what rightfully belongs to them. Extra land would only bring them trouble."

Granting such a large piece of land to Emil and his family was meaningless; having acquired so much land, they would need to be able to defend it as well.

Even with Raymond looking out for them, he couldn't possibly monitor the place twenty-four hours a day, inevitably leading to some extra troubles.

Herag had not planned for Emil's family to stay there permanently; after the Northern Territory was likely developed, they might move there where it would be easier for him to take care of them.

Raymond quickly understood Herag's meaning and said, "Apologize, my oversight."

After the two discussed the details, Raymond acted with high efficiency, sending one command after another from the Imperial Palace, which were soon executed.

Dur Valley was once again returned to Melissa's Sara family, and after thirty years, it welcomed back its owner.

As for Count Beize, who originally occupied the Dur Valley, he didn't dare utter a single word.

For him, a direct order from the current king was utterly unavoidable; he immediately withdrew his forces, not daring to linger any longer.

This young king had left too deep an impression on these nobles, lessons paid in blood with heads rolling.

Beize was merely a count from a remote district, where could he afford any small ambitions?

Moreover, Raymond, to ensure more security, even dispatched a troop to station at the Dur Valley to safeguard its safety.

Chapter 672: Departure

Dur Valley.

Herag and his group returned once again to the front of the castle. The castle was somewhat dilapidated, looking like it hadn't been maintained for years.

However, it wasn't a scene of total decay and desolation.

Though Count Beize, who occupied this place, didn't live here, his men resided here long-term for territory management.

So the place still looked somewhat lively, just that the castle wasn't frequently repaired and maintained.

The people inside the castle had already evacuated, not daring to linger at all.

Emil only brought Melissa and his children along; he hadn't planned to move back here again.

Most of his resources and connections were over in Swan City; it was impossible to give them all up to return here.

For them, this place represented more of a significance, and they probably wouldn't move back for a long-term stay.

Of course, it didn't mean they were abandoning Dur Valley.

There were still various tax revenues and other benefits here, they just wouldn't be residing here long-term.

With King Raymond's help, many matters didn't require Emil and the others to worry about.

The group walked into the castle, and Emil and the others were rather silent, feeling nostalgic. Many things could evoke numerous memories.

Instead, Eric and the younger ones were more active, feeling curious about the place.

They didn't have much attachment, regarding it rather as a play area, curious about where their parents once lived.

Emil suddenly noticed something, tapped Herag, and laughed, "Look, that's where you used to live."

Everyone heard this and looked over, discovering it was a very small and shabby wooden hut, right by the stable.

"Isn't this where the grooms live?" Eric hesitated and said.

"I used to be a groom in the castle," Herag laughed.

"Ah?" Eric and the younger ones were stunned, unable to believe it.

They couldn't imagine that Herag, such a noble wizard, had once been a groom.

Herag looked at the pitifully small wooden hut as if recalling his shivering figure when he first arrived in this world.

After wandering around the castle for a while, the group arrived at the graveyard behind the castle.

The tombstones and graves in the graveyard had not been destroyed, but they were overgrown with weeds, clearly having been neglected for many years, with some tombstones completely covered by weeds.

This graveyard was where the Sara family was buried. The group began clearing away the weeds and in a short time had completely cleaned it up.

Herag located Old Henry's grave, the tombstone he had erected had collapsed and decayed, turning it into an unmarked grave.

This definitely required restoration in the future.

Melissa was already weeping in front of Baron Buck's grave, even knowing she wasn't his biological daughter, her feelings were genuine.

The group stayed in the castle for a month, handling various matters.

The graveyard had been fully restored, with the damaged graves and tombstones repaired using the best materials.

The castle was also renewed, thoroughly refurbished from inside out.

The residents within Dur Valley heard the news, and many of the older ones who had lived under Baron Buck's rule felt nostalgic.

No one had expected that after thirty years, members of the Sara family would return.

Melissa and Emil had changed greatly, regaining their youthful looks, even appearing younger than Eric.

Once Emil had finished dealing with his affairs, Herag prepared to leave, having other matters to attend to.

He took out a necklace with a pendant on it, all looking the same.

"Wear this pendant, it will protect you. Unless there's something special, don't take it off," Herag said.

This was a protective talisman he had acquired from the Boundary Land, essentially a Level 2 Witchcraft Artifact, not requiring active triggering, usable even by ordinary people.

For Emil and the others, as long as they wore it, almost nothing could harm them.

Before the Northern Region was well established, staying on the Coleson Continent was most suitable for Emil and the others, as it was a familiar and low-risk place.

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After bidding farewell to Emil and the others, Herag prepared to head to the Seville Empire in the east of Coleson Continent.

The Seville Empire was ruled by the Stuart Family, which was Lillian's family.

Lillian had recently returned home and was in the Seville Empire.

She had also advanced to be a Level 2 Wizard, and at this stage could only progress slowly.

So Lillian took the opportunity post-advancement to take some leave and return home.

Lillian was originally planning to return to Augustus Academy in two months, but unexpectedly so much had happened, all related to Herag.

Following the revelation of the Sixth Ring Tower's history, life had become difficult for the wizards at Augustus Academy.

Since the history was less than honorable, Augustus Academy was almost considered the culprit in the wizard plane.

If not for them, the wizard plane's development wouldn't have stagnated for so many years, and might even have regressed.

Initially, wizards from other organizations didn't think much of it, but upon seeing the people from the Boundary Land and realizing their advanced development, they started having issues with Augustus Academy.

Recently, there had even been incidents of Augustus Academy wizards being attacked, whether due to resentment over past deeds or personal vendettas was unclear.

Herag was somewhat exasperated upon learning this, as the wizard organizations from the Land of Dawn weren't entitled to say anything—they were beneficiaries and had no right to criticize.

Herag had previously contacted Lillian, asking if she wanted to leave Augustus Academy, and with Herag's connections, entering the Boundary Land was manageable.

Given Lillian's aptitude, she might even enter the Headquarters of the Sixth Ring Tower.

Lillian didn't give a direct response, feeling conflicted and hesitant, after all, she had spent many years at Augustus Academy.

Herag had also been considering this, thinking maybe Lillian didn't need to formally leave Augustus Academy, just say she's out traveling.

After all, it's just a title, without any contract, the most important thing is to access the resources and knowledge of the Boundary Land.

As a friend, Herag was naturally happy to assist in these matters.

Chapter 673: Farewell, Lillian

Herag spent little time arriving at the Seville Empire, where the capital is called Ruiyun City.

Seville Empire can be said to be the most powerful empire on the Coleson Continent, dominating the eastern side of the continent and occupying a large area.

Following the agreed method of communication with Lillian, Herag quickly contacted and met Lillian in the capital.

Lillian wore a very luxurious yet somewhat traditional long gown, a kind of attire from the Stuart Family, which only royal members were qualified to wear.

Herag was accompanied by Misu, so the meeting was inexplicably awkward and delicate.

Lillian, however, appeared gracious, smiling as she said, "Miss Misu is really beautiful!"

Misu also smiled and said, "Miss Lillian is also very pretty, worthy of being a princess of a nation."

Lillian gave a faint smile and took the two to the Imperial Palace, having prepared a dinner to host them.

During this time, Lillian's brother, the current King of Seville Empire, Dimitri, also came to chat with Herag for a while.

But he didn't disturb for too long and soon left.

Herag noticed that Lillian seemed to have more authority than the royal prince, Dimitri hurriedly bid farewell, sweating profusely at just a glance, seemingly quite fearful of his sister.

Dimitri did not look young either, certainly much older than Lillian.

Wizards indeed have a natural advantage in terms of maintaining appearance.

"What are your plans going forward?" Herag asked.

Because with Augustus in its current situation, quite a few wizards have already left, joining other wizard organizations.

And this trend shows signs of gradual expansion; if no changes occur, Augustus Academy is bound to decline, becoming a small wizard organization.

Lillian said, "The teachers at the academy have been very kind to me, so I might still choose not to leave."

Herag contemplated briefly and said, "Actually, you don't have to officially leave; you can enter the Boundary Land for studies. Once accomplished, you can return to Augustus Academy if desired."

Lillian was startled, having never thought it could be like this.

"But in doing so..." Lillian hesitated, "I'm from Augustus Academy, entering the Boundary Land might cause some trouble."

"Trouble? If I help, there will be no trouble." Herag smiled.

Herag's words were not even remotely exaggerating; to him, it was a trivial matter.

Moreover, Lillian perceived the impact of this situation too heavily; actually, to the Boundary Land, many simply do not care about it, haven't even heard of Augustus Academy; not everyone is so concerned and knowledgeable about this piece of history.

"Rest assured, this time when you follow me back, I will introduce you to Mr. Acorn, he will arrange everything for you." Herag said.

Lillian rested her chin in her hand, looked at Herag, and said, "I'll go along with your idea."

Herag did not stay long in Seville Empire, soon departing Coleson Continent with Lillian and Misu.

"When we first went to Kala Continent, it seems we passed through this sea below."

High in the sky, Lillian looked below and remarked.

Herag directly took the two across the sea, nodding, "Yes."

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Kala Continent, Land of Abundance.

The Sixth Ring Tower has chosen the middle area, which has been named the Land of Abundance.

The origin of the name is simple; initially, this place was indeed called the Land of Abundance, just that over time the wizard plane forgot about it.

Yet, the people of the Boundary Land remembered, so they did not change the name; it still remained the Land of Abundance.

When Herag arrived, he couldn't help but marvel at the speed of the people from the Boundary Land.

No sign of the polluted area could be seen here; there were lush green hills, clear waters, green grass everywhere, and even many wild animals active.

A small town had already been established here, primarily to provide a resting area for these people from the Boundary Land; even Acorn lived here.

Herag brought Lillian and Misu to meet Mr. Acorn and explained his intentions.

Acorn contemplated, "Entering the Boundary Land is not a problem; I can handle that, but entering the Sixth Ring Tower might be difficult."

The Sixth Ring Tower has very high requirements for wizard qualifications; even in the Boundary Land, only talents from there qualify to enter the headquarters of the Sixth Ring Tower.

Lillian's qualifications, though excellent, are only considered excellent within the wizard plane; in the Boundary Land, they seem somewhat mediocre.

Moreover, more importantly, the Sixth Ring Tower places considerable importance on the identity and origins of its recruited wizards; Lillian, coming from the wizard plane, is indeed not so easily accepted.

Therefore, even if Lillian enters the Boundary Land, she can only be an ordinary resident, the resources, knowledge, etc., are not as good as those of the headquarters member of the Sixth Ring Tower.

Lillian said, "This is good enough; I do not ask for more."

She had no further thoughts; joining the Sixth Ring Tower had always been a luxury.

Acorn suddenly smiled, "Actually, there is another way."

"What way?" Herag asked.

"Miss Lillian can register with Herag as family in the Boundary Land; then, she can enter the Sixth Ring Tower under the pretense of family care and enjoy some benefits and treatments." Acorn earnestly stated.

Herag laughed wordlessly and said, "Mr. Acorn, please stop joking with me. Actually, once the two planes fuse, there's no need necessarily to go to the Boundary Land. Lillian, after the initial construction of my Northern Territory is completed, come to me then."

Unsurprisingly, in the future, the Northern Region of Kala Continent will also become a wizard influence, which is far stronger than other wizard organizations.

For Herag, resources, knowledge, and such are naturally ample.

Lillian smiled, "I will follow you then in the future."

Subsequently, Herag discussed with Acorn, quickly arranging Lillian's matters, first letting her register as a legal resident in the Boundary Land.

Then she can obtain some knowledge and resources available to ordinary residents of the Boundary Land.

Acorn had arranged for someone specifically to accompany Lillian to complete these, with housing and everything sorted.

Of course, all expenses were borne by Herag; it wouldn't be fair to let Acorn exert both effort and finances.

Herag, now wealthy and generous, didn't mind these expenses as long as he could assist Lillian.

After settling Lillian, Herag had other tasks to attend to—traveling to the Elf Plane to bring Reese, Asuna, and others over.

Chapter 674: Invitation from the Ancestor

The Plane Train to the Elf Plane from the Boundary Land has officially opened, so Herag no longer needs to use the Teleportation Altar to get there, he can simply buy a ticket.

As long as you possess a Wizard's Mark, you can directly purchase a Plane Train ticket within the train's route and cross planes to arrive at your destination.

Arriving at the Elf Plane took less time than Herag had imagined.

From the moment he boarded the train, to the train's stop in the Elf Plane, it took only a matter of minutes.

But in terms of Wizard Plane time, seven days had actually passed.

Like last time, the Plane Train stopped directly in front of the World Mother Tree, reaching deep into the Dark Night Forest.

Herag couldn't help but think that it's no wonder the Elf Plane is so wary of the Boundary Land.

Such an ability to transport large numbers of people directly to the heart of your territory is enough to make anyone extremely apprehensive, let alone that their combat power far surpasses yours.

There wasn't much change on the side of the Elf Race; Herag soon reunited with Asuna, Reese, and Chatiya, who all seemed to be doing well.

The Elf Plane has now officially established trade relations with the Boundary Land, with constant traffic of the Plane Train, something many Elves have grown accustomed to.

However, ordinary people in the Elf Plane are still unaware of this development; currently, only those within the Elf Race know of it.

Herag stayed in the Elf Plane for about a month, intending to stay longer, considering the high concentration of Free Energy Particles beneath the World Tree, suitable for Meditation Practice.

The concentration of Free Energy Particles under the World Mother Tree is extremely high, exceeding most regions of the Boundary Land, only slightly inferior to the interior of the Sixth Ring Tower.

Herag's main reason for staying was that he hadn't spent time with Reese and the others for a long time, so he wanted to keep them company.

However, after a month, Herag found the speed of his Meditation was still too slow, incomparable to his time in the Abyss Plane.

When he was in the Abyss Plane, the starlight poured down directly and coalesced into his body.

Such Meditation speed couldn't compare to now, as the World Will in the Elf Plane didn't assist him.

After a month, Herag decided it was better to return to the Abyss Plane to continue Meditating, striving to condense his True Spirit sooner and achieve Sixth Ring Wizard status.

After acquiring another batch of World Tree Juice from the Elf Race, he returned to the Wizard Plane with Reese and the others.

The Northern Region has now mapped out its most important city, Lindong City, which will become the largest city in the Northern Territory.

The people from the Boundary Land are very professional and efficient, allowing Herag to move in with his group.

Lindong City has already completed the core construction, featuring large areas of houses, streets, squares, and Herag's castle.

However, it still lacks people.

After Herag familiarized himself with the progress, he assigned Reese, Asuna, and Lillian to handle these matters, as he prepared to enter the Abyss Plane.

Chatiya tagged along to play, but she couldn't help with much.

Though she couldn't assist in city construction, she could help improve the Northern Territory's natural environment due to her proficiency in Natural Magic.

Emil and the others haven't been brought over yet, but the World Tree Juice has already been sent, and Eric and the younger generation have consumed it.

Herag planned to bring them over once Lindong City had more people, making it more livable.

Otherwise, for ordinary people, it would still be too quiet and desolate, somewhat dull.

Sitting in his room in the castle, Herag glanced at the Plane Mark on his left palm and, with a thought, vanished.

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On a barren plain, not a blade of grass grew. The moonlight shone on the gray-white earth, the reflected light almost blinding.

Herag did not know where this was; it seemed the Plane Mark teleported him to different places each time, not returning him to where he last left.

He looked up at the starry sky and compared the position of the stars to estimate the rough distance.

"This should be east of where I left last time, quite a distance away."

Herag quickly calculated the distance from the place where he last entered the Wizard Plane by Fegar's summoning, and it was indeed very far.

He carefully sensed the surrounding environment and found no danger.

Of course, this means no danger to him.

The small demons around posed no threat to Herag.

Having understood the general situation around him, Herag began to enter a meditative state, seizing the time to Meditate.

As soon as he entered Meditation State, celestial phenomena occurred, with starlight falling like rain, threading into Herag's body.

Herag's Meditation speed instantly returned to its original speed, and the speed of Soul Power condensation also increased significantly.

In the Wizard Plane or the Elf Plane, the speed of Soul Power condensation would be very slow.

Herag was now like a Child of the Abyss Plane; as long as he Meditated, the heavens, the earth, and the rules of the world would serve him.

Soon, a month passed.

Herag remained sitting where he was, eyes closed in Meditation, with silver threads all around his body, the starlight descending from the starry sky.

From a distance, it looked like a galaxy descending, remarkably awe-inspiring.

Within a hundred miles, no other demons existed; none dared to disturb Herag's practice.

Suddenly, Herag slowly opened his eyes, looking into the distance, a cold light piercing through the horizon.

In the distance, countless eyes appeared in the void, blinking at Herag.

Herag looked at these eyes, finding them somewhat familiar.

He quickly recalled that these were the eyes he had once glimpsed through a brief plane rift in Silver Moon City.

They may not be the same eyes but are of the same kind, with fundamentally the same aura.

Herag remembered that just one glance had given him a headache back then.

Other wizards fared worse; several people's heads shattered on the spot after just one look, dying immediately.

Herag hadn't expected to see these eyes again after so long.

This time, however, thousands of eyes appeared ahead.

Herag could sense that each eye was an individual demon, arranged in a peculiar yet highly orderly formation in the front, with unknown intent.

"What do you want?" Herag asked in a deep voice.

The group of eyes blinked collectively, followed by a stream of information flowing into Herag's mind.

It seems their method of communication wasn't through language but through information streams.

"Honored Ancestor, our master is the Thousand-Eyed Ancestor, who has specially invited you to attend the Thousand-Eyed Ancestor's banquet."

Chapter 675: Thousand-Eyed Ancestor

Herag learned through the information transmitted by these Thousand-Eyed Demons that this time, it was the Thousand-Eyed Ancestor specifically inviting him to attend the banquet.

The formation array laid out by this group of the Thousand-Eyed Race is actually a highly prestigious ritual of the Thousand-Eyed Race. Every participating Thousand-Eyed Demon is carefully selected and must meet high standards to take part in this ceremony.

The weakest among this group of Thousand-Eyed Demons are Level 4 Demons, with many Level 5 Demons, and even the leading one being a Level 6 Demon.

Herag, during this time, attracted the attention of the Thousand-Eyed Ancestor while practicing Starlight Meditation here.

Herag had previously heard the toad mention this Thousand-Eyed Ancestor, as an extremely ancient existence on the Abyss Plane and one of the ancestors directing the direction of the Abyss Plane.

In other words, he was once one of those who controlled the Abyss Plane's approach towards the Wizard Plane and initiated invasions against the Wizard Plane.

In an instant, Herag recalled a future vision he once saw, where a massive eyeball shot out a black light, directly splitting the Kala Continent in two.

The Silver Moon City incident involving Abyssal Cultists was also backed by creatures of the Thousand-Eyed Race.

This was Herag's first encounter with Abyssal Demons that truly invaded the Wizard Plane, as he had never met them before.

Ryan had never participated; his goal was always to seek out the Thunder God Ancestral Bloodline Power, leading him to want to enter the Wizard Plane.

To accept the invitation of the Thousand-Eyed Ancestor or not?

Herag pondered this question.

He didn't know the purpose of the Thousand-Eyed Ancestor's invitation, although the ceremonial array was very prestigious, it might also be a dangerous banquet.

Herag sensed the energy in the plane mark on his left hand; there was still plenty of it, enough to support him staying on the Abyss Plane for a long time.

He roughly estimated that it could last for more than two years.

But Herag's goal was to be able to leave the Abyss Plane at any time.

Now, with a lot of energy still in the plane mark, it meant he couldn't leave the Abyss Plane immediately, nor escape from danger right away.

Herag thought about it and tried to absorb the energy from the plane mark.

He tried and found he indeed could actively absorb the stored energy in the plane mark.

This made things easier; Herag could drain the energy whenever he wanted, enabling him to return to the Wizard Plane directly.

The only issue was that, though rapid draining was possible, it would still take a few microseconds.

This time seems brief, but for existences like Herag, a lot could happen.

For them, time often held no significance.

Herag thought about it and decided to accept the invitation.

Since he had been noticed by the Thousand-Eyed Ancestor, it would be difficult to avoid its perception as long as he remained on the Abyss Plane.

Eventually, he would encounter it, unless he never came to the Abyss Plane again.

Currently, there was no enmity between him and the Thousand-Eyed Ancestor, so he could go and see what the other party wanted.

"Lead the way," Herag said calmly.

The Thousand-Eyed Demons ahead quickly converged, piling up on each other, soon forming the shape of a door.

A door, huge and made of an enormous eyeball, appeared in front, with an eerie green light at its center, emanating an ancient aura, indicating that the place it led to was anything but simple.

Herag, with a steady pace, walked into this green Light Gate.

After stepping through the Light Gate, the first thing Herag felt was the intense heat.

"It must be thousands of degrees Celsius."

A wave of heat surged forward, and Herag found himself standing at the mouth of a valley.

Status: He was not afraid of the blazing heat anymore; standing on magma didn't affect him in any way, as if it were warm water, quite comfortable even.

Even without the Inner Domain, the power of his Ancestral True Body was sufficient to survive in such an environment.

"Welcome, my friend; long time no see."

A voice came from the depths of the valley, followed by the appearance of a black-eyed figure.

This black eyeball was different from the previous Thousand-Eyed Demons, conveying information directly through voice and language.

Herag immediately recognized it as the eyeball he had seen in the vision of the future.

"That fluctuation..."

Herag sensed the naturally emanating fluctuation around the black eyeball, feeling somewhat apprehensive.

Just the naturally radiating fluctuation was enough to kill numerous ordinary Level 3 creatures.

"Thousand-Eyed Ancestor..."

To wield such power could only be the Thousand-Eyed Ancestor himself, a Level 9 creature.

Herag also felt the ancient, formidable aura from the other party, no less than his own.

"I don't remember," Herag said.

He had withdrawn all his aura, revealing none, for the purpose of minimizing the leakage of his own information.

Herag still had many secrets that couldn't be carelessly revealed, especially in front of a being of the Thousand-Eyed Ancestor's rank, caution was paramount.

Carelessness might result in the other party detecting a lot of information.

The Thousand-Eyed Ancestor seemed unconcerned and said, "That's normal, my friend. I have been waiting for your return. Even though your appearance has changed, and you've lost your memory, the bloodline doesn't lie. What you need is time."

The Thousand-Eyed Ancestor seemed to be reminiscing, without inquiring much about Herag's current state, as if he had anticipated it.

Herag felt that his identity mattered not to the Thousand-Eyed Ancestor; what mattered was that he possessed the complete Thunder God Ancestral Bloodline.

As long as one had this bloodline, they were the Thunder God Ancestor without doubt.

Herag realized that perhaps the Ancestor was a title and not a specific individual.

It was like a legacy passed down through generations; each generation might be different people, but all were Thunder God Ancestors.

After understanding this point, Herag understood why the Thousand-Eyed Ancestor had this attitude.

For him, indeed, the Thunder God Ancestor had returned.

Herag suddenly understood why Ryan had been persistently seeking the complete bloodline power, willing to sacrifice himself to achieve the completeness of the Thunder God Ancestral Bloodline.

Because for them, the bloodline was everything; possessing the complete bloodline made one the Thunder God Ancestor.

Herag, essentially a human, had always maintained a strong individual consciousness, making it difficult to understand such thoughts and concepts.

"Come on in, friend. We happen to have some good news recently, which should benefit you greatly," said the Thousand-Eyed Ancestor.

Chapter 676: Star Realm

Herag was somewhat curious, but he didn't ask further as the Thousand-Eyed Ancestor had already entered.

Ahead was a massive lava cave with not many people inside, besides the Thousand-Eyed Ancestor, there were two other beings that appeared extremely powerful.

One was a skeleton covered entirely in white bones, with some bone spikes on its back forming a strange pattern, resembling a shield.

The other was a woman with an alluring figure, wearing nothing, with only purple skin covering the sensitive areas.

It was Herag's first time seeing such a perfect body, the pinnacle of physical aesthetics.

Her face was also astonishingly beautiful, with finely carved features, radiating a natural beauty.

A little more or a little less would make it feel lacking, it was a state of perfection.

Herag sensed the same level of ancient aura from these two as from the Thousand-Eyed Ancestor, indicating they were also figures of Ancestral Level.

Unexpectedly, in one day, he encountered three Ancestral Level beings.

Herag became more cautious; although it was unlikely they would attack him, he had to be careful not to leak information.

On the surface, Herag belonged to the realm of an awakened and returning Ancestor, residing at the pinnacle of the Abyss Plane's power but not fully recovered yet.

Any Ancestor is an extremely important existence for a plane, even for a powerful high-tier world like the Abyss Plane, losing an Ancestor would be a significant loss.

An Ancestor represents the ultimate strength and bloodline, serving as the source of sustainable development for a plane.

Thus, for people like the Thousand-Eyed Ancestor, Herag would be considered a future ally, generally, offensive actions are not taken against each other.

At this level, aggression between each other is meaningless, as they pursue something else.

"Thunder God, my old friend, do you remember them, the Skeleton King and the Spider Queen?" the Thousand-Eyed Ancestor turned and introduced them to Herag.

Herag looked at the Skeleton King and the Spider Queen, nodding, "I don't remember, but they seem familiar."

He indeed sensed a familiar feeling from these three, an instinctive feeling from the Thunder God Ancestral Bloodline.

The Thunder God Ancestral Bloodline is one of the Abyss Plane's ancestral bloodlines, so some mutual sensing is normal.

No wonder the Thousand-Eyed Ancestor was so kind to him, not even bothering to probe his identity.

Here, bloodline is the best identification, there's no need for anything else.

The Spider Queen glanced at Herag, her eyes sultry like silk, and softly said, "You've finally returned."

The Skeleton King said nothing, just rapidly opened and closed his mouth, the bones clacking with a tower-like sound, it was unclear what he was expressing.

Herag sensed some emotions from his flickering soul fire, as if he was laughing?

"This is..."

Herag carefully sensed again, suddenly detecting a familiar feeling from the Skeleton King, as if he had encountered it before.

He quickly searched his memory and soon realized where the feeling came from.

Herag had once encountered an undead demon called a Crawler within a contaminated zone.

Even if a Crawler's limbs were severed or its head decapitated, it wouldn't die, each part could move independently.

The Great Demon Herag encountered before was similar, except the Great Demon was a larger version of a Crawler, much stronger, and also a terribly difficult demon.

Herag sensed a similar aura from the Skeleton King as with the Crawler and Great Demon. Specifically, the aura of the Great Demon and Crawler should originate from the Skeleton King.

He couldn't help but think that, according to research by Wizards from the Land of Dawn, the Crawler and Great Demon's undead traits were due to contamination.

The source of this contamination hadn't perished, hence the Crawler and Great Demon wouldn't perish, thus possessing the undead trait.

Now it appears that the undead trait of the Crawler and Great Demon comes from the Skeleton King Ancestor.

As long as the Skeleton King Ancestor remains alive, the Crawler and Great Demon won't die, perpetually possessing the undead trait.

It seems the Wizards' speculation in the Land of Dawn about the Crawler was correct, indeed so.

Herag never thought he would one day encounter the source of the contamination that created the Crawler and Great Demon.

It seems likely that the Skeleton King unintentionally created the Crawler and Great Demon, possibly resulting by accident.

The waves naturally emanating from the bodies of the Skeleton King, Spider Queen, and Thousand-Eyed Ancestor were so strong that ordinary creatures couldn't approach, being destroyed by these natural waves if they got too close.

Herag wasn't sure if these waves could be controlled, but perhaps for Ancestors, there's simply no need for control, since the demons serving them were also strong.

Besides the three Ancestors, several humanoid demons stood in the lava cave; judging by their aura, they were at least Level 6 Demons.

The banquet soon began, with the four sitting around a long table, laid with parts from various strange creatures.

All of it was raw, dripping with blood, but sprinkled with something like spices.

Herag naturally had no appetite for these things, not knowing what creatures they were from, and had no intention to eat them.

The Thousand-Eyed Ancestor and the other two ate with relish.

"What's wrong, not to your taste?" the Spider Queen asked, seeing Herag not moving.

"Not to my liking," Herag nodded.

The Thousand-Eyed Ancestor said, "Oh, sorry, my friend, this was prepared according to your past preferences. A bit of change now is quite normal, that's my oversight."

"These things are not important, I'm just curious, what exactly is on today's agenda?" Herag asked.

The Thousand-Eyed Ancestor replied earnestly, "Then I'll formally start talking about the Star Realm."

"Star Realm?" Herag hadn't heard of that term before.

"The Star Realm, like our Abyss Plane, is also a high-tier world, inhabited by incredibly powerful Star Spirits and Titans, their Ancestors are no fewer than ours, making it a very powerful plane," the Thousand-Eyed Ancestor explained.

Herag pondered, "Then what are we going to do?"

The Thousand-Eyed Ancestor's massive eyeball flashed with excitement, "Recently, despite the failure of constructing the space channel to the Wizard Plane, the one to the Star Realm succeeded and remains undiscovered. I discussed with the Skeleton King and Spider Queen, and we plan to invade the Star Realm soon and seize the Well of the Star Realm."

Herag was shocked, realizing these three were planning to invade the Star Realm, a high-tier world.

Chapter 677: Mother River

Based on Thousand-Eyed Ancestor's description, the Star Realm's power is not weaker than the Abyss Plane, and might even be stronger.

There are more Ancestor-level beings in the Star Realm compared to the Abyss Plane, and this time Thousand-Eyed Ancestor has only gathered Skeleton King and Spider Queen, along with Herag, who has yet to mature into an Ancestor.

Trying to invade the Star Realm with just this number of people, Herag feels it's still not very realistic.

If they could gather most of the Abyss Plane's power, then it might be possible.

But right now, it doesn't seem enough.

"What is the Well of the Star Realm?" Herag asked.

Spider Queen smiled faintly, very charming, but Skeleton King and Thousand-Eyed Ancestor seemed unimpressed, as Spider Queen's beauty only affects humanoid beings.

It appears that aesthetic standards vary among different races.

Spider Queen said: "The Well of the Star Realm is an important power source for the Star Realm, directly connected to the Mother River, allowing direct extraction of Mother River Power, which is beneficial for both you and me."

"Mother River..." Another term Herag had never encountered.

"Mother River is the origin of all bloodlines, power, and souls in the Endless Plane, the ultimate of all existence in the Endless Plane. You haven't reached the Legendary Level yet, so you haven't unlocked the relevant inherited memories." Seeing Herag doesn't understand, Spider Queen continued to explain.

The Legendary Level mentioned by Spider Queen is the level for Level 7 Creatures, after Level 6 comes Legendary.

Level 7 Legendary, Level 8 Dominator, Level 9 Ancestor — this is the hierarchy after Level 6, the same across all planes.

Since Herag's bloodline power is still at the level of Level 6 Creatures, even at the pinnacle, he's still at Level 6, so many inherited traits buried in the bloodline haven't awakened, therefore he completely doesn't understand concepts like Mother River.

Spider Queen explained in detail to Herag, and he got a general understanding.

In the Endless Plane, countless planes exist alongside vast void areas, inhabited by many void creatures roaming these voids.

These void creatures are extremely powerful because they can breed and thrive in void areas, far more powerful than many creatures from high-tier worlds.

The materials, life, power, and souls in the Endless Plane aren't produced out of thin air but originate from the Mother River.

The Mother River is the source of the Endless Plane, everything in the Endless Plane flows from there.

Even the bloodline power flowing in ancestors is essentially derived from the Mother River, the ultimate of all things in the world.

No matter the plane or power system, to break through to Level 7 Legendary after reaching the limit of Level 6 creatures, one must connect with the Mother River.

Only by successfully connecting with the Mother River and obtaining power from it, can one advance to Level 7 and become a Legendary Creature.

The reason why Legendary, Dominator, Ancestors after Level 6 are so powerful is because they can communicate with the Mother River, possessing power directly from it.

This is something lifeforms below Level 7 cannot compare to, a fundamental difference.

But connecting with the Mother River is not easy, otherwise many Middle-tier Worlds wouldn't perpetually fail to advance to High-tier Worlds. No matter how many are raised as the Child of the Plane, taking this step is extremely difficult, with very low probability.

Without prior guidance, in any world, trying to reach the step of connecting with the Mother River on one's own is almost impossible, unless obtaining some information and help from elsewhere.

This was the case for Herag as well. In the wizard power system he received, there was no information on how to advance to Level 7 Wizard.

Since the inception of the Wizard Plane, only Andres has advanced to Level 7 Wizard, with no second person, at least not openly.

For Herag, the most direct and effective way currently is to advance to Level 7 Legendary through the power of the Thunder God Ancestral Bloodline.

After reaching Level 7 Legendary, one essentially relies on the Mother River for cultivation.

From this point on, all power systems in the Endless Plane converge, all becoming part of the Mother River system.

For beings of the level of Thousand-Eyed Ancestor, the more Mother River power they can obtain, the stronger they become.

Therefore, something like the Well of the Star Realm is extremely important and crucial for them.

The Well of the Star Realm can directly connect to the Mother River, allowing direct extraction of power from it.

For Thousand-Eyed Ancestor and others, this is an absolute treasure.

The reason Star Spirit and Titans in the Star Realm are so powerful is largely due to the existence of the Well of the Star Realm.

And for Herag, the Well of the Star Realm is equally crucial.

Herag is currently at the stage of Level 5 Wizard, still honing Soul Power and condensing True Spirit.

If he can extract even a trace of Mother River power from the Well of the Star Realm, he could directly condense True Spirit without need to slowly cultivate Soul Power.

This is because his bloodline is strong enough to absorb Mother River power at this stage, enabling this step.

But for other creatures below the Legendary Level, recklessly extracting Mother River power is courting death, as they would be directly assimilated by Mother River power, returning to the Mother River, becoming a mere ripple in it.

Of course, strictly speaking, this doesn't count as death, but rather the life form returning to its essence.

However, for specific individuals, this counts as a certain form of death, at least ending this lifetime.

As long as Herag can condense a True Spirit, he can enhance his soul to the required strength at this level, then unlock the sealed Thunder God bloodline power, breaking through to Level 7 Legendary Creature.

Therefore, for Herag, obtaining the Well of the Star Realm could save countless years of effort.

Even if he doesn't acquire the Well of the Star Realm but only extracts a trace of Mother River power from it, it would be enough for him.

This is why Thousand-Eyed Ancestor specially invited Herag, knowing that Herag is currently using certain means to fortify his Soul Power.

For Herag, the Well of the Star Realm is just right and very helpful, so Thousand-Eyed Ancestor intends to lend a hand.

After Herag understood these things, he finally realized the causes and consequences. He thought for a moment and said, "But I haven't fully recovered yet, I'm afraid I can't help you."

"You don't need to take action, we're all Ancestors of the Abyss Plane, naturally we will help each other. When the time comes, just follow us; the combat level in the Star Realm is extremely high, you can't get involved right now." Spider Queen said.

Chapter 678: Preparations Before the Campaign

If Herag were to unleash all of his abilities now, his power could reach the pinnacle of Level 6 creatures.

But even so, it is hard for him to participate in the Star Realm's level of battles.

After all, this time it's an operation joining forces of three true Ancestors, so naturally, the level of the battle is very high. Herag, who hasn't even stepped into the Legendary level, can only tag along.

The Thousand-Eyed Ancestor invited Herag over, naturally not expecting him to participate in the battle, but just hoping he can grow up quickly to become another pillar power of the Abyss Plane.

Then, the three of the Thousand-Eyed Ancestor began to discuss the subsequent plan in detail, involving a lot of secret information, none of which was hidden from Herag.

Herag listened attentively from the side, barely speaking, with no topics he could participate in.

During his observation, he noticed that the Wizard Plane and Boundary Land were also occasionally mentioned.

The Thousand-Eyed Ancestor and others seem to be very troubled because they've been stuck with Boundary Land and the Wizard Plane, causing the Abyss Plane to be unable to leave and unable to go conquer other planes.

Originally, if they were to launch an offensive against the Star Realm, they could directly move the Abyss Plane near the Star Realm, which would make many things much more convenient.

But now they can only establish a space passage over a distant distance, which is actually very troublesome, taking much effort and a lot of time to complete.

To solve this problem, the most direct way is naturally to eliminate the Wizard Plane and Boundary Land.

The Wizard Plane is just a Middle-tier World, and Boundary Land can barely be considered a High-tier World as well.

Strictly speaking, Boundary Land is also just a Middle-tier World because its high-end combat power is severely lacking, far inferior to the Abyss Plane.

On the surface, it seems like it's also a simple matter for the Abyss Plane to deal with the Wizard Plane and Boundary Land.

This was what the Thousand-Eyed Ancestor and others thought at first, but when they actually tried to do it, they found it extremely difficult.

The wizards in Boundary Land have too many tricks, always able to discover some little moves of the Abyss Plane and nip them in the bud.

The Thousand-Eyed Ancestor and others still use very primitive methods to enter other planes, which is still finding stable space coordinates, setting up a space passage, and then invading. This has been the way for countless tens of thousands of years, and they are long used to this method.

As a result, this didn't work on the Wizard Plane side. Even after seducing some people from the Wizard Plane to obtain some stable space coordinates, it was useless.

Just as they began to establish a space passage, it was discovered and destroyed by the wizards of Boundary Land.

It was like this every time, and the Thousand-Eyed Ancestor and others didn't have much of a solution.

This is also why Fegar initially decided to use a summoning ritual, understanding that establishing a space passage might be impossible.

Fegar speculated that Boundary Land might have global monitoring over the Wizard Plane, so as soon as a space passage started being established, it would be detected.

So he decided to take a different approach and go the summoning ritual route.

Fegar naturally guessed wrong, as Boundary Land doesn't have such capabilities, just using a very high frequency of patrol detection to check if a space passage was being set up, which in practice also results in some oversights.

For example, if Herag hadn't actively alerted them last time, Boundary Land wouldn't have discovered that a space passage was being established, resulting in the future fragment Herag had once seen.

The Thousand-Eyed Ancestor and others have no solution for now, so they temporarily put aside matters of the Wizard Plane, intending to first take some advantage from the Star Realm and then slowly devise a way to solve the issue with Boundary Land.

The space passage from the Abyss Plane to the Star Realm has been established, and a vanguard has already been sent over, with some demons skilled in stealth and reconnaissance having infiltrated the Star Realm to secretly gather much information.

The main purpose is to determine the current state of the Star Realm and whether there are any dangers near the space passage.

Now these issues have been checked, confirming that there's no problem and didn't alarm the Star Spirits and Titans in the Star Realm, only then did the Thousand-Eyed Ancestor and the others prepare for a formal invasion.

Since the Star Realm is also a High-tier World, the three of the Thousand-Eyed Ancestor don't need to descend into the Star Realm using projection methods; they can personally go over.

This way their power, although suppressed to some extent, is still countless times stronger than using projections.

The Thousand-Eyed Ancestor and others' operation this time is mainly low-key, trying to avoid large-scale, high-level battles.

Their target is the Well of the Star Realm, not declaring full-scale war with the Star Realm, with their strategic intent very clear.

And since it's an away game, their overall strength is already somewhat affected, so they don't dare engage in total warfare with the Star Realm.

This time the Abyss Plane decided to take action only after identifying the target location.

The Thousand-Eyed Ancestor and others have obtained accurate intelligence, learning the location of a Well of the Star Realm, making meticulous preparations directed at it.

The Star Realm, unlike many planes in the Endless Plane, most planes have only one planet within them where civilization and life exist, and this is generally the primary cradle of civilization for that plane.

The previous difficulty for the Abyss Plane in obtaining stable space coordinates for the Wizard Plane lay here, as what spread before them was the entire Wizard Plane, which is a whole universe of the Wizard Plane.

Trying to extract stable coordinates for that planet where the Wizard Plane is located from such a universe is undoubtedly difficult.

Over the years, only a few stable coordinates were ever obtained.

Some planes' civilizations, after developing to a certain degree, expand to other planets, spreading more widely.

But this relates to the specific type of civilization within the plane. Some civilization types, even without high combat levels, can extend to broader cosmic regions, dispersing civilization seeds further.

But some planes, even if individuals can reach very high levels, their overall civilization development isn't high.

The result is that even if powerful individuals can traverse the void and reach other planets in the realm, it's only a tiny number.

But the Star Realm is different; the Star Realm doesn't have a so-called civilization cradle planet.

Their native inhabitants are distributed throughout various parts of the Star Realm Plane.

This is related to the two special life forms in the Star Realm—Star Spirits and Titans.

Star Spirits and Titans are born within some special planets and stars in the Star Realm. For them, certain planets are like a womb.

On some planets are born Star Spirits, with various forms, each different. Initially, their power isn't very strong, only possessing the strength of Level 4 Creatures.

But their upper limits are extremely high, and their growth has no bottleneck. As long as there's time, they can reach the levels of Level 8, or even Level 9 Ancestors.

Chapter 679: Star Spirits and Titans

The rulers of the Star Realm are these beings known as Star Spirits. They are powerful, wise, possessing endless lifespans as well as limitless knowledge.

Star Spirits themselves are individually strong and have formed stable social structures, with a high degree of inter-civilization development.

The civilization of the Star Spirits has developed to every corner of the Star Realm Universe, and is exceedingly mature and stable.

Typically, a star system group is treated as a unit, and the Star Spirits within it can be viewed as the residents of a city.

Titans are different from Star Spirits; their forms are generally quite similar. They are humanoid beings with gigantic structures.

They possess extremely formidable power from birth, inherently at the Legendary Level, i.e., Level 7 Creatures.

However, the power of most Titans stagnates there; only a few with exceptional talent can reach the Level 8 Dominator tier, but virtually no Ancestral Level Titans exist.

The significant reason Titans can be born is due to the existence of the Well of the Star Realm.

During their gestation on planets, the Well of the Star Realm continuously provides energy to the developing Titans, granting them the innate ability to communicate directly with the Mother River, allowing them to draw energy from it to enhance themselves.

This is why Titans are born as Level 7 Legendaries; even before they are born, they can communicate with the Mother River.

The vast majority of Titans possess planetary systems upon birth, with massive bodies that even contain an ecosystem, with many lifeforms living on their bodies.

Titans hold relatively low status in the Star Realm, far inferior to the Star Spirits.

Although their power upon birth surpasses most Star Spirits, their potential is not as great.

Moreover, the Star Realm is currently dominated by the Star Spirits, making their statuses entirely different.

This time, the Abyss Plane has discovered a gestating Titan, located within a planet, seemingly in an early stage, with a long time before birth.

The Well of the Star Realm, which powers this planet, is located within a star system not far away.

The purpose of this mission by the Abyss Plane is to head to that star system and seize the Well of the Star Realm.

They have already mapped the general distribution of power there, with only one Ancestral Level Star Spirit present, and the rest are at the Level 7 or 8 tiers.

The Abyss Plane has dispatched three Ancestor-level beings for this mission, theoretically making the capture of the Well of the Star Realm not challenging.

They do not intend to directly kill that Star Spirit Ancestor; their goal is simply the Well of the Star Realm, to take it and leave without lingering.

The target star system is located on the outskirts of a massive star system group, analogous to a rural area of a city from a human perspective, so the guarding strength is not very strong.

After listening to the discussion of the Thousand-Eyed Ancestor and the other two, Herag gained a general understanding of the situation.

This time, all he needs to do is follow the three and absorb a portion of the Mother River Power from the Well of the Star Realm upon arrival.

Since the three Ancestors are attempting to seize a Well of the Star Realm for the first time, it's uncertain if they will succeed, they have to give it a try.

They aren't even sure how to detach the Well of the Star Realm, they have to get close first before figuring out a method.

This mission could potentially fail, and they are attempting it as a trial.

But it's different for Herag; he just needs to get near the Well of the Star Realm.

His objective is only the Mother River Power within, not the entire Well of the Star Realm.

After their discussion, they prepared to officially set off.

The spatial passage created by the Thousand-Eyed Ancestor and others was located on a barren land not far from the Lava Cave.

When Herag arrived, he saw a gigantic Light Gate formed from piled bones of various animals.

Within the arch of bone was a shimmering green curtain of light.

At this time, many different Demons were already entering, disappearing into the green light curtain.

These Demons all had missions, strictly speaking, they were cannon fodder, meant to cause disruption in various parts of the target star system and draw attention.

But whether they would be able to return or not, the likelihood was they wouldn't.

Because in the plan just discussed by the Thousand-Eyed Ancestor and others, they had not intended to bring these Demons back.

Regardless of whether the mission succeeded or failed, or whether these Demons survived or died, they would remain in the Star Realm forever.

For the Abyss Plane, the key to this mission was speed - swift action, unable to linger.

Despite their prowess, they did not wish to engage in a hard confrontation with the Star Realm.

Should the mission drag slightly and aid arrives from the Star Realm, all three Ancestors, including the Thousand-Eyed Ancestor, could fall over there.

So in such circumstances, there was no time to slowly wait for the mass of Demons to withdraw.

To the Thousand-Eyed Ancestor and his group, these Demons were just expendables.

Herag suddenly felt a sense of déjà vu, as though he had seen this scene before. The contaminated regions of the Wizard Plane and the Demons in the Death Swamp Ruins had similarly been abandoned there without retrieval.

In hindsight, it seems exactly the same.

But the Wizard Plane was weaker, unable to thoroughly eradicate those left behind Demons, even turned the areas they occupied into dangerous zones.

While in the Star Realm, it was different; Herag had no doubt about the strength of the Star Spirits and Titans there. Those Demons stranded there would have no chance of survival and were doomed to perish.

Herag also had a fallback plan. The Plane Coordinates in his left hand allowed him freedom to advance or retreat.

Even in unusual circumstances, Herag could extract energy from the Plane Coordinates to quickly return to the Wizard Plane.

This Plane Coordinate was essentially a teleportation-like spell, activating upon full energy allowed entry to the Abyss Plane, and when depleted, would automatically return to the Wizard Plane.

The essence of the Plane Coordinate was a teleportation spell with a fixed coordinate, only able to travel to the Abyss Plane, or back to the Wizard Plane.

Thus, even in the Star Realm, Herag could still return to the Wizard Plane by extracting energy.

"It's our turn." The Thousand-Eyed Ancestor spoke in a deep voice in front of the Bone Gate, with the Spider Queen and Skeleton King beside him.

Herag followed them through the Bone Gate, feeling familiar spatial fluctuations around him, and darkness before his eyes.

When Herag opened his eyes again, he found himself standing on barren land, with a sky full of stars overhead.

This appeared to be a very small planet, its size was not large, and the curved horizon was visible to the naked eye.

On the desolate earth, not a blade of grass grew, and behind him stood an identical Bone Gate.

Chapter 680: Titan Blood

It looks like a lifeless planet, with no trace of any flora or fauna.

After the vanguard of the Abyss Plane arrived on this nameless small planet, they began constructing this Bone Gate to facilitate the transportation of the main forces from the Abyss Plane.

All around is a silence, filled with the eternal stillness of the cosmos.

The invasion force from the Abyss Plane waits quietly outside, spread across this desolate planet.

Because the planet was small to begin with, the demons from the Abyss Plane have filled it to the brim.

All the demons remain very quiet, not because they have good discipline, but because the presence of a few entities like the Thousand-Eyed Ancestor instills fear, making no one dare to move recklessly.

Once everyone is gathered, the Thousand-Eyed Ancestor hovers above, murmuring, "Depart."

All the demons then initiate their move towards the target star system.

The vehicles carrying these demons are varied: some are in bone-crafted ships that vanish instantly with great speed.

Others ride on a type of eight-legged demon, massive like a mobile small city.

Despite its huge size, it does not move sluggishly and can float through the void, seemingly designed specifically for transporting demons.

A vast throng sets out, but zooming out, it's actually difficult to see them.

The entire universe is too vast, and this group of Abyss Plane invaders doesn't even count as a speck of dust; they're too insignificant.

Herag, along with the Thousand-Eyed Ancestor and others, move the fastest, leading in front.

Their pace is so rapid that the stars slide past them, all covered in deathly silence, devoid of life.

"This is the planet that nurtures a Titan," the Thousand-Eyed Ancestor stops before an enormous planet and introduces it.

It is a planet composed entirely of rock, with the surface covered in what appears to be very hardened rock, giving no indication of a powerful life form gestating inside.

Herag moves closer and hears faint heartbeats.

When he amplifies his perception, he can clearly hear the heartbeats emanating from the planet.

The beat of the heart is forceful and rhythmic.

From this heartbeat alone, Herag can sense a powerful life force.

There's no one guarding the planet; such is the nature of the Star Realm, where Titan planets are unguarded.

Even the Star Spirits are only selectively watched over by designated protectors.

The Star Realm rarely faces invasions, and they probably never imagine someone would want to invade them, lacking experience in this regard.

Within the Star Realm itself, no one would harm gestating Titans or Star Spirits; it's the most basic moral baseline of the Star Realm.

Thus, they are completely unprepared for this kind of scenario; most gestating Titans and Star Spirits are scattered throughout the Star Realm Universe, awaiting the day they hatch.

The Star Spirits in the surrounding system merely document the gestating Titans and Star Spirits nearby and check their status periodically.

They never expected there would actually be a day they'd be invaded.

Furthermore, harming such gestating Titans isn't easy; they reside deep within planets, are enormous, and typical methods can't affect them at all.

The Thousand-Eyed Ancestor and others do not intend to damage the gestating Titan; that's not their aim, nor do they wish to prematurely alert the Star Spirits of the system.

Herag hovers outside the planet, suddenly wondering if the Titan's bloodline power could be absorbed by himself as well.

He turns and asks, "I plan to take a bit of his blood; would that be a problem?"

Being cautious, Herag doesn't act rashly but first consults the Thousand-Eyed Ancestor.

"Just a little blood shouldn't be an issue, as long as you don't cause a commotion," says the Thousand-Eyed Ancestor.

He doesn't even ask what Herag intends to do with the blood.

Herag nods, extending his hand and manipulating the rock of the planet to form an extremely small tunnel that pierces downward, gradually reaching deep beneath the crust.

In his perception, he soon sees an immense humanoid creature, albeit still in a dormant state.

Herag manipulates the rock to form a fine spike, akin to a needle.

This spike gently pricks the surface of the gestating Titan.

With a sound, the spike shatters on contact, unable to pierce through.

The hardness of the Titan's surface exceeds Herag's expectations; he didn't anticipate even a gestating Titan would possess such a formidable body.

With no other choice, Herag resorts to Rule Power and, after expending some effort, manages to pierce a small hole in the Titan's surface from which he draws a bit of golden blood.

The small hole closes almost instantly; if Herag hadn't acted swiftly, he might have had to try again.

Herag places the golden blood obtained into a Small Plane to later attempt absorption with the Great Dark Heaven.

The Titan's body is immensely large; such a small puncture is negligible to it, with even no sensation, naturally avoiding any major commotion.

Seeing Herag finish his business, the Thousand-Eyed Ancestor and the others continue on their journey.

Ahead lies the main habitation area of Titans and Star Spirits in this star system, scattered across many planets.

Before he even approaches, Herag senses signs of life from this direction.

This is an instinctive sensation from the Desolate Plague.

When they come within a certain distance, the Thousand-Eyed Ancestor and several others stop, looking at the many planets ahead.

They're waiting, waiting for the demon army behind them to draw nearer.

After a while, the demon army becomes visible.

Seeing the timing is about right, the Thousand-Eyed Ancestor says, "Activate."

He hovers, and a gigantic black eye condenses a black death ray that, in an instant, hits a planet ahead.

Instantly, the planet shatters and blows apart, turning into countless fragments shooting into the boundless cosmic void, with many fragments hitting surrounding planets, causing secondary destruction.

Moreover, after being struck by the black death ray, waves of energy ripple outward.

These energy waves carry exceedingly terrifying energy, killing countless nearby life forms once more.

Herag can't help but click his tongue; this scene exceeds even what he saw in future fragments.

He once saw the Thousand-Eyed Ancestor use this move in a future fragment, but it only split the Kala Continent in half, yet now it directly destroys a planet.

However, back then, what he saw was merely the Thousand-Eyed Ancestor's projection, so it's normal for its power to be far weaker than the real entity.