

## **Sixth 681**

### Chapter 681: Centaur Star Spirit

The strike of the Thousand-Eyed Ancestor exploded like thunder in a clear sky, reverberating throughout the galaxy.

Countless Star Spirits and Titans perished in this strike, while innumerable others awoke, swiftly investigating the situation.

Herag already saw many white, transparent beings appearing, looking incredibly pristine, like pieces of art.

"Are these the Star Spirits?" Herag observed that the Star Spirits varied in form, some resembling beasts like White Deer or Brown Bears, while others appeared human-like.

Beyond the Star Spirits, massive Titans were rushing over, their task being to guard this place.

Now under attack, it was natural for them to act to protect the peace and tranquility here.

Herag saw seven or eight massive Titans clad in armor appearing ahead.

Each of these Titans was larger than an ordinary planet; in the vast universe, the stars beside them seemed toy-like, unreal.

After their appearance, the Titans charged directly at them, having already spotted the group of the Thousand-Eyed Ancestor.

Although they had never seen the Thousand-Eyed Ancestor or knew where they came from, they felt their powerful and ancient aura, yet still pressed forward without hesitation.

This was their duty and mission.

The Thousand-Eyed Ancestor did not retreat, gathering a black death ray and shooting directly at the foremost Titan.

The black death ray pierced through the Titan's chest instantly, spraying golden blood everywhere like golden rain.

Herag watched as the golden Titan blood scattered in all directions, feeling it was a pity — such a waste.

However, the battle was too fierce for him to approach and collect the blood.

Don't assume that the Titan was easily killed by a glance from the Thousand-Eyed Ancestor — it was only because the Titan faced the Thousand-Eyed Ancestor.

These charging Titans were at least Level 7, with several at the Level 8 Dominator Level, far beyond Herag's ability to handle.

If he dared to get closer, just a touch would mean death.

Herag decided to abide by his instincts, resist temptation, and quietly watch the experts perform from a distance.

After the Thousand-Eyed Ancestor directly eliminated one Titan, the black eyeball rotated, and a swirl of black fog appeared above the heads of the Titans.

This black fog rotated, then an upright eye emerged.

This upright eye lacked any emotion, instilling fear in anyone who gazed upon it, radiating an endless aura of destruction.

The upright eye flickered, and a thick golden beam instantly erupted, engulfing all the Titans below.

The golden beam was so swift that Herag couldn't react, failing to see clearly, leaving his mind dazed.

When he recovered, the area ahead was already empty, with all the Titans vanished without a trace.

Herag understood that those Titans had been annihilated by the golden beam, completely obliterated.

"Who dares to disturb the peace of the Star Realm?"

A deep voice echoed, coming from a distance, resonating throughout the galaxy.

Herag looked toward the sound, soon seeing a massive, transparent centaur-like creature emitting a blue glow, holding a similarly transparent, blue-glowing longbow.

Herag sensed a tremendous, formidable, and ancient aura from this Centaur Star Spirit.

"Ancestral-level Star Spirit..."

Herag quickly understood this was the Ancestral-level Star Spirit guarding this galaxy.

The Centaur Star Spirit's face was furious, focusing on the Thousand-Eyed Ancestor, Skeleton King, and Spider Queen, completely ignoring Herag.

He also saw the demon army approaching in the rear but dismissed them.

The Centaur Star Spirit surveyed the surrounding devastation: shattered planets, debris floating aimlessly.

Some debris was drawn by gravitational forces to surrounding planets, forming a debris belt, resembling a star ring, originating from the destroyed planetary bodies.

Countless remains of Star Spirits and Titans floated around, all casualties of the aftermath of the earlier skirmish.

The Centaur Star Spirit was infuriated upon seeing this scene, having guarded here for many years, never encountering such tragedy.

He stopped speaking, raised the longbow with both hands, pulled it with force, a massive blue Light Arrow forming instantly, then released the string, sending the blue Light Arrow racing toward the area where the Thousand-Eyed Ancestor and others were.

This blue Light Arrow charged with a cataclysmic momentum, as if intending to obliterate the Thousand-Eyed Ancestor and others along with this entire realm.

The Thousand-Eyed Ancestor seemed unafraid, not retreating a single step.

The Skeleton King opened and closed his mouth as if laughing.

He extended his hand, grabbing the Bone Shield from his back and throwing it forward.

The Bone Shield expanded instantly, swelling to cover half a galaxy in the blink of an eye.

Simultaneously, the blue Light Arrow arrived, striking the Bone Shield.

Boom!

There was no sound in the vacuum, but Herag heard it distinctly, like the birth of the universe itself.

The entire Bone Shield trembled violently.

The collision with the Bone Shield released a torrent of energy.

Had it not been for the Bone Shield absorbing the energy, everything behind would have been destroyed, engulfed, annihilated.

Seeing the first arrow blocked, the Centaur Star Spirit didn't pause, drawing his bow repeatedly, unleashing arrow after arrow, driven by rage, determined to pierce the seemingly unbreakable Bone Shield.

The Skeleton King's bones rattled, as if laughing again, glancing at the Thousand-Eyed Ancestor, communicating something between them.

Then, the Skeleton King stepped forward, growing rapidly, far surpassing the Titans in size within moments.

The Titans, now in comparison, looked like mice next to an elephant.

The Skeleton King reached out, gripping the Bone Shield firmly.

Under the relentless assault of the Centaur Star Spirit, the Bone Shield became steady, without a hint of tremor.

The Skeleton King held the shield with one hand, raising the other, summoning an enormous Bone Blade.

Grasping the Long Blade, he bent his knees slightly, then, with a powerful leap, charged at the Centaur Star Spirit, swinging the Bone Blade directly at the Centaur Star Spirit's head.

Chapter 682: Well of the Star Realm

The Skeleton King usually appeared a bit sluggish, but unexpectedly, his movements were exceptionally swift at this moment, and Herag didn't see it clearly at all.

By the time he saw clearly, the Skeleton King's long blade was already nearing the Centaur Star Spirit.

Before the long blade even struck the top of the Centaur Star Spirit's head, the surrounding space had already cracked with web-like fissures, and the space and some rules here were already shattered.

This strike seemed as if it was going to cleave the entire Star Realm in half.

The Skeleton King obviously wasn't holding back at all, since it wasn't his own plane, he could attack with full strength.

No matter what the outcome of the battle would be, the space rifts left here were a troublesome matter nonetheless.

However, for the Star Realm, this shouldn't be a difficult issue; repairing space rifts should be very simple for them.

The Centaur Star Spirit's eyes narrowed, as blue dots of light gathered in front of him, quickly condensing into a blue screen to block the blade.

When the bone blade met the blue screen, it immediately stirred up intense energy fluctuations.

These energy fluctuations spread outwards, pushing the surrounding floating debris of celestial bodies into the distance.

While the Centaur Star Spirit summoned the blue screen to block the Skeleton King's attack, a blue spear condensed behind him, and after instantly forming, it was thrust at the Skeleton King.

The Skeleton King held a shield with his left hand, quickly blocking the spear.

Both were of Ancestral Level, appearing evenly matched.

At this level of battle, no results could be achieved in a short time, with the duration of the battle measured in years.

The Skeleton King's goal was naturally not to kill the Centaur Star Spirit; they didn't expect to eliminate this Ancestral Level Star Spirit, only to delay him.

Simultaneously, the Demon army from the Abyss Plane had already arrived, heading towards a gigantic planet in the distance, where the Well of the Star Realm was located.

This Well of the Star Realm supplied energy to the surrounding Star Spirits and Titans, and those in a state of gestation also drew energy from here.

There was no direct energy transmission; as long as they were near the Well of the Star Realm, Star Spirits and Titans could draw energy from it.

After the Demon army charged over, the Star Spirits and Titans responsible for defending the planet revealed themselves and clashed head-on with the Demon army.

The planet's periphery instantly became a battlefield, with countless Demons falling, as well as Star Spirits and Titans.

Many Demons had already reached the planet's surface, beginning massive slaughter and destruction.

On this side, the Spider Queen and Thousand-Eyed Ancestor approached the battlefield of the Centaur Star Spirit and Skeleton King, seemingly performing some joint magic.

The Spider Queen conjured a purple orb in her hand, something she and the Thousand-Eyed Ancestor had crafted together, and Herag didn't understand its purpose.

However, judging by their focus, this thing was meant for the Centaur Star Spirit.

After the purple orb flew out, it headed straight for the Centaur Star Spirit, with the Thousand-Eyed Ancestor and Spider Queen channeling energy into the orb from behind.

As it flew out, the purple orb continually enlarged, growing from palm-sized to as large as a small planet.

During the battle with the Skeleton King, the Centaur Star Spirit also noticed the movement over here.

He didn't know what this purple orb was, but he knew that he couldn't come into contact with it.

However, during the fight, the Skeleton King deliberately herded the Centaur Star Spirit towards the purple orb.

Despite wanting to stay away, the Skeleton King suddenly quickened his attack pace, giving no opportunity or space for the Centaur Star Spirit to catch his breath.

Moreover, the purple orb was controlled by the Thousand-Eyed Ancestor and the Spider Queen, who promptly directed it in front of the Centaur Star Spirit, then completely ignored the blue defensive screen on his surface, and engulfed him entirely.

After the purple orb consumed the Centaur Star Spirit, it remained in place, its shape constantly changing as if it were a balloon ready to burst at any moment.

It was evident that the Centaur Star Spirit was trapped inside, trying to attack the purple orb and break free of its confines.

"This thing won't hold him for long; we must hurry," said the Spider Queen as she looked at the continually morphing purple orb, her tone somewhat heavy.

It was apparent that the Centaur Star Spirit's power exceeded her expectations, and the pre-planned means might not be so effective; capturing an Ancestral Level Star Spirit was not easy.

For the Spider Queen, it remained a heavy burden.

The Skeleton King was responsible for guarding here, ready to intercept if the Centaur Star Spirit broke free, while the Spider Queen and the Thousand-Eyed Ancestor took Herag to the planet.

By this time, the battle around the planet continued unabated, and the flames of war had already spread across its surface.

The Demons' mission, besides slaughter and destruction, was also to locate the precise position of the Well of the Star Realm.

Preliminary reconnaissance only confirmed that the Well was on this planet, but its exact location was not determined.

The Thousand-Eyed Ancestor and the Spider Queen began a thorough search, scanning the planet extensively.

No news had yet come from the Demon army, indicating they hadn't found it yet.

The Thousand-Eyed Ancestor, Spider Queen, and Herag flew around the gigantic planet repeatedly, quickly sweeping over one region after another on its surface.

Half a day later, the Spider Queen suddenly stopped over a sea area, tilted her head to look down, and said after a moment, "Here it is."

The Thousand-Eyed Ancestor turned his massive black eye around, looked down, and nodded, saying, "Correct, we found it."

Herag looked down below but couldn't see or feel anything.

In Shenlan's environment detection, no abnormal energy source was found, and he didn't know how these two Ancestors discovered it.

The three of them then began to descend, entering the planet's interior, arriving above a sea area.

Here the wind was calm, the surroundings very serene and clean, without even a single island.

Herag frowned, feeling a bit strange; the sea area below seemed like a dead sea, completely devoid of life.

Ordinary sea areas formed a vast ecosystem, with all sorts of life existing within them.

But the sea area below had not a single shrimp, not even a strand of seaweed in view, just desolation.

"Where is it?" asked the Spider Queen, feeling a bit bewildered after looking around for a moment.

She clearly sensed that the Mother River's Breath should be here, but after arriving, she couldn't pinpoint its exact location.

The Thousand-Eyed Ancestor's eyes flickered with light, and he said, "No need to search; we've already arrived."

"Already arrived? You mean..." The Spider Queen gazed around, suddenly realizing.

The sea area beneath them was the Well of the Star Realm; this entire vast sea area was the Well of the Star Realm.

No wonder the Spider Queen couldn't locate a specific position because they were already within it.

Chapter 683: Fate Corrosion

The current issue is how to extract this Well of the Star Realm and bring it back.

This vast sea area is unlikely to be excavated by ordinary means.

The Spider Queen and the Thousand-Eyed Ancestor could not come up with a good solution at the moment. While thinking, the Thousand-Eyed Ancestor said to Herag, "Let's first help you extract some Mother River Power."

Herag nodded, not knowing how they planned to extract it.

In his perception, he couldn't sense the existence of any Well of the Star Realm at all.

For Herag, this was just a dead sea with no sign of life.

The Thousand-Eyed Ancestor floated above the sea area ahead, emitting some energy waves from his whole body.

The sea area below began to change, forming a massive vortex.

The vortex was so vast that it might even be visible from outer space.

However, the speed of the vortex's rotation appeared slow and quiet, devoid of any sound.

The energy waves emitted by the Thousand-Eyed Ancestor grew stronger, and this energy was infused into the sea below, as if communicating with this vortex.

"Intruders in the Holy Land will die!"

At this moment, an angry shout came from afar, echoing continuously, indicating the formidable power of the approaching entity.

Herag turned to look, only to see a transparent Knight riding a horse, flying towards him. The mount was also transparent, emitting a blue glow.

It seemed that the Knight and his horse were Star Spirits, and judging by the energy waves, they belonged to the Level 8 Dominator tier.

The Thousand-Eyed Ancestor ignored this Knight Star Spirit and continued to draw Mother River Power from the Well of the Star Realm.

The Spider Queen smiled faintly, her bare feet stepping on the void as she walked forward, saying, "Let's play a game~"

The Spider Queen's voice was melodious and seemed to carry a certain magic.

Even though the sound spread without targeting Herag's side, and the Spider Queen intentionally controlled it not to affect this side, Herag still experienced a momentary mental lapse.

Herag was shocked, realizing it was very dangerous.

In the presence of such entities, a momentary mental lapse equates to death.

Herag realized that the power gap between himself and the Ancestor was even larger than he imagined, like an insurmountable chasm.

Ahead, the Knight was already in a daze. As a Level 8 Dominator, he now had a blank expression.

Herag noticed that at some point, a massive purple light screen had appeared ahead, enveloping the entire sea area.

The Knight Star Spirit and his mount were in a state of dazed ignorance, unaware of what kind of confusion they had fallen into.

The Spider Queen turned, swaying her posture, and said, "Now it can be a bit quieter. Otherwise, these people come and bother us from time to time."

"What's happened to them?" Herag asked.

The Spider Queen laughed, "Nothing, they're just inside the world I created."

As she spoke, she glanced at Herag, stretched out her tongue to lick her lips, and said, "Do you want to experience it? In the world I create, everyone's life is perfect, without any regrets."

"No need." Herag's eyebrows twitched, and he decisively rejected the Spider Queen's offer.

At this moment, Herag realized that perhaps the Spider Queen was the strongest among the three with the Thousand-Eyed Ancestor.

With casual ease, she could make a Level 8 Dominator instantly lose their self-control and fall under her control.

This method was indeed hard to guard against.

Herag thought, if one day he was controlled by the Spider Queen, he might not even be aware of it.

Moreover, the purple light sphere outside, although the Thousand-Eyed Ancestor contributed, was mainly completed with the Spider Queen's help.

The Spider Queen's purple light sphere could directly trap a powerful Ancestor like the Centaur Star Spirit for so long; her strength was evidently very powerful.

Herag glanced at the Knight Star Spirit and found that he remained unchanged, still standing there blankly.

However, he observed that the surface of the Knight Star Spirit's body had some barely noticeable purple threads.

The threads were very fine and almost imperceptible upon cursory observation.

"This is destiny erosion," the Spider Queen noticed Herag's expression and proactively explained.

"Destiny erosion?" Herag was somewhat puzzled.

The Spider Queen continued, "I am eroding his destiny. He is now within the world I created, and everything he experiences is a destiny I have woven. In this woven destiny, he enjoys happiness, fulfillment, and completeness, but it comes at a cost, which is the erosion and assimilation of his destiny, becoming my power."

After hearing the Spider Queen's explanation, Herag became even more wary of her.

He was just wondering why the Spider Queen had not immediately killed the Knight Star Spirit after controlling him.

The opponent could no longer take any resistant actions, and even if he was a Level 8 Dominator, it should be easy to attack him.

It turned out the Spider Queen's aim was to directly devour the Knight Star Spirit's destiny and convert it into her own power.

For the Spider Queen, a Knight Star Spirit at the Level 8 Dominator tier was undoubtedly a worthy supplement, like a delightful dessert, offering some benefits to herself.

Elsewhere, it seemed that the Thousand-Eyed Ancestor had completed his task.

A wisp of blue liquid was floating in front of him, spiraling and rotating autonomously in the air.

"It's done. Take this, it will be of great use to you," the Thousand-Eyed Ancestor said to Herag.

"This thing..."

Herag looked at the wisp of Mother River Power, feeling somewhat familiar, but he was certain it was his first time seeing Mother River Power.

Soon, some memories automatically surged in his mind, from the inherited memories within his bloodline.

When he faced the true Mother River Power, these inherited memories revived automatically.

Herag suddenly realized, from a certain perspective, he indeed counted as a Reawakener, with his bloodline truly in the process of reawakening.

Unlike other Reawakeners who fall into a deep slumber and wake up after many years.

However, he possessed such bloodline power through special means, and as the bloodline power had not completed its reawakening, it created a phenomenon very similar to other Reawakeners.

When those memories in his bloodline reawakened, Herag understood that this wisp of blue indeed was Mother River Power.

The method of absorption was simple; integrating it into the body, the Mother River Power would automatically spread through the body and merge into one's soul.

There were many ways to integrate it into the body; for humans, it's simply taking it orally.

Herag, possessing the Ancestral Bloodline, was fully capable of bearing this wisp of Mother River Power without worrying about being assimilated.

He followed the knowledge in his memories, taking the wisp of Mother River Power, and then absorbing it into his body.

Chapter 684: Refining the True Spirit, 6th-Ring Wizard

After this strand of Mother River Power entered Herag's body, it spread throughout his entire being, nourishing his flesh and bones, and even reached into his mind, extending deep into his soul.

Herag observed the entire process, and when the Mother River Power touched his soul, the change began.

Wherever the Mother River Power spread, the soul instantly underwent a qualitative transformation, directly bypassing the slow process of meditation, transforming into spiritualized soul power.

This was the first time Herag had directly felt the immense strength of the Mother River Power. The breath of the Mother River contained within it was incredibly mysterious and ancient, containing many elements that Herag couldn't immediately analyze.

His soul was rapidly evolving; in just a fleeting moment, his entire soul had been transformed into spiritual power.

At the moment when the soul was fully spiritualized, a quantitative change triggered a qualitative change.

Herag could feel some intense changes happening in his soul, as if the entire soul was shedding a layer, like shedding a snake's skin.

He saw his own soul.

"Is this the True Spirit?"

Herag could clearly sense the existence of his True Spirit and could control it to leave his body at any time.

The True Spirit and the body can be separated, each capable of independent action.

This was a very peculiar sensation, one that Herag was experiencing for the first time.

After condensing the True Spirit, Herag essentially gained infinite longevity and limitless growth potential.

From now on, there would be no upper limit to his spiritual power growth; it could continue growing indefinitely.

As long as there was enough time, he could stack spiritual power to an extremely terrifying stage.

This is one of the reasons why the Sixth Ring Wizards far surpass Level 5 Wizards. Just in terms of spiritual power, the gap between the two is like the difference between cloud and mud.

Since the True Spirit itself is a completely highly spiritualized soul, it inherently has immortal properties, never aging or perishing, unlike normal souls.

The souls of most creatures, like their bodies, age over time until they die completely.

But the True Spirit does not; theoretically, it can exist permanently, never aging or dying.

Only with a powerful external force could one destroy a True Spirit.

Herag savored the changes following his ascension while thinking, "It seems that the power system of Wizards ends here, so what is the next step?"

In Shenlan's database, there are a vast collection of books, and Herag knows the Wizard power system is known to end at the Sixth Ring.

If one wishes to continue ascending, they have to consider how to pave the future path themselves.

Of course, one could wait for Andres to return and ask him how to ascend to a Level 7 Legendary Wizard.

Andres has probably already paved out such a path, researching how the Level 6 Wizard can ascend to Level 7.

Based on what the Thousand-Eyed Ancestor and others said, and the inherited memories awakened in his own bloodline, Herag guessed it was by communicating with the Mother River through some method, acquiring power from it.

If he could communicate with the Mother River and directly acquire power from it, it would definitely be a qualitative change.

Herag has already experienced the strength of the Mother River Power and can imagine how powerful Level 7 Legendary Creatures are.

Level 7 Legendary Creatures can directly obtain Mother River Power, which is akin to a dimensional reduction strike for beings below Level 7, not existing on the same level at all.

What Herag lacks now is how to successfully communicate with the Mother River through Wizard means to acquire power from it.

Among the Wizard knowledge he knows, there are no related records, but after understanding the principle, he can spend time contemplating how to take this step.

Although for Herag, ascending to Level 7 does not require this step, as he can directly ascend to Level 7 through the Thunder God Ancestral Bloodline Power.

However, there is a problem, which is that Herag plans to ascend to Level 7 within the Wizard Plane, driving it to advance into a High-tier World.

Therefore, he cannot be sure if ascending to Level 7 through the Thunder God Ancestral Bloodline Power would be considered an existence of this plane ascending to Level 7, hence driving the plane's advancement.

If not counted, Herag would be unable to promote the Wizard Plane to a High-tier World and obtain the benefits after the plane's advancement.

So Herag is pondering how Andres ascended to a Level 7 Wizard, by what means did he communicate with the Mother River.

Herag thought for a moment and began to carefully perceive the inherited memories within his bloodline.

In his view, different planes and different power systems within the Endless Plane, although the methods of communicating with the Mother River might be different, should be essentially the same.

Since Herag's bloodline power can establish communication and a connection with the Mother River, perhaps he can learn something from it.

In the process of carefully reading and feeling the bloodline inherited memories, he found that within the ancestral bloodline, there existed many tiny blood runes.

These blood runes are distributed within the ancestral bloodline power, forming the smallest unit of the ancestral bloodline power.

These blood runes are essentially the same, and through them, one can communicate with the Mother River.

Suddenly, Herag thought of something and glanced at the Spider Queen beside him, asking, "How do Level 7 Legendary Lives ascend to Level 8 Dominators?"

The Spider Queen smiled slightly and said, "Level 7 Legendary Lives can communicate with the Mother River and obtain power from it. But if they want to ascend to Level 8 Dominators, they need to condense their own blood runes and gain the Mother River's recognition to obtain stronger Mother River Power."

Herag's heart trembled, indeed it was so.

He found that the blood runes within him were not condensed by himself but inherited from the Thunder God Ancestral Bloodline, which already existed there.

The fundamental distinction between different bloodlines lies in these blood runes.

The Mother River itself encourages all life within the Endless Plane to become increasingly powerful, as long as they can condense their own blood runes and gain the Mother River's recognition.

For the Mother River, this newly born blood rune is essentially a new kind of power, which is beneficial for the Mother River as well.

The Mother River flows ceaselessly, gathering all forces, bloodlines, and souls from the Endless Plane.

Its strength continues to grow because new powers, bloodlines, and souls are constantly pouring in.

After pouring in, these forces, bloodlines, and souls undergo complex cycles, flowing into various places in the Endless Plane, forming a loop.

In this cycle, the life that can condense blood runes provides the most direct assistance to the Mother River, allowing it to grow stronger.

Such life naturally receives the Mother River's reward and hence ascends to a Level 8 Dominator.

#### Chapter 685: Success and Departure

For the Mother River, a Level 7 Legendary Life merely has the qualifications to communicate with it, while a Level 8 Dominator is the true life form that can aid the development of the Mother River.

Herag can ascend to Level 7 through Bloodline Power, precisely because the Blood Rune within him has already been acknowledged by the Mother River and can directly communicate with it.

All of this is owed to the Thunder God Ancestral Bloodline, as long as the Ancestral Bloodline within Herag is powerful to a certain extent, he can directly ascend to Level 7.

This process won't face any obstacles because it comes from the inherited Power within the Bloodline.

This is also the reason why figures like the Thousand-Eyed Ancestor want to assist Herag.

Herag, with his complete Ancestral Bloodline Power, faces no barriers in ascension, just a helping hand is enough for swift advancement, becoming yet another support in the Abyss Plane, naturally figures like the Thousand-Eyed Ancestor are willing to do this.

After Herag understood these matters, he suddenly thought that perhaps he could utilize these things.

He plans to create a Magic of his own, which is very simple: to use the ability of his Blood Rune to communicate with the Mother River.

It seems like using Magic to communicate with the Mother River, but fundamentally it is realized through the power of the Blood Rune.

This isn't actually important; Herag needs only a form, with just the appearance being like this, it's sufficient.

While Herag was contemplating these things, the Thousand-Eyed Ancestor was also discussing with the Spider Queen on how to remove this Well of the Star Realm.

They found out that the Well of the Star Realm was completely integrated with the planet, making it very difficult to separate out.

The Well of the Star Realm is quite special, inherently akin to Star Spirits and Titans; all are originally nurtured within certain planets and only born after long periods of nurturing.

Herag was somewhat surprised when he learned this, never expecting that like Star Spirits and Titans, the Well of the Star Realm was born through nurturing.

However, the Well of the Star Realm itself is not considered a life form, more like a natural phenomenon, becoming part of the planet that nurtured it once it's born.

When the Well of the Star Realm is born and merges with the planet, it begins to influence the surrounding planets.

The surrounding planets will start to nurture new Star Spirits, Titans, and even new Wells of the Star Realm.

In the Star Realm, the Well of the Star Realm is like a seed, driving the development of star realms and giving rise to many new Star Spirits, Titans, and Wells of the Star Realm.

The Well of the Star Realm holds significant importance to the Star Realm, which is why there is an Ancestor guarding this place.

Any Well of the Star Realm represents countless future vital forces for the Star Realm.

Though the Thousand-Eyed Ancestor understood the situation of the Well of the Star Realm, a problem arose.

The essence of the Well of the Star Realm is already merged with the planet, fundamentally making it impossible to separate.

The Thousand-Eyed Ancestor calculated that if the Well of the Star Realm were to be directly stripped away, it would likely lose its function and dissolve into nothingness.

This was not what the Thousand-Eyed Ancestor wanted to see.

"Why not... just move the entire planet?" The Spider Queen suggested after some consideration.

The Thousand-Eyed Ancestor's eyes lit up and said, "Feasible."

Listening to the conversation between the two, Herag was speechless; can an Ancestor really be so capricious? Moving such a large planet as if it were nothing, the power required is beyond human imagination.

The Thousand-Eyed Ancestor and the Spider Queen worked quickly, bringing Herag with them as they flew off the planet, reaching the outer reaches.

Herag watched the rapidly rotating planet, wondering what method the Thousand-Eyed Ancestor would use to move the planet.

The Thousand-Eyed Ancestor stared at the planet, their aura growing stronger and the fluctuations becoming more intense, seemingly preparing to take action.

For them, destroying the planet would be relatively easier, but moving it entirely would indeed require some effort.

The Thousand-Eyed Ancestor began chanting very strange syllables, each syllable reverberating outward carried a primordial aura.

Every time a syllable was uttered, Herag could sense changes in the heavens and earth, with countless rules rapidly flowing and rotating.

"Hmm?"

Herag wondered if it was his illusion; he felt that the planet seemed to shrink a little.

This change lasted only a moment, and although Herag keenly caught it, the change was so indistinct that he wasn't sure if it was an illusion.

Soon, Herag realized it was not an illusion.

With each syllable uttered by the Thousand-Eyed Ancestor, the planet before them continuously shrank and changed.

These ancient syllables seemed to occupy this piece of heaven and earth as if solid, freezing Space and Time, as if all rules ceased to exist.

Herag couldn't tell how much time had passed, unable to perceive the flow of Time.

It felt like a moment, or maybe an era had passed.

Reappearing before Herag was an azure crystal-clear object like a glass bead.

This was the once immense planet, now appearing as if it could be pinched between two fingers.

But Herag knew that this thing couldn't be grasped with two fingers.

If he genuinely tried to rely on physical strength to pinch it, the result would only be shattered fingers.

Though the planet shrank, its mass remained unchanged.

Herag hadn't grown arrogant enough to think he could use physical strength to pinch a planet with two fingers.

"Let's go!" The Thousand-Eyed Ancestor, having succeeded, quickly said.

Elsewhere, where the Skeleton King was guarding.

The Spider Queen's purple light ball was vigorously changing shape, with the Centaur Star Spirit still struggling inside, trying to break free.

Looking at the purple light ball's deformation trend, it seemed the light ball wouldn't be able to confine the Centaur Star Spirit for much longer.

The Thousand-Eyed Ancestor, the Spider Queen, Skeleton King, and others didn't wish to linger; their goals were achieved, so they began heading toward the Teleportation Gate at incredible speed.

In almost the blink of an eye, they arrived on that desolate planet, where the Teleportation Gate still stood.

Demon guards were stationed around the area, respectfully bowing upon seeing the returning Ancestors.

"We're returning." The Thousand-Eyed Ancestor commanded, then entered the Teleportation Gate, with all demons kneeling and bidding farewell to the Ancestors.

At the same time, a long howl came from the depths of the universe, its sound forming substantial energy waves that reached here, shaking the desolate planet.

Herag's heart skipped a beat as he quickly followed into the Teleportation Gate.

Chapter 686: Northern Border City

The loud howl from behind came from the Centaur Star Spirit, who had evidently broken free from the Spider Queen's restraints and was now furious.

If caught by him at this moment, it would surely end badly.

Herag didn't stop, and directly dashed into the Teleportation Gate.

The demons behind, although fearful, did not dare to go first and could only follow suit quickly after Herag and the others passed through the gate.

In the next moment, an enormous blue arrow appeared suddenly, striking the desolate planet directly. The arrow contained explosive energy, and upon its detonation, the entire planet was reduced to dust.

Many demons failed to escape in time, becoming casualties under the arrow.

The Centaur Star Spirit arrived here in an instant, gazing at the fragments of the Teleportation Gate and the countless demon corpses, but not finding the three Ancestral Level entities, which only fueled his anger.

The loss of the Well of the Star Realm was an immeasurable setback for him.

Numerous Titans in gestation all around would halt in growth due to this, potentially even resulting in death.

The thought of this infuriated the Centaur Star Spirit, but he was helpless about it.

The remaining demons were insignificant, merely minnows. The few Ancestral Level beings moved too swiftly, clearly prepared and without hesitation, retreating right after achieving their goal.

...

Abyss Plane, Lava Cave.

The Thousand-Eyed Ancestor, Skeleton King, Spider Queen, and Herag stood together, facing a blue glass ball, which was actually a finely crafted model of a planet.

The Thousand-Eyed Ancestor used special means to refine this planet, maintaining it at the size of a glass ball long-term.

During this process, countless life forms on the planet were rapidly dying.

Of course, the Thousand-Eyed Ancestor did not care about these lives; to him, they were akin to bacterial colonies, and he paid them no mind.

Herag, however, felt somewhat conflicted, sensing the massive loss of life on the planet.

Life is sometimes so fragile; in the face of absolute power, many don't even understand why they die.

Destroy you? What does it matter to you? This phrase inexplicably came to Herag's mind.

The Thousand-Eyed Ancestor's purpose was not to annihilate all life on the planet, but to refine the planet, which unavoidably turned it into a wasteland.

"There appears to be a problem." A hint of doubt emerged in the huge eye of the Thousand-Eyed Ancestor.

The Spider Queen seemed to notice something too, saying, "The Mother River's Breath in the Well of the Star Realm is rapidly disappearing, what's going on?"

The Thousand-Eyed Ancestor said gravely, "There might be some rules we have not accounted for. Once the Well of the Star Realm leaves the Star Realm, it seems to be rapidly losing effect. The connection between the Well of the Star Realm and the Mother River is growing weaker and weaker; it won't be long before it's completely severed."

"Damn, is the Well of the Star Realm only functional in the Star Realm?" The Spider Queen was slightly angered.

If that's the case, it would mean all their schemes thus far were futile, a complete waste of effort.

Herag remained silent on the side; he didn't understand these matters.

Anyway, his objectives were achieved. Whether the Well of the Star Realm could be used in the Abyss Plane didn't concern him.

After consulting, the Thousand-Eyed Ancestor and the Spider Queen decided to take some measures to try and preserve the state of the Well of the Star Realm and maintain its link to the Mother River.

They seemed to be heading to a special place, so they temporarily parted ways with Herag.

Herag watched them leave, then prepared to depart as well.

Although the Thousand-Eyed Ancestor told him he could stay in the Lava Cave, where all were either part of the Thousand-Eyed Ancestor's race or subordinates, and would follow Herag's orders.

But Herag intended to return to the Wizard Plane, so he would not stay.

"I'm leaving, Skeleton King." Herag called out to the Skeleton King.

The Skeleton King turned, producing a cracking sound with its bones, the Soul Fire flickered, and its jaw clicked toward Herag.

Herag didn't understand why the Skeleton King, despite being Ancestral Level, couldn't communicate, even without sound, possibly through a data stream?

After pondering, he could only attribute it to the Skeleton King's instinct as an Undead, a habitual nature.

After leaving the Lava Cave, the demons of the Thousand-Eyed Race reformed the Teleportation Gate to send Herag back to his original location.

It was then that he learned those lands were within the Thousand-Eyed Ancestor's territory, and all surrounding areas were under his command.

When Herag first appeared there, he had caught the attention of the demons around, but due to his aura, they dared not approach and instead reported to the Thousand-Eyed Ancestor, which led to the subsequent events.

Upon learning this, Herag spent some time traveling, extracting the energy from the Plane coordinates after leaving the Thousand-Eyed Ancestor's territory, and returned to the Wizard Plane.

Herag reappeared in his castle, instantly sensing the vast changes around him.

Where there were initially only a few buildings near the castle area, an entire city had practically been constructed, with even the city wall completed.

The Wizards from Boundary Land had sent a team specifically to handle Herag's Northern Territory's development, now finally completing Northern Border City's construction.

The productivity of Wizards truly was impressive. Applying Magic techniques to these infrastructure projects produced extraordinary results, with each Wizard effectively working as a former professional engineering team.

There was no need for any large machinery; Wizards themselves were immensely powerful, multifunctional large machines.

The population within Northern Border City had grown, infusing more life into the area, with numerous residents having already moved in.

Herag had previously outlined some requirements to Reese and others; those able to live there surely had connections and were allies.

Herag hadn't imposed overly stringent criteria; as long as their background wasn't problematic, it was fine.

Initial population is crucial as it decides future growth pace, with population always being paramount.

The Cheqi Family was a given, with most members already migrated.

Their lands lay just at the foot of the Northern Border Mountains, close enough to facilitate managing their Magic Potion business.

Herag even saw quite a lot of Elves, who hailed from the Elf Plane, being Chatiya's kin.

Chatiya effectively leveraged her strengths, personally inviting a group of the Elf Race to assist, and arranging for many willing to settle in Northern Border City.

#### Chapter 687: Path of Legends

The Elf Race isn't entirely fond of staying in the Dark Night Forest forever; many elves are engaged in commerce, and quite a few are interested in human culture.

They are filled with curiosity about Other Planes, but due to the previous wars with the Wizard Plane, there is some resentment, and they dare not come to the Wizard Plane.

At that time, elves were plundered to the Wizard Plane, so no elves wanted to come here.

But now things have changed. The Wizard Plane is governed by the Boundary Land, which has a friendly cooperative relationship with the Elf Plane, so these issues no longer exist.

The goods of the Elf Race are naturally very useful to the Wizard Plane, so trade relations are being established between the Elf Plane and the Wizard Plane.

In such circumstances, many elves need to settle in the Wizard Plane long-term for business operations and management convenience.

The Northern region of the Wizard Plane is naturally the most suitable place for the elves. This is Herag's territory, and since Chatiya is Herag's woman, it naturally feels like home to the Elves.

The elves no longer have any aversion to Herag. Previously, they felt Chatiya becoming Herag's servant was a disgrace and even wanted to eliminate Herag to cleanse this shame.

But now that Herag is powerful and deeply rooted, the elves have no aversion to him whatsoever and completely consider him one of their own, never mentioning their previous attitude.

Many elves are even wondering when Herag and Princess Chatiya's wedding will take place.

Upon returning to the castle, Herag didn't go out immediately; he began constructing a magic spell.

He needed to create a spell to advance himself to Level 7 Legendary.

Herag can actually unlock his Bloodline Power at any time and directly advance to Level 7 Legendary.

But to ensure he can drive the Wizard Plane's advancement, he needs to package this process.

Herag already has a very specific vision of constructing this spell, and he has gone over the entire process in his mind.

While contemplating, he also sought some schemes from Shenlan.

Herag doesn't actually need Shenlan to construct this spell; he simply wants to draw some inspiration from Shenlan's schemes to see if there's a better way to implement it, learning from each other's strengths.

Herag didn't spend much time before coming up with the spell model for this spell.

The spell model is not complex in itself and is equivalent in complexity to a regular Level 3 or 4 spell, as it fundamentally relies on Blood Runes for its function, acting merely as a shell for the spell.

Herag named this spell the Path of Legends.

The Path of Legends spell can only be used by Herag himself; even if others obtain the spell model, it will be of no use to them.

Even if one constructs the spell model of this spell, it would still fail without the Blood Runes of the Thunder God Ancestral Bloodline, preventing normal usage.

Subsequent wizards of the Wizard Plane who seek to advance from Sixth Ring to Level 7 Legendary Creatures will have to wait until Andres returns, as only Andres has the standard advancement method for Sixth Ring Wizards.

Alternatively, the subsequent wizards may be able to devise a method to advance to Level 7 Legendary Creatures themselves.

After successfully constructing the spell model of the Path of Legends, Herag rose and entered the Boundless Sea outside the Northern region, preparing to advance to Level 7 Legendary.

He wasn't sure if there would be any anomalies during his advancement, so he left Northern Border City to avoid populated areas.

Floating above the sea, Herag calmed his mind and activated the Path of Legends spell.

When Soul Power was channeled into the spell model of the Path of Legends, the Blood Runes throughout Herag's body were instantly activated, and numerous sealed Blood Runes began unlocking, seemingly removing chains.

Herag even heard the sound of chains breaking within his body, feeling his Bloodline Power rapidly strengthening.

As the Bloodline Power gradually unlocked, Herag's aura began to change, becoming ancient, simple, and overwhelming, enveloping his entire being.

Herag knew this was the Thunder God Ancestor's bloodline aura, now fully revealed.

In the Northern Region, the Eight Great Legendary Demons distributed throughout various corners all looked towards the sea, trembling and lying prostrate, not daring to move.

Most of them have abyssal bloodlines, making them particularly sensitive to this aura.

As the Bloodline Power steadily increased, Herag's power and soul also became stronger.

It was at this point that Herag realized if he had not refined his True Spirit, attempting to advance to Level 7 Legendary hastily would certainly lead to problems.

The soul before refining the True Spirit was too fragile, liable to be obliterated by the overwhelming Bloodline Power during this advancement process, becoming a walking corpse, with new consciousness only emerging after a long time.

By then, he would not be Herag anymore.

Herag was never an Abyss Plane demon, nor the original possessor of the Thunder God Ancestor Bloodline, lacking soul power matched to Bloodline Power.

Thus, refining his True Spirit was an essential step for him.

During Herag's advancement, unusual changes occurred in the surroundings.

A storm vortex formed above his head, dark clouds filled the sky for hundreds of miles, and thunder rolled.

Despite Herag deliberately distancing himself from Northern Border City, the anomaly still affected that region, turning a large portion of the Kala Continent from daylight to night.

This phenomenon naturally stirred up a commotion across the entire Kala Continent, with many clueless about what was happening.

Acorn and other Boundary Land wizards had arrived at the seaside, observing Herag amidst the storm.

Acorn decisively ordered the evacuation of everyone in the vicinity, forbidding anyone from approaching.

He knew what Herag was attempting.

Herag paid no attention to these developments; his focus remained entirely on his advancement.

He observed the changes in his Bloodline Power, with nearly all of the blood runes in his body now unlocked, finally truly unveiling the power from the Thunder God Ancestor Bloodline.

When all the Blood Runes were fully unlocked, Herag noticed he saw a river.

It was an indescribable river, its waters a crystal-clear blue, with no known source or destination.

Herag found his perspective peculiar, as if he were at the river's bottom, on its surface, or watching its flow from its bank.

These multiple perspectives were superimposed simultaneously, making it impossible to discern which was the true view or if they all were real.

Chapter 688: Level 7 Legendary, Plane Advancement

This feeling is incredibly unique. Herag feels like he has countless perspectives, all watching this ceaselessly flowing river.

Each perspective is incredibly real, as if he has innumerable clones scattered throughout every corner of the river, with all views being shared collectively.

Initially, Herag is somewhat confused and puzzled, not knowing why this is happening.

He then realizes these perspectives must all be real.

The issue is not with him, but with this place, this river.

Herag understands that this river is likely the Mother River, and perhaps this place is a higher-dimensional realm, which is why such phenomena occur.

He finds it hard to comprehend and explain with the current knowledge he possesses, as this is a world beyond his dimension.

A refreshing sensation emanates from the Mother River, entering Herag's mind, then flowing throughout his entire body.

"Mother River Power..."

Herag quickly realizes this power originates from the Mother River.

He has now established a connection with the Mother River, enabling communication and the acquisition of its power.

This power is entirely different from magic power and similar energy attribute powers, characterized as a highly unique force.

Magic power and other energy-type powers are several levels lower than Mother River Power, even rule power is negligible before Mother River Power, completely different realms.

At this moment, Herag truly understands the magnitude of difference between Level 7 Legendary Life and life below Level 7; the essence of power is vastly different.

All rule power can be dissolved by Mother River Power as rule power originates from Mother River Power, with the Mother River being the source of all power.

All other powers are of lower caliber before Mother River Power, subject to dissolution and neutralization.

Herag cannot help but ponder why the divisions of High-tier World and Middle-tier World fall between Level 6 and Level 7; it truly is a difference in essence.

As the Mother River Power poured in, changes occurred within Herag's body and soul.

Mother River Power permeated every part of his flesh and every blood rune.

Once the Mother River Power entered his body, every cell transformed, and tainted by the Mother River's Breath, everything became different.

Herag's soul was similarly affected; the true spirit was soaking in the Mother River Power, growing stronger and more solid.

Herag's true spirit at this point was entirely different from when it first condensed; if it was an eggshell before, now it was as if garbed in a layer of heavy armor, ascending countless levels in strength.

He noticed that as the Mother River Power saturated his body and soul, something seemed to be flowing out from within.

Upon observing for a while, Herag discovered it was his eternal rule actively flowing out, blending with the world rules around.

The portion of eternal rule flowing out was small, akin to a seed, yet contained comprehensive information on eternal rule.

Over the long future, the eternal rule would gradually become one of the basic rules of the wizard plane, growing and expanding over time, with Herag also receiving feedback as a result.

As the eternal rule of the wizard plane flourished, the eternal rule Herag utilized would simultaneously enhance.

At this moment, all Wizards above Level 2 in the wizard plane sensed something.

They detected a change in the world rules of the wizard plane, though unable to perceive the specifics.

It was a minor disturbance, perceivable only by wizards who understood the rules, felt more keenly by stronger wizards.

Acorn raised his head, looking toward the sea: "I didn't expect him to truly take this step."

Many wizards familiar with the mechanism of plane ascension realized what Herag was doing.

He crossed the threshold difficult for many across the wizard plane over numerous years.

From this moment, the wizard plane could be considered a High-tier World, albeit not yet stable like a mature High-tier World.

It would require time for the wizard plane to develop into a mature High-tier World.

As time passes, the basic rules of the wizard plane would grow increasingly powerful and stable.

Most ordinary people may not feel any difference, but one aspect is apparent to wizards.

With the ascension of the wizard plane, the concentration of free energy particles within the wizard plane would rise significantly.

This is beneficial for the cultivation of wizards and beneficial for all wizards within the wizard plane.

It can not only enhance their strength, allowing them to progress faster with greater meditation efficiency, but also increases the probability of wizard aptitude in newborns.

In the future, the wizard plane will see more individuals with wizard aptitude and more individuals with superior wizard aptitude.

This is the impact caused by the ascension of the plane and the changes in the world.

Though these impacts seem insignificant presently, in the long span of future years, they would fundamentally alter the structure of the wizard plane.

Once the wizard plane merges with the Boundary Land, it will usher in a potentially rapid development era, marking a new golden age for wizards.

Herag himself initiated this era.

...

Half a month later, Herag returned from the sea to Northern Border City.

By now, Northern Border City had gathered many people, all from different factions and leaders of various organizations across the wizard plane.

The news of Herag's ascension to Level 7 Legendary had spread throughout the wizard plane, and the matter of plane ascension widely proclaimed.

Even those previously unfamiliar with this knowledge were excited upon learning this information, fully aware of its significance.

Currently, Herag holds considerable prestige throughout the wizard plane.

Previously, relying on strength allowed him to ensure others wouldn't defy his intentions.

Now, he genuinely brings heartfelt submission from many wizards.

What Herag accomplished is essential for the present and beneficial for the future.

Apart from Andres, Herag is truly the first Level 7 Legendary Wizard of the wizard plane.

Andres ascended at the Boundary Land, not bringing about the wizard plane's ascension, instead leaving benefits for the Boundary Land.

For the native inhabitants of the wizard plane, what Herag achieved is naturally more meaningful.

King of the North, Legendary Wizard, Herag Merlin.

Chapter 689: King of the North

Herag's renown has already spread throughout the Wizard Plane, at least within the wizard community it's known by everyone.

Only ordinary people who are unaware of the existence of wizards may not have heard of Herag.

Kala Continent, Barren Land, Moonlight Forest.

The small house in the Northern Forest Region where Herag once lived has been cleared out, and no one lives around it anymore, everyone has been driven elsewhere.

This place has already been designated as a memorial site of significant historical importance in the Moonlight Forest, where the great Level 7 Legendary Wizard, the King of the North, Mr. Herag Merlin, once resided and spent his pleasant wizard apprentice days.

For a time, every wizard apprentice who just arrived at the Moonlight Forest would come here to visit, as if on a pilgrimage.

Every wizard apprentice hopes to become a great wizard like Herag, believing that it won't take long for the place where Herag once lived to become a mystical holy land of the Moonlight Forest.

Before performing alchemy, promoting to a wizard apprentice, or advancing to an official wizard, they all come here to pray for good luck.

Herag has almost become a god-like figure.

Given his status, for these ordinary wizard apprentices and official wizards, Herag is indeed akin to a god.

To be precise, many gods do not possess the strength that Herag has, so worshipping him is quite understandable.

Since Herag once stayed in the Moonlight Forest, there has been an instant increase in the number of wizard apprentices wanting to enter the Moonlight Forest.

Many people with tokens from other wizard organizations want to enter the Moonlight Forest.

Even though Herag left the Moonlight Forest after advancing to an official wizard and never spoke for or represented the Moonlight Forest afterwards.

But this does not affect the popularity of the Moonlight Forest in the slightest.

The Moonlight Forest naturally won't say that Herag voluntarily left after advancing to an official wizard.

These things are intentionally or unintentionally covered up by the Moonlight Forest, and naturally go unnoticed by anyone.

The high-ranking officials of the Moonlight Forest now regret most that they did not retain Herag back then.

If they had known that Herag could reach this point, even if without signing a contract, they would have provided Herag with a large amount of resources.

The Moonlight Forest realizes that if they had invested in Herag earlier, they would definitely have reaped huge returns now.

This is evident from the Cheqi Family.

The present Cheqi Family is almost considered the largest wizard family in the Wizard Plane.

Although the Cheqi Family's hard power is not strong and they don't even have a Level 3 Wizard, this does not affect the strength of the Cheqi Family.

Herag's relationship with the Cheqi Family is well-known, widely spread.

The Cheqi Family now operates beneath the expansive plains of the Northern Border Mountains, and possesses a vast commercial network, with commercial activities extending far beyond just magic potions, into many other areas.

For the Cheqi Family, this is only the initial stage of their family's development.

With time, and with so many resources, the Cheqi Family is destined to become a colossal wizard family.

And all of this is because they invested early in Herag.

Back when in the Moonlight Forest, Larry had invested in Herag.

At that time, Herag had no background, and his wizard qualifications were not considered high, except for having some talent in magic potion studies.

Larry helped Herag quite a bit, even assisting in arranging his path after advancing to an official wizard.

From then on, Herag closely associated with the Cheqi Family, continuing to the present day.

Looking back now, Larry's initial investment has already resulted in tens of millions of times in returns.

Herag held a banquet in the Northern Border City, which lasted for a whole half month, interacting and negotiating with various forces in the Wizard Plane.

He considered the vast size of the Northern Region and chose several places to build more cities, including a port city.

The construction of these cities isn't difficult, just needs people.

Herag doesn't have to worry about this problem, now there are too many people wanting to settle in the Northern Territory.

As soon as he speaks, the Northern Territory can instantly be filled.

Herag, of course, wouldn't accept just anyone, but drafted some regulations, listing detailed standards and requirements.

Provided they meet the requirements, wizards can apply to join the Northern Region.

Herag's requirements aren't difficult, just prioritizing those with excellent wizard qualifications and clear backgrounds.

He would skip over those who had committed murder of ordinary people or involved in evil experiments, not accepting them.

Among the wizard community, such people are not few. Many may not have slaughtered ordinary people en masse, but have still killed for personal desires or experimental purposes.

Such wizards, Herag would absolutely not admit.

Not only that, Herag even borrowed many laws from the Boundary Land and, after some modifications, made them the new Northern Territory Law.

Since the Wizard Plane previously lacked any laws, and compared to the Boundary Land, was utterly chaotic, many were accustomed to acting with impunity, without any regard for laws or rules.

Herag wants to maintain stable order in the Northern Region, naturally he can't handle everything personally, so using law as a means is naturally best.

These laws imposed many constraints on various aspects of wizards, mostly directly borrowed from the Boundary Land laws.

In these aspects, the laws of the Boundary Land are already quite mature and can be directly referenced.

The draft of the Northern Territory Law issued by Herag made many people have opinions, but in fact, as long as you do not intend to do anything outrageous, it serves as a kind of protection for you.

Having such laws in the Northern Territory is actually beneficial for many people.

After Herag rolled out a series of policies, countless wizards immediately applied, and the personnel for review almost worked overtime for two months and still hadn't finished.

However, there's no rush, because the other four cities in the Northern Region are still under construction, needing time.

Besides settling residents, Herag also needs to prepare appropriate business entries; with population and industry, lasting development can be sustained.

This aspect naturally is not a worry, as many guilds in the Wizard Plane consider the Northern Territory definitely worth settling and investing.

Even from the Boundary Land, many business people have contacted Herag through various channels, preparing to invest in the Northern Region, set up shops, and build various facilities.

Herag did not refuse and agreed to all, but specific details needed to be discussed further.

#### Chapter 690: Titan Bloodline

After Herag spent some time dealing with these matters, he returned to his Meditation Room and took out the golden Titan blood.

Since returning to the Wizard Plane, Herag's focus has been on advancing to the Level 7 Legendary rank, leaving no time to study this blood.

Herag activated the Great Dark Heaven magic, beginning to absorb the bloodline power within the Titan blood.

"Star Realm Titan: Titans communicate with the Mother River through the Well of the Star Realm during gestation, naturally gaining the ability to communicate with it after birth and obtaining Power to enhance their bodies."

Herag opened his eyes and understood why the Titan's body is so strong.

The Mother River Power is the most fundamental Power of the Endless Plane, with properties that are extremely complex, indescribable by a single concept.

After birth, Titans naturally possess the ability to communicate with the Mother River.

The Mother River Power they obtain is almost entirely used to strengthen their bodies, thus giving them their enormous size and formidable physical strength.

After Herag absorbed the Titan's bloodline power, he also gained this ability; by communicating with the Mother River to obtain its Power, he could enhance his own body.

This kind of enhancement, however, was already negligible for him.

Because when facing an opponent of the same Level 7 Legendary rank, it wouldn't matter if he had this enhancement or not; Herag could defeat most opponents of the same tier without relying on these powers.

And if he were to face a Level 8 Dominator or Level 9 Ancestor, this enhancement wouldn't help either; he still couldn't win.

However, the Titan bloodline power gave Herag more ideas.

He found that after absorbing the Titan's Bloodline Power, it also merged into the Bloodline Mark on his chest, becoming part of it.

Herag summarized that currently his body is primarily dominated by the Thunder God Ancestral Bloodline, with other various bloodlines being supplementary.

If he wants to advance to a Level 8 Dominator, he would need to condense his own Blood Rune.

Herag could quickly accomplish this step by directly using the Thunder God Ancestral Bloodline Rune, allowing him to cross this step.

But Herag didn't want to do so, because doing so would mean abandoning his own advantages and following the old path of the Thunder God Ancestor.

Continuing down this path would at most reach the height of the Thunder God Ancestor and achieve no new breakthroughs.

Herag wishes to carve out a different path and reach a higher level.

The Wizard Power System he possesses, the knowledge he holds, along with the spells Great Dark Heaven and World Furnace, are his advantages.

Herag absorbs and integrates various bloodline powers, transforming them into his own bloodline power.

Should he succeed in integrating these various bloodline powers into one and finally condensing his own Blood Rune, it would surely be more powerful than the simple Thunder God Ancestral Bloodline.

After a thorough reflection, Herag believed he could potentially utilize this point well and traverse across the various planes of the Endless Plane, absorbing as many excellent and powerful bloodline powers as possible.

Once enough bloodline power is absorbed, the Blood Rune condensed will naturally become stronger.

Currently, when Herag requires bloodline power from different planes, he often doesn't need to act personally.

By directly informing the Boundary Land, he can obtain much of the bloodline power he needs.

However, even the Boundary Land can mostly only acquire some middle-tier world bloodline powers, as high-tier worlds are too perilous.

Herag has personally been to the Star Realm and witnessed the battle between the Star Realm and the Thousand-Eyed Ancestor, so naturally, he understands this.

In high-tier worlds, even Level 7 Legendaries are no more than small fry, and the Boundary Land is indeed somewhat powerless.

Should Herag want bloodline powers from high-tier worlds, he still has to find ways to obtain them himself.

If he plans to travel to high-tier worlds, Herag must carefully plan and prepare.

Though he's already ascended to Level 7 Legendary, battles at his tier remain exceedingly dangerous.

Herag plans not to act rashly and returns to the Boundary Land, still taking the Plane Train.

Upon returning to the Sixth Ring Tower, Herag immerses himself in the Sixth Ring Tower's library, not stepping out.

As he currently has extremely high clearance, there's almost nothing he cannot access, so there are no restrictions.

Herag initiates an immersive reading mode, layer by layer, recording all the books within the Sixth Ring Tower into Shenlan's database.

This entry of materials surpasses the sum total of all previous entries in terms of richness, and the depth and importance of the information are extremely high.

Herag's knowledge system continually expands, enriching with much knowledge he previously didn't understand.

Most importantly, Herag gains more insights into the various planes.

The Boundary Land already has quite an in-depth understanding of the Endless Plane, knowing much about various planes.

Even in those high-tier worlds, if the Boundary Land lacks the ability to invade and plunder, it still employs various means to probe for specific conditions of those high-tier worlds.

For them, this probing process is naturally extremely dangerous, but it must be carried out by someone.

If a slight loss of personnel can exchange for information on high-tier worlds, it's still a gain for the whole Boundary Land.

In fact, the main personnel losses from the Boundary Land over the years mostly occurred during explorations of high-tier worlds.

Conversely, in invasions of middle-tier and low-tier worlds, due to meticulous prior planning, the casualty rate is quite low.

Several months passed with Herag engrossed in the library, fully dedicated to his studies.

Although Shenlan has already recorded all the book materials, much of it still requires Herag to read and comprehend himself.

His learning capability has improved significantly and is not much different from Shenlan.

No matter the topic, Herag usually becomes thoroughly familiar after a single pass and can comprehend it very deeply.

Herag, being a higher form of life now, can see the essence of many issues directly, thus encountering negligible reading obstacles when reviewing these books.

While he was immersed in reading, a library staff member surprisingly came to report news.

They wouldn't normally disturb him unless there was something particularly urgent, as was previously instructed by Herag.

Now that the library staff came, it meant something important was happening, so Herag put down the book in his hand and asked, "What's the matter?"

"Lord Herag, Lord Andres has returned," the staff member informed.