

Sixth 691

Chapter 691: Mother River Meditation Method

Herag was initially taken aback upon hearing the news, but then he reacted and said, "Got it, I'll go take a look."

The staff didn't mention the toad, making Herag mistakenly think that the toad hadn't returned and only Andres had come back.

But he quickly realized that many people in the Boundary Land didn't know about the toad's existence, nor did they know that the senior Nicholas was actually still alive, just existing in another form, so the staff didn't know about the toad.

Herag returned to the residence of Andres on the first floor, and at first glance, saw the toad leisurely sipping tea on the table.

"Haven't seen you in a long time, and you haven't grown at all. My level is higher than yours now," Herag said with a laugh.

The toad sarcastically side-eyed, "How can I compare to you? You have noble blood from birth, unlike us mud foot folks."

The toad didn't seem to have changed, everything was just like before.

But Herag, on the other hand, had changed tremendously, his power already surpassing that of the toad.

"Did you advance in the Wizard Plane?" the toad asked.

Herag nodded, "That's right, the Wizard Plane is on the right track to advancing to a High-tier World."

The toad nodded, "I thought you'd have the decency not to stay permanently in the Abyss Plane."

What the toad said made sense, for many people, remaining in the Abyss Plane might indeed be a better choice.

Herag possessed the Ancestral Bloodline of the Abyss Plane, making him the Abyss Plane's favored son, aided by the Plane Will whatever he did, but it indeed constrained him a lot staying there.

Under these circumstances, Herag deliberately returned to the Wizard Plane and ascended to Level 7 Legendary, showing he hadn't forgotten his true self.

Herag hadn't thought that much; from beginning to end, he never considered himself a demon, but rather a person.

Even though he was technically an alternative kind of life form now, he still regarded himself as a person.

More importantly, Herag's promotion in the Wizard Plane also had its benefits, it wasn't just for doing good deeds.

Herag never considered himself a saint, wouldn't deliberately do good deeds, nor do bad ones; sometimes there isn't a clear line between good and bad.

Andres curiously asked, "How did you ascend?"

Herag immediately explained his method of ascension, elaborating on the Path of Legends magic he had been researching.

After listening, Andres nodded, "I see, a very unique method, not universally applicable."

Herag's method of ascension was one of a kind; others wouldn't be able to replicate it.

"How did you ascend, Mr. Andres?" Herag asked the question that had troubled him for a long time.

Andres smiled and said, "Starry Sky Meditation Technique."

"Starry Sky Meditation Technique?" Herag was taken aback, not expecting that Andres had ascended to Level 7 Legendary relying on the Starry Sky Meditation Technique.

The Starry Sky Meditation Technique, at its core, wasn't much different from other meditation methods; it was just a means to enhance Spiritual Power.

This method was simply more suitable for humans, for those with the requisite qualifications for wizardry.

Among many other races in the Endless Plane, there were many methods to increase Spiritual Power, so it wasn't particularly unique.

The fact that this method could help ascend to Level 7 Legendary truly surprised Herag.

Andres explained, "Back then, I was stuck for a long time, not knowing how to ascend to Level 7 Legendary. Until one time, while traveling in a High-tier World, I encountered a sage, and after a long conversation with him, I suddenly understood."

"I thought, since Level 7 Legendary Life requires communication with the Mother River, I just need to complete this step. The Starry Sky Meditation Technique involves contemplating the starry sky and enhancing one's Spiritual Power. If I contemplate the Mother River, could that also count as communicating with it?"

"With this thought in mind, I began to try. Of course, I kept failing initially, because the Mother River was just a vague concept to me. In such circumstances, attempting to contemplate it was extremely difficult."

"But I did not give up, I started deeper meditation, entering a profound state. That meditation took me eight hundred years. I didn't expect so much time would pass during one meditation session."

"However, the result was good. In the deep meditation state, I successfully saw the Mother River, witnessed the mysterious, mighty, and magnificent Mother River."

"I began to contemplate the Mother River and meditate. When I opened my eyes, I found that I had ascended to Level 7 Legendary..."

Andres, as an extremely excellent and powerful wizard, had a deep understanding of the wizard power system and a profound comprehension of the essence of meditation techniques.

He persisted in thinking and meditating over the long years, finally touching the Mother River and taking that step.

Now, the meditation method Andres practiced was no longer strictly the Starry Sky Meditation Technique but the Mother River Meditation Method.

This was a meditation method Andres created during his eight hundred years of deep meditation.

Andres shared this meditation method fully and without reservation to the Sixth Ring Wizards, even detailing his experience, feelings, and insights.

However, for most wizards, this meditation method still proved extremely difficult to cultivate. Even the Sixth Ring Wizards in the Boundary Land nowadays still couldn't successfully practice this Mother River Meditation Method.

"This is the Mother River Meditation Method I created." Andres handed over a manuscript.

Herag took it, opened the parchment-like manuscript, and carefully read through it.

After reading, he quickly mastered this meditation technique, practicing it with ease.

Herag entered a meditative state, and after running the Mother River Meditation Method, he quickly saw that magnificent river, with his Spiritual Power indeed slowly increasing.

What surprised Herag even more was that as his Spiritual Power increased, Mother River Power continuously streamed from the river, flowing into his body and soul.

This Mother River Meditation Method, strictly speaking, was no longer just a meditation method but rather a method of cultivating through the Mother River.

No wonder so many Sixth Ring Wizards couldn't succeed in meditational practice; a meditation method essentially requires contemplation of an entity, thus increasing one's Spiritual Power.

However, most Sixth Ring Wizards had never even encountered the Mother River; how could they contemplate it, making it extremely difficult to succeed.

For Herag, who could inherently communicate with the Mother River, practicing this Mother River Meditation Method posed no difficulty at all.

"I see, truly an outstanding meditation method, Mr. Andres, you are incredible." Herag sincerely praised.

Chapter 692: True Spirit Severance

The meditation method of Andres is truly the way to advance to a higher level in the wizard power system.

From the wizard's perspective, this is the orthodox path to breakthrough the threshold of a Sixth Ring Wizard.

The way Herag achieves a breakthrough is suitable only for himself, and others cannot learn it.

However, Andres's Mother River Meditation Method also has some issues, which he has been trying to resolve throughout the years.

The problem is that the Mother River Meditation Method is too difficult for other wizards, making it nearly impossible to master.

Even those who are Sixth Ring Wizards and absolute geniuses struggle to visualize the Mother River and cannot capture its presence.

Andres has been searching for a solution, but he has not found a viable method yet.

This is also why he first asked Herag how to ascend, hoping to find some inspiration, yet he found it impossible to replicate.

If one cannot visualize the Mother River, naturally, it's impossible to practice the Mother River Meditation Method.

When Herag learned of this situation, he was equally puzzled and felt somewhat baffled.

Andres once engaged in deep meditation for eight hundred years before successfully communicating with the Mother River.

This proves the path is feasible, but no effective methodology has been formulated.

No one else has retraced Andres's steps, and up till now, no one has succeeded.

After Herag, Andres, and Toad discussed for a while, they still found no clues, so they temporarily set the topic aside.

Herag asked, "Where have you been? Why did it take you so long to return?"

"We went to find Nicholas's corporeal body," Andres said.

"Corporeal body?" Herag was a bit surprised.

Toad glanced at Herag and said, "I recalled many things. It seems I encountered some danger back then, and in the escape, my true spirit got separated from my body. The true spirit entered a demon's body, occupying that demon's form, which is this current body."

"But I don't know where my body is, nor can I remember, only having some vague memories. This time Andres accompanied me into the Abyss Plane; we traveled many places searching, but have yet to find it."

Herag understood and finally figured out why Toad is in this current form.

Once wizards reach the level of Sixth Ring, they refine their true spirit; the true spirit becomes immortal and can act independently of the body.

Toad must have encountered extremely dangerous circumstances then, forcing the true spirit to leave the body, fleeing into this ambiguous body of a toad, taking up residence.

After that, since the demon itself was also very powerful, their souls entered into a prolonged struggle.

Nicholas eventually won but also fell into a prolonged sleep due to the struggle, only awakening with Herag's arrival.

This led to Toad becoming a formidable demon in the Abyss Plane, while also being recognized as a wizard by the World Will of the Wizard Plane.

Now that Toad remembers these things, he naturally wants to reclaim his own body, which would be more beneficial for his future path.

But after such a long time, how could his body be so easy to find? It might not even exist anymore.

This is why Andres and Nicholas spent so much time searching.

"Are you certain your body still exists?" Herag asked.

If Toad was in a dangerous situation back then, his body is most likely no longer existing, and even if it did, it's probably damaged.

So many years have passed, and without anyone to watch over it, it's nearly impossible for it to have been preserved.

Toad said, "My true spirit has a connection with the body. I can confirm the corporeal body still exists and is preserved very well."

Even if a true spirit is detached from the body, there remains a connection, which Herag knows. He just didn't expect that after so many years, Toad still has this connection.

Herag immediately asked, "Can you pinpoint the location? Is it in the Abyss Plane?"

"Unable to pinpoint the exact location. We previously thought it was in the Abyss Plane. We searched for a long time, using many means, but couldn't find the precise location. Recently, I've gleaned some clues, confirming it is not in the Abyss Plane, but the exact location remains undetermined," Toad said.

Herag said, "Once you determine the location, let me know. Perhaps I can assist you."

Herag's strength has changed markedly from before. He no longer needs Toad's protection and can even do things for Toad in return now.

"It might take more time. Let's not talk about it now. Even if we can't find it, it's fine; this body is quite good as well," Toad said.

Although Toad spoke lightly, things are not that simple in actuality.

If Toad intends to ascend to a Level 7 Legendary, and wants to become a Level 8 Dominator, he would need to condense his own blood rune.

His situation is not like Herag, whose bloodline merged with others, which can still be considered his own.

But Toad's entire body belonged to another demon, only the soul is his own.

In such a case, it will likely be difficult to condense his own blood rune.

If he doesn't seek further advancement, then it's alright, for reaching Level 7 Legendary is already remarkable, and would almost never die naturally.

But such an exceptional wizard as Toad would naturally not settle for this. If the path ahead is completely closed off, it would be a tremendous punishment for him.

Seeing that Toad didn't bring it up again, Herag also said no more, silently remembering this matter.

"Let's talk about the issue of plane fusion next," Toad said.

Andres nodded, "Indeed, it's time to take this step. The Boundary Land has stayed between two planes for too long, and this state cannot persist indefinitely."

Herag understood what Andres meant. The Boundary Land poses an obstruction to the Abyss Plane, directly binding the Abyss Plane here.

To some extent, it hampers the development of the Abyss Plane, which would inevitably find a way to resolve this issue.

The Boundary Land cannot possibly wait for the Abyss Plane to take action, awaiting the day of doom. It must act in advance.

The current strength of the Boundary Land is still too weak to contend with the Abyss Plane.

Herag had dealings with the Thousand-Eyed Ancestor and others, and naturally knew that they were indeed looking for a solution to this matter.

The current situation is that many powerful beings on the Abyss Plane have not yet paid attention to this matter. Dominating the Abyss Plane are the Thousand-Eyed Ancestor and others.

If powerful beings begin to concentrate on this matter, then both the Boundary Land and the Abyss Plane would fall into a perilous predicament.

Herag has personally witnessed their actions and knows the might of those ancestors, yet the Thousand-Eyed Ancestor and others are only part of the ancestors of the Abyss Plane, with many other powerful beings elsewhere.

Chapter 693: Plane Fusion

This issue is right in front of the Boundary Land, and it is an urgent problem.

For the Boundary Land, the best solution is still to merge with the Wizard Plane.

However, plane fusion is a huge project with many problems to solve, which is not easy.

The Boundary Land has long hesitated to take this step because too many issues remain unresolved.

The most important issue is that the Wizard Plane was originally a Middle-tier World, while the Boundary Land contains the fundamental rules of both the Wizard Plane and the Abyss Plane.

The Abyss Plane is a High-tier World, and it is almost impossible for the Wizard Plane to merge with the Boundary Land, which contains Abyss Plane's fundamental rules.

Because the levels of the two planes differ too much, they cannot merge. This is the result after the deduction by countless excellent Wizards in the Boundary Land.

They came to this conclusion after rigorous calculations.

But now it is different. Herag has ascended to Level 7 Legendary in the Wizard Plane, triggering its advancement to a High-tier World.

This set the premise conditions for the merger of the Boundary Land and the Wizard Plane, solving many problems.

Although Andres is also a Level 7 Legendary Wizard, he advanced a long time ago.

At that time, the situation of the Boundary Land was still unstable, shaky like being in stormy weather.

To make the Boundary Land stronger, Andres naturally chose to ascend to Level 7 Legendary there.

His advancement has greatly contributed to the current flourishing of the Boundary Land.

But after Andres, aside from Herag, no one else has ascended to Level 7 Legendary Wizard, prolonging the difficulty of plane fusion.

Now, as the Wizard Plane has just begun to ascend to a High-tier World, it's the best time for plane fusion.

At this time, the fundamental rules of the Wizard Plane become loosened and more fluid, not so rigid, greatly reducing the difficulty of plane fusion.

Andres and Herag immediately began to discuss, talking about the general details of the plane fusion plan.

In fact, the Boundary Land had long prepared a contingency plan, but some issues remained unresolved.

But now, with the advancement of the Wizard Plane, these issues are automatically resolved.

Herag also had Shenlan input this plan, carefully analyzed it, identified some incomplete areas, and proposed modifications.

Andres thought the suggestions were excellent after hearing them and incorporated Herag's modifications.

In the subsequent two months, Herag focused on this matter, fully participating in the process.

The Boundary Land gathered countless excellent Wizards, had well-defined roles, and formally kicked off the plane fusion plan.

Many large Witchcraft Artifacts were brought out, which were prepared for plane fusion and are specialized for such tasks.

The Boundary Land's plan was very detailed, and actions were cautious, progressing step by step without taking big leaps.

They ensured that there were no issues with each step before proceeding to the next; the entire process was exceedingly careful.

After all, it involved everyone in the two planes, and one careless mistake could lead to disaster.

After the fusion process officially began, Herag ironically found himself with little to do, as specific people executed every task.

Herag only needed to focus on the overall progress of the matter, as he was incredibly sensitive to changes in the rules of the two planes, able to instantly sense any issues.

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In the blink of an eye, two years passed.

The plane fusion was still in its early stages, proceeding smoothly according to the Boundary Land's plan, without any problems.

Just like usual, Herag stayed in his castle on the Wizard Plane, gently releasing the small hand on him as he prepared to get up.

"My lord, you're awake so early again." Chatiya said, her face half-covered by the blanket, in a sleepy tone.

Herag replied, "I have serious matters to attend to, continue to sleep."

"Mm~" Chatiya clearly wasn't fully awake and drifted back to sleep in a daze.

As early as a year ago, Herag had shared a bed with Chatiya, thereby giving her a clear status.

Although Herag had many women around him, he still refrained from leaving descendants.

It wasn't that he didn't want to have offspring, but Herag intended to advance to Level 8 Dominator, or even Ancestor before leaving any descendants.

Herag recognized the importance of bloodlines; in the Abyss Plane, there is an eternal truth that bloodline is everything.

This phrase holds significant meaning.

If Herag were to leave descendants now, their bloodline strength would inevitably be inferior to the future ones.

Herag planned to lay a stronger foundation for future offspring, at least waiting until he became a Level 8 Dominator.

He was also curious about the potential of offspring born from the combination of his bloodline and that of Chatiya, an Elf Royal Family.

However, at his current level, leaving descendants normally was not easy.

Herag still needed to exert some effort and energy to ensure the successful generation of offspring.

For someone with Wizard knowledge like him, it wasn't too difficult.

Herag walked to the balcony of the castle, the sea breeze from the north blew over, fresh against his face.

A spatial ripple unfolded in front of him, and a toad emerged, saying, "I know where my body is now."

"Where?" Herag asked.

For the past two years, the toad had been deducing and calculating where its body truly was, gradually approaching the answer, and now finally had it.

The toad said, "Not too good, it should be in the Insect Race Plane."

"Insect Race Plane?"

Herag knew of this plane, which also belonged to a High-tier World, its strength not to be underestimated.

However, for Herag, the Insect Race Plane wasn't as dangerous as the Star Realm.

The Star Realm consists of very few individuals, but nearly every individual is extremely powerful, making it highly perilous, where encountering a Star Spirit or Titan spontaneously means facing a formidable presence.

But the Insect Race Plane was different, the Boundary Land had related records.

The Insect Race Plane had vast numbers of individual entities, consisting of a massive variety of Insect Race Demons.

The individual strength of these Insect Races wasn't very high; generally, only those at the top of the race possessed significant strength.

The Insect Race Plane primarily relied on their overwhelming numbers and group warfare tactics, posing formidable challenges.

Especially those planes invaded by the Insect Race turned into living hells.

For planes with lesser strength, the Insect Race Plane could be a nightmare, consuming countless medium and small planes.

However, for High-tier Worlds, the Insect Race Plane was not so terrifying.

In the face of absolute power, numbers are of no consequence.

Chapter 694: Insect Race Plane

Herag recalled some information related to the Insect Race Plane and asked curiously, "How did your body end up in the Insect Race Plane?"

The Toad shook his head, "I don't know either."

"Your body went to the Insect Race Plane and remained intact?" Herag asked in confusion.

The physical body of a Level 6 creature like the Toad would definitely be a delicacy to those Insect Race Demons. Once they see it, there's no way it would remain intact; it would have been devoured long ago.

More importantly, it's been so many years, and it still remained intact; this was even more strange.

Herag speculated that perhaps the Toad's body was in a very special place where no one could enter, allowing his body to remain intact until today.

Or it could be that the Toad's body was taken over by another soul, leading to this outcome.

Herag voiced his speculations, but the Toad shook his head, "If another soul entered my body, I would be able to sense it, so that possibility can be ruled out."

Herag thought about it and agreed. Since the Toad's True Spirit was still there, he should indeed be able to sense it.

After contemplating, he said, "Why don't we go directly to the Insect Race Plane to look for it?"

The Boundary Land has been explored to reach the Insect Race Plane, and the Plane Train can get there.

"Forget it, the Insect Race Plane is a high-tier world; it's still too dangerous. I've been a toad for so many years, and I'm already used to it; there's no need to take risks," the Toad directly refused.

The Toad was well aware that if he agreed, Herag would certainly go to the Insect Race Plane to help retrieve his body.

But the Toad didn't want Herag to take such risks; maintaining the status quo was also fine.

"I'm not going to the Insect Race Plane solely for you; I want to absorb as much Bloodline Power as possible. As a high-tier world, the Insect Race Plane must have many powerful bloodlines, which are suitable for me," Herag said.

Herag had seriously considered it. What he needed was Bloodline Power.

For him, as long as he could acquire Bloodline Power, it didn't necessarily have to come from individuals with great personal strength.

Most of the Insect Race Plane consists of low-level Insect Race Demons, and dealing with these low-level demons posed no difficulty for Herag; he could easily acquire Bloodline Power.

Herag only needed to be cautious and avoid provoking powerful beings in the Insect Race Plane.

He was currently considering which plane to go to for Bloodline Power.

Now, with the Toad's body also on the Insect Race Plane, it fit perfectly.

Of course, Herag wouldn't act rashly; he planned to bring in some outside help and prepare thoroughly before going to the Insect Race Plane.

The Abyss Plane has several ancestral-level beings, and Herag wanted to see if he could enlist the help of one or two ancestors.

Although an ancestor would be hard to persuade, the Insect Race Plane, as a high-tier world, should have some allure for figures like the Thousand-Eyed Ancestor.

The Toad himself was also a demon of the Abyss Plane, so taking him along wouldn't pose any issues.

Moreover, with the Toad present, Herag could also help the Thousand-Eyed Ancestor and others solve the problem of going to the Insect Race Plane.

The Toad's strength had significantly increased. Standing in front of Herag now was the Toad's true form, not just a projection as before.

As the Toad's memories resurfaced, his strength and skills were rapidly recovering.

The Toad excelled in the spatial domain, and taking a few people to the Insect Race Plane was not a problem for him at all.

All the Toad needed was to make a trip to the Insect Race Plane, get the plane coordinates, and then he could use the space channel within his body to go to the Insect Race Plane.

The Plane Train at the Boundary Land could directly reach the Insect Race Plane, and the Toad could easily obtain the coordinates of the Insect Race Plane.

After discussing with Herag, Toad, and Andres for a while, he said, "I think we can give it a try; if we encounter danger, we can always run. As long as we don't intentionally head for the Insect Race nests, it shouldn't be a big problem."

The Toad saw that Herag seemed determined and sighed, "The Abyss Plane ancestors are not easy to deal with, so it's better not to associate with them."

The Toad's concerns were quite normal; no one would want to deal with such high-tier figures; it was too dangerous.

But Herag was different; he himself had the Ancestral Bloodline of the Abyss Plane, already making him part of the Abyss Plane.

Herag had already noticed that the Spider Queen and the Thousand-Eyed Ancestor seemed to have discovered that he was human yet hadn't said anything; it seemed they didn't care.

After all, with several ancestors around, under long-term close contact, even though Herag had hidden his aura well, he would still be detected.

Moreover, for ancestors like the Spider Queen, they didn't need to infer from his aura; they could discover many things anyway.

After Herag's Ancestral Bloodline fully awakened, many instinctive feelings grew stronger.

He didn't know exactly how he was discovered, but he could feel that the Spider Queen and the Thousand-Eyed Ancestor noticed something, but they didn't say anything.

"I'll go with you to the Insect Race Plane," Andres said, a bit uneasy.

Herag replied, "Andres, you should stay, the Boundary Land and Wizard Plane both need someone in charge. With the Toad and I going out, we'll need you to take care of them."

Currently, the two planes were merging, and Herag and Andres both had to remain; one couldn't leave them unattended.

The merging process would take a very long time, possibly hundreds or thousands of years, not something that could be completed in a short time.

Andres understood this but couldn't help feeling uneasy.

"How about this, I'll make a trip to the Abyss Plane and ask the Thousand-Eyed Ancestor if he's interested. If he's willing to come along, then we'll be much safer," Herag said.

The Toad could return to the Abyss Plane anytime anyway, and if Herag entered the Insect Race Plane from the Abyss Plane, he could return anytime through the plane's imprint; both of them were free to come and go.

"I'll go with you to see the Thousand-Eyed Ancestor," the Toad said.

Herag pondered, "I can go alone."

The Toad was always different from Herag; he could only be considered an ordinary demon of the Abyss Plane and didn't have an Ancestral Bloodline.

In the Abyss Plane, where bloodline meant everything, the Thousand-Eyed Ancestor wouldn't have as good an attitude toward the Toad.

The Toad jumped onto Herag's shoulder, saying, "Isn't it normal for a great Abyss Plane ancestor to have one or two subordinates?"

Any Abyss Plane ancestor had a heap of followers, and indeed, the Toad could go as Herag's retinue to see the Thousand-Eyed Ancestor.

After the group agreed on some details and prepared for some time, Herag activated the plane coordinates on his left hand and entered the Abyss Plane.

Chapter 695: See Through

The plane teleportation had not yet completed, and Herag already sensed the familiar aura of the Abyss Plane rushing towards him.

After Herag steadied himself, he looked around and found himself in a forest.

He looked up at the starry sky and quickly determined his location, finding the position of the Thousand-Eyed Ancestor's Lava Cave.

The distance wasn't far, at least not far by Herag's speed.

Herag stood in place for a while, waiting for the Toad.

When the Toad returned to the Abyss Plane, it could sense Herag's location, but it would take some time to get there, just like many years ago.

Herag waited for a few minutes, and spatial ripples appeared beside him, from which the Toad emerged.

"It seems you're not far." Herag smiled.

The Toad jumped onto his shoulder and said, "No, very far, farther than ever before. It's just that my strength has improved significantly, so my speed is much faster."

The Toad had traversed space to come over after sensing Herag's direction.

Without Herag's specific coordinates, it couldn't teleport directly through the internal space passage; it had to traverse through space.

The Abyss Plane was vast and naturally required some time.

"Let's go." Herag nodded and began heading towards the Lava Cave of the Thousand-Eyed Ancestor.

With a single step, Herag crossed over a thousand kilometers, traversing vast areas.

His traveling speed was no slower than the Toad's space traversal, perhaps even faster.

Herag could travel with such abandon because of his high bloodline status.

Even crossing over the territories of some demons, those demons dared not say anything, furious but silent.

It only took Herag half a day to reach the vicinity of the Lava Cave.

Though it only took half a day, considering Herag's speed was incredibly fast, the Abyss Plane indeed was vast.

Herag couldn't sense the full extent of the Abyss Plane, it seemed endless, with no perceivable borders.

Outside the Lava Cave lay vast plains, with only the center being a volcanic and lava area, from afar, smoke could be seen billowing from the volcano.

Just as Herag arrived, a Thousand-Eyed Demon materialized in the void ahead.

"I come to pay respects to the Thousand-Eyed Ancestor." Herag said in the Abyss Plane common tongue.

The Thousand-Eyed Demon blinked, sent back a respectful message, and withdrew to report.

The vast plain appeared barren, but in reality, countless Thousand-Eyed Demons inhabited the void here.

Soon, that Thousand-Eyed Demon reappeared, informing Herag that he and the Toad could proceed inside.

The Toad stood on Herag's shoulder, cautiously observing the surroundings; it was its first time in the Ancestor's territory.

Previously, these places were forbidden zones to it, absolutely dangerous areas not to approach.

Despite the courteous demeanor of these Thousand-Eyed Demons, it was because Herag was present.

The Toad believed, should it come here alone, innumerable powerful Thousand-Eyed Demons would swarm up at any moment, killing it on this plain.

"We meet again, Herag." The massive black eyeball of the Thousand-Eyed Ancestor appeared ahead, blinking as it spoke.

Herag paused for a moment and then smiled, "So you know."

The Thousand-Eyed Ancestor laughed eerily, "My big eye is not for show, but it doesn't matter. In the Abyss Plane, it's all about bloodline."

Herag hadn't expected the Thousand-Eyed Ancestor to mention his human name right upon meeting.

He had never revealed this name and had no idea how the Thousand-Eyed Ancestor learned of it.

Herag glanced at the Thousand-Eyed Ancestor's massive black eyeball, guessing in his heart it was likely some bloodline talent ability of the Ancestor, probably capable of seeing through many things.

It seemed the Thousand-Eyed Ancestor had seen many things upon their first meeting.

At that time, Herag was doing his best to conceal his aura and information, unaware he had long been seen through.

Herag had underestimated the Ancestor's abilities, his attempts at hiding appeared naive and laughable in front of the Ancestor.

It was as if a child with greasy lips was confidently denying having stolen a chicken leg.

The Thousand-Eyed Ancestor and others didn't expose Herag back then, perhaps to avoid embarrassing him.

Herag suddenly recalled that the Skeleton King's Soul Fire seemed to flicker briefly then, as if joyfully, probably laughing at him.

Reflecting on that scene, Herag felt it was very likely...

The Thousand-Eyed Ancestor laughed, "We've dealt with the Wizard Plane for so many years, how could we not smell that whiff of Wizard Plane aura on you."

The Abyss Plane had its own aura, and naturally, the Wizard Plane had the aura of the Wizard Plane.

Only because Herag had been in the Wizard Plane for so long, he hadn't sensed it himself.

"No need to worry, I've recently observed that the Boundary Land is undergoing a fusion with the Wizard Plane, seems it's finally planning to separate from our Abyss Plane, saving us the trouble of intervening." The Thousand-Eyed Ancestor said.

The Abyss Plane had always been observing the movements of the Wizard Plane and the Boundary Land; something as significant as plane fusion couldn't go unnoticed by them.

The Thousand-Eyed Demon Race excelled at observation, and under the Thousand-Eyed Ancestor were many Thousand-Eyed Demons responsible for monitoring the movements of the Wizard Plane and the Boundary Land.

They discovered the fusion of the Wizard Plane and the Boundary Land immediately.

Without Herag, the Thousand-Eyed Ancestor would surely find ways to disrupt it.

Although plane fusion was an internal matter of the two planes, and external interference was difficult,

with so many Abyssal Cultists, someone would successfully intervene.

However, because of Herag, the Thousand-Eyed Ancestor did not send anyone to interfere but quietly awaited the completion of the plane fusion.

The goal of the Thousand-Eyed Ancestor and others was always to have the Boundary Land separate from the Abyss Plane, so the Abyss Plane could leave this place.

Now with the Boundary Land merging with the Wizard Plane, it automatically resolved this trouble for them.

Adding to that the relationship with Herag, naturally, the Thousand-Eyed Ancestor and others did not interfere further.

After contemplating these matters, Herag said, "Thank you."

"No need, every Ancestor has a few planes to themselves, it's a trivial matter. Rest assured, we will no longer intervene in the Wizard Plane and the Boundary Land. With your current strength, these two planes should be under your control, right?" The Thousand-Eyed Ancestor said.

Herag did not deny it, just nodded slightly.

The actual situation was roughly as the Thousand-Eyed Ancestor said, but likely not exactly as he imagined.

Herag wasn't enamored with power, nor did he care for many material possessions.

What he cared about from beginning to end was the enhancement of his own strength, which was the essence.

Chapter 696: Heart of the Insect Race

From the perspective of the Thousand-Eyed Ancestor, the Wizard Plane was essentially Herag's personal plane, which eliminated the reason for invasion.

A Middle-tier World doesn't have anything particularly attractive to them. There's no need to become enemies with Herag for a bit of World Origin.

The number of Ancestors the Thousand-Eyed Ancestor could find was not many, and the gathered Power was far less than before.

Herag, as someone with potential, was worth his investment and cultivation.

The Thousand-Eyed Ancestor noticed the Toad but paid it no further attention, not even casting it a second glance.

"How is the Well of the Star Realm doing?" Herag asked.

Last time, after the Thousand-Eyed Ancestor and the Spider Queen had taken the Well of the Star Realm, it was unknown if they found a way to maintain the connection between the Well of the Star Realm and the Mother River.

The Thousand-Eyed Ancestor blinked, making Herag feel as if he sighed, "Currently, a faint connection can still be maintained, but it should completely sever from the Mother River soon. I suspect the internal Rule of the Well of the Star Realm needs to operate within the Star Realm Plane, and after changing environments, many Rules fail, preventing a connection with the Mother River."

"I can bring back an entire planet, but I can't simulate the true environment of the Star Realm Plane. It's impossible."

It seemed the Thousand-Eyed Ancestor and others hadn't come up with a good method during this time, which wasn't unexpected—they were merely making an attempt.

Many Planes have their exclusive treasures or unique existences, which generally can only be effective in their original Plane.

Once they leave their original Plane, due to various complex factors, they lose effectiveness; the Well of the Star Realm is evidently one such case.

As for the situation with the Well of the Star Realm, Herag also had no good solutions.

Problems that even the Ancestors couldn't solve were indeed somewhat beyond his ability.

In fact, Herag had long had Shenlan Inference calculate related plans.

However, because the involved things were of too high a level, and Shenlan lacked too much related information and knowledge, it couldn't complete the calculations.

"Why did you specifically come to see me this time?" the Thousand-Eyed Ancestor asked.

The Thousand-Eyed Ancestor was actually a bit surprised; he didn't expect this Wizard from the Wizard Plane to come look for him again. Ordinary people don't have the courage to frequently engage with an Ancestor from the Abyss Plane.

Herag said, "I'm planning to make a trip to the Insect Race Plane. Are you interested?"

"The Insect Race Plane?" The Thousand-Eyed Ancestor's eyes lit up.

He immediately asked, "Does the Wizard Plane have a Space passage to the Insect Race Plane?"

"No, but my friend can help us reach the Insect Race Plane," Herag said.

The Thousand-Eyed Ancestor seemed to recall something and then said, "Are you planning to seize the Heart of the Insect Race?"

"Heart of the Insect Race?" Herag was somewhat puzzled.

The thing casually mentioned by the Thousand-Eyed Ancestor was something Herag hadn't heard of.

Though the Boundary Land had investigated the Insect Race Plane, it was limited to some surveys of the periphery and couldn't delve deeply, so much of the Insect Race Plane's secrets were naturally off-limits.

Anything that could be named by an Ancestor would surely be extraordinary, and it was likely to be something important.

The Thousand-Eyed Ancestor eyed Herag strangely, "You don't even know the Heart of the Insect Race—why do you want to go to the Insect Race Plane?"

"To help my friend retrieve something," Herag said, glancing at the Toad.

"Friend?" The Thousand-Eyed Ancestor then looked at the Toad, feeling a bit strange, but recalling human ways, he seemed to understand.

In the Abyss Plane, only beings with the same level of bloodline are qualified to be friends.

Otherwise, it would be a very distinct hierarchy of bloodline.

With Herag bearing the Ancestral Bloodline, under normal circumstances in the Abyss Plane, it was fundamentally impossible to become friends with a Demon like the Toad.

"What is the Heart of the Insect Race?" Herag asked.

Anyway, his identity was already exposed, so there was no point in pretending—better to just ask directly if he didn't know.

The Thousand-Eyed Ancestor said, "The Insect Race Plane is a place where clans gather as a unit, with different clans distributed in different areas, each with clearly demarcated territories. Wars often happen between them."

"Every Insect Race clan has a strict hierarchy. A position for each Insect Race Demon is determined from birth with no possibility of change."

"Typically, the most respected in an Insect Race clan are the royal family members, the core part of a clan. They have the most powerful bloodlines, the highest growth potential, and occupy the vast majority of the clan's resources."

"Beyond royalty, there are those responsible for guarding the royal family and others tasked with various chores."

"Yet, regardless of the type of Insect Race clan, there's a fundamental core— the Heart of the Insect Race."

"The Heart of the Insect Race varies in form, possessed only by clans of Level 7 or higher. It is condensed by the royal family members through communication with the Mother River, greatly enhancing the strength of royal family members and helping clans quickly develop and grow strong."

Herag raised an eyebrow, "Mother River..."

As long as something involved the Mother River, it implied a high level.

The Thousand-Eyed Ancestor had extensive knowledge of the Insect Race Plane, holding exponentially more abundant information than the Boundary Land.

The various Insect Race clans of the Insect Race Plane, from Level 1 to Level 9, were classified by the strength of the clan's king.

In every Insect Race clan on the Insect Race Plane, all Insect Race Demons served the king of the clan, with the sole purpose of making the king stronger.

To achieve this, all members of an Insect Race clan were willing to sacrifice anything to protect the king's safety.

Their reason for being was to enhance even a tiny possibility of growth for the king.

This is why the Insect Race demons in the Insect Race Plane have such strong action, cohesion, and fighting power, with everyone's will unified and completely obeying the king's commands.

The Heart of the Insect Race, as a product of the entire clan's condensed strength, is naturally extraordinary.

This thing is the best supplement and Power source for the king of the clan, greatly enhancing one's Mother River Power, and strengthening the connection with the Mother River.

This is extremely useful for lifeforms stepping into Level 7 Legendary and beyond.

Objects like the Heart of the Insect Race of this rank are beneficial not only to the Insect Race but also to entities like Herag and the Thousand-Eyed Ancestor.

Being part of the Mother River system, anything that could enhance Mother River Power is a treasure.

So when Herag mentioned the Insect Race Plane, what naturally came to the Thousand-Eyed Ancestor's mind was this item.

He acquired a piece many years ago, the taste of which is unforgettable to this day.