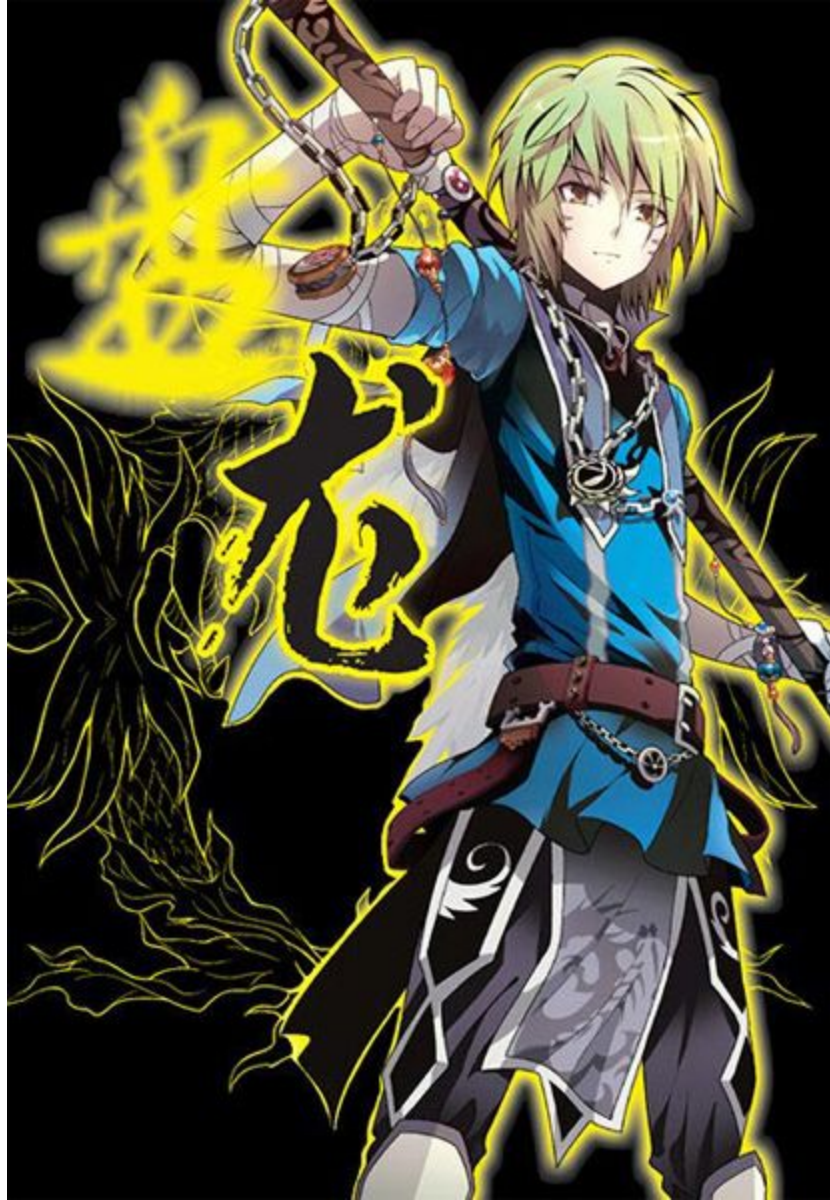




Coiling Dragon

Part One Heroes and Saints

Jump by Herculanon

Empires rise and fall on the Yulan Continent. Saints, immortal beings of unimaginable power, battle using spells and swords, leaving swathes of destruction in their wake. Magical beasts rule the mountains, where the brave – or the foolish – go to test their strength. Even the mighty can fall, feasted on by those stronger. The strong live like royalty; the weak strive to survive another day.

You may have travelled far or this may be the beginning of your journey. Whatever the case you find yourself somewhere upon the Yulan Continent. It is the only remaining continent of the Yulan plane, all others were destroyed in a cataclysmic war many thousands of years ago. Yulan is a place of endless war, the kingdoms of the Holy Union battles the Dark Alliance across the western coast of the continent hoping to be rewarded by the Sovereigns they worship. The vicious monsters of the Mountain Range of Magical Beasts which divides the Western coast and the four empires slaughter those who dare to enter their domain. There is no civilization in the mountains, only monsters and killers. East of the mountains four great empires engage in slaughter with each other. Armies millions strong march forth every generation seeking honor and glory in the endless struggles at their borders. North of the empires lie the Eighteen Warring Duchies where chaos reigns and kingdoms rise and fall in the endless wars which rip through them. North of even the Warring Duchies is the Forest of Darkness and the rat hordes. In the far east lie the Great Plains of the East whose people regularly raid and trade into the empires.

In this world only one truth remains, the strong crush the weak. Mages kill thousands of low ranking warriors with a single spell only to be struck down in an instant by those who surpass them. Cities are consumed in fire as powerful wizards work their spells and great warriors shatter buildings with their strikes. Bandits kill any who dare to defy them, assassins slit any throat for enough coin, and slavers sell millions of people into bondage.

Even away from the wars in the heartlands of kingdoms and empires the weak struggle under harsh taxes and cruel laws while the strong trample over them. Peasants live short lives of toil and work while their masters take what little they have. Trading unions form great monopolies and businesses, the largest of them wield power equal to any kingdom. Occasionally magical beasts, animals of great intelligence and innate supernatural powers, wander into human areas and slaughter until they are put down.

Yet from this slaughter and horror heroes rise. Following their own path to find power, glory, justice, or whatever else they seek these mighty people have their names spread far and wide out of adoration, respect, and fear. Above the slaughter of mortals and heroes stand the immortal Saints who walk through the air untouchable to any but their own ranks. Yet even the mighty Saints have not escaped death and many fall on the swords of their fellow Saints.

This world will be your home for the next ten years. Make of it what you will.

Take this gift of 1000 CP to choose what talent and gifts you will enter this world with.

Locations

Roll 1d8 to determine your starting location or pay 50 CP to begin anywhere within the Yulan Continent.

1.Wushan Township

A small and quiet town home to the Baruch clan. The Baruchs have a history which stretches back five thousand years and are descendants of the legendary Dragonblood warriors. The young Linley Baruch lives here. While he has only just bound the Coiling Dragon ring to himself and begun his arduous path of training this young man has the potential to rise above all others across the countless planes of existence in the blink of an eye. It is only a few days journey from the Ernst Institute greatest magical institution in the world and the capital of the Holy Union Fenlai City. If you wished to learn the magics of darkness however a journey south to the Holy Union's eternal enemy the Alliance of Darkness would be necessary.

2.O'Brein Academy

At the center of the O'Brein Empire lies the greatest fighting college upon the Yulan continent. Countless exceptional warriors have been produced here with more than a few heroes and some even reaching the Saint rank. The greatest of these warriors will be taken by the disciples of the War God, the man who founded the O'Brein empire, to train with them.

3.Mountain Range of Magical Beasts

The Mountain Range of Magical Beasts is ten thousand kilometers long range of mountains cutting north to south along the Yulan continent. It almost completely divides the western coast of Yulan from the rest of the continent. While the outer mountains are filled with dangerous magical beasts all with powerful innate magic powers and killers who can survive among such beasts they are nothing compared to the vicious monsters that live within the central mountains. The deeper one travels into the mountains the more powerful the monsters will become. In the deepest and harshest mountains live great monsters which have lived for thousands of years and become Saints. Great treasures wait for someone brave enough to venture into these mountains and claim them from the beasts and killers within.

4.Yulan Empire

The oldest empire on the Yulan plane sits near its center. Once it ruled the entire continent however those times have long since passed as the empire slowly lost more and more of its territory until it was driven back to the eastern border of the Mountain Range of Magical Beasts. Now they sit in constant stalemate with the four other great empires of the Yulan Continent, equalling but not surpassing all of them. The libraries of the Yulan empire contain more knowledge than any other place on the plane and it is famous for producing truly excellent mages.

5. Alliance of Darkness

South of the Holy Union and West of the Mountain Range of Magical Beasts lies the Alliance of Darkness. Here a constant war is waged against the kingdoms of the Holy Union to bring forth the worship of the sovereigns of darkness and become the unquestioned rulers of the western Yulan continent and perhaps the entire plane. Yet as bad as that may sound they are no worse than their enemies. The Holy Union is more than willing to engage in atrocities and exterminations in their wars with the Dark Alliance and the Dark Alliance will return them without pause.

6.Great Plains of the Far East

The vast and grassy plains east of the four empires extend to the south-eastern edge of the Yulan continent. The kingdoms of these plains make regular war with the empires and have done so for thousands of years. While they are more sparsely populated than the empires they have produced some of the finest warriors in the lengthy history of the Yulan continent.

7.Forest of Darkness

Without question the single most dangerous place on the entire Yulan plane is the Forest of Darkness. Much like the Mountain Range of Magical Beasts it is inhabited by magical monsters. However unlike the endless variety of monsters within the mountains here one type dominates. Rats, they come in swarms of millions as great armies led by Saint ranked general rats and slaughter all within the Northern Duchies of the Eighteen Warring Duchies. Behind those Saint ranked rats is Beirut the Godeater Rat, who is counted among the hundred strongest beings in the multiverse. You have begun at the edge of the forest and while the rats have no particular hatred of humans they have no love for them either.

8.Free Pick

You are given a choice of anywhere upon the Yulan continent as where you appear. Just make sure to choose somewhere you'll survive being.

Origins

Choose only one origin, origins gain a 50% discount on all perks and items listed in their respective perk and item trees.

Sex

You may freely choose your gender.

Age

Roll 4+1d6 to determine your starting age or pay 50 CP to change it to any rollable result.

Drop-In

Either you grew up in the wilderness amongst the animals and far away from civilization or you just fell into your starting area. Either way you start near a small village in your starting area. You represent someone with the potential to achieve whatever they wish to and rise to the highest ranks in whatever you put your mind to. You have an utterly exceptional general talent and could achieve great things as either a warrior or mage, although not to the same extent as the warrior or mage origins in their specialty. You begin with a sack of one hundred gold coins, enough food for a week, traveling supplies, a map of the local area, and a short sword.

Warrior

You've been training since you could walk at the very least and have spent arduous hours working through your own sweat and blood to improve your physical strength. As a warrior you are a genius amongst genius warriors able to match even the best students normally at the O'Brein Academy, the finest Warriors academy in the world, in talent. Yet these are not normal times and you may meet many who can match even you in talent.

To grow stronger as a warrior takes three things, a strong body, a powerful martial style, and battle-qi. A strong body can be obtained through exercise and pushing the limits of the body until you exceed them and is necessary to store battle-qi. There are many methods of exercise and many proclaim themselves a supreme and unbeatable one. You have knowledge of one that would allow you to reach the level of a mid ranked warrior using only physical power. Like exercise there are many styles of martial art that call themselves the strongest or the best. You have learned one that will serve you well in combat up to the ninth rank. Past that martial arts start to become more esoteric. Wielding heavy weapons as if they were light as a feather and light weapons like they were thousands of pounds are both techniques that any warrior approaching the saint rank will learn. To become a warrior saint you must learn to freeze space with your attacks preventing things from moving into or out of their paths, this art is known as Impose. Battle-qi is the core of combat for high level warriors and is utterly essential to success as one. Battle-qi is gathered by drawing in the elemental essence of the universe and purifying it within the body. Battle-qi can be used for a variety of effects

including imbuing the gathered elements into an attack and increasing a warrior's physical attributes massively.

Mage

One in ten thousand people have the talent needed to become a mage. Out of those geniuses able to become mages the true prodigies are selected for their magical power and elemental affinity. A million people might go by without a single one having the talent necessary to join the Yulan continents number one magical school, the Ernst Institute, and amongst those rare few you would be called the cream of the crop. Yours is the kind of exceptional talent that might come about once every few generations and be called truly prodigious. However the current generation is filled with exceptions.

Mages gather the elemental essence which permeates reality into themselves and refine it into "mageforce" of whatever elements they use. Mages can use mageforce to command the natural elemental essences of reality into magic spells. These spells have a myriad of effects from increasing the mages physical capability, to launching attacks, and even letting them take to the skies. Mageforce itself is commanded by the mages spiritual energy with each spell used consuming some energy. To lessen the strain on their spiritual energy caused by using spells a mage uses premade incantations to help command their mageforce, as a mages spiritual energy grows they will be able to cast relatively low power spells instantly. To advance in rank as a mage is more difficult then as a warrior as it requires the mage to train both spiritual energy and to accumulate mageforce both of which take a significant amount of time. A mages body grows stronger as a side effect of their training but not to the level of a warrior of the same rank. However despite their training being harder, their bodies weaker, and their numbers lesser mages are more valued than warriors as while even a very powerful warrior can kill at most a dozen people with a single strike a decent mage can kill thousands with a single spell.

Perks

Cultivator (Free All)

Cultivation is the core of strength!

The cultivation, of body, mind, mageforce, martial arts, qi and soul are what determines the strength of a man. Through training and meditation someone may improve from being a normal human being to something which can shatter mountain ranges into sand, encompass entire continents in their senses, move faster than light, dry the oceans, raise continents, and rip holes in reality. Every human being and magical beast on Yulan is capable of cultivation in some manner. Men can become Saints and Saints can become Gods. Now you may join the ranks of those cultivators and begin the transformation into a being of incredible power.

Cultivators have nine ranks of power while they are mortal. These ranks are not arbitrary, each one represents a transformation of the body and mind into a higher state, expansion of the cultivators life span, and a jump forward in personal power. Each rank is harder to reach then the last so higher ranked cultivators hold high status and are handsomely rewarded for their services. It takes a great deal of natural talent and effort to reach even the sixth rank of cultivation.

Beyond the ninth rank of cultivators are the legendary Saints, a rank only a genius of cultivation who has undergone harsh training has any hope of reaching. Saints are far stronger than those in the lower ranks of cultivation, will not age, and can float and fly through the air without any spells.

Your talent is great enough that with dedicated training you can reach the Saint rank within one hundred years. This is a great deal of talent, easily enough to easily be labeled a supreme genius. You will have to train yourself, face many challenges, and survive the process if you wish to become one legendary saints. That doesn't need to be the end of your training though, you may continue to cultivate the very highest levels throughout the cosmos with enough time, dedication, and luck.

An in depth explanation of the methods of cultivation is available in the Notes section of this document.

Kung-Fu (Free All)

You know kung-fu. You have all the training in martial arts needed to be a soldier in this world. This means basic training in both armed and unarmed combat, armor use, and body movement needed to fight in a pitched battle. It's nothing special but at the very least you won't be considered an incompetent at the lower levels. You also excel at creating new styles of combat focused around whatever abilities you might happen to have. This will allow you to create effective ways to use your physical ability, magic, knowledge of elemental laws, and other abilities in combat. You're also skilled at

coming up with pretentious and very long names for attacks much like the other legends of the Yulan plane.

[The Four Supreme Warrior Clans \(300/600, Choose One Clan to join\)](#)

Throughout the Yulan continent there is a legend of the Supreme Warriors, four types of warrior with such incredible strength that each one was the equal of a massive dragon. These four warriors were born with the blood of divine beasts running through their veins and each one formed a clan which in some form has survived five thousand years of bloody history to reach the present. Within those clans it is considered a miracle if the blood of the Supreme Warriors runs thick enough and allows another person able to be called a Supreme Warrior to emerge. In you that once in a hundred generation miracle has appeared.

The Dragonblood Warriors of the Baruch Clan, the Violet-Flame Warriors of the Hyde Clan, the Tiger-Striped Warriors of the Prey Clan, and the Undying Warriors of the Armand Clan are known as the Supreme Warriors and they all share the ability to transform in battle. The Dragonblood Warriors of the Baruch clan are covered in hard azure scales, sprout a tail, and gain sharp claws giving them the appearance of a demon. The Violet-Flame Warriors sprout vermillion feathers, have their legs become eagle like talons, and grow great wings from their back. and are wreathed in flames which change color depending on the power of the warrior. The Tigers-Striped Warriors grow thick white fur with black stripes and claws on their hands and feet while their head turns into that of a tiger with blue eyes. The Undying Warriors have their skin and muscles turn white before growing thick marble-like armor over every part of their body except the head and grow to over three meters in height with proportionally large muscles giving them the appearance of a giant.

The Dragon Blood Warriors are the most balanced of the four divine beast clans giving increases to speed, defense, and physical strength in near equal measure after transforming. The combined speed and physical strength give their transformation incredible offensive power while their dragon scales defend their body better than any normal armor. This clan has been reduced to three members, Hogg Baruch and his two sons Linley and Wharton. The clan has been in a steady decline for the past hundred years although they still have some wealth and run the small yet prosperous Wushan township in the heartland of the Holy Union. A word of warning, having a blood relation to Linley Baruch will bring many powerful enemies and allies if his life goes anything like it did in the original story.

The Violet-Flame Warriors gain speed equal to the Dragonblood Warriors but have less increase to their strength and toughness and no natural defense like their scales. Instead they gain the ability to regenerate using the Nirvana Rebirth technique passed down through their clan and usable only by members of their bloodline. The technique has three stages of mastery, blue flame, white flame, and violet flame. At the blue flame level serious injuries disappear in mere hours, at the white flame level life threatening injuries disappear in minutes and it takes severe damage to the body to

actually kill the user, at the violet flame level even lethal injuries disappear fast enough that the user could continue to fight through them and it takes the complete destruction of the body to kill the user. Currently the Hyde clan work for one of the major trading unions and are fairly prosperous.

The Tiger-Striped Warriors gain speed greater than any of the other Supreme Warrior Clans and strength to at least match them. While they have no special defenses or techniques to negate damage their speed allows them avoid blows all together and their offensive powers are incredible allowing them to rip through an enemy's guard and severely injure them in moments. The claws are sharp and strong enough to damage the scales and armor of other Supreme Warriors at a similar rank. Not much is known of this clan except that they still exist and were established around the same time as the other clans.

The Undying Warriors trade speed for defense and strength making them unstoppable forces on the battlefield who can often simply walk through enemy attacks. Their massive forms grant them a much larger reach in melee combat than any normal person while their incredible weight prevents them from being pushed around by attacks. The marble-like armor which cover their giant forms are so tough that an Undying Warrior would generally be unable to damage himself with his own attacks. The Undying Warriors clan has been reduced to five orphan brothers in the warring duchies. Miraculously all five brothers have thick enough blood to undergo the undying warrior transformation, however they are currently unaware of their heritage. They do not have a training manual on how to gather Undying Warrior battle-qi and thus rely solely on their physical power and don't know they can transform. You will join them as a sixth brother if you choose to be an Undying Warrior.

No matter which of the clans you join there are some shared traits. You will be restricted from gathering battle-qi through normal methods and will instead have to use special battle-qi gathering methods of your clan. Only Supreme Warriors can gather battle-qi through these methods meaning the rest of your clan can only proceed so far as warriors. To make up for this however everyone in the clan has muscles which grow three to four times faster and far stronger than a normal humans allowing them to reach the sixth rank using only their bodies. The Armand clan is unable to do this as they lack their clans scrolls however their bodies can grow even stronger than the other Supreme Warriors and reach the Ninth rank through muscular power alone.

You may take this perk at a 50% discount if you choose to lose access to your transformation initially. This will also mean you cannot gather battle-qi until you gain the ability to transform and will have to rely solely on physical strength. By consuming the blood of a magical beast at or very close to the Saint rank you will thicken your own blood with its and gain the ability to transform into a Supreme Warrior. Dragon Blood Warriors will need to consume dragon blood, Tiger-Striped Warriors cat blood, Undying Warriors turtle blood, and Violet-Flame Warriors pheonix blood. Your transformed form will also have some resemblance to whatever beasts blood you took. The blood of a

black dragon would tint a Dragon Bloods scales black, a panther would make a Tiger-Striped warriors fur completely black, and so on.

[The Four Edicts \(300, Chose one Edict per purchase\)](#)

Far rarer than attunement to the elements is attunement to the four edicts. The Four Edicts are an additional set of laws passed down by the four Overgods. While the elemental laws describe matter and energy the Edicts describe Life, Fate, Death, and Destruction. Your soul resonates with the incredible power of one of the Edicts allowing you to train insight and control over Life, Fate, Death, or Destruction.

Whatever edict you have chosen grants High Magic of great power. Fate grants the Oracular Magic capable of prophecy and powerful soul attacks, Life grants Life Magic which can be used to heal and to create attacks that multiply and spread through the body and soul like a disease, Death grants Necromantic Magic which can call forth the dead and rot the body and soul. These magics are incredibly powerful compared to their elemental peers and were personally passed down by the Overgods. The Edict of Destruction passes down no magic, instead it grants incredible aptitude for battle and slaughter as those who use it have a soul in the shape of a sword. Only by becoming a Saint or God will you gain control over the power of Destruction which holds possibly the most powerful attacks of any Edict or element.

The Edicts do not allow one to ascend through understanding of profound truths, in fact they do not contain profound truths at all. The Edicts are not separated into multiple laws. They are each a single great command that guides the existence of everything in the multiverse. Instead ascension is granted by personal enlightenment and understanding of the Edicts meaning and purpose. To grow stronger you must learn what your Edict represents and why it exists.

[Soul Mutate \(300, May not be purchased twice\)](#)

The power of the elements are separated into seven distinct pools within the soul which must be trained separately. Not so for you, two of the pools within your soul have been fused together by severe damage it. The fusion of these two pools has left both stronger than they were before allowing you to draw energy to fuel spells from both. Your elemental affinity in the combined element will be the added affinities of both elements. Not only that but you may even fuse the normally separate laws and profound truths of these elements together. This is a vanishingly rare trait even amongst Saints and Gods, so rare in fact that many have never even heard of such a thing. There are even rarer forms of this trait which grant three way soul mutation and theoretically even four way soul mutation, although such a thing has never appeared in the endless history of the cosmos.

Drop-In

Useful Paranoia (100, Free Drop-In)

To those not familiar with this world it may seem like danger is unavoidable. The crunch of leaves could be a harmless animal or a bandit ready to slit your throat, the rat with odd fur might be completely mundane or it could be a magical beast with teeth sharp enough to chew through stone. In this world danger lays in even the most harmless seeming things. You however are skilled at picking out innocent coincidence from something working against you. Catching you off guard is still possible and this only helps you spot danger but when death might hide in every shadow that might just save your life.

Sculptures in the Stone (100, Free Drop-In)

The heavens are vast, the oceans deep, and the earth wide. To walk across them is to know endless wonders hidden out of sight. You will not tire of wandering or find the world growing dull around you. Even years of seclusion can be endured without issue if you merely look for the beauty of the natural world. While you have no greater attunement to the elements or deeper understanding of them it will be easy for you to observe nature and reflect upon it without becoming bored or tired.

Safe Training (200, Discounted Drop-In)

Advancement as a fighter of any kind entails certain risks. Warriors can destroy their bodies, killing or crippling themselves permanently in the process. Mages can have accidents researching new spells and blow themselves apart. You however need not fear such things for you know your own limits. You know the instant your body will collapse or that a spell will fail catastrophically and can push your training to the absolute limit without crossing over it. There will never be accidents in your training leaving you free to train as hard as you possibly can with no fear of setbacks.

Supreme Jumper Nirvana True Ultimate Crushing Strike (400, Discounted Drop-In)

The 'finishing move' is a concept well known to the warriors of this world. A special strike which is executed with all the skill and power the warrior can muster forth. For you any move that you put as much power as you can behind is amplified to even greater heights of destruction such that you might catch even injure or kill foes that surpass your normal power greatly. While this alone will not be enough to defeat foes that leave you completely in the dust it might let you punch above your weight class with a lucky shot or blow away a peer opponent in a single hit.

His Infamy Shakes the World (600, Discounted Drop-In)

In this world there are those whose very name strikes awe into the hearts of kings, Saints, and Gods alike. You are not one of these people however it may be in your interest to become one. Now your reputation feeds into your training and abilities. A village adoring your swordsmanship might let you hone your edge just a little faster, a city praising your magic would noticeably improve how quickly you gather spiritual energy, if a kingdom were to praise you as a genius you would truly become one, and if the whole of Yulan were to say you are its greatest prodigy then you might find yourself

becoming a God in the lifetime of a normal man. As your reputation grows and spreads to more people each new individual will have slightly less effect but your total training speed will still increase. Your reputation also only works positively so if you have a reputation as a dullard or weakling you won't find yourself getting dumber or weaker. Now go forth and carve out a legend in the bloody history of Yulan.

Warrior

Determination to Continue (100, Free Warrior)

On the path of a warrior the body will be broken and battered a thousand times over. Yet they endure. So to shall you find that no amount of physical pain will set you off a chosen course. While this is a great blessing if you will walk the warrior's path, allowing you to endure almost any level of physical hardship without losing control, you must be careful not to overexert or injure yourself too badly as it offers no protection from such things.

Fitness (100, Free Warrior)

Perhaps the most fundamental quality of a warrior is his raw physical power. In either speed, strength, or endurance you are extraordinary. In whatever you choose you can match an average soldier even as a child and will increase far faster than most. With this kind of talent for physical strength you might be able to exceed the normal limits of what can be done without battle-qi.

Building the Style (200, Discounted Warrior)

Carefully guarded secret scrolls and ancient teachers may hold the secrets of many amazing techniques in this world. Such things are difficult to acquire however. But like a fine house is built on solid foundations, so too are fine styles built on solid foundations. Those foundations become trivial as you instantly understand and become capable of techniques you would find simple or basic. Building up the rest of a style will also provide little challenge as an uncanny intuition for martial arts allows you to expand upon the foundations and create more complex and powerful techniques. Perhaps even the legendary warriors of Yulan will bow in respect of your achievements someday.

Killing Generals, Slaughtering Soldiers (400, Discounted Warrior)

Even a great warrior can fall to an army of sufficient size. Sheer numbers can lay low the strongest men with exhaustion, time, and the accumulation of minor damage. For you such lesser warrior things are no concern. Your body will not tire nor will you grow weary as your battles continue. Enemies whose attacks would merely scratch you are no longer a concern as such wounds simply no longer affect you. Your enemies must strike deep and true into your flesh if they wish to harm you. Marching through armies as an invincible wall of destruction untouched by lesser men is entirely possible for you. No king or country can raise an army large enough you cannot kill it.

Limits Shatter One After Another (600, Discounted Warrior)

The warrior's path is marked with many bottlenecks and obstacles which slow or stop the effects of training altogether until they are passed. These bottlenecks are places where one must simply spend time training for a very long time to grow stronger regardless of their natural talent, things like gathering battle-qi, developing muscular power, and increasing spiritual energy. You however are an exception to this rule. Whenever you come across a place in your training where you would need to spend ages simply building raw power or meditating to gain scraps of knowledge on the world you will progress through it at incredible speed. The only place your training will slow is

when it would require a great epiphany to move forward. The world will tremble as you blast past countless barriers to achieve incredible strength.

Mage

Overflowing Spirit (100, Free Mage)

Spiritual energy could be called the basis of a mages power, allowing them to control the elemental power of mageforce within them and shape it into spells. Your mageforce is particularly amazing, exceeding an average persons by one hundred times over and exceeding a normal mages five times over. You'll see a smaller increase in how it grows compared to the initial power quickly but it will still be quite substantial. Some special training methods can surpass even your growth rate. Upon the Yulan continent you are by far one of the most impressive people when it comes to natural spiritual energy.

Elemental Affinity (100, One Purchase Free All, First two purchases free Mage, Further purchases are not discounted)

This world is made of six elemental essences, all things apart from the soul consists of these seven things. Fire, Water, Earth, Air, Lightning, Light, and Darkness whichever you choose you have an exceptional affinity for its elemental essence. This affinity allows you to draw elemental essence into yourself to form mageforce at ten times the normal speed of a magus of your element, detect that element with great ease, and help you to learn the profound truths of your element. Many magical academies in this world, would be happy to accept you for having even one element at this level if your spiritual energy is even average for a Mage.

Memorization (200, Discounted Mage)

Mages are often thought of as being smarter than their warrior counterparts. While that may not be true in general in your particular case it certainly is. You have a photographic memory allowing you to instantly recall anything you've ever encountered at any time. This will be a great help with learning spells as it allows you to remember every detail of their effects, how they work, and the chants required to activate them. It will also be helpful if you wish to contemplate nature allowing you to recall all that you have observed over the years to try and piece it together into a deeper understanding of the world.

Grandmaster and Mage (400. Discounted Mage)

You are an artist. Normally for a Mage that would merely mean a somewhat interesting hobby but not so for you. Certain forms of art connect to the elements, those with exceptional affinity for an element can draw out form better than any normal master. Through this you will create works of art like a grandmaster sculptor that have auras of emotion visible to all who observe it. But for a dedicated mage that would still be a mere hobby to go alongside their training. Your art helps to train your spiritual energy, with it you will rocket through the Mage ranks. Creating your art will not only create works of beauty but make you stronger and stronger. In the recorded history of Yulan there have likely only been one or two artists as good as you at your art.

Prodigy of Prodigies (600, Discounted Mage)

Training is a long arduous process. Yet very rarely a fighter will stumble across an epiphany allowing them to accelerate their training to speeds which utterly surpass

anything known to those of the Yulan plane. A magus may find his soul becoming one with nature and multiply his spiritual energy many times over in a handful of days, a warrior's body may undergo a transformation into a higher stage granting him physical strength utterly surpassing his old self in a matter of hours, a swordsman may realize in a moment that there is no difference between heavy and light allowing him to strike with a thin saber as if it were a blade as thick as his chest. Achieving the effects of year of training in days or even achieving something that could never happen without one are the marks of epiphanies. These epiphanies will come to you quite easily. Where they might have happened a handful of times in a lifetime for the so called geniuses of history you will find yourself achieving them at least once every few years. You might claim the title of the greatest prodigy in the ten thousand year history of Yulan if you're lucky.

Items

[Magiccrystal Card \(50\)](#)

On the Yulan continent this card represents one thing, serious dosh. A small golden card keyed to the fingerprints of it's user meaning it cannot be stolen even if the user is killed. By tapping the card the user can either withdraw or deposit money onto the card. It contains one hundred thousand golden coins. Generally this would be enough to buy exceptionally rare materials, create a large business, or keep a minor clan afloat for generations. For cultivators and amongst high society this would be a fairly large sum yet nothing unheard of, amongst the peasantry of the Yulan continent this is unimaginable amounts of cash.

[Drop-In](#)

[Cultivators Farm \(100, Discounted Drop-In\)](#)

You have access to a small but highly fertile farm attached to your warehouse. It is stuffed to the brim with almost every plant imaginable. From the nearly mundane ginseng to the rare and mystical blueheart grass. The common link between all ingredients is they have magical properties which can be used in cultivation. There is at least a sample of almost everything used in magical medicine. Careful experimentation will allow you to make drugs and poisons useful for a cultivator. The farm is fertile enough you won't even need to pay attention to any plants placed in it for them to grow healthy and strong. Should you use up all of a plant you will receive new samples of it in a decade. This farm may be attached to your warehouse, hidden somewhere known only to you, or attached to another property.

[Interspatial Ring \(200, Discounted Drop-In\)](#)

A shockingly rare treasure on this plane the interspatial ring is one of the rarest things in the world and appears to all but a close inspection by a Saint to be a normal ring. While on the higher planes these are as common as bags on this lower plane they are treasures that would be rare even amongst kings. This ring will allow you to store items within it by pointing the ring at something and willing it suck it in. Similarly you can release items stored within by willing it. Whatever is held inside is kept in stasis, meat will not rot, wine will not sour, and swords will not rust within it. It is perfectly possible to catch and release objects going at considerable speed. This cannot be used to suck living creatures inside the ring.

[Gebados Planar Prison \(400, Discounted Drop-In\)](#)

Every plane of existence has an attached prison dimension where those who offend the Planar Overseer are cast into. You now have access to a similar place and may open portals to it. To trap people within you will have to shove people inside these portals and then close them. You also have the ability to travel to this mirror world through your portals and may open portals from inside to escape. Within is a barren land with little food or water and a harsh sun which constantly beats down upon the landscape below otherwise it mirrors the geography of the world outside it. It is impossible to train supernatural powers inside due to the complete lack of elemental essence in the air.

The only way to grow in power within it is to kill others and use the elemental essence within them to increase their power. Those trapped within and objects inside will not follow you between worlds.

[Godeater's Training Room \(600, Discounted Drop-In\)](#)

Attached to your warehouse, some other property you own, or simply hidden in a location known only to you is a copy of Beirut the Rat Kings training room. Behind an innocuous door lies a spherical pocket dimension ten meters in radius. It is a spartan training room with only a basic wooden floor separating the sphere into two halves, a desk, a bed, and a chair inside. Wrapped around it is a transparent layer of energy which stabilizes and protects the dimension. Beyond that transparent layer of energy is chaotic space, the cosmic medium which lies between planes of reality. Within chaotic space unformed elemental essence crashes about wildly in a prismatic rainbow. However the power crashing about outside the pocket realm is not what makes it a useful training room. Within this room elemental essences and the energies of the four Overgods have been concentrated many times over. A person without any particular attunement to the elements or edicts would be able to clearly feel all of them as someone with exceptional affinity towards an element does while within it, those who are strongly attuned would find their connection to the world startling and even distracting at first. Gathering Mageforce and Battle-qi within this room also goes much faster thanks to the increased density of elemental essence. When contemplating profound truths however this room is an incomparably valuable tool. The profound truths of the elements will be incredibly easy to visualize and comprehend compared to the normal world.

Warrior

[Recovery Medicine \(100, Discounted Warrior\)](#)

Sometimes after a long day of training all you want to do is rest your tired body. Unfortunately in bloody and chaotic world that may not be possible. This sack full of pills will temporarily allow you to keep going where you might otherwise have failed. Your body will be rejuvenated, aches and muscle pain disappearing as it flows through your body. Not only that it will rejuvenate your qi as the drugs within the ball flow down the meridians of your body. These effects will only last a few hours at best before they begin to fade and allow whatever new exhaustion you've accumulated to add onto what you had before but it will have no long term negative side effects and you won't die from it, so long as you only use one. Regular ingestion every day helps promote battle-qi flow, physical stamina, and wound recovery. The sack of pills refills once a week. You'll find plenty of use for this with the number of two-bit bandits who attack while their marks are tired. The pills are made of rare ingredients put through a fairly difficult process so a full sack is worth a very large amount of money and they are considered a high quality medicine.

[Battle-qi Techniques Manual \(200, Discounted Warrior\)](#)

This is a secret technique manual for a variety of qi-gathering methods apart from the basic qi-gathering stance. These more advanced techniques carry with them special requirements such as bathing the body in magical ingredients before training, using them only at certain times of day, or sticking to a strict diet. Failing to meet these requirements before attempting to gather battle-qi can have catastrophic and even lethal results as the energy goes out of control within your body. The rewards however are well worth the cost and risk associated with them. Your battle-qi will gather far faster than it otherwise and the techniques will allow you to hold and control more than your body would using the normal stance. would These secret qi-gathering techniques are literally worth a king's ransom.

For Supreme Warriors this book will contain special versions of their qi-gathering technique which are even faster than the traditional method their clans normally use.

[Divine Edge \(400, Discounted Warrior\)](#)

This is a divine tool, a weapon created by a Highgod of considerable power. It is all but unbreakable, a Saint trying as hard as they could would be incapable of even scratching it. The blade can be made impossibly flexible and can be controlled to move in any way the wielder wishes using their spiritual energy. Not only that it is sharp enough to cut through solid steel in the hands of a child. The blade has been soaked in battle and warfare for all of its existence and still holds echoes of the slaughters it once reveled in. Upon investigating the blade with the spiritual senses of a high ranked fighter disturbing visions of slaughter and war will begin to appear in your mind. Corpses of God's piled into mountain sized mounds by the swords last wielder, rivers of blood flowing across the alien planes of the Infernal Realm, and the haunting laughter of its last wielder, these are the imprints of its last wielder's mind pressed into the sword over tens of thousands of years of constant slaughter in the Realm of Destruction.

This blade has more to it than just an edge though. Inside the mind and power of a Highgod, a god who understood every law of an element, echoes even in death. By pouring spiritual or divine energy through the blade you will be able to activate a few scraps of profound truth left in the blade. Doing so will fill you with a titanic blood lust and while you will not turn your blade on your friends anything else will not be safe unless your willpower is truly incredible. Though you must be careful not to lose yourself in the alien mind as the overwhelming power of the blade brings with it a mind which spent thousands of years slaughtering and dwelt in seas of corpses.

Any other bladed weapon you happen to have may be imported as this gaining all of the above properties.

[Secret Scroll of the Profound Warrior \(600, Discounted Warrior, Cannot be purchased twice\)](#)

Saint level Warriors can wield the heavy as though it were light, the light as though it were heavy, and impose the power of heaven and earth on the world so not even a drop of rain can touch them in terrible storms, and even make use of some small profound techniques. This scroll contains the knowledge necessary to learn and use those supernatural techniques simply by repeating the exercises, meditations, and training routines found within. It builds up step by step so even a warrior beginning their path of cultivation and contains detailed steps for every rank on the path of a warrior which will allow them to reach the Saint rank. But that is not what makes this an utterly remarkable item and one thought impossible to produce, it contains the profound truths of one law. It is common sense among the Saints and Gods that profound truths cannot be taught as they are simply too complex to communicate or be understood through mere words. Yet this scroll proves that rule wrong. Even the worst of dullards should be able to understand some minor profound truths by reading this scroll and contemplating its contents. It would take an exceptionally talented cultivator a few decades to fully understand the law contained within the scroll and those of lesser talent a few centuries, an incredibly short time all things considered.

Mage

Ninth Rank Magicite Core (100, Discounted Mage)

Mages must ration out the power they use while fighting or else risk running out of power. To help with this they create chants for spells and use staffs to focus their magic through. Those work by placing a magicite cores pulled from magical beasts on the end of them. You have the magicite core of a ninth rank magical beast, only one step from a Saint ranked core. This will greatly reduce the cost of any magic you cast through a staff holding it. Alternatively you can feed this magicite core to a magical beast to let it grow in power very quickly. This will let even the weakest magical beasts you might have taken as a familiar to grow in strength up to the Ninth Rank given many years.

Book of the Scholar (200, Discounted Mage)

A mage is nothing without their spells. They are as fundamental to them as a warrior's arms. Without spells even the strongest mage will have no use for their power. Normally you would have to attend a mages college to gain access to spells or even swear fealty to an empire. With this book however there will be no need for such things, this book contains many spells of every element all the way up to the saint rank. Without this you'll need to find an education in magic somewhere.

Orb of Soul Refinement (400, Discounted Mage)

Spiritual energy is hard to gather on your own. So why not take the fruit of others labors? This large crystal orb will trap the souls of those you kill within itself and begin to break down and refine them into a golden mist which can be absorbed to strengthen the soul greatly. It is capable of processing about twenty million normal souls ever decade. The souls destroyed by this process will not progress to the Underworld and will instead be destroyed. You may choose not to trap a soul within the Orb should you feel they don't deserve to be destroyed and release souls kept within the Orb, although they will be damaged from their stay within it. Be careful who learns you have this, many consider it something worth killing over either to stop you from using it or to take it for their own use.

Coiling Dragon Ring (600, Discounted Mage)

This is a small ring , the craftsmanship is somewhat inelegant as if made by someone who didn't really know how to carve wood. It is in the shape of a coiled dragon. It is also an impossibly valuable and powerful artifact and one of the few remnants of a battle that shook the higher planes and cast down what was once the mightiest clan in all the multiverse. In its original condition this ring would have commanded more value than every other object on the Yulan continent combined. This is the personal treasure of the Azure Dragon, a Sovereign, a being who surpasses even the greatest of Gods. Even heavily damaged this sovereign artifact retains an incredible amount of power.

For a mage the greatest boon of this ring is it divides the cost of all magic by six. This trivializes the cost of any lower rank spells a magus casts and makes even powerful spells easy to cast. Even a weak magus could cast like a strong one with this ring around their fingers.

It is also able to turn any amount of unprocessed spiritual energy into easily absorbed energy instantly. If you had a way to capture souls you could quickly grow in power.

The most valuable function of this ring only becomes apparent around the Saint rank where attacks on the soul begin to appear. It acts as an invisible armor around the soul against all but the absolute strongest of attacks, except for one flaw. The damage it received in the cosmos shaking battle it was used in has left a hole through which soul attacks pour through. It would take the strongest gods a long time to fix that hole, for anyone below them it would be a matter of eons.

You may optionally include the spirit of Doebling Cowart a five thousand year old Saint ranked Earth mage. He can't really do anything except give advice and one final desperation attack.

This is only a copy of Linley's ring, it is identical in every way to the one he found save that it does not contain the three drops of Sovereigns Might hidden deep inside his.

Companions

Martial Sect (Free/100/200/300)

You may import or create up to eight companions. All companions gain a background, all freebies of that background, and 200CP with an additional 200 CP for every 100 CP spent on this option up to 800CP.

Canon Companions (100 each)

You may take any canon companion with you out of this world so long as they are not above the Saint level when you start in this world.

Soon-to-be-Divine Companion (600)

At your side is something incredible. A divine beast, a creature that will become a god. You befriended it when it was still young, perhaps only a few days after it was born, and the beast returned that friendship in the form of a familiar's bond. This bond signifies the beast's absolute respect for both you and your friendship with it. It thinks of you as something like a big sibling and its boss. At first it will be weak and simple minded but it will quickly grow in both power and intelligence. Soon it will learn to send messages through your bond with it. Upon becoming a Saint the beast will learn to speak out loud in the human tongue. Once it becomes a god it will be able to transform its entire body into a human form. In a few short decades (or centuries if it's lazy) this beast will stand at your side as a friendly God with a beyond exceptional affinity for whatever element it practices and a powerful divine ability, a natural and untrainable power which allows the beast to use an incredibly powerful attack like sucking things into a pocket dimension in its stomach, ripping Divine Sparks from gods, or even slowing down time with its roar. You may choose any form of Divine Beast to be your companion.

Drawbacks

There is no drawback cap. Drawbacks always trump perks.

Extended Stay +0

Your stay is extended to fifty years. This is just long enough to watch Linley Baruch become a God of Wind.

World of Assholes +100

Not everyone you meet will be a complete and utter prick to you. Not even most of them. However you'll still be meeting a lot of people who are just dicks. They will betray your trust, steal from you, and constantly insult you for little to no reason except to satisfy some petty urge. They won't just be dicks you at least, these people will be generally unpleasant to just about everyone who they aren't sucking up to. It would take a very patient man to not snap when confronted by such people every day. Even being extremely powerful doesn't seem to stop random people from testing your patience and mercy.

Bandits! +100

You are often harassed by bandits, thieves, and murderers when you travel. They will generally pose little threat to an experienced warrior or guard but they will be annoyingly frequent. These bandits are even braver or stupider than usual, they'll follow you to the ends of Yulan. If you are in a cave defended by an army of powerful dragons the bandits will be to. Expect to fight at least once or twice whenever you go on a journey more than a few days long and always watch your belongings.

Starting From the Bottom +200

Starting out able to shake the world and break the Overgods over your knee is a bit too strong. All of your abilities related to combat will be sealed away until the end of this jump. You will be no stronger in a fight than a person at the very beginning of their training. All your strength, will have to be earned by training.

Lazy +200

Training bores you. There's no getting around it, you simply find it dull and a grind no matter how short the time you've spent on it. While you can still force yourself to train with effort it will be an unpleasant and arduous process which will make long term and focused training a difficult process at best. Even forcing out only an hour a day will be a mind numbing experience.

A Saint's Interest +300

Your arrival did not go unnoticed. When you appeared a handful of ancient Saints detected your arrival from their hidden palaces and the polar ice cap thousands of miles from the Yulan continent. Out of this handful most dismissed the oddity they felt as a mere curiosity. However one did not. He now stalks you and sends powerful enemies to test you and observe your abilities hoping to gain a breakthrough to the deity level or at

least to observe how you fight. While they will not directly fight with you they are more than willing to send enemies they believe to be stronger than you after your head to see how you will defeat them. If you wish to stem this flow of fighters looking to take your life you'll have to defeat this ancient and powerful Saint.

Apocalypse Day +300

One day a horde will descend from the mountains towards you. A sweeping tide of magical beasts who will rip apart all in their path will charge from their mountain homes and slaughter all in their path. They will come in all types with many powers. Everything from the wind wolves who can make blades of air to the mighty dragons and their elemental breaths will join this horde. The small folk of the Yulan continent will be caught unprepared by these beasts and likely slaughtered, even the armies of Yulan will have little chance of fighting off these monsters. They have many ranks from the lowest ranked magical beasts which can be fought off even by those with little training all the way up to the great Saint beasts which can rip apart all but the strongest of Saints.

Curse of Gebados +400

You are cursed. Something has gone wrong with your ability to cultivate. The only way you can gather or sense elemental essence to increase your battle-qi, mageforce, or to watch and comprehend the profound truths of elements is by slaughter. To train or restore your power you will have to kill others. Worse than that the stronger you get the more powerful your enemies will have to be for you to continue training.

Hunted by the Homeland +400

You pissed off someone with a lot of power it seems. The empire, kingdom, or church nearest to your starting location has marked you for death and is willing to throw away entire armies to take your head while you remain under their influence. Within their territory you will be a wanted man with a bounty of millions on your head hunted by assassins, bounty hunters, and armies. Outside of their territory they will send their most powerful agents, even Saint ranked opponents to kill you. They will not be above poisoning you or killing you in your sleep so you must always be on guard as their are secret agents and spies working for them in every section of the world.

The Necropolis of the Gods +600

Your journey does not begin in the Yulan continent. Instead you begin in a reality attached to it containing the Necropolis of the Gods. The Necropolis itself is a great square cube rising from the ocean twenty thousand meters high and ten thousand meters on every side. You will stay in this otherwise lifeless world until you have reached the eleventh floor of the Necropolis and made the hundred thousand strong army of saint ranked Blade Demons submit themselves to you.

The only passage out of this realm lies on the eleventh floor and enemies that slaughtered entire armies of weaker Saints are only the beginning of what you will have to face alone. This is a place filled to the brim with countless monsters, the weakest of which is at the level of a starting Saint with the strongest being a young God. But the

treasures one can find in its halls are great enough that many Saints will risk death for even a chance at claiming them. It is even said that on the eleventh floor there are divine sparks for whoever can claim them.

Upon clearing the Necropolis you may choose to enter the Yulan plane where and when you would normally have entered it.

Endings

A Journey's End

You return to your original reality with the riches and power you gathered along the way. To prevent any form of immortality you may have gained from straining on you too hard you are given the ability to allow others to begin cultivating. If they are strong enough they may join you in enjoying immortality. Time begins to flow again in all other realities you visited.

Walk Across the Skies

Your journey ends in this world then? Perhaps you wish to challenge the heavens and shake the earth or you have seen some kind of beauty in this world that you cannot abandon. Whatever the case you may stay and cultivate yourself to the very heights of the world.

The Lonely Road

To wander down a lonely road full of dangers is to be alive. Now go seek grander beauty, greater power, more valuable treasures or whatever you might want to find. To remind you of your travels here though you receive a thick leather bound tome recounting the histories of the time you lived in this world and any adventures you might have had in the form of an epic romance Whatever story it tells the author seems to have a strange obsession with tomatoes. Now go and let your chain of adventures continue!

Dwell Amongst the Gods

Should you achieve the rank of God you may leave this world early. But is not another reality you seek merely a higher place in the cosmos. Continue to Coiling Dragon: Part Two Gods and Sovereigns and begin your adventures in one of the Overgod Realms or one of the other high planes. The higher realms are far more chaotic and dangerous than the lower realms filled with dangers that those on the lower planes can hardly imagine. If you have the courage, strength, and luck to face those dangers and overcome them you will be rewarded with treasures and power which dwarf the legends of the lower planes as much as a man dwarfs an ant.

Notes

The Methods of Cultivation

Warriors and Mages follow divergent paths of Cultivation throughout the mortal ranks that begin to converge again as they become saints. A warrior builds bodily strength to draw in and control battle-qi, ascending through the mortal ranks of cultivation based on how strong they are in those two things. A mage meanwhile builds his spiritual energy and mageforce and ascends the mortal ranks with them. Warrior and Mages ranks are separate, if you reach the Saint rank as a Warrior without ever training as a Mage you will still only be able to use magic like a first rank Mage.

Training the body involves pushing the limits of the body through physical exercise. Constantly trying to push past your old self will allow you to slowly increase your body's power and become impossibly strong. Increasing the physical strength of your body will allow you to hold and use more battle-qi. Along with battle-qi physical strength is one of the foundations of strength as a warrior.

Building spiritual energy is the goal of most mages training. It is absolutely critical to expand the soul as it not only deepens the mages connection to the elements but also expands the amount of mageforce they may hold and control. Spiritual energy is built by communing with nature through meditation. Building spiritual energy naturally reinforces the strength of the body, although to a far lesser degree than what a warrior of the same rank would achieve, so high ranking mages are not physically weak. There is no truly powerful cultivator who does not have a strong body. Spiritual energy is the material which makes up the soul so training it will increase the energy of your soul.

Cultivating battle-qi involves drawing in elemental essence from the surrounding air and compressing it within your dantian, an area about the size of a fist slightly below the navel. The amount of battle-qi you can hold and effectively use is determined by the physical strength of your body. Battle-qi can be used to enhance your physical attributes, to create an aura of whatever element your qi is formed from around you, protect the internal organs from attacks which get past the rest of the body, and to create attacks of the element your qi corresponds to.

Mageforce is cultivated by purifying and drawing elemental essence into the body through meditation. That essence is then stored within the body until it is ready to be used. Mageforce is used as a catalyst to control elemental essence outside the body and shape it into spells. The amount of mageforce you can gather and control is determined by your spiritual energy. Only someone with a powerful soul will be able to gather enough mageforce to cast spells.

Battle-qi and Mageforce both restore relatively quickly after being spent in battle. You won't have to spend years in meditation getting them back if you spend them. Training to expand your pool of Battle-qi and Mageforce will take quite a bit of time dedication however.

Techniques are another key element of cultivation. Mages have spells, warriors have martial arts, and Saints have arts developed to fight using even the profound truths they have gathered. Mages cast spells using chants to aid their spiritual energy as it shapes their mageforce which then enacts the spell using elemental essence in the air. With enough spiritual energy mages may cast spells without chants but that greatly increases the amount of mageforce required. Warrior techniques tend to have less dramatic effects than Mages spells. They simply increase their physical abilities and enhance attacks

Beyond the normal level of martial skill are the supernatural techniques that must be achieved to become a Warrior Saint. They are not quite profound truths in and of themselves but they are a sort of prelude to them preparing a Warrior to use and understand the profound truths. They can wield any weapon as if it were both heavy and light allowing them to strike at high speed and very hard. After learning to wield the heavy as light and light as heavy a Warrior will come upon the Impose level. The Impose level is actually the precursor to the Godrealm technique all gods possess. It allows whoever uses it to freeze and bend space in an area around them. Strong enough things can break through this spatial freezing with raw power but it is otherwise makes attacks unblockable and undodgeable while forcing other attacks to miss. When two users of Impose fight they will have to attempt to overpower the Impose of the other fighter with their own Impose.

Expanding the mind trains one's strength by allowing them to understand profound truths of the universe. These profound truths are split between the elements and then further split into six laws within the elements except for wind which contains nine. The laws describe one piece of how elements function. By learning these Profound Truth one gains the ability to manipulate them to their own ends. Within an element laws may be fused together through deep contemplation and meditation to form an exponentially greater whole although this takes quite a bit of time even for the supremely talented. It is far easier to combine incomplete laws than complete laws. Begin fusing them early if you don't want to lock away power for a very long time or complete a single law early if you wish to become a God quickly. Understanding of the laws allow for effects far stronger and more versatile than any magic spell as spells are simply using very small portions of the profound truths by rote to create a specific effect.

For example within the Earth element there is the Law describing the Profound Mystery of Gravitational Space. This Law describes how the Earth element creates gravity and warps space. Within the Law of Profound Mysteries of Gravity there are many profound truths one of which could be the Profound Truth of Attraction which explains how two objects with mass will be attracted towards each other. By understanding this Profound Truth of Attraction one may learn to use their spiritual power to control and manipulate the forces of attraction. Combining the Law of Profound Mysteries of Gravity and the Law of Earth Essence would allow someone greater control over both as they come to more fully understand the Earth Element. The spell "Supergravity Field" is capable of

creating a circular area where gravity is multiplied, this is derived from the elemental law which could not only increase gravity by a greater factor when understood but also lighten it or change its direction entirely.

Profound truths may be discovered through observation of the universe, meditation, and are more clear to those with a powerful connection to the element they are studying the laws of. Upon understanding a piece of the laws a man will transform into a Saint. To become a God a Saint must complete their understanding of a law.

The Saint rank is the goal of many cultivators. Upon gathering enough battle-qi or spiritual energy and gaining a sliver of Profound Truth a mortal will ascend from the ninth rank and become a Saint.

This explanation only covers up to the Saint rank in detail. A more comprehensive guide will be offered for God's wishing to cultivate in Coiling Dragon Part Two. In summary however they train by learning and fusing profound truths. Learning one Law within an element fully, or fusing an equivalent number of profound truths of different laws, will cause the laws of the universe to form a Divine Spark (no relation to a planeswalker spark). Divine Sparks are unbreakable crystallizations of the laws learned by a deity as reward from nature for their achievements.

After forming the Divine Spark a deity may choose to either absorb or keep the Spark separate from themselves. If they absorb it they will transform into a God of that element gaining an immediate boost to the strength of their soul and body but makes it near impossible to training the other elements. Alternatively they may keep their Divine Spark outside the body and let it form into a divine clones. Divine clones are separate bodies which share the mind of the original but are only capable of training their specific element. The divine clone and original may switch places instantly and the original can absorb the divine clone in an instant to reinforce their body. The only true disadvantage to forming a Divine Clone is that it will split the soul in half to make it which will sharply weaken the original until they can recover. If a Divine Clone is killed the God who formed it will lose all ability to train in the laws or edicts that clone represented. So long as a single clone survives you will not die. You may form multiple clones by training other elements to the level of a deity.

[The Hierarchy of Power](#)

The Nine mortal ranks of cultivation are all real notable transformations which occur as a fighter grows stronger. Those of the first rank are the untrained or those with an utterly astounding lack of talent. Only those who were born incredibly frail, crippled, or had life threatening illness will fail to rise above the first rank generally. First rank mages have access to a few useful tricks like making the ground shake or shooting a small spike of earth up through their enemies' feet but nothing that will change the course of a battle on its own.

The second rank is where people who have little potential end up. They will be considered weak or lazy for failing to get past even the initial steps of their training. Even these people considered to be fairly weak can lift a couple of hundred pounds normally and would be considered very fit by our standards.

The third rank is about normal for an adult. This is the rank an average adult reaches and is the end of most people's training. Hundreds of pounds would be an easy load for a warrior at this rank and they'll be able to use battle-qi to create a minor aura of their element around their body. A wizard at this rank can create a fairly large fireball which can open a hole in a battleline.

Reaching the fourth is considered an achievement worthy of some praise. Any township will have a few people who have reached the fourth rank and they will be respected in their homes. Wielding a sword that weighs a hundred pounds as a weapon would take only a little effort for someone at this level. This is one step beyond the usual training normal people usually achieve. They are often the people who make up a city guard or who join into the army.

The fifth rank is a very impressive thing for a normal person. It is approaching the limits of what can be done without a special bloodline or incredible talent. Warriors at this rank could effortlessly swing hundreds of pounds with one hand while mages will gain access to powerful spells such as the Supergravity Field which attacks the internal organs of any caught within it and weighs them down and Levitation which allows them to float freely in the air.

At the sixth rank someone has reached the benchmark to be named a genius or given deep respect for the amazing effort they put into their training. A township may produce only one person who reaches the sixth rank in a generation. They will easily reach a decent rank in the army and can become captain of the guard in any town they choose. At this rank a warrior can pick up a thousand pound boulder with one hand and crush it between their fingers and move so fast a normal warrior of the third rank won't see their strikes. The warrior's elemental battle-qi aura will have become something which deals damage to anyone they get close to as it intensifies in power and attacks focusing their qi will be truly vicious.

The seventh rank is beyond what normal people can achieve. No amount of hard work will allow someone without a special inheritance of blood or talent to reach this level. Wind mages will learn to fly using a spell and can create storms which can sweep through the ranks of an army and blow them away while Water mages will be able to raise a flood of freezing cold water to bog them down and kill them with its deadly chill. Furthermore battle-qi and mageforce will both compress from gases into liquids within the soul allowing for far more of them to be stored.

The eighth rank is the level a genius who puts in a great deal of effort will max out at. They will live at least one hundred and fifty years and be youthful for most of it as their

body begins to undergo the transformation into an immortal. Warriors at this rank can wield a sword weighing six thousand pounds and at full speed will strike slightly faster than sound. An entire empire might not be able to produce more than a couple of thousand eighth rank warriors at a time out of millions of citizens.

Those who reach the ninth rank are all heroes who will go down in history. They live five hundred years and are on the cusp of immortality. A ninth rank mage can use spells that will destroy entire armies in a single hit while a ninth rank warrior can easily swing around ten ton weights and move so fast their bodies will appear like a blur to those of the sixth rank and completely invisible to normal people. In the entire world there are probably only a few hundred people who have achieved the ninth rank within five hundred years. Those who reach this peak can easily form a clan and any empire would be happy to accept them as a high ranking noble.

Saints stand far above mortals. All Saints will live forever untouched by disease or hunger. They will only die in battle or succumb to their wounds. All Saints can fly at great speeds zipping through the air many times faster than even sound and with perfect maneuverability. Many Saints have bizarre and powerful techniques learned from study of their chosen element.

Even starting warrior Saints can hit so hard they blow holes into mountains with their strongest attacks and the mere shockwaves of their fighting can crush the lungs of powerful fighters at a hundred meters. The elemental auras they form are more like natural disasters than normal attacks and can devastate a village simply being unleashed at full power within one. As they grow in power and comprehension of the profound truths Saints will grow far stronger than they were at the start at their highest levels they can crush mountains into dust and slaughter entire armies of weaker saints. Mages are even more terrifying gaining spells like the Heavenly Meteors Decent which can reduce a thriving city to little more than rubble or Dimensional Edge which is said to be a wind so sharp and fast it tears open reality as it passes. Generally Saints will not participate in battle with anyone but another Saint as it is pointless for mortals to fight them so they will surrender unless they have a Saint of their own backing them.

[Cultivation in Other Worlds](#)

You may cultivate as you do on the Yulan plane after leaving for other jumps.