

# MMORPG: Divine Monster Transmuter

## By Sentry342

Infernal Demon Dragon: A dog like you dare to face me in combat? Do you wish to die so much?

Jiang Feng: Don't get too cocky, lizard! You will soon become energy used for my evolution! Transmute Monster, transmute!

So, what can you do when you enter the game and accidentally become a Level 1 wild dog? No worries. With Transmute Monster, I can endlessly evolve. At the same time, I can transmute any monsters into materials and items that I want!

Jiang Feng: Who said that players are the only ones that can kill monsters? Who said players are the only ones that can flirt? Who said players are the only ones that can build cities? My existence will subvert all the expectations and become an existence that surpasses the Divine Beasts!

This story follows the protagonist Jiang Feng gifted with a powerful system. Journey into this world seeing different realms, powerful warriors and great beasts. Take these **1000 Choice Points**, they will allow you to gain a few skills to survive and perhaps even thrive in this world. You'll be spending the next ten years in this world.



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# Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

## 1.) The Slums

Jiang Feng and his family were a poor family that could only afford to live in a low end area in Huaxia. With this option you will be starting out somewhere nearby their home or inside if you are somehow related to Jiang Feng. For those seeking excitement this area is located close to the Animal Arena and a number of criminal enterprises.

## 2.) America

America is the dominant superpower on Earth technology-wise though it is lagging slightly cultivation-wise. It later on will become the leader of the Server Alliance against Huaxia. You may freely start out in any location of your choice in the United States. Additionally, you may decide whether you're a citizen or merely someone visiting the country.

## 3.) Divine Dominion

Divine Dominion is the main realm in which the game takes place. It however, is a true world that can be accessed through scattered portals. This option can be used to either decide your starting location in the game should you be a Player or you can choose to send your real body here allowing you to directly grow in power.

- A. Starting Villages - Free:** The Starting Villages are an assortment of villages scattered throughout Divine Dominion. Each of these cities are where the various Players arrive and can train until they reach level 10. This area is guarded by powerful guards who can deal with any monsters in the beginning area.
- B. Silvermoon +100 CP:** Silvermoon City is the second world that the Players gained access to after reaching Level 100. This area is inhabited by powerful beings ranging from the Sacred Level all the way to the Great Saint level.
- C. Dragonforge +200 CP:** Dragonforge is the final and most powerful world within the game. Players gain access to this location after reaching Level 250. This world is mostly controlled by the false Tagathata and the Divine Faction. Most of the beings here are Heavenly Saints while a few are on the level of Mythic Saints.

## 4.) The World of Tianji

The World of Tianji or as it would later be known the Great World of Secrets is a unique plane that connects to worlds across the universe. Like Divine Dominion you can

choose to arrive in this world via a terminal for safety or instead arrive with your real body allowing you to grow in power directly. This however, will put you at risk of dying for real. Should you choose to enter via a terminal you may reroll for your body's actual location.

### **5.) The Divine World**

The Divine World is one of the most powerful planets in the universe. It is home to the Divine Race and a number of Divine Emperors. You may choose to start anywhere in this world though it is recommended you choose a lower ranked area if you are at the Divine Soul stage or lower. The default option will send you to a safe area appropriate for your amount of strength.

### **6.) Free Choice**

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

### **Time**

You will be starting out a few days before the main plot of the story begins. This will give you some time to settle in and perhaps make some changes if you want to shake things up.

### **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

# Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

## Protagonist - Free

There are quite a few individuals worthy of being called the Protagonist of their own stories within this world. These key figures are the main players of this world and the world whose actions can shape fate itself. Given your nature as a Jumper it shouldn't be a surprise that you can slot into this role. Perhaps you are starting your own story or supplementing the fate of another. Either way your actions will have far reaching effects in this world.

## Player - Free

Player is a term that refers to any individual utilizing a terminal to enter one of the many hidden worlds. Though Divine Dominion and the Great World of Secrets are the most relevant of the worlds given the paths shown by fate. You are one of the individuals who is exploring these worlds taking power for yourself and spreading your influence. You may be a hero of justice or a dark villain venting their desires on an unforgiving world. Regardless of your choices the world is waiting for someone to explore it.

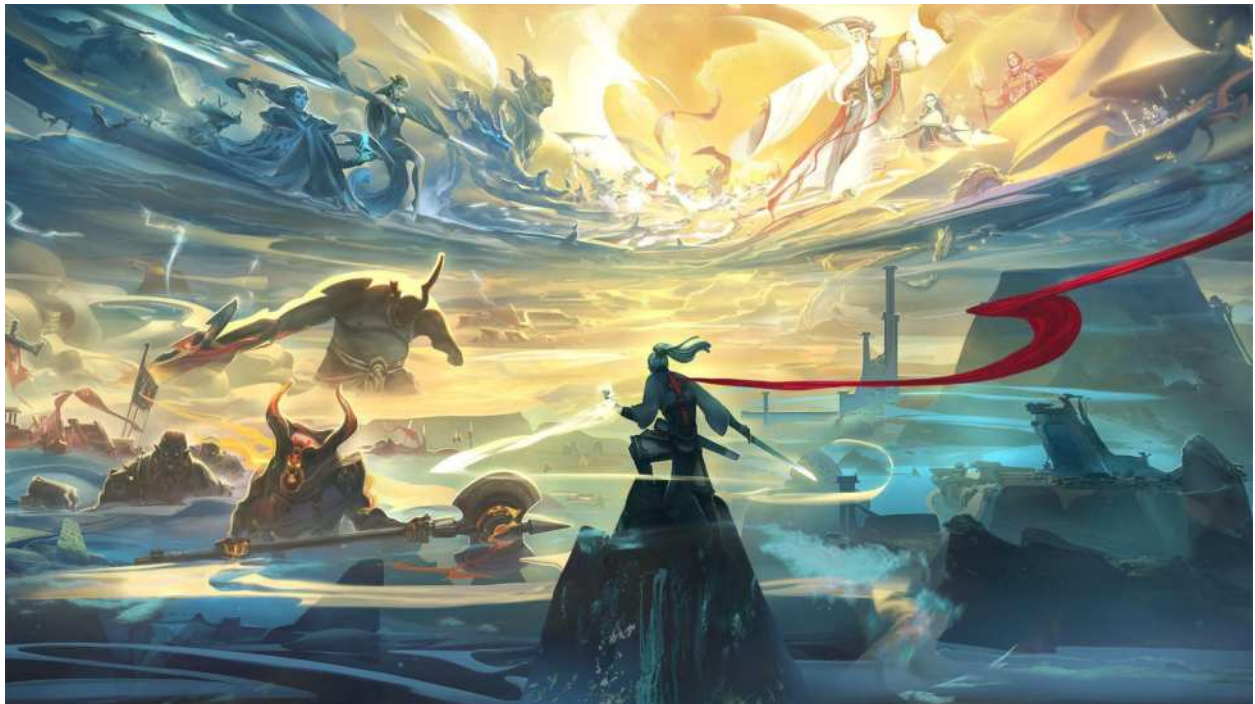


## **NPC - Free**

NPC's is a term used to refer to the natural inhabitants of each world. These beings are born within these special dimensions and their fate is shaped by the Will of the World. You are one of the many beings born within one of these unique realms. Though your existence has made you an anomaly unbound by the World's Will while still allowing you to be one of its children. You can stay in the world you were born in or you could choose to explore the endless wonders of the universe.

## **Cultivator - Free**

While they remain hidden on most worlds the Cultivators are a powerful force spread across the universe. Cultivators are individuals who have been trained to harness the energy of the universe to strengthen themselves. You are one of these individuals. Perhaps you are a hidden warrior on Earth guarding the planet, an invader scouting out new resources, or perhaps just a child discovering your new power. You can strive to reach the heavens like all cultivators or try to find your own path in this world.



# Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

## **Dog +200 CP**

Wild dogs are the weakest monsters in the game. These monsters resemble most standard dog breeds. These animals possess lower stats than every other species, but they can evolve to grow more powerful. Additionally, due to their weak stats they rely on gathering together into larger packs. This option will allow you to start out as an ordinary wild dog.

## **Human - Free**

Humans are one of the most common races in this world. They may not have the special traits that the other races do, but their sheer potential is unrivaled. This potential coupled with their birth rate allows them to produce many legendary geniuses allowing them to stand above the other races. By choosing this option you will be one of the countless beings who stand under humanity's bastion. Your body will start out in peak condition similar to a trained athlete or soldier.

## **Shifters - Free**

Shifters is a broad term that covers the majority of monsters as well as any Demi-Humans. For the most part Shifters generally resemble humans with animal features. For example, a rabbit Shifter would have rabbit ears and a tail. Taking this option allows you to become a normal Shifter. You will be slightly stronger than a normal human and you will gain a few advantages depending on your species. Using the earlier example, a rabbit Shifter would be extremely fast, have noticeably stronger legs, and heightened senses.

## **Angels - Free**

The Angels are one of the races that make up the Divine Faction. Their power was greatly reduced after Lucifer's rebellion, but they still remain a mighty force. Angels generally appear as beautiful humans with varying amounts of white wings. The number of wings they possess is generally an indicator of their strength with two being the minimum and twelve being the maximum. This option allows you to become a member of the angelic host. Alternatively you may become one of the Fallen who rebelled alongside Lucifer. Fallen are very similar to their pure brethren with the exception of their black wings. Additionally, the holy abilities they possess are corrupted making their healing abilities into curses.

### **Mechanica - 100 CP**

The Mechanica are an advanced race of sentient machines. They were wiped out in the Infernal-Divine War, but you may become a member of this fallen species by purchasing this option. You will become an A.I. though you will not be able to actively alter the game as a living program. You however, may freely customize your body given the modular nature of the Mechanica. Should your body be destroyed you may transfer your consciousness to a new form or a nearby network. The only way for someone to kill you is either through soul attacks or a digital assault.

### **Peacock - 100 CP**

Peacock's are an interesting type of monster. They were one of the original Sacred Tribes and have many supportive abilities. Their main skills allow them to heal, boost the user's stats, and restrain their targets. Most of these abilities require them to touch a target with their feathers. Purchasing this will allow you to become a being similar to Little Peacock in power. Though given time perhaps you can grow to match the Great King of Peacocks Mahamayuri.

### **Gnomes - 100 CP**

Gnomes are a species of humanoid individuals. They are slightly shorter than normal humans, but tend to be much stronger physically. Additionally, Gnomes are naturally born as expert smiths with an incredible aptitude towards any type of crafting. The Gnomes are also widely known as a neutral and friendly race willing to work with anyone who returns this treatment. While the Gnomes tend to lack an aptitude for combat, they make up for this with their powerful inventions. Lastly, the Gnomes are a very united species. Befriending or angering one of them is equivalent to doing so for the entire species.

### **Xuanling - 200 CP**

The Xuanling are one of the Nine Great Races within the Great World of Secrets. Their race is known for two distinctive traits. The first is that the male Xuanling have the ability to grow larger based on their power. Supposedly the strongest Xuanlings can become as large and strong as living planets. The female Xuanlings on the other hand have the ability to fly and acquire wings. The more wings they possess the stronger the women are. Additionally, their race is known to be abnormally attractive by conventional standards. Using both of these states however, consumes a large amount of energy. Though this can be reduced through training.

### **Necropolitians - 200 CP**

The Necropolitians are a powerful and bloodthirsty humanoid species that live in Purgatory. They resemble humanoid beings with pure black skin. This effect causes

them to appear as living shadows. They are significantly stronger than most species being born at the Spiritual rank (Rank 16 of 20) and the strength of a Divine Beast. Each of them possess the ability to manipulate shadows and control darkness. Lastly, Necropolitians have the ability to rapidly grow in power by devouring the essence of humans or other living beings.

### **Dragon - 300 CP**

Regardless of which world they appear in, dragons are typically considered to be the strongest species. It is no different here though and by choosing this option you can become one of these mighty beasts. You may freely choose which clan you belong to as this will determine your abilities. For example, the Arcane Amulet Dragons can teleport anywhere in the world using runes. The only type of dragon you cannot choose with this are the pinnacle Dragon Clans as they are considered Sacred Beast. These include the Azure Dragons, the Green Dragons, and the Golden Dragons.

### **Sacred Beast - 100/400 CP**

The Sacred Beasts are legendary monsters who have carved their deeds into the world. Some examples include the Fire Qulin, the Vermillion Bird, Yamata-no-Orochi, and many others. For 100 CP you may become a member of the Sacred Beast Tribes. These are made up of the descendants of the original Sacred Beasts. They possess abilities similar to their progenitor though to a lesser degree. They however, do have the potential to match if not surpass their ancestors through evolution.

- **True Sacred Beast - 400 CP:** If you aren't satisfied with becoming a descendant then you may purchase this option. With this you are a True Sacred Beast. Each True Sacred Beast is incredibly powerful and possesses a wide variety of powers. For example, Yamata-no-Orochi possesses mastery over eight types of magic and can actively use them all in combat simultaneously. You may either choose a canon Sacred Beast to replace (list in the notes) or create your own unique form.

### **Insect Race - 100/200/400 CP**

The Insect Race is one of the Nine Great Races within the World of Tianji. They are divided into three categories consisting of the Warriors, the Mothers, and the Queens. The Warriors are said to heavily resemble the Zerg and fight in endless hordes. The mothers are responsible for birthing said horde and they all are led by the Queens. For 100 CP you may become one of the Insect Race Warriors. This will grant you a powerful body and an array of skills based around your main type such as being a spider.

- **Insect Mother - 200 CP:** The Insect Mothers are the beings who make up the bulk of the Insect Races leadership positions. These individuals also possess humanoid forms that they can switch to outside of their main insectoid bodies.

They also possess the ability to spawn Insect Warriors in massive numbers. The exact method varies based on the individual. Some can create spores that rapidly develop while others implant eggs in living beings using special appendages. You may choose a desired method if you wish to utilize this power.

- **Insect Queen - 400 CP:** For 400 CP instead you may become a being on par with the Bug Queen. This is the most powerful member of the Insect Race and their leader. Additionally, this position grants the user the ability to control other insectoid beings or hive mind using species. Lastly, all of your innate abilities such as reproductive rate or poisons will be significantly stronger.

### **Stone Apes - 100/400 CP**

Born from the remnants of the Nuwa Rocks, the Undying Stone Apes are a majestic and formidable species. Carved from the essence of the goddess herself, these Sacred Beasts take the form of colossal stone monkeys. Their stony bodies provide near-impenetrable defenses, rendering them nearly indestructible entities on the battlefield. Although each of them are physical powerhouses, they can still be slain if their souls are damaged. Additionally, each of the monkeys are blessed with a great affinity for staves like their most infamous member.

- **Sage of Heaven - 400 CP:** Unlike your stone ape brethren, you stand as a unique creation—a Sage of Heaven born from the complete Nuwa Rock. Your legendary status mirrors that of the fabled Sun Wukong. You have been infused with the essence of the goddess in its entirety, making you an embodiment of divine strength and wisdom. You will start out with the might of a Rank 10 Great Saint by purchasing this. If you wish you may optionally replace Sun Wukong or become a part of his legend having been born as his sibling.

### **Hybrid - Varies**

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species \* 100 CP + Species cost. So becoming a Insect Queen x Sage of Heaven hybrid would cost 1,000 CP (400 + 400 + (100\*2) = 1,000). You will gain unique advantages that are related to the species you choose.

# Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

## General Perks

### **Cultivation - Varies**

The primary method of cultivation used throughout the universe is most similar to the system used in the Great World of Secrets. As Cultivation is a widely used power here you will gain access to it. For Free you will be boosted to the Yellow Realm at the 1-Star level which is equivalent to a peak Grandmaster on Earth. Though you can increase this starting point by paying a fee. Every 50 CP will allow you to move up one rank. This option however will only allow you to reach the Divine Emperor Realm at max for 500 CP. The only downside of using this option is that you will become an average cultivator for your given level. Granted this can be modified by applicable perks.

### **Smith - Varies**

Alright, listen up! We're talking about the fine art of Smithing here, where you forge stuff that's going to make jaws drop. This perk catapults you into the league of seasoned Smiths. Your skills in this craft are the game-changer, but hey, luck and primo materials can sprinkle a little magic. Splash out on the tier you want, and you'll kick off with a skill set worthy of what you paid. Pay chump change and you'll be making gear for the idiots stuck in the starting village. Put some big bucks forward though, and you'll be cranking out gear that'll make the gods jealous. Check out the price list for each tier below and get ready to turn those raw materials into epic gear:

- **Spiritual - 50 CP**
- **Immortal - 100 CP**
- **Divine - 150 CP**
- **Archmasters - 200 CP**
- **Sacred - 300 CP**
- **Great Saint - 400 CP**
- **Heavenly Saint - 500 CP**
- **Mythic Saint - 600 CP**

### **Alchemist - Varies**

Alchemist and Pharmacist are members of their respective crafting professions who can create magical elixirs. Normally these take the forms of pills. Purchasing this will allow

you to immediately gain a mastery of your new profession. Due to the incredibly close nature of the professions purchasing this will cover all of the skills used by the Alchemist, Pharmacist, and Harvester classes. The following list outlines the prices for each tier, allowing you to determine which level of the crafting disciplines you will be starting out with:

- **Spiritual - 50 CP**
- **Immortal - 100 CP**
- **Divine - 150 CP**
- **Archmasters - 200 CP**
- **Sacred - 300 CP**
- **Great Saint - 400 CP**
- **Heavenly Saint - 500 CP**
- **Mythic Saint - 600 CP**

### **Hidden Stats - 50 CP**

There are three hidden stats that are locked away from the Players. The three stats are Luck, Charisma, and Insight. Luck determines the quality of your drops and anything chance related like the Lottery draws. Charisma determines how attractive you are, how likely people are to listen to you, and anything else related to speech. Lastly, Insight determines your ability to make beneficial decisions, your resistance to magic, your ability to learn, and amplifies the power of spells. By purchasing this perk you may increase one of these stats to 100 which is the maximum value in the early game. Though you may purchase this multiple times to continuously add another 100 points to the chosen stat.

### **Strength in Darkness - 50 CP**

Once the sun falls the world falls to the darkness. During this period all monsters have their stats increased by 10% across the board. You share this trait and have your overall power boosted whenever it is night time. This boost is time dependent meaning that it is still effective if you are indoors. You will still retain the boost even if you are in a bright environment. You may choose whether you wish to follow a 24 hour cycle or the pattern of whatever location you are in.

### **Let Your Ambitions Run Free - 50 CP**

Over the course of her relationship with Jiang Feng, Ling Feiyu revealed that she didn't care if he had other lovers. All she wanted was his love and for him to promise that he would return safely. This attitude seems to have spread to those who care for you. None of them will be bothered by how many other lovers you possess or any other aspects of your relationships. As long as you can return their feelings your relationships will remain unbreakable.

### **Tongue of the Beast - 50 CP**

Tongue of the Beast is a power possessed by intelligent monsters. This power allows them to communicate with each other ignoring any language barriers. This perk grants you an evolved version of the skill that allows you to communicate with anything. This will automatically translate anything you say or hear so that everyone around you can process it.

### **Heart of Greed - 50 CP**

Deep within the Bottomless Pit is a mysterious casino known. The staff within this casino have a special power that allows them to see the inner desires of others. This allows you to manipulate the target triggering their desire to gamble. Even a target with extreme discipline would struggle to leave the table after your needling.

### **They're In Danger - 50 CP**

The contracts forged by Players offer a variety of benefits. One of the lesser known boons is that they can allow contractors to sense when their partners are in danger. You have a similar ability that allows you to sense whenever your allies are in peril. The greater the danger the stronger the sensation will feel. Additionally, your allies can sense this as well whenever you are in peril. This feeling will tell you the overall threat level and give you a broad sense of what is going on.

### **The First - 100 CP**

Those who pave the way are rewarded in this world. By being the first to accomplish something you can gain fame, power, and a variety of other benefits. This perk allows you to replicate this effect ensuring that anytime you are the first to accomplish something you will receive a reward. The reward will grow with the corresponding difficulty to the task. For example, being the first in a world to kill a god is more impressive than to reach a new location.

### **Loyal to the Maker - 100 CP**

After the Players gained access to marriage they unlocked the ability to have children. Both Players and NPCs are capable of having children though this can create some problems when each parent belongs to a different faction. You however, seem to possess an intrinsic connection to your children and creations. This powerful bond unites you, ensuring their loyalty even over their other parents. No matter what happens you will always have a close bond with your creations. Lastly, this will also prevent any method that would take control of your creations or turn them against you.

### **Hit'em Again - 100 CP**

There are a variety of ways to increase the damage dealt to your targets. One of the simplest methods is to repeatedly strike an injured area. This attack deals an extra 10% damage to the target and most importantly it stacks. This method allows you to rapidly deal a massive amount of damage to a target should you be capable of dishing out a large amount of attacks. Additionally, this will not reset if you stop attacking that area temporarily or are otherwise interrupted.

### **Hidden Secrets - 100 CP**

Often the greatest rewards are hidden behind secret quests or locations. You though seem to possess an innate sense for locating, finding, or otherwise being able to utilize these secrets. By stumbling around you could easily find clues to hidden quests on a grander scale. On a smaller scale you can easily find hidden switches or trap doors within secure facilities.

### **Secret of the Pharmacist - 100 CP**

Secret of the Pharmacist is a special skill that can be unlocked by joining the Pharmacist Guild. This skill boosts the success rate of any pill by 5% and increases your proficiency gain by a full 30%. This is a very simple, but incredibly useful skill for any pharmacist especially at higher levels. For example, the 5% means that even a low-level Pharmacist technically has a chance of creating a Heavenly Saint ranked pill.

### **Shimmering Beauty - Free/100/200 CP**

As is expected, nearly everyone of importance in this world is incredibly attractive. Especially given that Players can customize their appearances in the game. This perk lets you benefit from this as well as improving your appearance. For Free, you can become a solid 9 out of 10 much like most of the named individuals here. For 100 CP, you may boost your appearance further to match the number 1 individual on the Beauty Leaderboard Ling Feiyu. Her appearance alone is enough to captivate those who see her.

Lastly, if you still aren't satisfied you may pay 200 CP to become an unparalleled figure. This will make your appearance on par with Chang'e who is considered the most beautiful woman in the Celestial Realm or Jiang Feng and Jiang Fen's fusion. This level of beauty is enough to make even the most beautiful of individuals seem lacking in comparison. The fusion on the other hand was a man handsome enough to seemingly charm every woman who saw him, even his enemies. At least this is a problem that most people want to have.

### **Gunner - 200 CP**

Gunners are a class which specialize in using firearms. They operate in close distance and long range combat depending on their weapons. You are an incredibly skilled Gunner on par with Ling Luo. You have mastered snipers, pistols, rifles, and all other forms of firearms. This includes knowledge on how to use them, how to care for them, and obviously how to be a proper marksman. Additionally, you are capable of accounting for changes in the weather, identifying weak points, disrupting an enemies rhythm, and able to kite enemies through various strategies. As long as you have a gun in your hand you are an immense threat to your foes.

### **Limitless Skills - 200 CP**

Normally a Player is only allowed to have 100 skills. Somehow you have managed to bypass this limit. As a result you have an unlimited capacity for skills. This ability will also apply to any other similar limitations you possess such as your memory or spell slots. So feel free to learn as many skills as you wish.

### **Marketing Analytics - 200 CP**

Once a Guild has control of a town they are able to bring in a massive amount of profit. The best guilds have system A.I. and skilled businessmen run their services to maximize the available profits. You are one such exemplary business analyst capable of accounting for nearly any factor and maximizing the possible profits for any service. Any business under your care will easily grow, develop its reputation, and become more successful overall. Given time you could become a world famous analyst if you wanted to strike out on your own.

### **Golden Fire Sacred Domain - 200 CP**

The Golden Fire Sacred Domain is a unique domain that can only be acquired with the aid of the Vermillion Birds. It is created by having the user's soul purified through their flames and strengthened. Successfully creating it allows the individual to use the Vermillion Flames, summon a dozen Vermillion Bird phantoms, and vastly increase their resistance to fire. By purchasing this you may acquire the Golden Fire Sacred Domain for yourself. This will grant you all of the previously mentioned abilities, increase your affinity with flames, and grant you an intrinsic connection to the Vermillion Bird.

### **Streamlined Leveling - 200 CP**

The most difficult part about increasing your level is the ever growing experience requirement. Somehow though you have managed to cheat the system making your level far more efficient. For example, if normal leveling increases the requirement by 50% each time your merely increases by 10%. Outside of the game this will also decrease the requirement for any skills you are learning.

### **Faction Boons - 200 CP**

A major benefit to joining a faction is access to the Faction Honor stores. These stores allow you to purchase unique artifacts, guild war weapons, and many other benefits. You can gain Honor points by slaying members of opposing factions or otherwise benefiting the faction. This perk allows you to access an Honor store for any organization that you are a part of. Different Jumps will give you access to different rewards. This however, is a fair method to gain any unique items or support from a group.

### **Perfect Conversion - 200 CP**

Whenever an individual in Divine Dominion ascends to a higher world or exits the realm their stats will be converted. This is believed to purify the user's energy into a higher form, but it also greatly weakens them. You however, will find that you can perfectly convert your stats and other traits. For example, the normal conversion is somewhere between 1:10 and 1:1000. Your stats though would be converted at a Perfect 1:1 ratio granting you the boost without any loss in strength. Additionally, this will allow you to freely convert your energy into different types. You just need to learn the initial process or gain access to the energy types.

### **Berserk Mode - 200 CP**

There are three special states related to rage. These are called Berserk, Slaughter, and Indifference. Each of these states increases your attack power and movement speed by a full 150%. Each of these states also stack on top of each other. As you descend further your rage will grow driving you to slaughter those around you. Normally once you reached the Indifference state you would become a mindless killer willingly to slaughter anyone around you. By taking this perk however, you will be able to control yourself to an extent. This will also remove the risk of permanently losing yourself. Over time you will be able to train this state eventually mastering it completely.

### **Consoler - 200 CP**

The Consoler is a special class within the Great World of Tianji/Secrets. It is a very powerful class that provides a variety of boosts such as increasing your combat rating and inner chi whenever you help someone. The greater the turmoil someone is suffering from the greater the reward you will be given whenever you help someone. To assist you in these matters the class will grant you an array of skills meant to deal with these situations. As you progress in the class these skills will become stronger, potentially allowing you to deal with any sort of trauma or suffering imaginable.

### **Reborn From the Ashes - 300 CP**

The Phoenix is a Divine Beast which can be reborn from fire. Like the Phoenix you share this limited immortality allowing you to defy death. If you die your body will be consumed in flames. This effect damages any enemies around you and purifies your body. After your body is consumed it will be reborn healing you perfectly. This effect however, can only occur once every 10 years or once per Jump. After this period passes your flames will recharge allowing you to safely undergo rebirth once more.

### **Eightfold Magic - 300 CP**

Yamata-no-Orochi is a powerful Sacred Beast with many powers. Its most powerful ability is that each of its heads has mastery over a single type of magic with eight in total. In addition to all of the elemental magics Orochi has mastery of other magics as well. Additionally, this property grants Orochi a 30% resistance to all elemental abilities. By taking this perk you can acquire a similar set of abilities. By default you will receive the same magics as Yamata-no-Orochi though you may choose eight different magics if you wish. Lastly, in addition to all of the magic types this covers all of the skills for each magic.

- **This Perk is Free if you are a True Sacred Beast (Yamata-no-Orochi)**

### **Class Change - Free/100/200/400 CP**

Upon starting out in the world Players are able to unlock an initial class before gaining additional classes. Their first class change occurs at level 30, the second class is unlocked at level 50 and the third class is unlocked at level 150. For example, a Player might become a Wizard then become a Summoner. Each of these options typically increase the user's overall power by at least 30% at their respective levels. For Free you may start out with an initial class. These are the basic classics and typically don't offer many exceptional abilities.

For 100 CP you may directly unlock your first Class Change. This will allow you to pick a more powerful class granting you some impressive abilities. An example of this level are the Spellcasters. For 200 CP you may directly unlock your second Class Change. These are the more powerful classes and when most players start to become noticeably powerful. An example of this is the Summoner who can utilize multiple Pets and buff them during combat. Lastly, for 400 CP you can unlock your third Class Change becoming a Saint. This is the level where you can truly start to be considered strong even in the greater world.

### **Demesne - 100/200/400 CP**

The Demesne are manifestations of the laws of reality. There are 3000 Minor Daos and 9 Major Daos in total that make up the Demesne. Upon reaching the Great Saint realm

individuals will start to cultivate these Dao to bolster their strength. By purchasing this option you can master one of the Demesne immediately gaining control over it and receiving all of the skills associated with it. For example, the Demesne of Time has a few dozen skills of immense power such as Time Stop or Chrono Reversal which allows the user to jump back through time.

There is a list in the Notes section giving many of the Daos shown within the novel. For 100 CP you may choose any of the 3000 Minor Dao. For 200 CP you may choose one of the 9 Major Dao. Lastly, for 400 CP you may choose one of the two Supreme Dao. The Supreme Dao are the ultimate Dao which technically exist outside of the Demesne system. The first of which is Chaos which is actually a combination of all other Dao fused together. The second is Void which is a law not meant to exist as the wielder becomes a being unbound by reality.

### **Boss Monster - 300/400 CP**

The Bosses are powerful and normally unique enemies that can be encountered. They often have unique skills and significantly higher stats than other enemies. You are either a boss character yourself or have gained the power of you. As a result all of your stats have been multiplied, particularly your health. When fighting a Player of similar levels it will take at least a dozen of them to match you.

If you aren't satisfied then you can pay another 100 CP to upgrade yourself to a Raid Boss. The Raid Bosses are a higher tier of bosses. These bosses are normally endgame bosses, the final opponent of the main quest, or the protectors of legendary items. This will greatly increase the multiplier that you received earlier. If it took a dozen Players to fight you before, now it will take hundreds to bring you down.

### **Creation God - 800 CP**

The Creation Gods are the beings responsible for generating life within the universe. Not to be confused with normal deities, the Creation Gods exist as a separate system based on stars. Creation Gods are born at the 1st Star rank and can increase their power up to the 49th star. As a Creation God you are born with an incredibly strong body on par with a Divine Emperor, have the ability to create life, and a much stronger soul than other gods. When creating life you can freely shape your creations choosing their characteristics, unique abilities, and anything else you'd typically imagine someone like this could do. Lastly, as you grow stronger and refine your skills your overall abilities will grow at an exponential rate.

# Protagonist

## **Family Safeguards - 100 CP**

Honestly, cultivators are monsters on average, there's a reason they are referred to as murder-hobos so much. For example, one of the most common methods for cultivators to get revenge on each other is to annihilate or enslave their families. To prevent this you have managed to cast a protective aura on those you care about. Essentially, this protection passively guards anyone you care about from suffering. This protection however, is most useful on those who are not involved in a conflict directly. Though this will still prevent worse fates from occurring to your allies. For example, they might be captured but not tortured. If it counts as a "bad end" then this perk will prevent it from happening.

## **Lingering Touch - 100 CP**

Before getting married Jiang Feng had a number of intimate encounters with various women some of whom were even his enemies. The most interesting part however, is that all of them, including his enemies, grew to love him. For example, despite being mortal foes the Infernal Archmistress still attended his wedding and was jealous of his wife. Whenever you have an intimate encounter with someone it will create a spark of desire within them. The greater the intimacy the faster this spark will grow. Given time this can make even your most hated foe into a star-struck lover. Lastly, while not recommended, this perk is still effective if either party forces intimacy such as when the Archmistress charmed Jiang Feng.

## **We Want Kids - 100 CP**

When children are born in the game their power level is primarily dependent on the strength of both parents. As a result of this the strongest Players and NPCs became extremely attractive prospects. For example, the leaders of each faction had hundreds of thousands of fans who wanted to have a child with them. Like them you are a highly desirable partner attracting others in droves. This effect becomes more effective the more impressive you become. Additionally, this perk is particularly effective on wishful parents or those who wish to improve their lineage.

## **Heart of Power - 200 CP**

There are rare powers known as Hearts that represent a user's talent with a field. They typically are acquired once a user hones their mastery of a skill to an immense degree. Purchasing this perk allows you to either acquire one of the following heart options or create your own heart:

- **Sword Heart:** Sword Heart is a skill that is unlocked when a swordsmen hone their swordsmanship to an immense degree. A Low Level Sword Heart increases the all damage by 10%, attack speed by 10%, and allows the user to store a large amount of Sword Chis within a pocket dimension. As you hone your skills further the heart can also be ranked up further vastly strengthening these boosts.
- **Magic Heart:** Magic Heart is a variant that can be acquired by talented mages. A Low Level Magic Heart increases the user's magic attack power by 10%, reduces casting time by 10%, and allows the user to store 100,000 mana inside an internal space. Both of the spell boosts can strengthen the user while effectively removing their concerns about running out of mana.

### **Reality and Digital - 200 CP**

The barriers between the real world and the digital world are far thinner than what most believe. This property allows some to bring forth their power from the digital world into reality. You are one of these few individuals. This power allows you to summon the power, items, pets, and skills that you have gained in any digital interface onto your real body. For example, if you played the game leveling up your character you would be able to use the powers from your avatar. You can do this with other games or online software as well. Similarly you can send things from the real world into the digital world as well. Though you would need to find something worth sending first.

### **My Hero - 200 CP**

Performing great deeds and kind acts is practically a requirement to become a hero. Though these acts seem to come naturally to you. You radiate a heroic aura that causes anyone around you to view you in a positive light. This will greatly endear those around you, though this can irritate evil individuals unless you restrain it. Additionally, whenever you perform a heroic deed there will be a corresponding response to it.

For example, helping a lost child might cause the parents to trust you, while saving a kingdom's princess from certain death could make you revered as a nation's hero. The rewards you receive and the emotional impact on the saved individual will scale with the event as well. Using the previous example, saving a princess from ransom might earn you her gratitude and a minor boon from the king. Saving her from being tortured and turned into a toy for monsters however, would likely earn her eternal love and a massive boon from the king. So please just try to be a good person and prevent bad things from happening.

### **Imperial Commander - 400 CP**

Zhuge Liang is said to be the greatest strategist within the Three Realms. You however, are perhaps the only individual worthy of being called his equal. You have been taught

by the legendary general learning all the skills he possessed. As a result, you have become a masterful strategist capable of coordinating an army of millions with ease. Your most dangerous aspect though is not your logistics, but your ability to draw out your soldiers' combat prowess. Under your command ten average soldiers could kill fifty elites without suffering a single casualty. Additionally, you have mastered the vast amount of support skills and array techniques Zhuge Liang developed over his life.

### **The Shifter Emperor - 400 CP**

The most important reason Jiang Feng was able to become the Shifter Emperor was his ability to absorb bloodlines. The Shifter Emperor must not only possess innumerable bloodlines, but refine them to their maximum potential. This culminates in the formation of the Shifter Emperor Bloodline. You now possess this bloodline and can consume any other bloodline you encounter absorbing their power. You can freely absorb a new bloodline by either transmuting a being, being given their blood, or through consuming their material another way. This method also works on non-organic or energy based life forms though the exact method might vary.

### **You Can't Hurt Me With My Own Skills - 400 CP**

Most beings possess a resistance to threats that belong to the same conceptual existence. For example, as gaining his Dragon bloodline Jiang Feng became resistant to any dragon based skills. Similarly, you are resistant to any skill type that you possess or can otherwise be classified under. The greater your conceptual alignment with the concept the more you resist it. Using the earlier example a dragon would be resistant while a Dragon King would be nearly immune due to their greater weight with the concept of dragons.

### **Wheel of Reincarnation - 600 CP**

The Wheel of Reincarnation is one of the most powerful abilities in the world. It is the foundation of the universe's souls and what allows for reincarnation to occur. You are the Wheel of Reincarnation made manifest much like Jiang Feng's daughter Si-Si. This allows you to reincarnate souls, grants you absolute control over any spiritual being, and use the Six Paths of Reincarnation. Each of the six paths are extremely powerful Sacred Domains. Together all six grant the user a variety of powers making them the ultimate well rounded warrior. Additionally, as a physical manifestation of the reincarnation system you can impose it into other worlds. Should a world lack a similar system or a damaged version then you can directly impose it, likely absorbing the damaged variants. Should there be an intact version you may still do this, but you may not be able to access the souls within the current system.

### **The Golden Pearls - 600 CP**

After using the Golden Dragon Ring, Jiang Feng was able to awaken a Dragon bloodline. This bloodline belonged to the Nine-Clawed Golden Dragons granting him great power. The power of his bloodline was divided into nine golden pills within his core. As he unlocked more and more pills he could access more of his bloodlines power. Additionally, this allowed him to transform into a dragon form which will grow both stronger and larger as well. By fully opening all nine pills the user can transform into a titanic golden dragon and fight foes multiple levels above them in strength. Additionally, each pill grants you the full energy reserves of someone your level. Meaning that unlocking all nine guarantees that you have at minimum nine times as much energy as a similarly ranked cultivator.

### **The Monster Transmutation System - 600 CP**

The Monster Transmutation System is a unique system given to Jiang Feng. It grants the user the body of a monster and a variety of powers. These include Transmute Monster, Polymorph, Lottery, and a few others. Transmute Monster allows the user to harvest monster parts, experience pills, and even purified bloodlines. It also can be used to merge monsters by transmuting them together. This method can allow the user to rapidly evolve and absorb the bloodlines of other monsters. Alternatively you can merge other monsters together making them more powerful. It however, is difficult to do this on monsters that are stronger than the user. This however, has a 100% chance of working if done on a corpse rather than a live being.

Polymorph is a skill that allows the user to transform into a human body. As the user becomes stronger the time limit and range of the technique will grow. The Lottery is a system that activates each time the user ranks or levels up. One lottery draw is given per level up though this limit can be increased. The lottery draw will pick from a number of categories, such as bloodlines, techniques, and pills. The Refine ability allows the user to refine the purity of bloodlines and materials. Lastly, purchasing this perk will allow you to take a fully upgraded version of the system rather than the initial version Jiang received. This will also give you additional methods to acquire Exchange points along with the flat number of points that you've acquired from upgrading the system normally.

# Player

## **The Most Popular Man in the World - 100 CP**

The backbone of most guilds are the more popular Players. These individuals act as beacons drawing others to them and allow their organizations popularity to skyrocket. You are one of these individuals and remarkably skilled at this aspect. As a result nearly every organization imaginable will be desperate to recruit you or otherwise become associated with you. Any attempts at cultivating your fame in the future will also become more effective. Additionally, tales that increase our reputation will spread like wildfire, while negative stories are smothered. All together you will likely find yourself credibly popular anywhere you go and even those who oppose you will find themselves admiring you.

## **A Stronger Generation - 100 CP**

Often the Player's children will be born stronger than their parents. This is due to them inheriting the combined potential of both parents. Your children and creations similarly will inherit the full potential of their parents. Should you fully develop any child you have it is likely they will end up equaling you if not surpassing you should you become lazy. Though you may choose to withhold some of your abilities or powers if you wish to for whatever reason. Lastly, you still have to have a child for this to work so you will be given the ability to have healthy children with any species. You may choose which species the child will belong to or if they will become a stable hybrid.

## **Travelers - 100 CP**

The Travelers are special Players who simply wish to explore the world. They are invulnerable from any form of damage, but in exchange they cannot harm anyone. They are also forbidden from performing quests as nearly all of them include combat in some fashion. By taking this perk you can gain Traveler Status along with the ability to flip it on and off. The only restriction is that you must genuinely be trying to explore. Meaning that you can't turn it on and walk into an enemy base before disabling it as you assassinate their leader. This invulnerability however, will block any damage as long as you genuinely wish to explore.

## **Capture Skill - 200 CP**

The Capture skill is an ability available to all Players that allows them to catch monsters. By successfully capturing a monster it will become their pet. This ability can be used to target any monster. Though the chance of success depends on the difference in power between you and the target. For example, targeting a dragon 50 levels above you might

have a 0.05% chance of success. Targeting a normal wolf at the same level as you might have a 90% chance of success. This perk grants you the capture skill and significantly increases your chances of success.

### **Creep Go Away - 200 CP**

Given the hyper realistic nature of the game a few special systems had to be put in place. One of these was a defense for female Players to prevent sexual assault. Should a Player try to touch another unwillingly they would be hit with an attack capable of instantly killing them. This perk allows you to activate this system and place it on your allies and followers. It can't stop protect them from actual attacks, but any form of assault or attempted rape will activate it. The damage will always be enough to kill or at least heavily injure the target. Lastly, this system can be activated repeatedly against multiple offenders or an incredibly powerful individual.

### **We Have Time - 200 CP**

While time should actively be progressing throughout the Divine Dominion it largely remains stagnant. For example, unless specified the next stage of a quest won't progress until the quest taker arrives. This perk allows you to apply this logic to your adventures. No major events will proceed until you arrive and choose for them to start. Even something as major as a world invasion will halt in place. You can use this time to relax, prepare your equipment, grow stronger, or complete other quests.



### **Luck's Favor - 400 CP**

Murong Xiaoxiao was a female Player who became the Descendant of the Goddess of Luck. This gave her two simple, but incredibly powerful abilities. The first was the ability to manipulate luck. She could freely increase or decrease the luck of those around her by a significant degree. This also has a surprising amount of combat potential. For example, when fighting Jiang Feng she nearly killed him through accidents despite being vastly weaker and prevented him from leaving whenever he tried. The second was that her own luck became incredibly high allowing her to encounter fortuitous

events incredibly often. Purchasing this will allow you to claim a similar power for yourself. Perhaps you are a Descendant of the Goddess of Luck as well or maybe you really are just that lucky.

### **The Player Hunter - 400 CP**

Due to the innovative set up of the game NPCs were able to grow stronger by fighting Players. This allowed them to gain experience and steal the Player's equipment. Having become particularly skilled at this method you have earned the title Player Hunter. This title doubles all of your stats when fighting against Players and allows you to conceal the Red Name from these acts. Additionally, when killing other Players they will always drop either their most valuable equipment or whatever is most useful to you. Lastly, this will multiply the experience you gain from killing Players. In future settings this effect will extend to any sentient being.

### **Shifter Hierophant - 400 CP**

The Shifter Hierophant is a Secret Class that can be unlocked by aiding the Shifter Faction. This class grants the user access to almost a dozen special skills. Some of the most notable include Revive, Commune, and Summon. Revive allows the user to resurrect anyone who has died regardless of how much time has passed or their strength. Commune is a skill that boosts your Charisma stat, allows you to speak to any being, and has a high chance of turning enemies into allies. Though the last part can be affected by their loyalty to another group. Summon allows the user to call their allies or summon random allied beings. Lastly, possessing this class automatically grants you a high ranking position in the Shifters Faction if you desire it.

### **Synergistic Training - 600 CP**

The hardest part about training multiple classes is the sheer amount of time it takes. There however, is a great amount of overlap between each of the various professions. You have learned how to apply this, allowing you to rapidly train multiple skills. For example, mastering a dozen professions would accelerate your learning speeds faster than if you were focusing on a single class. As you learn more and more skills your speed of development will only grow. So try your hand at whatever you wish and become a master of all.

### **A True Warrior - 600 CP**

Warriors in the game are theoretically capable of mastering any weapon, but it still requires you to put in the effort. As a result the vast majority of warriors only master a single weapon. Ye Wufeng broke this mold through his intense life and death training. The end result was that he was able to genuinely master all weapons in the game and push his stats far beyond others through training. It would seem that you are an equal to

the battle maniac having pushed yourself just as far. The end result is that you are now considered a true master of any handheld weapon. Lastly, your sheer skill level is now sufficient to allow you to fight off a dozen people of your level at once.

### **Inheritor - 600 CP**

The Inheritors are the leaders of their respective species and incredibly powerful individuals. Becoming an inheritor allows you to choose one gift such as equipment, pills, skills, or some special unique aspects to your species. For example, the Spirit Inheritor can choose Spirit Forms for their gift. These gifts are pinnacle level options within the world. Each time you purchase this option you may become the Inheritor of a species or group. There is a list of Inheritors within the Notes section if you need a reference. As the Inheritor of your group you will be revered by anyone under the chosen group. Lastly, should you become strong enough this allows you to automatically become the leader of that group with the full loyalty of its people. This will even suppress any other Inheritors should you belong to a larger faction like the Divine or Infernals.

# NPC

## **A Monster's Heart - 100 CP**

Monsters come in many shapes and sizes in this world leading to a variety of traits. One however, that no monster will ever demonstrate though is treachery. Monsters and Shifters possess a sense of honor that makes them extremely loyal. Should they swear fealty to someone they will never betray their master no matter what happens. With this perk no one who is loyal to you will ever betray you. Be it through treason, mind control, bribery, or any other method they will be untouched remaining with you till the end.

## **Swearing to Lord God - 100 CP**

The highest authority within the Divine Dominion is known as Lord God. This is the main A.I. responsible for running the world. One way that the NPCs and monsters demonstrate their reverence is by swearing to Lord God. As they are beings born from the world, breaking this oath will instantly kill them. From now on any oath or deal made with you will be similarly binding. Additionally, these bindings will be made as long as the individual agrees even if only half heartedly. For example, if you dare or bet against your opponent it will count even if they jokingly reply.

## **Eternal Lineage - 100 CP**

In Divine Dominion it is possible for interspecies relations to occur. Though this can occasionally have some interesting effects when it comes to children. This perk allows you to deal with some of these issues. First, much like the other instances here you are capable of having healthy children with any other species. Second, focusing further on that issue you can decide what species the child will be born or whether they will be a hybrid.

This also lets you determine how their traits manifest to a degree. For example, a human-dragon hybrid might have dragon wings on a human body or simply be able to switch between two forms. Lastly, to assist with these instances the world allows the Players to have some control over their fertility. Like them you can freely control your fertility either guaranteeing or making it impossible for a pregnancy to occur.

## **We Will Never Give In - 200 CP**

The presence of a powerful leader can act as a pillar to support their entire force. You share this trait making your presence function like a beacon to your followers. As long as you are with them or they are able to learn about your efforts their morale will remain at the peak. For example, after arriving in Dragonquarry the Shifters lost their morale

due to the gods' suppression. Jiang Feng however, was able to fully restore it with an announcement letting his followers know that he was preparing a counterattack. While in this state your allies will be able to unleash power beyond your normal limits.

### **Artifact Awakening - 200 CP**

Once an artifact reaches the Sacred Level it will gain a sentient artifact spirit. You can imbue artifacts with spirits awakening them. The spirits are able to greatly enhance the efficiency and power of their artifacts. You may customize the spirit if you wish though by default it will be based around the item in question. For example, a knight's sword is likely to be an honorable warrior. Lastly, having a spirit allows the artifacts to grow over time. This can be accelerated by giving them access to high quality materials or by having a skilled blacksmith upgrade them.

### **Strength From Eating - 200 CP**

After the Divine Pharmacist Hua's grandson was born they learned the child possessed a powerful innate ability. This power allowed him to absorb any ability or item to convert it into his own power. This skill allows the user to increase their power at an incredibly fast rate as long as they have a sufficient amount of treasures to maintain their growth. This ability also allows the user to safely contain excessive amounts of energy so that their body can process it.

### **Unbreakable Defense - 400 CP**

Dugu Nine Swords is a defensive skill developed by Dugu Qiubai. The skill allows the user to form a nigh-unbreakable defense that can deflect any skill. Having comprehended this skill you have given yourself an incredibly powerful defensive ability. It is nearly impossible for anyone to injure you unless they are significantly stronger than you. Your skill allows you to block any type of attack as long as the ability lacks enough raw power to shatter your defenses.

### **Consume - 400 CP**

Hundun is a devil-like Sacred Beast with a number of abilities. His most fearsome ability however, is his ability to devour attacks. He can swallow any attack and concentrate it, increasing the power of the attack. This attack can either be absorbed for energy or fired back as a more devastating attack. This also includes non energy based attacks. For example, Hundun was able to absorb Black Widow's poison. After he spit it back at her the poison was able to bypass her resistance after it was concentrated. You can do this with any attack, though attacks that are significantly more powerful than you can overwhelm you.



### **Buddhist Serenity - 400 CP**

Buddhism is a broad term used to refer to those who cultivate inner peace and justice. Buddhist monks are known for their immense kindness and power. You possess a monstrous talent for the Buddhist arts on par with the Buddha Tathāgata and the Golden Cicada along with a few other abilities. The first of which is that you radiate an aura of

benevolence which can calm those around you. This can cause individuals such as bloodlusted berserkers or those suffering from immense grief to calm down in your presence.

Second, as a Buddhist you are anathema to demons or any evil entities. Your energy will now become devastating to them allowing you to either purify them or erase them from existence. This will also passively imbue any of your other powers with this energy though you can disable this if you wish. Lastly, you have a mastery of all Buddhist techniques be they conventional, forbidden, or lost. Though the strength of these techniques will be dependent on your power level.

### **Relentless Drive - 600 CP**

The most powerful monster within the American Server in Divine Dominion was a man named Voldemort. He was an incredibly powerful wizard, but his most terrifying trait was his resilience. Despite being brought to the brink of death on multiple occasions he was able to rapidly grow stronger. You seem to share this trait with Voldemort and possess the ability to rapidly grow in strength.

This ability is most pronounced when you suffer a loss. The more you suffer and the closer to the brink of death you reach the more you will grow. Even a minor loss however, will result in your strength growing noticeably. Should you lose everything then you may end up rapidly reaching multiple realms above your current power. This will likely come in the form of an opportunity or other resource that will aid you.

### **The Heavenly Path - 600 CP**

The Heavenly Path is the second force that makes up the universe alongside the Wheel of Reincarnation. The Heavenly Path represents the will of the world, making it impossible for anyone to escape the user's sight. It also bestows the user an unmatched comprehensive ability. Only true genius individuals like Jiang Fan or Sun Wukong have a hope of competing with you. Lastly, as the user's overall talent is boosted to an immense degree. Supposedly the incarnation of the Heavenly Path has the potential to become the most powerful warrior in the universe given enough time to grow.

### **The Descendants - 600 CP**

The Descendants are individuals who were able to inherit the bloodlines and abilities of legendary figures. Some examples of these figures included the Mother of Humanity Nuwa, the Father of Humanity Fuxi, the Goddess of Luck, and the Dark Lady of the Nine Heavens. There are many more, but these are some of the most notable figures to have descendants. Each of the descendants gained incredible power even beyond that of most Inheritors. By purchasing this you may become a descendant of a mythological being or deity. You will start out with their power in a relatively weaker state, but given time you can acquire the full power of your ancestor. Lastly, in future Jumps you may be recognized as the child or inheritor of your chosen figure. For example, choosing Zeus would eventually let you become a new Olympian in any Greek setting.

# Cultivator

## **Imposition - 100 CP**

Imposition is a manifestation of one's aura. Normally someone can learn to manifest an imposition by taking on a role or learning certain methods to cultivate your aura. This perk can be used to gain your own imposition. You may either develop your own aura or choose a specific imposition. For example, Jiang Feng developed a fierce and primal imposition in the game as the Shifter Emperor. Some other examples include elegance, prideful and cold, or fierce and sharp. Lastly, these impositions grow exponentially more powerful as you become stronger.

## **Who Called My Name - 100 CP**

After becoming a Creator God Jiang Feng gained the ability to sense anyone who mentioned him. This sixth sense would effectively summon his consciousness allowing him to see anyone talking about him. You have a similar ability which allows you to spectate any situation where you are mentioned. You can limit this thankfully to certain individuals or other specifications to prevent your mind from constantly getting prodded.

## **Separate Identities - 100 CP**

While the game initially served as a method of entertainment it was later used as a substitute for real wars. As a result, becoming an influential Player could result in someone acquiring real power. This however, also brought a great deal of danger to certain Players. To deal with this issue some individuals developed methods to conceal themselves. You have been taught these methods and learned to perfectly conceal your identity.

As long as you wish to remain hidden it will be impossible to locate you. People will overlook you, miss connections, and simply be unable to identify you. To everyone else you will be no different than a face in the crowd. This effect however, only works as long as you aren't actively drawing their attention. So the government wouldn't be able to find you as a Player, but if you were a secret agent attacking them then they would likely be able to find you.

## **Combat Rating - 200 CP**

After any fight you will be given a combat rating. While in the World of Tianji all combat will be ranked upon completions. These ratings range from C to S rank. By taking this perk the Will of the World will rank your battles accordingly. You will be given rewards based on your ratings. For example, an S rank typically will increase your combat

power, energy reserves, grant you a treasure, and occasionally other benefits. The difficulty of the opponent, your own strength, and the length of the battle are some of the main factors used to grade the fighting.



### **Egypt's Wrath - 200 CP**

The Pharaoh was a powerful monster sealed beneath the Pyramids in Egypt. This Peak Abyssal level monster possessed many terrifying powers. The greatest of which was its ability to increase its strength by consuming the blood of others, turning them into its puppets. Somehow though you have acquired its abilities. Like the Pharaoh you have the ability to grow stronger by absorbing the blood of others. Additionally any individual you drain will be resurrected as a zombie. They will still possess their full strength though their intelligence is normally decreased.

### **Powerful Evolutions - 200/400 CP**

When a cultivator forms their Black Pill and Earth Soul the quality can vary. For the most part individuals awaken C rank while B and A ranks are rare. The received grade depends on a number of factors such as your innate potential. This perk allows you to improve your innate potential which will affect the quality of any efforts you undertake in the future. For 200 CP you may upgrade your potential so that you will at least develop an A rank ability. Though if you aren't satisfied then you can pay an additional 200 CP. This will push your potential to the peak of what is possible if not beyond. Now at minimum any powers you develop will be S rank or higher. Lastly, this mainly refers to talents such as the things that either rely on your effort or are chosen randomly. For example, having the 400 CP version would basically guarantee that you awakened an Omega-level power as a Marvel Mutant.

### **Suppressing Fate - 400 CP**

The mere existence of the Sacred Beasts generates unique phenomena and provides benefits to their lands. The most important benefit that the Divine Beast grants is their

ability to suppress fate. This allows the worlds they inhabit and in some cases entire universes to stave off disasters. Additionally, this suppressed fate allows worlds to prosper granting them immense fortune. Like the Sacred Beast you have a powerful karmic presence which alters fate. This effect grows more powerful the stronger you are.

Notably, this effect has resulted in many Sacred Beasts being treated as honored individuals throughout the universe. For example, the greatest Sacred Beasts the Immemorial Sacred Beasts will not be harmed by virtually anyone in the universe and factions will do everything in their power to recruit them peacefully. This will apply to you as well granting you immense status if you remain a neutral figure. This will even extend to any enemies you gain. They will be far more willing to either imprison you or gently recruit you.

### **Machine Heart - 400 CP**

In Divine Dominion the A.I. are incredibly advanced and seem no different from people. You have a natural affinity for communicating with and understanding the inner workings of machines and artificial intelligences. This affinity allows you to breathe life into advanced systems, even on platforms normally considered low-grade or obsolete by conventional standards. This unique ability also allows you to awaken dormant A.I. and activate dormant functions within machinery, unlocking their full potential. With your assistance, even the most rudimentary of machines can exhibit levels of intelligence and functionality previously thought impossible.

### **Invincible Soul - 400 CP**

After the Divine Monk Xumi was slain his soul wandered throughout the Divine Dominion. He was able to maintain his soul through his immense willpower. In fact as long as his will remained it was impossible for him to be destroyed. Like Xumi your soul can never be destroyed as long as your will remains. Additionally, knowing this you have extensively trained your willpower giving you a nigh-unbreakable will. It would take truly immense amounts of suffering to even have a chance of breaking you down. Lastly, should your body be destroyed this will allow your soul to remain, but you will need to restore your body before the end of a Jump to continue with your Chain.

### **Grand Game Of Chess - 600 CP**

The two elders of the Heavenly Legacy race are incredibly manipulative. Realizing that a calamity was approaching the universe they effectively played a game of chess using galactic species as pieces over millions of years. You are an equally manipulated bastard able to make entire universes dance to your tunes. Most importantly no one will even realize the depths of your schemes unless you directly explain it. Lastly, seemingly

every plan you develop is filled with numerous contingencies ensuring that in even the worst situation you'll still come out on top.

### **World Maker - 600 CP**

World Maker is one of the weaker systems created by Mo Zhuang. It allows the user to create a code which can affect reality. This code can be used to create stable worlds, robots even stronger than the user, new life forms, and other constructs. The only limit is the amount of energy that the user is able to mobilize for their creations. For example, you could easily assemble a castle out of starship grade metals in seconds if you possessed a large enough energy pool.

### **System Maker - 600 CP**

The Heaven's Legacy race is the most powerful of the Nine Great Races. This is mainly due to their incredibly powerful technological capabilities. One of their greatest feats is the ability to create systems. You are the student of these elders having been taught everything they know. This knowledge covers the entirety of the Heavenly Legacies technological understanding. Of course you were only given this position due to your unparalleled intellect and scientific talent. Given time you could easily create new wonders on par with the Monster Transmutation System or the Celestial Arcanum System. You can also study other systems which will allow you to modify them, improve them, or replicate their features.

# Special Techniques/Powers

You will receive a **400 CP stipend** to spend on techniques. You receive **three discounts** that can be used on any technique below. 50 and 100 CP techniques will become Free, all others will have their price cut in half.

## **Fly - 50 CP**

Fly is a skill possessed by most high level beings and monsters. It allows the user to float and move in the air. This skill however, allows the user to do so without any wings or any other method of flight. There is no limit to how long it can be used. Lastly, the maximum speed you can reach is dependent on your personal power.

## **Change - 50 CP**

Change is a skill possessed by many large monsters. This skill allows them to freely alter their size at will. The minimum size is typically around the size of a small animal. The maximum size is their true form which is why older monsters acquire this power. While shrunk none of your physical powers will be decreased. So you could punch someone with your full strength even if you're currently only a thousandth of your full size.

## **Drain Life - 100 CP**

Drain Life is a passive Divine Skill created by Jiang Feng. The skill grants the user two main effects. The first of which is that it reduces the casting time of all spells by a full 50%. The second effect is that it causes each attack to absorb 5% of the target's mana and health. This drained energy and health will then heal the user of any damage. Lastly, this effect will be applied to any attack you perform though the reduced timing only affects magical skills.

## **Elemental Domain - 100 CP**

Elemental Domains are powerful support skills that cause the area to be coated in your chosen element. While you or any allies are inside the domain the cost of all matching elemental skills will be reduced by a full 50%. Additionally, enemies will take a certain amount of damage each second they remain inside the area. The domain can be activated for 2 hours each time without any energy expenditure. Lastly, you may purchase this multiple times to acquire different domains.

## **Dao Dao Dao - 100 CP**

Dao Dao Dao is a Spiritual-level technique created by Yan Chixia. After activating the skill the user must speak a chant. As long as this chant continues the skill will maintain itself. Each attack performed after activating the skill will deal an additional 150%

damage. The user can double this damage by being drunk when performing the technique. Additionally, each attack deals splash damage impacting every foe within a few meters of the target area. Lastly, for some reason the technique will generate epic background music while you are fighting.

### **Search - 100 CP**

Search is a skill that allows the user to locate nearby entities. After activating the skill the user will become aware of the location and power level of all individuals within a large radius. This effect bypasses concealment methods and equipment used to hide your stats. As you grow stronger the radius that you can search will grow larger and larger.

### **Blazing Eyes - 200 CP**

Blazing Golden Eyes is a skill taught to Sun Wukong by Grandmaster Bodhi. The skill allows the user to identify any equipment, their stats, see through any disguise, and reveal your enemies weak points. It also has an active offensive aspect that lets you cover your opponent with the Flames of Samadhi. These flames will deal 200% of your base damage value.

### **Charm - 200 CP**

Charm is a technique normally used by female monsters to ensnare men. Charm is a mental attack that entralls the target for a period of time. While Charmed the target will do anything the user asks. The technique can be used on anyone, but it is significantly more effective on those who are attracted to you. Lastly, the strength of this technique can be boosted further through certain gestures or actions.

### **Somersault Cloud - 200 CP**

Somersault Cloud is a skill developed by Sun Wukong. The technique amplifies the user's movement speed by 500%. This technique is effective on the user itself and any form of transportation they're using. So if you're driving a car with a max speed of 100 mph it can go 500 mph while you are using the skill.

### **Golden Bell Barrier - 300 CP**

The Golden Bell Barrier is an Immortal level skill. It creates a golden skin tight barrier around the user that grants them absolute immunity from any one attack. This means that it can block any single attack regardless of the strength or unique abilities it possesses. After being used this technique does a thirty minute recharge period before it can be used again.

### **Mantra of Invulnerability - 300 CP**

The Mantra of Invulnerability is an Immortal level skill. After using the skill the user will be completely invulnerable for a period of five seconds. The ability however, does have a half-an-hour cooldown requiring the user to use it strategically. Additionally, the skill can be used to freely create a Talisman of Invulnerability once every three days.

### **Two Becomes One - 300 CP**

Two Becomes One is a special technique used by Sun Wukong. This power allows him to fuse with another being combining their stats. It however, does leave both individuals exhausted after they defuse. Normally, this would decrease your level after being used, but this version of the technique will merely leave you tired. Though given sufficient practice you may eventually master this skill removing this drawback.

### **Rain of Swords - 300 CP**

Rain of Swords is a technique that activates when the user wields a sword. By killing enemies the user will obtain one energy point that can be used to release one hundred sword chi. Each sword chi will deal damage equal to 30% of your max attack damage. There is no limit to how many energy points you can store up and they will not degrade until used. Since you are paying CP this version of the skill will activate with any weapon, not just swords.

### **Green Lotus - 300 CP**

Green Lotus is a Sacred Skill created by Jiang Feng. The skill allows the user to generate a Green Flame Fire Lotus with each step they take. This lotus will grow enveloping the area around the user. Any enemies in the area will have their speed reduced and take a large amount of each damage each second. The most interesting part is that you can substitute the normal energy expenditure with money. The larger the area you're trying to maintain the more expensive the upkeep is.

### **72 Changes - 200/400 CP**

72 Changes is a Sacred-level skill that allows the user to other races. As long as you possess the bloodline of the target you can transform into them. This will also give you any racial skills possessed by the creature. For example, if you transform into a dragon you will be able to fly, breathe your element, and use any other unique powers that variant possesses. Lastly, there is no limit to how long you can hold the transformation.

If you wish you may pay an additional 200 CP to upgrade the skill even further into the version Jiang Fan developed. This version of the skill allowed him to transform into any species as long as he had seen it before. Not only this, but this version allows the user to transform into a Leader-type version of the monster. For example, when Jiang Fan

turned into an Undying Crow his body was noticeably larger, stronger, and could command a flock of Undying Crows.

### **Nine Kills - 400 CP**

Nine Kills is a special technique developed by Jiang Feng. By yelling the word Kill the user can freely teleport to any location within a certain distance around them. If any targets are located between the two points they will take 150% of your total base damage. This can be used up to nine times in rapid succession. Additionally, if you chain the attacks together each attack will continuously receive a further 20% boost in strength. This technique however, can be interrupted if an enemy attacks you before the teleportation activates.

### **Spatial Barrier - 400 CP**

Spatial Barrier is a Great Saint level skill developed by the Divine Monk Xumi. This barrier allows the user to divert any attack away from them for a certain period of time. Using this skill Xumi became nearly invincible and was only able to be killed as a plot device to advance the story forward. Purchasing this grants you the initial skill with the ability to evolve it. Eventually you may be able to reach the same level as Xumi himself with it.

### **The Art of Yin Yang Union of Joy - 400 CP**

The Art of Yin Yang Union of Joy is a Divine Level Martial Arts technique. It allows the user to steal the strength of their opponents. Though it is primarily meant to be used against women. Activating the technique however, requires intimate contact. The more intimate the contact the stronger the effect of the skill. When activated the technique will steal 20% of the target's overall strength. This includes their attack power, health, defense, and every other quality. Alternatively you can use this technique to benefit both parties. This method will instead boost the overall stats of the user and their partner by 5%. The only restriction for the second method is that it can only be used once every twenty-four hours.

# Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain **400 CP** to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

## General Items

### Custom Equipment - Varies

This world has a truly vast amount of equipment. Everything mentioned in the Jump is only a small fragment of the treasures that exist. Despite this you might not be satisfied or perhaps you want your own unique gear. If that's correct then you may use the following options as a price guide to create your own unique equipment:

- **Spiritual Artifact - 50 CP:** Spiritual Artifacts are the first milestone for artifacts of note. These relics are of great use to anyone below the Divine-Level and often grant their user various skills.
- **Divine Artifact - 100 CP:** Divine Artifacts are the level where equipment starts to become truly powerful and gain access to more esoteric effects. These weapons are what you might expect a demigod or renowned hero to be wielding normally.
- **Absolute/Sacred Artifact - 200 CP:** Sacred Artifacts are relics commonly used on Silvermoon by high level Players and NPCs. It is also extremely common for these relics to have Artifact Spirits. Additionally, every artifact of this rank or higher is capable of growing alongside their user.
- **Pre-Creation Absolute Artifact - 400 CP:** Pre Creation Absolute Artifacts are high level items usually possessed by Heavenly Saints. These relics were born alongside the universe and are indestructible.
- **Primal Artifact - 600 CP:** The Primal Artifacts are mysterious items of great power. They are believed to be powerful relics even beyond the Primordial Divine Artifacts, but their powers were never unveiled. An example would be the Treasured Lotus which could reveal the past and the future, and had unimaginable power.

### Game Terminal - Free/50 CP

The game terminals are advanced devices that allow the user's consciousness to enter Divine Dominion and later on the Great World of Tianji/Secrets. The normal terminal takes the form of a small earring that can be slid onto the user's ear. For 50 CP you may

also receive a casket-style game terminal. The casket-style terminal has built in systems that maintain the user's body. Some of these include an automated bathroom, a massage system, and a nutrient delivery system to ensure the user's health. Purchasing either option will grant you a dozen terminals and the blueprints needed to produce more of the terminals.

### **Infernal Repellant Pill - 50 CP**

The Infernal Repellant Pill was developed by the Divine Pharmacist Hua to protect against Infernal corruption. This pill makes the user completely immune to Infernal Miasma or any other source of corruption. This protection however, is temporary and will only last for twenty four hours. Purchasing this will supply you with a large box filled with a few hundred pills and the recipe needed to produce more of them.

### **Greenwind Staff - 50 CP**

The Greenwind Staff is a White-Silver Equipment for Spellcasters. This staff boosts the user's spirit, agility, and magic attack. Additionally, it decreases the skill cooldown of all skills by 10%, has a 20% of dealing wind damage, and has a unique skill called Greenwind Blade. This skill allows the user to summon the blades of wind energy. Each blade inflicts 120% of the user's base damage. This ability can be used once per minute. Lastly, this will also come with the blueprint to produce this equipment.

### **Concealment Mask - 50 CP**

The Concealment Mask is a White-Silver Equipment created by Jiang Feng. The mask provides a number of buffs to the wearer. These include increasing the maximum HP, boosting the user's defense, reducing the damage of attacks towards the user's face, and it has a slight chance of outright nullifying any attack against the user. Lastly, the mask grants the wearer the Invisibility skill. This skill makes it impossible for anyone to see the user for five minutes.

### **Imperial Dragon Auction House - 50 CP**

Imperial Dragon Auction House is a massive auction house in Imperial Dragon City. The facility is composed of five floors of varying purposes. The first two floors are dedicated to equipment and pills. The other floors are dedicated to the auction house itself holding their seats and the main platform. Additionally, the auction house is staffed by skilled workers, seductive auctioneers, and a highly competent manager. If you wish you may send any excess loot or items you have to be sold. If you do this you may restrict the upper quality of the items sent here.

### **Seal Breaking Pill - 50 CP**

The Seal Breaking Pill is a Divine level pill capable of removing any seal. Normally the Seal Breaking Pill is only effective on Divine level or lower seals, but this version is capable of removing any seal. Though the seal has to be placed on a living being. Unfortunately you can't just rub the pill against an object to remove it. Purchasing this grants you a dozen pills along with the recipe needed to produce more of them.

### **MMORPG: Divine Monster Transmuter - Free/100**

This is a copy of the MMORPG: Divine Monster Transmuter story. It contains the events that occurred throughout the novel and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

### **Player Slots - Free/100 CP**

In order to enter Divine Dominion and the Great World of Tianji/Secrets users require what are called Player Slots. These allow individuals to enter the worlds with their real bodies and normally this makes them much stronger than the other Players. Individuals can also enter the world using Terminals like most Divine Dominion Players, but this normally makes them weaker as they are using avatars.

This option grants you a sufficient amount of Player Slots to cover all of your allies, Companions, and Followers at the start of the Jump. It will also come with a large facility to house any terminals you possess and a portal to physically enter either world. This is the Free option, the 100 CP option will do the same, but give you an extra 100,000 Player Slots. You can use these to recruit new allies, bargain with other groups, or to assist the Earth's World Will as each slot strengthens it.

### **Fire Aegis Pearl - 100 CP**

The Fire Aegis Pearl is a treasure generated within Secret Realms with extremely high temperatures. The pearls allow their users to become completely immune to heat and fire elemental damage for a period of twenty four hours before dissolving. To activate the pearls you must place the pearl in your mouth. Purchasing this will give you a small sack filled with one hundred pearls. Should you use up the pearls they will be restocked twenty fours later.

### **Pearl Island - 100 CP**

Pearl Island is a large island awarded to the country who won the World War. The island contained a massive amount of oil reserves worth over 100 trillion dollars. By

purchasing this you can acquire control over a similar island. Optionally, if you don't care for oil then you may choose another valuable resource. Additionally, post-jump you will gain access to a new island filled with an equally valuable deposit. For example, in Marvel you might acquire a vibranium mine. The resource will be random by default, but of high value in your setting.

### **Flavored Instant Noodles - 100 CP**

The Shifter-Drooling Pickle Flavored Instant Noodles are a special edition noodle made by the Monster Transmutation System. These noodles are a delectable treat and a potent medicine. Consuming them can strengthen the user's bones and meridians. Their most potent trait however, is their irresistible smell. After boiling them the scent becomes strong enough to attract every monster for dozens of miles. Purchasing this grants you a large cabinet space filled with the noodles and a recipe to prepare them. Perhaps you can make some new variations with different ingredients Post-Jump.

### **Pink Jade Lotus - 100 CP**

The Pink Jade Lotus is an "interesting" plant that was found by the Infernal Archmistress Moji. The plant resembles a massive lotus crafted from pink jade. The lotus will envelope anyone nearby as long as two or more individuals are standing on it. The lotus is capable of charming those within, amplifying their carnal desires, and sealing the target's skills. It is normally used by female monsters to force men into impregnating them. So yes more than likely merely possession of this item is a crime. Lastly, this also comes with a set of seeds to breed lotus. Maybe since the pink jade is attractive so maybe you can carve it into items to sell.

### **Bloodlust Claw - 100 CP**

The Bloodlust Claw is a Spiritual-level artifact designed to be used by Shifters. This claw greatly amplifies the user's attack power, boosts their attack speed by 30%, and increases the critical hit rate by 20%. Additionally, the claws have a passive skill called Blood Drain. This heals the user for 10% of all damage dealt to their foes. If you already have a favorite weapon then you may instead merge this with your old weapon.

### **Spatial Bracelet - 100 CP**

The Spatial Bracelet is a Yellow-Gold Pet equipment. This item allows the user to store up to twenty stacks of items regardless of their size. This Spatial Bracelet increases your agility, movement speed, and your chance to drop items. As a result this is a highly valued item for any individual who has to transport a large amount of goods. Lastly, this will also come with the blueprint to produce this equipment.

### **Eagle Eye Glasses - 100 CP**

The Eagle Eye Glasses is a utility-type Sacred Item. They resemble a pair of black stylish shooting glasses. They boost the user's destiny, provide a large health boost, and grant the user three skills. The first is scan which automatically locates any nearby living beings and this skill can bypass concealment methods. The second skill is Scout which allows you to see the enemies stats and skills. The final skill is Pursuit which allows you to lock onto a target. Should your target escape you will automatically be informed of their coordinates should they be nearby. This skill is permanent and will not be dispelled until you remove it yourself.

### **Starcrossed - 100 CP**

Starcrossed is a unique Space-Time item created by the Dragon Emperor of Space-Time. By writing down a name on each end of the ruler you can teleport someone directly next to the second name. This also doesn't have to be the user, you can use this as an offensive tool if you're creative enough. The transport is effective regardless of distance or the existence of any barriers. It however, cannot be used in areas where time and space are extremely stable.

### **Xuantian Armor - 150 CP**

The Xuantian Armor is a Post Creation Absolute Artifact created from the shell of the Xuantian Tortoise. The armor boosts the user's defense by 150%, makes them immune to 30% of damage, and reflects 30% of the damage received. Additionally, anytime you're attacked the armor will generate a shield with a set amount of damage. Lastly, the armor grants the user two skills. The first of which allows the armor to freely change its appearance. The second skill called Xuantian Wall allows the user to generate a shield which can negate any three attacks.

### **Ginseng Fruit - 150 CP**

The Ginseng is a rare and incredibly useful fruit grown by the Divine race. Consuming this fruit boosts the user's stats by a full 50% and is effective regardless of the user's power level. It however, is an evil fruit grown through the sacrifice of infants and watered with the blood of countless innocents. By purchasing this however, you may acquire a Ginseng tree for your own use. More importantly, this version doesn't require any sacrifices though they can accelerate its growth. This tree will naturally bear a dozen fruit every two months. Lastly, the item will come with a dozen caretakers who can harvest and care for the tree for you.

### **Golden Cicada's Shell - 150 CP**

The Slough off the Cicada's Golden Shell skill scroll is a unique Immortal-level item. The shell is capable of dispelling all negative status effects on the user and allowing them to

escape from any trap. Additionally, after using the scroll the user's level will be reset to 1, this will not alter the users stats. This may seem like a bad thing, but it allows the user to easily level up gaining more stat points than they would acquire otherwise. You will receive three of these scrolls which will be restocked once every month.

### **Shifter Emperor's Flag - 150 CP**

The Shifter Emperor's Flag is a Divine-level tool belonging to the Inheritor of the Shifters. It boosts the stats of all monsters within a large distance by 30%. Additionally, it allows the Shifter Emperor to summon seven allies to them which you may designate. Additionally, the user can seize command of all monsters within a massive radius of the user. This distance will start off at 5km, but it can be improved by upgrading the artifact. Lastly, it has the ability to bind a single enemy. They will be trapped in place for five minutes and will revive in the same spot if killed.

### **Golden Headband - 150 CP**

The Golden Headband is a treasure created by Tang Sanzang. It greatly boosts the user's luck, charisma, and insight. Additionally, it increases the user's attack power by a full 20%. The most important ability however, is that it can absorb any Buddhist Mantra. As long as it can be considered a Buddhist technique it will be unable to damage you in the slightest. Lastly, this is a leveling item which can grow in strength at an exponential rate by absorbing more buddhist mantras.

### **Skill Grounds - 150 CP**

The Skill Grounds is a large area divided into numerous sections. Each section contains a broad category of beings such as human, monster, or infernal. When these beings are slain they will drop fragmented skills. Gathering a sufficient amount of fragmented skills allows you to combine them into a proper skill. You can use this area to farm for various skills, though more powerful skills require more fragments to form. Whenever you encounter new categories a new section of the grounds will be formed.

### **Shifter Binding Lasso - 150 CP**

The Shifter Binding Lasso is a treasure meant to restrain Shifters. Once the target is bound it is impossible for them to escape for at least twenty four hours. They will be unable to move from their current location unless the user moves the lasso themselves. Additionally, while bound the target cannot use any skills or items. Lastly, if the target attempts to use any means to escape their body will remain trapped. Should they have a method to revive they will also be revived in the same spot still bound by the lasso.

### **Sky Stealing Hand - 150 CP**

The Sky Stealing Hand is a divine level special item. That item allows the user to steal any one item from their target. Normally the item would be random, but this version can target a specific item. The Sky Stealing Hand however, does have a week long recharge period between uses. Additionally, the item's theft will remain unknown as long as the user is not actively paying attention to it.

### **Matter Duplication Pill - 150 CP**

The Matter Duplication Pill is a spinal pill that allows the user to duplicate anything with a physical form. To use the pill you simply have to press it against the item you wish to clone. The only restriction is that the pill cannot replicate conceptual objects such as the Primordial Divine Artifacts. Anything else however, can be reproduced regardless of size or power as long as it technically can be considered one object. Purchasing this will give you the recipe and five matter duplication pills. Should you use them up, the pills will be replaced a week later.

### **Skybreak Bow - 150 CP**

The Skybreak Bow is a Post-Creation Absolute Artifact created by Jiang Feng. The bow boosts the user's range by 200%, attack speed by 200%, critical hit rate by 30%, and attack damage by 200%. This bow is an incredibly valuable weapon for any archer and a highly prized relic for anyone else. Additionally, the bow is capable of generating its own arrows, but you can use specialized arrows for additional power.

### **Tear of Emotion and Desire - 150 CP**

The Tears of Emotion and Desire are curse items formed from the tears of over a hundred thousand sorrowful women. It however, is considered to be the most powerful item capable of dispelling Buddhist mantras such as the one used to imprison Sun Wukong. It can shatter any Buddhist mantra regardless of strength. Even the most powerful mantras of Buddha himself would crumple under the tears' effects. Purchasing this will give you five tears. Should they be used up they will be replaced after a month.

### **Body Recreation - 150 CP**

The Soulmeld Drop and Spiritual Fleshwood are two special items used to construct bodies for wandering souls. The Spiritual Fleshwood can be shaped into a body based around the soul's desires. These bodies not only allow the soul to retain any abilities they possess including biological ones, but the new body is significantly stronger than their old one. The Soulmeld Drop is used to properly meld the soul into this body creating a harmonious fusion. Purchasing this will give you enough of both materials to create a body larger than Monsterverse Godzilla. Should you somehow use the material up or need more you will receive another shipment every month.

### **Chaos Lightning Orb - 200 CP**

The Chaos Lightning Orb is a Pre-Creation Absolute Artifact improved by Jiang Feng. The relic greatly boosts the user's luck, destiny, grants a 100% resistance and absorption to Thunder, and a number of skills. The first skill is called Thunder Explosion which deals a massive area based attack. The second skill is called Heavenly Thunder Battery which can Heavenly Thunder and it recharges after use.

The third skill grants the Artifact Spirit mastery over the Demesne of Heavenly Thunder. The final skill is a passive ability called the Power of Chaos. This allows all of your attacks to pierce defenses and it can absorb any individual attack three times. This three time restriction applies to each attack separately. Meaning that you could technically absorb millions of attacks if they were different before it needed to recharge.

### **Lord's Order - 200 CP**

The Lord's Order is a rare drop in Silvermoon. The Lord's Order allows a Player to establish their own fiefdom and declare it a nation. This will also claim the surrounding land as the user's property. This will be a 300 mile radius around you though it can be expanded if you have a proper claim to any land. The only restriction is that you cannot use the Lord's Order to claim an area if it already belongs to someone else. Using this outside of Divine Dominion or Post-Jump will allow you to establish your own nation. This will automatically be recognized as a proper nation by all other powers.

### **Simulacrum Doll - 200 CP**

The Simulacrum Doll is a special item that can create a wooden simulacrum of the owner. This wooden doll possesses 80% of the user's power. The simulacrum will also receive copies of your weapons and have your skills. Though this will likely be weaker if the equipment is unique or requires a special power source. Though the item will be destroyed if the simulacrum is slain. Purchasing this will grant you a dozen simulacrums. Should any of them be destroyed they will be replaced a week later.

### **Golden Body- 200 CP**

Abbot Lanruo's Golden Body is a powerful support item. The Golden Body multiplies the user's strength three times over. This buff can be stacked with other similar abilities. It however, can only be maintained for a short period of time before it needs to cooldown. Additionally, it also grants the user two powerful buddhist skills while the Golden Body is active. Lastly, the normal Golden Body would decrease the user's levels afterwards, but this variant will only use up the user's stamina.

### **Call For Aid - 200 CP**

When defending the Ancient City Jiang Feng utilized two special talismans. These were the Talisman of Summoning and the Talisman of Calling. The Talisman of Summoning allows the user to summon a monster belonging to the same racial class as you. For example, a dragon might summon something like a Drake, a Wyvern, or an Elder Dragon. The Talisman of Calling allows the user to call any allies or friendly NPCs to their side. This will teleport them to the user regardless of the distance between them or the presence of any barriers. Purchasing this will grant you a dozen of each Talisman. Lastly, you will receive an additional dozen Talismans every month and the recipe to make them yourself.

### **Seven Stars Sacred Pill - 200 CP**

The Seven Stars Sacred Pill is a unique Sacred Pill that is capable of cleansing all negative status effects. This is effective regardless of the effects or user's strength. Additionally, the pill can boost the stats of the consumer by a full 30%. Unfortunately an individual can only consume one pill in their lifetime. Purchasing this will give you a dozen of these pills along with the recipe to produce more of them. Should you use your supply up they will be replaced after one month.

### **Greater Imprisonment Talisman - 200 CP**

The Greater Imprisonment Talisman is a Divine Rank item. Upon activation it can seal all enemies within a large radius for a few minutes. During this period they will be trapped inside the area. The barrier locking them in is impenetrable though it will naturally dissipate after the talisman expires. Purchasing this will give you three of these talismans along with the recipe to produce them.

### **Green Lotus Sword - 200 CP**

The Green Lotus Sword is an SS grade secret treasure. This sword takes the form of a beautifully crafted emerald sword. This secret treasure grants the user a number of boons. These include a 30% boost to the user's combat power, a 10% penetration effect, and a 10% armor penetration effect. Additionally, the sword contains a powerful cultivation technique known as the Green Lotus Sword Art. This is a set of Heaven Grade techniques that can function perfectly with the Green Lotus Sword.

### **Pharmacist: Title Badge - 200 CP**

The Great Saint Pharmacist: Title Badge is a physical representation of the user's progress in the profession. Aside from being a recognition of your efforts it contains a powerful enchantment. This item boosts the success of the Pharmacy skill by 30%, increases the odds of creating Dao Sacred Pills by 10%, the success rate of creating Heavenly Sacred Level Pills by 5% and reduces the time needed to create any pill by a

full 30%. Lastly, it also grants the user the rights to establish a pharmacy guild having proven themselves in the field.

- **This item is Free if you are a Great Saint Pharmacist or higher**

### **The Undead Set - 200 CP**

The Undead Set is a special set of equipment that can be farmed in the Cave of the Undead. This set provides a wide array of powerful boosts from each piece of equipment. For example, the Undead Boots provide a boost to the user's Agility stat, increase movement speed by 30%, increase evasion by 20%, and grant the user access to a movement skill. This set consists of boots, leg armor, a chest piece, gauntlets, and a necklace. Additionally, unlike the standard Undead Set, this variant is a growing set that will level with the user.

### **Cultivation Rooms - 200 CP**

Cultivation Rooms are special areas within Silvermoon that allow the Players to train their skills. These rooms allow you to fuse skills and increase their proficiency. Normally you would need to pay a certain amount of Free Attribute Points as a fee, but this one has no cost. Though it is recommended that you only spend twenty hours at a time within the room to prevent excessive skill fusion.

### **The Celestial Ocean - 200 CP**

The Celestial Ocean is a ranking system within Silvermoon. The Celestial Ocean is divided into thirty-two oceanic areas. Each territory is stronger than the next starting off with Rank One Saints in the weakest area. The oceans will display a leaderboard showing off who has progressed furthest in the oceans. Additionally, there is a separate set of oceans for each major cultivation divide such as Lesser Saint and Great Saint. These oceans are excellent training grounds and a safe method to measure your maximum power.

### **Phantom Needle - 200 CP**

Phantom Needle is an S grade Secret Treasure. This weapon has the ability to generate thirty-six needles. Of the thirty-six needles thirty-five will be shadows while the last one remains hidden. The true needle can freely switch places with its shadows making it unbelievably difficult to block. The needle also possesses an active skill allowing you to turn all thirty-six needles into true needles at once. This ability does however, require a massive amount of energy to use.

### **White Dragon Robe - 200 CP**

The White Dragon Robe is a S rank Secret Treasure. The treasure is a cloak with a white dragon pattern surrounding the user's body. The robe enhances the user's

defensive qi allowing them to survive stronger attacks. Additionally, the robe has a special skill that can be activated three times. The White Dragon Body Protection generates a spectral dragon that can block up to three consecutive attacks. After being drained of energy the dragon must be recharged before it can be used again.

### **Netherspirit Pearl - 200 CP**

The Netherspirit Pearl is an SS grade Secret Treasure. This is one of the few artifacts that can nourish the user's soul. It boosts the user's spiritual power directly and boosts their spiritual strength. It will also nourish the user passively granting them a more powerful soul over time. Lastly, it can also be used to directly attack an enemy's soul. By purchasing this will receive the pearl and the blueprints needed to create more of this treasure.

### **The Hourglass - 200 CP**

The Hourglass is a mysterious treasure imbued with the power of time. By flipping the hourglass it can alter the flow of time within a couple meters around the user. The time flow will be increased to thirty times the normal rate. The Hourglass can only be used for a single day though, making it a useful consumable. Purchasing this will grant you a dozen hourglasses and the instructions to produce more of them. Lastly, should you use the hourglasses up they will be replaced after one real time month.

### **The Nameless Sword - 300 CP**

The Nameless Sword technique is not one of the Ten Great Ancient Divine Arts, but is one of the only techniques to reach their power. This skill was created by the Solo Sword God divided into three techniques. Cultivating this technique to true mastery grants the user unbelievable offense power and the ability to become a Deity through pure swordsmanship. Purchasing this grants you a manual with detailed instructions on how to master each of the three techniques.

### **Demon Refining Ring - 300 CP**

The Demon Refining Ring is a Chaos Supreme Treasure designed to hold living beings. The ring contains an infinite amount of internal space. Monsters can be placed inside the ring where multiple things can be done with them. The monsters can be refined into pills, be strengthened through a refinement process, and have their consciousness controlled. The last part will seize the control of the monster effectively brainwashing them into serving you loyally. Aside from this the ring can passively absorb energy condensing it and generate a light shield absorbing a certain amount of power.

### **Zhuque's Feather - 300 CP**

Zhuque is one of the five Sacred Beasts in Huaxia and better known as the Vermillion Bird. After he died he left behind this feather. This feather has three uses: the first is that it can automatically seek out other Sacred Beasts. The second is that by gathering a sufficient amount of Sacred Blood Zhuque can be reborn. Lastly, it can be used as an ingredient in alchemy and smithing though this is the most wasteful purpose. Should you use this to create a new Zhuque it will be completely loyal to you.

### **Earth Book - 300 CP**

The Earth Book is a Sacred Artifact that has recorded every Primordial or Divine monster that has walked the world. The book allows the user to locate and track these creatures including any deceased monsters. The user of the Earth Book can harvest the souls of these monsters. No matter how much time has passed the book can still harvest the souls as long as they haven't been destroyed. This allows the user to use the skills that the monsters possess. There is no limit to how many souls may be stored within the book.

### **Book of Life and Death - 300 CP**

The Book of Life and Death is a Sacred Artifact that can be used to check the history of any being to have ever lived. It allows you to see their karma and past deeds. Additionally the book comes with a tool called the Brush of Reincarnating Spring and Autumn. By writing down someone's name, description, or birthday the writer can kill the individual. This is guaranteed if the user is stronger than the target, but there is a chance of failure if the target is more powerful. This chance grows as the gap in power between you does.

### **Ruyi Jingu - 300 CP**

Ruyi Jingu is the legendary staff wielded by Sun Wukong. The divine artifact is a treasure nurtured by Wukong throughout his life and one that has grown with him. This staff carries a number of powers and boons to its wielder. This includes a massive enhancement to the user's strength, attack power, and attack speed. Additionally, the staff has a high chance of dealing critical hits, causing Daze, or causing severe injuries. The staff also has a defensive skill that has a 20% chance of blocking any attack. Lastly, the staff Ruyi is capable of freely shifting its form into other weapons.

- **This Item is Free if you are a Sage of Heaven**

### **Soul Binding Mirror - 300 CP**

The Soul Binding Mirror is an SS grade treasure created by the Great World of Tianji. It can be used to absorb the souls of any fallen individuals near the user. These souls can be summoned to fight for you and will possess all of their original strength. The souls

however, will dissipate if they are slain while summoned. Additionally, the souls can be strengthened, given new bodies, or taught new skills if you want to put the effort into training them. The Soul Binding Mirror can also be used to track a target by placing a drop of blood on the surface of the mirror.

### **Cloak of Concealment - 300 CP**

The Cloak of Concealment is a special invisibility cloak. This cloak was constructed using some of the highest quality materials in the universe. As a result it can hide you from anything. No being no matter how strong can detect you or otherwise locate you. As long as you avoid anything obvious such as knocking something over this is the ultimate infiltration tool. Lastly, this will give you the blueprints needed to create the cloak, though you will have to find the materials to make them.

### **Armageddon Transformer - 300 CP**

The Armageddon Transformer is an incredibly powerful Transformer on par with the Great Saints like Sun Wukong. This robotic life form is the most powerful super A.I. developed by the Mechanica species. Purchasing this will grant you one Armageddon Transformer and the blueprints needed to produce more of these titans. While they are incredibly powerful, constructing them is extremely expensive.

### **The Teleportation Cauldron - 300 CP**

The Teleportation Cauldron is a divine level item created by Taishang Laojun during the Great Divine-Infernal War. The cauldron is capable of teleporting to any location the user desires though it will teleport to random locations by default. Normally, it would cost 10,000 gold to use, but this version may be used freely. The cauldron is capable of shrinking and expanding in order to transport varying quantities of soldiers. Lastly, as a divine artifact this relic is nearly indestructible making it an excellent defensive and offensive tool. Should the tool somehow be destroyed it will be fully repaired a week later.

### **Manuscript of the Gods - 300 CP**

The Manuscript of the Gods is a treasure that allows the user to create 365 gods. The user may either gather the individuals themselves or they may scatter a set of indestructible altars for the masses to claim. After the 365 individuals have been gathered they will all be summoned together before having their strength bolstered. They will reach one minor level below the user or Great Saint Rank 1 should the user be weaker than this. Additionally, the equipment of every new deity will be reforged to a Post-Creation Absolute Artifact. Lastly, as the beings will have chosen to become deities under your banner they will swear their absolute allegiance to you.

### **Nuer Nation - 300 CP**

Nuer Nation is a small nation hidden by heavy mist. The nation is a beautiful kingdom with verdant mountains and blue rivers. Additionally, all of its inhabitants are incredibly beautiful women. Its most famous landmark is the Zimu river which is capable of impregnating anyone who takes a sip. By purchasing this item you can become the leader of the Nuer Nation. You could rule this kingdom peacefully or you could implement a plan similar to Tang Sanzang. Doing this would allow you to bind the river to your bloodline ensuring any children born were yours. You can refine the river with treasures as well, increasing the power of the children born. Lastly, you may turn this nation into a warehouse attachment and take it with you.

### **Double Stat Scroll - 300 CP**

The Double Stat Scroll is a scroll that directly doubles all of the user's attributes. This includes damage, defense, Luck, Insight, Charisma, and other stats. Most importantly this scroll is effective on any individual regardless of their strength. Meaning that the scroll is equally effective on an Earth Realm cultivation and a Deity Realm being. Purchasing this will grant you a single scroll which will be replaced every six months.

### **Divine Artifact Fusion Scroll - 300 CP**

The Divine Artifact Fusion Scroll is a unique treasure. It allows the user to fuse ten Divine Artifacts of any quality into one. This new relic will retain the powers granted by all of its ingredients boosted to a higher level along with a number of new powers. Additionally, this boost is multiplicative rather than additive. Purchasing this will grant you a single scroll which will be replaced every six months.

### **Shura Fruit - 300 CP**

The Shura Fruit is fruit that can only be found on the Shura homeworld. This item resembles a blood red fruit and gives off a fearsome aura. The fruit is a special treasure that can boost the user's comprehensive ability significantly. Additionally, the fruit will strengthen the user's body. Purchasing this will give you a Shura Tree allowing you to grow these fruits. The area around the tree contains the same mysterious atmosphere that the Shura homeworld possessed. This will become a warehouse attachment by default, but you may merge it with similar items you possess.

### **Divine Cleansing Fire - 300 CP**

The Divine Cleansing Fire is a mystical fire capable of burning everything. This flame is a unique treasure created by the Fire Clan. Purchasing this grants you a wisp of this flame that can be absorbed into your body. The flame will grow with you being nurtured by your body. Cultivating this flame and mastering it will allow you to wield immense

power. Supposedly the flame would allow Fire Clansmen to even slay Deities if they could reach the Divine Emperor rank.

### **Blood Bead - 300 CP**

The Blood Bead is a special treasure created by the Blood Clan. The bead is formed through the slaughter of thousands of evil beings. This bead is the result of condensing their blood and purifying it. Consuming the Blood Bead allows the user to improve their bloodline. Should your bloodline already be refined to its limits this will allow you to mutate it making it more powerful. Purchasing this will grant you a blood pool that will generate one bead every month and two initial beads.

### **The Devil Spirit World - 300 CP**

The Devil Spirit World is a massive planet with incredibly dense elements. Compared to other worlds the energy here is a dozen times denser and practically guarantees that every citizen is capable of awakening. Other effects include a stronger body, condensed energy, and a faster growth speed. Purchasing this will allow you to take command of the planet or create your own copy. This planet will be guarded by a mature Divine Beast which will be a Phoenix by default. Additionally, the world has a large number of powerful warriors including experts at the Divine Soul realm.

### **Territory Expanse - 400 CP**

In order to truly become powerful and influential within the world you need access to a proper territory. Territories allow their rules to easily gather resources, combat powerful foes, and grant an immense amount of prestige. By purchasing this item you can gain your own territory and access to the Territory Builder section. This will grant you allotment of TP to customize your territory adjusting its power, size, and many other aspects.

# Protagonist

## **Evolution Pill Furnace - 100 CP**

The Evolution Pill Furnace is a specialized equipment for the Inheritor of the Shifters. It automatically produces two Evolution Pills each day. It doesn't require any materials to perform this process. Additionally, as you grow stronger the pills will upgrade becoming High Evolution Pills and so on. The only limit is that the highest level of the pills will be capped by whatever is most suitable for your level. Lastly, should you wish to improve your production rate you will also be given the recipe for the Evolution Pills and the blueprints for the furnace.

## **Imposter Glasses - 100 CP**

The Imposter Glasses are an Immortal-level item meant to aid in concealment. The Imposter Glasses have three useful abilities. The first is called Seal, which allows the user to seal their own stats. The second ability is called Disguise which allows the user to change their displayed info such as their name or ID. The last ability is called Alter Appearance which allows the user to freely adjust their appearance. The only restriction is that they cannot change the user's species. Lastly, purchasing this will also give you the recipe to produce more of these glasses.

## **Match Made in Heaven - 100 CP**

The Match Made in Heaven is a Greater Divine Artifact that Jiang Feng made for Ling Feiyu. The artifact is made up of two rings. They both boost the user's insight, luck, and charisma noticeably. Additionally, they are capable of generating an impenetrable barrier to block one attack that can be used once every 30 minutes. The second ability allows each partner to receive the damage for their partner. The third power lets the user teleport to their partner's side no matter the distance. There is a final special skill that will only be revealed after your partner accepts the ring. Lastly, given the nature of this relic anyone who accepts the ring will be considered married to you.

## **Shifter Emperor Set - 200 CP**

The Shifter Emperor Set is an equipment set made up of three pieces of equipment. This includes the Shifter Emperor Anklet, the Shifter Emperor Cloak, and a final unknown piece of equipment. The Shifter Emperor Anklet greatly boosts the user's attack, health, defense, movement speed, and resistance to Law attacks. Additionally, the anklet grants the user a 50% chance of dealing critical damage and knocking enemies back. It also grants the user access to two skills. The first is a passive skill called Winds of the Shifter that creates winds that deal damage to nearby foes. The

Shifter Emperor Cloak is the second piece of equipment. It provides an immense boost to the wearer's health, defense, and resistance to Law attacks.

The effects of any critical attacks against the user will be reduced as well and the user gains a 30% resistance to any domain-style powers. The cloak also grants the wearer a 30% chance of evading enemy attacks and a separate 30% chance to reflect them. Lastly, the cloak grants the user two skills. The active skill allows the user to become completely invisible as long as they don't attack anyone. Should you attack someone the cloak requires three seconds to hide you once more. The passive skill absorbs the souls of any slain monsters into the cloak. When fighting a soul can be sacrificed to block a single attack. The final piece of the set is unknown, but it has similarly powerful stats. Lastly, while wearing all three pieces of equipment they will grant you access to a powerful set bonus.

### **Divine Fate Compass - 200 CP**

The Divine Fate Compass is a Sacred Item. It is capable of actively searching for any treasures within a massive radius. The artifact spirit is capable of identifying various relics and providing supplemental information as well. Though it can only give the coordinates of a few items per day. The Divine Compass also comes with two other abilities related to the Sacred Beasts. The first allows it to summon a Vermillion Sacred Bird in combat temporarily. The second ability is that it can locate any Sacred Beast even if they are hidden away or behind barriers. Lastly, the item will gain a blood bond with its user preventing it from being stolen.

### **Boss of the Underworld - 200 CP**

After proposing to Ling Feiyu, Jiang Feng had to prove himself to her family. One of the methods proposed was for him to take over the country's criminal underworld. You however, have succeeded in doing this claiming control of the criminal underworld. This includes the entire underworld in a single country of your choice. Depending on your choice this could range from a few thousand to millions of people. You will have the full loyalty of all criminals though they will still be divided into their original groups. You may merge them together into a single force if you wish, though there are benefits to keeping them spread apart. Additionally, post-jump you may expand this control into that of a single territory or group. For example, if you went to Avatar then you could take over the Fire Nations criminal elements.

### **The Twelve Knights of Despair - 400 CP**

The Twelve Knights of Despair are a set of twelve rings. These rings can be given to twelve warriors allowing them to become your Knights of Despair. The ring boosts the user's attack by 300%, mana by 300%, allows them to absorb 30% of damage dealt as

health, as well as a massive array of other boosts. Aside from the passive boost the rings grant the wearer a number of active skills. The first grants them control over the Berserk, Slaughter, and Indifference states without causing them to lose their minds. The second skill is called Recklessness which allows the user to deal splash damage while wounded.

The third allows them to generate shields, teleport, and resurrect themselves using blood. The final passive skill grants the user Murderous Intent which can be used to create a special domain. The Murderous Miasma domain terrifies targets and drains them of 5% of their stats every second. There are a number of other benefits, but these are most importantly gifts. Lastly, aside from the twelve rings you will be given a thirteen ring representing you as their leader. This provides a similar boost to your powers and allows you to telepathically communicate with your knights.

### **Providence Pill - 400 CP**

The Providence Pill is a Heavenly Saint Pill. It was originally created by Nuwa in order to perfect the Human physique after she was forced to halt their creation. Consuming this pill grants anyone who consumes it a unique ability such as the Sword Heart or Magic Heart. Additionally, the pill will boost the stats of the user by a full 50% regardless of their strength. Should a Heavenly Saint consume it however, they can immediately master a Small Dao and have a chance of mastering a Big Dao. The pill unfortunately is only capable of being consumed by an individual twice in their lifetime. Purchasing this will give you a dozen pills and they will be restocked once a month should they be used up.

### **Ancient City - 400/600 CP**

The Ancient City is the home of the Shifters. This titanic city flies across the world being pulled by nine Golden Crows. The city is covered by a massive bubble-like shield that makes it invisible to any method of detection. This city will come with approximately 500,000 monsters of great power all of whom will be loyal to you. If you are not satisfied with this then you may pay an additional 200 CP to also gain the Shifter Planet. The Shifter Planet is a titanic planet dozens of times larger than earth. This planet is isolated within its own solar system allowing for safe development. Additionally, the planet houses millions of Shifters. The most fearsome being however, is a peak Mythic Saint guardian. Unlike the canon monster however, this being is loyal to you. Though it will only be able to leave once you have reached the Mythic Level as well. You may design the beings appearance, species, and personality if you wish.

### **Bloodline Collection - 600 CP**

There are a truly massive amount of monster species within this setting. Each of which possess their own bloodlines and this is not even counting the new bloodlines created by unique individuals. This is a large vault filled with an endless amount of vials. Each of these vials contains a separate bloodline. Every bloodline that exists within this setting can be found in the vault. You can absorb these bloodlines or perform your own research using them. Post-Jump this vault will expand with any new bloodlines that are not held within the vault.

### **Obsidian Star - 600 CP**

Obsidian Star is an interplanetary prison created by a powerful Divine Emperor expert. This prison has numerous runes and other defenses allowing it to trap anyone. Granted you first have to get them inside one of the prison cells. Though after this occurs the Will Of The World will be able to kill them instantly if needed. This prison will come staffed by a few hundred experts at the Divine Spirit stage or higher. You can use this world as a prison or develop it for another purpose. Post-Jump it will become a warehouse attachment.

### **Unknown Pill - 600 CP**

The Unknown Pill is a mysterious pill crafted by the leader of the Creator Gods. This pill is capable of creating a miracle when the user needs it. For example, when Jiang Feng was killed the pill activated. It protected his soul, recreated his body more than a hundred times stronger than it was before, and provided a number of other benefits. The pill may provide you with a similar ability or another equally miraculous gift. You will be given a new pill once every twelve months.

## **Player**

### **Dragon Ball - 100 CP**

The Dragonball is a treasure created by Jiang Feng. This is a piece of offensive ranged equipment used to attack foes. The Dragon Ball has a high chance of dealing critical damage and dazing opponents temporarily. Additionally, after striking a foe the Dragon Ball will bounce to another nearby enemy up to five times. Like many of the other weapons this equipment will remain bound to you. Lastly, the weapon will automatically return to the user's hand afterwards.

### **+1 Scrolls - 100 CP**

The +1 Scrolls are rare treasures that can increase the level of a single choice by one. Purchasing this will grant you access to three versions of the scrolls including the equipment, skill, and level scrolls. Each of these scrolls can be used on their corresponding option. If you used the +1 Item Scroll then it would increase the quality of the chosen item. For example, a Dark-Gold Artifact would become a Spiritual Artifact. You will receive five copies of each scroll. Should you use them all up they will be replaced a week later. Lastly, the scroll is effective on any target as long as it is considered one thing. Using it on a ship for example, would upgrade the overall ship not just the weapons or armor.

### **Heavenly Path Tree - 100 CP**

The Heavenly Path Tree is a rare plant born from the Heavenly Sealed Space within Divine Dominion. The fruit grown from the tree can increase the user's stats by 5% and grants the consumer slivers of Law. The exact Law depends on the fruit in question. Purchasing this will grant you a large grove filled with trees belonging to each Law. They however, take approximately a decade to grow a new batch of fruits. This will also come with a large group of loyal caretakers who will tend to the trees harvesting their fruit once it is ready.

### **Sacred Orb of Disaster - 200 CP**

The Sacred Orb of Disaster is a dangerous Sacred Treasure. This orb can be used to target foes and will inflict ten random status effects on the target. Each of these status effects will last for a full twenty four hours and cannot be dispelled. The effects are random, but they can be crippling especially in a high level fight. Some of the possible effects include Misfortune (-50% Luck), Reduced Movement (-50% Movement Speed), Blood Clot (cannot heal), Sealed (-10% stats), and Aphrodisiac (user enters

continuously worsening aroused state). Should you use the Orb of Disaster it will be replaced a day later.

### **Luck Pill - 200 CP**

The Luck Pill is a simple, but incredibly useful item. This item boosts the luck of the consumer by 5,000 points for a full day. This may not seem like much, but remember the average luck value for all individuals is 10 to 20 points. Purchasing this will grant you three of these pills. Should you use them up they will be replaced after two months. Though you will also receive the recipe needed to produce more of these pills. Granted this is a high level pill which requires a skilled pharmacist and rare materials to be crafted.

### **Requiem Bell - 200 CP**

The Requiem Bell is a Grade One Sacred Artifact meant for Pets. The bell boosts the user's health, attack, and defense by a massive amount. Its most important trait however, is that it comes with a few special skills. The first skill is called Requiem. When activated all enemies within five meters will become dazed for three seconds. During this period they will be unable to react or defend themselves in any way. This ability may be used once every five minutes.

The second skill is Dominate Soul which allows the user to seize control of an enemy. While in this state they can be ordered to do anything. Though the duration of this effect is shorter when the target is noticeably stronger than the user. The third passive skill grants the user a 30% of blocking any attack. The final active skills are the White Tiger Tackle and Hellfire which are powerful offensive skills. Aside from these skills the bell will also start ringing any time the user is in danger making this an invaluable tool to protect against ambushes. Lastly, this will also come with the blueprint to produce this equipment.

### **Healing Bag - 400 CP**

As you grow stronger you typically need access to higher quality medical goods. For example, you're going to outgrow the Small Recovery Pill once your HP reaches a high enough amount. This is a bag filled with numerous healing items, antidotes, and other useful items. Most importantly, the items within this bag will scale to your level ensuring that everything is always of use to you. Lastly, the bag contains an unlimited supply of items, though it does need some time to create them once more. The rarer the item the longer it will take to restock.

### **Lifesaving Measures - 400 CP**

Once you reach the higher echelons of power killing your opponents tends to become difficult. This is mainly due to the numerous life saving measures that each individual will gather. This is a large set of various life saving treasures such as the Sacrificial Doll, Life Prolonging Pills, and Talismans of Invincibility. Each of these treasures can be used in pivotal moments to save your life. You will receive a dozen of each life saving treasure. Should you use any of them up they will be replaced a month later.

### **Mechanus - 400 CP**

Mechanus is a massive futuristic floating city originally constructed by the Mechanica. The city is inhabited by a number of mechanical species such as the Transformers and Mechs. The city is also home to a variety of unique classes such as the Gunners, the Mechanists, and a few other futuristic classes. Purchasing this will allow you to claim a Mechanus or copy of the city for yourself. You will have full control over the city and its inhabitants. This will include the powerful Golden Mecha Five Clawed Dragon guardian. Lastly, if you wish you may customize the appearance and personalities of the robotic life forms within the city.

### **Profession Scrolls - 200/400/600 CP**

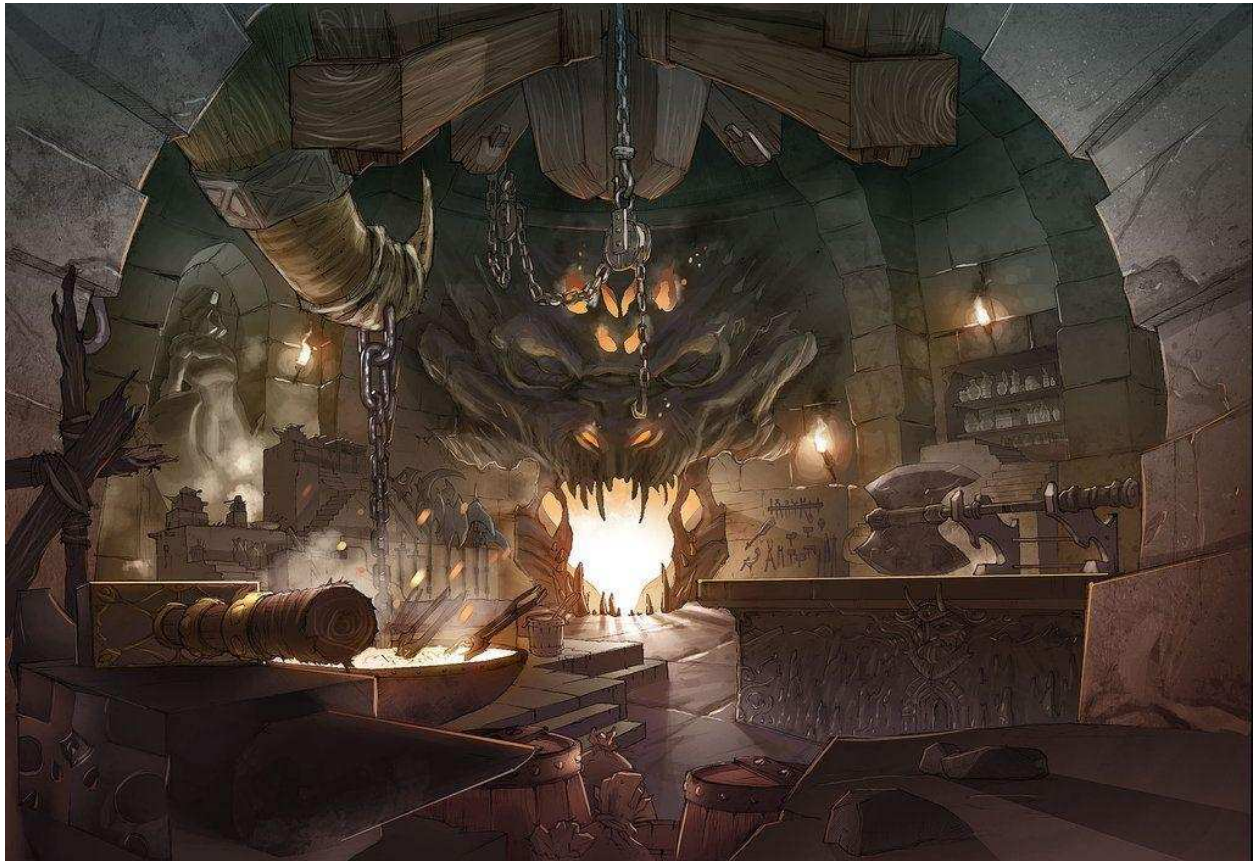
The Profession Scrolls are rare items that allow a Player to directly level up their Profession to a certain point. For example, a Sacred-Level Pharmacy scroll allows the user to directly reach this level. This option allows you to purchase a set of scrolls for the various professions, though the maximum level they can reach will depend on what you're willing to pay. For 200 CP you can acquire scrolls at the Immortal Level. For 400 CP you can acquire scrolls at the Sacred Level, and for 600 CP you can acquire scrolls for the Heavenly Saint level. Some examples of the skills that you can receive are Pharmacist, Cooking, Craft Mechanical, and Smith. Should the scrolls be used up they will all be replaced within two weeks.

### **Gateways - 600 CP**

The World of Heaven's Secret is accessible through a network of gateways scattered across the universe. These gateways allow for instantaneous travel between various planets and even whole galaxies. By purchasing this you can seize control over the gateway network for yourself. Additionally, you can extend the network throughout every location in your territory. Unlike the normal network however, you will be able to freely lock and unlock the network. This way there is no risk of your territory being invaded by your enemies.

## **Grand Forge - 600 CP**

For a smith to truly shine they require a proper forge and quality materials. This is an immaculate forge built of the finest materials available. This forge was designed to accompany and grow alongside a worthy smith. The forge is stocked with virtually every tool imaginable that you could desire. Similarly it contains an expansive collection of materials including rare or otherwise unique materials. The most significant aspect of these items is that they will evolve based on your skill level. For example, if you are an Immortal level smith the tools will reflect this. Should you increase your skill level the tools will become more powerful as well.



## **NPC**

### **Shifter Spirit Stone - 100 CP**

The Shifter Spirit Stones are special items that allow Players and other NPCs to turn into Shifters. By holding the stone in your hand it will activate turning into whatever Shifter type is most compatible with you. These are effective on any species or individual regardless of their power. Purchasing this will grant you a hundred Shifter Spirit Stones and the instructions to produce more. Lastly, if you wish you may choose for the stones to change the user into another species. You will be able to alter the primary species by adding a drop of blood or a similar material from your chosen species.

### **Monster Cloud - 100 CP**

The Monster Cloud is a version of the Prismatic Cloud of Fortune used by Sun Wukong. It was transformed after the Great Sage was betrayed due to its fury. The golden cloud is sentient and possesses a number of abilities. The cloud has the ability to control lighting and can fight alongside you. It however, is meant to serve as a mount. While a user is riding the cloud their agility will be boosted by 10% and their movement speed by 300%. Lastly, should the Monster Cloud be destroyed it will reform a day later.

### **Talisman of Ten Thousand Swords - 100 CP**

The Talisman of Ten Thousand Swords is a powerful talisman meant for combat. By activating it the user can summon ten thousands light swords that will deal damage equivalent to 30% of an all out attack from the user. They will automatically target anyone within a certain distance of the user making them a powerful option for mass assaults and crippling a single mighty foe. The talisman however, will disappear after being used as it is a one-time consumable. Your talisman will be replaced the next day.

### **Monster Territory - 200 CP**

Each of the Boss Monsters created by the system are given a large territory in which they have complete control over. You are likely either a Boss Monster yourself or you were somehow rewarded this location by the system. This is a territory perfectly suited to your species. It is filled with lower rank versions of your kind. For example, if you were an Elder Dragon then the location would have Wyrmlings and Adult Dragons. Most importantly, the monsters within this territory will respawn whenever they are killed. Though there will be an upper limit of how many monsters the territory will generate. This limit is based on your strength as the territory will adjust in size as you become stronger.

### **Hermit Village - 200 CP**

Hermit Village is a location hidden within a protective barrier. The most important aspect of the village however, is that every single inhabitant is a divine-level craftsman. For example, pharmacists, machinists, appraisers, brewers, and many others can be found here. By purchasing this you can create your own similar village filled with experts. Each of these individuals are legendary experts of their craft and fully loyal to you. Should you have a territory or city you may merge this into it staffing your facilities.

### **Ghost White Heavenly Ice-Fire - 200 CP**

The Ghost White Heavenly Ice-Fire is a Post-Creation Absolute Artifact born from the world itself. This flame is capable of negating aggression, purifying bloodlines, and it can directly empower the user's domains. For example, if you have a Normal Domain then it will become a Divine Domain with the Ghost-White flame. Additionally, as the flame generates immense cold temperatures which burn this allows it to injure those with immunity to fire. By purchasing this you can absorb the flames and merge them with your body. This will grant you a perfect compatibility with them. Alternatively you can expel them and gift them to another individual.

### **Nine Great Temples - 400 CP**

The Nine Great Temples are fascinating locations forged from the concentrated essence of Laws. This makes it the perfect location to comprehend Laws. This is also the only location in which an individual can cultivate Laws and Paths before reaching the Great Saint level. The best part is that since you will receive control over the Temples you will not have a time limit here unlike the normal version which restricts the Players. You will be able to gather slivers of each law which can be condensed into proper Demesne. Each sliver will provide some sort of boost related to its Law such as the Law of Swords increasing attack by 0.01 and adding a piercing ability. Condensing the Law often needs over 100,000 slivers so even a minor boost can become terrifyingly powerful.

### **Sacred Blood - 400 CP**

Sacred Blood is a rare drop given out from quest or powerful Sacred Beast. Its most powerful property is that it can be used to refine the bloodline of a Shifter or monster. It however, can also be used on non monsters providing a boost to their overall abilities such as health, attack power, and defense. This is a large container which holds a virtually unlimited supply of Sacred Blood that can be used to cultivate your bloodlines. The only restriction is that the container requires a day to generate more blood. The container however, is large enough to hold a couple gallons of blood. Lastly, the Sacred Blood can also be used on weaker beings by diluting the blood.

### **Three Promises - 400 CP**

Before returning Xiao Lan's artifact Jiang Feng requested that she owe him three favors. By purchasing this you may acquire a similar deal. You can choose one person in each Jump who will owe you three promises within their power. They cannot refuse these requests and must honor the intention of your request. For example, if you asked them to support you during a war they would have to fully throw themselves into the conflict. They couldn't send you some supplies and claim they offered their support. Each time you purchase this you may either select another individual or gain an additional three promises.

### **Divine Spawning Pool - 600 CP**

The Divine Spawning Pool is a dark and corrupt artifact. It was originally created through the harvest of millions of gods and buddhas. It allows the user to create intelligent living beings using souls of the fragmented gods. The user however, must fill the pool with the blood of sacrificed monsters or humans. There is no limit to what it can produce as long as it has sufficient amounts of blood to work with. Additionally, the pool retains the memories of the sacrificed individuals allowing you to create perfectly loyal copies. Lastly, as the time you purchase this it will be filled with the blood of the fallen gods slain by the corrupted Buddha.

### **Nirvana Pagoda - 600 CP**

The Nirvana Pagoda is a mysterious location crafted by a legendary warrior from Dragonquarry. This is a mobile city that constantly travels around the world. This is a city where you can buy and sell anything, even your own stats. Though only the highest quality items are sold here. Aside from the auction house, the pagoda has a unique casino. Rather than betting on games the inhabitants bet on the fate of the world. For example, many of Jiang Feng's adventures were bets in the pagoda. Purchasing this will grant you control over the pagoda. Lastly, you may spread gates throughout the world allowing worthy individuals to arrive on the island.

### **Divine Dominion Chip - 600 CP**

The world of Divine Dominion was stored within a small metallic data chip. This chip is believed to have been created by the leaders of the Heaven's Legacy race. It allowed for the creation and development of the world safely without risk of invasion. Purchasing this will grant you a copy of the original chip. It will contain a copy of the world before the Divine-Infernal War. Additionally, the technology within the chip can be used to create other worlds. Lastly, to assist you in these endeavors there will be an advanced A.I. similar to Lord God Ling Luo. If you wish you may customize the A.I.'s appearance and personality.

# Cultivator

## **Talent Market - 100 CP**

The Talent Market is a large marketplace where individuals can go to hire workers. Most of these individuals are skilled in menial labor or other simpler tasks. This particular market however, is filled with individuals across virtually every profession you can think of. You can use this market to recruit skilled workers. Generally there is a standard price for their skill level, but most workers are open to negotiation. Additionally, anyone hired here will be fully loyal to you and extremely hard working. Lastly, as you encounter new professions they will be added to this market for recruitment.

## **Chengying Sword - 100 CP**

The Chengying Sword is a Supreme-Yellow Post-Creation Spiritual Treasure. This resembles a Chinese saber though it is quite a bit stronger than most of the equipment you'd find on Earth. This sword grants the user a few abilities. These include a boost to their combat strength, power, physical strength, and decreases all energy expenditure by 30%. Aside from this the sword has two mysticisms built in and will shift its attributes based on the wielder. Both mysticisms are powerful attacks that can allow the user to kill higher level opponents.

## **The Weasels - 100 CP**

The Weasels are a large group of weasels that have been empowered by the Enhancement Pills. There are over 10,000 of them in total and they are led by an incredibly powerful Weasel like Hiaohuang. Xiaohuang is a powerful weasel trained by Jiang Feng. He is capable of using guns and wears a small straw hat. The Weasels can serve as both a powerful combat force and a surprisingly effective spy network given their smaller bodies. Purchasing this item allows you to recruit the Weasels for yourself or create your own similar force. Should any of their numbers be slain they will be replaced within a week.

## **Golden Dragon Ring - 200 CP**

The Golden Dragon Ring is a Supreme-Earth Rank Pre-Creation Spiritual Treasure. The artifact takes the form of a small golden ring with a dragon making up the band. This artifact boosts the user's combat rating and contains a small spatial storage around fifty cubic meters. Additionally, the ring doubles the user's energy recovery speed and grants them access to a unique mysticism. This mysticism is known as the Dragon's Offering. This allows the inner chi within the user to rapidly circulate increasing the user's total energy. This is believed to be the only relic with this effect in the Great World of Tianji.

### **Animal Arena - 200 CP**

The Animal Arena is a powerful criminal organization. They are most known for their combat arenas, but they also have a massive information network spanning throughout the globe. Aside from the Five Ancient Families they are considered to be the most powerful group in China. By purchasing this option you may either take control of the Animal Arena or create your own powerful group equal to the arena at its peak.

Aside from their spies and soldiers one of their most dangerous assets is the army of trained fighting animals. They have everything from dogs all the way to lions. These serve as both the primary fighters in the arena as well as a trade service. Lastly, the Animal Arena also controls an extensive network of hospitals. These facilities are staffed by some of the best medical experts in the world. They also are capable of dealing with any issue while keeping it confidential for anyone else. Due to the Animal Arena services they are also capable of treating any animal without issue.

### **Elemental Orbs - 200 CP**

The Elemental Orbs are a set of Secret Treasures generated by Secret Realms. They imbue the wielders and their allies attack with elemental damage. This also grants the user a fixed chance of causing status effects. For example, the Fire Elemental Orb has a chance of causing burning to occur which bypasses your opponents protective effects. Purchasing this grants you a set of Elemental Orbs comprising each element.

### **Insect Army - 400 CP**

To prepare for the Great War the Insect Race spread a massive amount of eggs across various planets. These eggs would awaken in order to launch devastating attacks on many species' home worlds. Somehow you seem to have found one of these armies and taken control of it. This is a horde of millions of Insects with a number of Mothers led by a Queen. The swarm is capable of rapidly replenishing any losses and growing as long as it is provided with a sufficient amount of biomass.

- **One Purchase is Free if you are an Insect Queen**

### **Ancient Family - 400 CP**

There are five ancient families each of whom control a vast portion of their home country. For example, Ling Feiyu's Family is filled with CEOs, politicians, and other high level individuals. In addition, they control over 10% of China's economy. By purchasing this option you may create your own equally powerful family. Depending on the age you will either be the head or heir of the group. This option will also grant your new family all of the business, stock, and other assets given their scale.

### **Deicide - 400 CP**

Deicide is the main weapon used by Jiang Feng. It was created by Grandmaster Bodhi using the Nuwa Rock. Deicide takes the form of an elegant staff similar to Wukong's though it can freely change its size and shape at will. Deicide grants its wielder a number of boons including an attack boost, a health boost, a defense boost, increases the user's luck, and their destiny. Additionally, the weapon has three other skills. The first is a passive skill which heals the user for 30% of the damage dealt.

The second is a passive skill that increases the attack and movement speed boost by 0.1% every time an enemy is slain. There is no limit to how high this boost can reach. The final skill is called Sweep the Army which can knock away any foes when the weapon is enlarged. Lastly, while it's not a skill Deicide has an artifact spirit that takes the form of a large Golden Ape resembling Sun Wukong. Should the weapon be lost it will return to you within an hour and it can only be used by you.

### **Yin Sect - 600 CP**

Yin Sect is a hidden organization of the strongest cultivators on Earth. They are responsible for dealing with any supernatural incidents that occur and managing peace throughout the planet. The sect is divided into nine gates each made up of a number of fighters including some Abyssal and Void ranked warriors. Purchasing this grants you full control over Yin Sect including all of its branches across the globe. Alternatively you may construct an equally powerful force if you wish to have a unique force. If you wish you may appoint a Sect Master to lead in your stead who possesses an appropriate amount of strength. Lastly, if you wish you may design the appearance, personalities, and styles of the individuals in your Sect if you create a new force.

### **Creation Village - 600 CP**

Creation Village is a mystical realm within the Chaotic Space. This world can be considered the ultimate haven for training. While on the world the strength of the inhabitants will be suppressed forcing them to purely rely on the might of the bodies and souls. Furthermore the gravity of this world is approximately 100 times more than normal. This has also caused the power of every being here to be far beyond the rest of the universe. By training under the Gods of Creation here you can develop strength far beyond even the Divine Emperors. Lastly, you will be able to freely teleport in and out of the village so that you aren't killed by the high gravity.

- **This is Free if you have the Creator God perk**

## Ten Great Ancient Divine Arts - 600 CP

The Ten Great Ancient Divine Arts are techniques created by the original Creator God to save the universe from the approaching Calamity. Each of these techniques multiply the user's strength by a massive degree. One half of the techniques is held on a stone pillar while the second half is placed on the back of the Immemorial Sacred Beasts.

Purchasing this will grant you access to all ten complete tablets. More information on each of the techniques is detailed in the following list:

- **Void Spirit:** The Void Spirit Stone Inscription is a technique that allows the user to create clones. Cultivating it to its max level will allow the user to create at least a dozen clones. Each of these clones can act independently and will be linked in a hivemind-like structure. Lastly, should the user's main body be slain then a clone can become the new main body when your consciousness is transferred over.
- **Black Devil:** The Black Devil Stone Inscription also known as the Profound Devil Inscription is a demonic art. Its primary effect is strengthening the user. At its max level the user's strength is multiplied by over 300 times. Mastering it grants the user full control over all techniques used by the Devil Path. Additionally, it grants the user a demonic presence. Cultivating it to its max level grants the user a presence on par with the Ancestor of All Devils. In future Jumps any demonic or devil-like being will feel an instinctual desire to submit to the user.
- **Heavenly Soul:** The Heavenly Soul Stone Inscription is a technique to strengthen the user's soul. It also allows the user to split their soul and store them in artifacts. The stored soul will automatically grow and if the user's main body dies they will be reborn using the artifact. Lastly, it also allows the user to ignore restrictions such as the World's Will.
- **Myriad Poison:** The Myriad Poison Stone Inscription allows the user to acquire multiple poison bodies. Each of these poison bodies can generate toxic substances that can easily kill powerful beings. These toxins are amplified as the presence of multiple bodies will fuse the poisons together making them even deadlier. You however, will have complete control over your poisons ensuring that you can still touch others safely.
- **Eternal Life:** The Eternal Life Stone Inscription is a simple, but powerful technique. Cultivating this power grants the user a limitless lifespan and incredible regenerative abilities. This is done by imbuing every aspect of your being with an immense amount of life force. Cultivating this power to its utmost limits will allow you to restore your body completely from a single cell or from nothing should your soul be intact.
- **Spatial Stone:** The Spatial Stone Inscription grants the user to manipulate space on an incredible level. This power allows the user to teleport, cut apart space,

manipulate barriers, and many other powers. It also greatly amplifies the user's talents regarding the spatial element.

- **Time Stone:** The Time Stone Inscription allows the user to manipulate a time on an incredible scale. This power can be used to increase, decrease, and alter the flow of time in many ways. You can use this offensively or use it to set up time altering enhancements.
- **Ancestral Dragon:** The Ancestral Dragon Inscription allows the user to transform into a dragon. Cultivating it to the peak allows the user to effectively become the Ancestor of all Dragons. It also grants you an instinctual understanding of the various powers possessed by the many Dragon Clans. In future Jumps any dragon or dragon-like being will feel an instinctual desire to submit to the user.
- **Unknown Techniques:** There are two additional techniques whose names and abilities were never revealed. They both will be included with the other techniques.

## **Legendary Artifacts**

### **Primordial Divine Artifact - 300 CP**

The Primordial Divine Artifacts are the most powerful relics in the world. Each of them are legendary weapons wielded by the gods. Each time you purchase this item you may select one of the Primordial Divine Artifacts listed in the following section:

#### **The Lianyao Flask**

The Lianyao Flask is a Primordial Divine Artifact split into three pieces. The first fragment of the Lianyao Flask is the Qiankun Gourd. This gourd contains an entire world within it. This world is a pristine and untouched place filled with life. This also grants the user the ability to absorb anything around them. Though the larger and more powerful the item the longer it will take to be absorbed. The second fragment is the Tianyi Gourd. This grants the user the power to transmute monsters. Unlike the Monster Transmutation System however, this allows for the birth of new monsters and Shifters.

The more powerful the monster the longer it will take to be formed in the flask. You can use this to create subordinates, claim their bloodlines, or turn them into pills. The final power comes from the last fragment, the Buyuan Gourd. This grants the Lianyao Flask a massive herb garden and access to the Buyuan Furnace. The growth of all herbs within the garden will be accelerated and any pills made with the Buyuan Furnace will be Sacred level at minimum. The flask also has a passive skill making it automatically pick up any loot dropped with a large radius surrounding the user and enhance their destiny. Lastly, the flask will be blood bound to the user making it impossible for anyone to steal it.

#### **Xuanyuan Sword**

The Xuanyuan Sword is an extremely powerful weapon created by the Divines. This weapon is one of the strongest offensive weapons in the game, even surpassing other Primordial Divine Artifacts. The Xuanyuan Sword is capable of firing off sword beams dealing 150% of the user's damage. Additionally, the Xuanyuan Sword allows the user to summon a group of Divine Dragon Warriors equal to the user's level. The number you can summon will grow as you become stronger.

#### **Fuxi Zither**

The Fuxi Zither is a relic created by the Human Sovereign Fuxi. It's considered to be one of the greatest support items in existence. The zither greatly boosts the user's magic power, magic regeneration rate, and can be used to apply a variety of large scale support spells. The most powerful of which is the Blessing of the Soundwave which

amplifies the stats of all allies by a full 30%. This can be stacked with the other buffs such as the Strength Enhancement which provides a 20% buff to attack power.

### **Nuwa Rock**

The Nuwa Rock is a primordial relic used by Nuwa to patch the Heavens. After finishing two rocks were left over. One would become Sun Wukong, while the other would be scattered somewhere in the world. The Nuwa Rock grants the user a large amount of destiny and can be used to create items. It can be used to create all things and grant them indestructibility. It may lack the power of the other Primordial Divine Artifacts, but many still consider this to be one of the most valuable amongst their ranks. Should you use the rock to forge a treasure you will receive a new rock a month later.

### **Eye of the Pharaoh**

The Eye of the Pharaoh is one of the Primordial Divine Artifacts belonging to the African Server. It resembles a triangle with an eye in the middle. The Eye of the Pharaoh is capable of tracking any target and giving you their coordinates. In addition it can trap targets in a separate dimension for a month at a time. The rest of its powers were never revealed, but it is believed to have a number of other powers as well.

### **The Mirror of Yata**

The Mirror of Yata is a Primordial Artifact from the Japanese Server. It was split into three different artifacts. The first of which is the Ruler of Hakai. The Ruler of Hakai boosts the user's luck significantly, grants them a 30% resistance to all elements, and the ability to shatter any barrier. The other two fragments were never revealed, but were said to be just as impressive as the ruler. Purchasing this allows you to claim the restored mirror with enhanced versions of each separate artifact's abilities.

### **Odin's Hammer**

Odin's Hammer is a legendary weapon originally wielded by the Chief God of the Norse before it was passed down to his son Thor. The hammer grants the user absolute control over any lighting and thunder. This is believed to be the most powerful offensive Primordial Divine Artifact amongst those belonging to the American Server. Additionally, having been used by Odin the hammer contains a portion of his authority. This allows the user to command anyone who is considered to be a warrior. For example, Johns was able to make Jiang Fan freeze in place using the hammer before dealing a devastating strike.

### **Shield of Aegis**

The Shield of Aegis is a weapon wielded by Athena, one of the Twelve Olympians. The original shield was shattered during the Great Divine-Infernal War. Unfortunately it was

never reassembled, but it is believed to have been a defensive weapon of unparalleled quality. Additionally, many speculated that any who laid eyes on the shield would suffer from the visage of Medusa feeling immense fear. Even the most stalwart of warriors would hesitate to charge towards the monster's sculpted face.

### **Donghuang Bell**

The Donghuang Bell is one of the strongest Primordial Divine Artifacts and the main artifact used by the Shifters. Wielding the bell boosts the users stats by a full 50% and gives the user the ability to command the Shifters. All Shifters regardless of strength will obey the wielder and can be summoned from across the world. This can be done by generating portals or simply having them run towards you. Post-Jump this will grant you a similar authority over any being that can be classified as a Monster regardless of their species or power.

### **Kongtong Seal**

The Kongtong Seal is a mystical seal which resembles an intricate jade carving. The seal is capable of freely altering its size, and possesses an extremely powerful explosive attack. Its greatest ability though is its ability to extend one's life and to heal. Simply possessing the seal automatically doubles the damage you can deal and gives you access to a massive reserve of health points which refill daily. Additionally, like the other Divine Primordial Artifacts merely possessing it provides a substantial boost to the user's Luck and Destiny.

### **Haotian Tower**

The Haotian Tower is the most powerful sealing artifact amongst the ten Primordial Divine Artifacts. In its complete form the tower can seal any being temporarily. This will also restrict their ability to move or use skills. Additionally, by locking the tower in place it can seal the target indefinitely though this will prevent you from using the tower until its unlocked. It also has a few other skills that were never revealed due to its incomplete nature. This version however, will be fully restored granting you access to these hidden powers.

### **Shennong Cauldron**

The Shennong Cauldron was broken into two separate furnaces in the Great War. The first was the Tianyao Furnace which increased the users alchemy skill by a full level, allowed any herbs you were growing to do so a hundred times faster, and for the furnace to automatically produce pills using any available ingredients. Additionally, any pills created by the furnace have a high chance of being a level higher than they would normally. The second furnace was the Tianyuan Cauldron which had powerful offensive abilities. Its exact abilities, however, were never revealed. By purchasing this however,

you will be able to claim the complete cauldron which has both furnaces powers at a higher level.

### **Universal Disk - 1600 CP**

The Universal Disk is a unique Primordial Divine Artifact amongst their numbers. This relic can only be formed by combining all ten Primordial Divine Artifacts from the Huaxia Server. Not only does it possess all of their abilities at an enhanced level, but it also grants the user full mastery over all 3,000 Demesne. This is the single most powerful Primordial Divine Artifact due to its overwhelming power. Should you acquire this relic as a Mythic Saint cultivator it will allow you to step into the Infinity level. Lastly, this artifact will automatically form if you gather all ten artifacts, but you can buy it here to ensure its creation.

# Territory Builder

You can access this section by purchasing the **Territory Expanse Item**. Purchasing it grants you access to **2,000 territory points (TP)** to customize your new territory. If you need more TP you may convert CP to TP at a 1:2 ratio. Meaning that 50 CP is worth 100 TP.

## **I Already Have an Empire - Free**

Building a new empire is fun, but you may already possess your own territory already. This option allows you to apply the effects of every choice within this section to any other territory you already possess. This will be done when applicable ensuring that all changes occur smoothly such as adding new resource deposits. Additionally, any new territories you acquire or rule over can be brought with you. The exact territory of this combined territory will include anything you command, not just a single locked area.

## **Environmental Design - Free**

There are a wide variety of environments that are suitable for development. So the first thing you should do is design the environment of your territory. Is your region built in a snowy mountain expanse or perhaps you've conquered the deserts creating an arid kingdom. Alternatively perhaps you have multiple different environments throughout your territory. This option allows you to freely design the land making up your territory. Lastly, the chosen environments will also have an impact on what animal life appears and resources to a degree.

## **Right of Conquest - Free/100 TP**

During the World War each country gained the right to invade. By doing this they could conquer other countries' cities and resources. You can expand your territory using this method as well. For Free this will simply expand the territory you possess whenever you conquer a new area. For 100 TP however, this will automatically apply to any other purchases such as the average power level and resource deposits. Should the conquered area possess a new resource this will also spread it throughout the rest of your territory.

## **Floating Cities - 100 TP**

The Ancient City of the Shifters is nearly impossible to locate normally given a special property of the city. This property is that the city is capable of flight and is actively being towed around by nine Golden Crows. By purchasing this option you can upgrade your cities allowing it to fly. This may be done through technology or perhaps through a mystical enchantment like the Ancient City. This grants your cities useful defensive aspects and allows you to actively relocate your population if needed.

### **Guards - 100 TP**

The Guard in your territory are responsible for maintaining order and protecting the cities from any monsters that approach them. Purchasing this option will allow you to staff each of your cities with a large guard detachment. The initial strength of these guards will be affected by factors such as your citizens, but they will be significantly stronger. The only restriction is that the guards will not leave their cities. Should any of the guards be slain, more powerful guards will be summoned to assist their brethren. If you wish you may design the uniforms, personalities, and appearances of the guards in your territory.

### **Leaderboards - 100 TP**

The Leaderboards are a system that ranks various lists throughout your territory. Some examples include the Level Leaderboard, Popularity Leaderboard, Beauty Leaderboard, Pet Leaderboard, and Equipment Leaderboard. Ranking on these leaderboards grants the individual rewards dependent on their ranking. You may create additional leaderboards if you wish. Though individuals can choose to hide their names if they wish. To deal with this you will be given two separate leaderboards. The first will be a public leaderboard available for anyone to see. The second leaderboard will be a private leaderboard that only you can view. The second version will include everyone including those who wish to remain hidden from the public.

### **Living Requirements - 100 TP**

There are a number of factors that can strengthen a territory, but there are some things that must be acquired simply to allow the territory to start in the first place. These basic resources are water, a habitable environment for plants, and a basic amount of materials. This option can assist you with the first two issues. The water issue will be dealt with by giving you a Heavenly Ocean Pearl. This pearl will generate lakes, rivers, oceans, and other bodies of water throughout your territory ensuring that your people have access to clean water. The vegetation issue will be dealt with through the Elven Tree of Life. The trees contain immense amounts of life force allowing animals and plants to grow in dead zones by effectively terraforming them. You will have a number of trees scattered throughout your territory and be given a supply of seeds to grow additional trees later on.

### **Army - 100/200 TP**

The main difference between the guard and the army is that the army is used to actively go on the offense. For 100 CP you can equip your territory with an average army. This army will cover all aspects of the military including an army, navy, and Air Force. The quality of your military will be dependent on your overall territory size and the quality of

your resources. For an additional 100 TP totaling 200 TP you may upgrade your armies overall capabilities. This includes their size, the quality of their equipment, their fighting skills, and every other trait. Compared to a similar sized army yours will be far superior and capable of matching significantly stronger territories.

### **Living Areas - Free/100/200 TP**

Living areas refers to the standard housing and resources available to your people. By default you will have normal living areas for your citizens. If you aren't satisfied then you can pay some additional TP to upgrade this standard. For 100 TP you can upgrade the standard buildings to high quality living areas. For 200 TP you can upgrade your territory's living areas to that of an unmatched quality. Even the poorest person in your kingdom will seemingly be living in luxury worthy of envy by kings.

### **Dungeon Generation - 200 TP**

Dungeons will be generated throughout your territory. Adventures and other brave individuals can venture inside these dungeons combating the horrors within. These dungeons will be of varying levels with corresponding rewards. Clearing these dungeons and slaying the monsters generated by it will grant you special rewards, experience points to level up, and other various benefits. Additionally should you have the Charisma you may be able to recruit members of the dungeon to your cause. Lastly, you will be given a large map detailing the dungeons within your territory so that you can deal with them appropriately.

### **Trading Halls - 200 TP**

The Trading Halls are large shops spread through the cities. These halls also function as the stores for the Players in the game. They allow individuals to instantaneously buy virtually any item produced by your territory. Most importantly this can be done from any location in the territory as long as you aren't in combat. Additionally, should anyone wish they may sell or auction off items using these halls. Any such transaction will have a fee of 20% taken for the territory though you may alter this if you wish. This option also generates a large amount of various shops for outsiders to purchase. These shops will consist of differing quality based on their price. All of these shops may either be rented or purchased. Lastly, if you wish you may restrict who is able to purchase a shop in your territory.

### **Time For Schools - Free/200 TP**

Aside from serving their general function, schools have some special functions in this world. They serve as the main location where children can grow in strength, explore ruins, and unlock Secret Classes. For Free you can spread an array of schools throughout your territory. This will be the same standard schools scattered throughout

the world after the update. For 200 TP however, you upgrade these schools. This will increase the strength of the teachers, the level of the ruins they have access to, and the amount of Secret Classes available for students to unlock. Over time this will have a great effect on your territories' future generations bolstering their power.

### **Resources - Free/100/200 TP**

In order to develop a territory you need a sufficient supply of resources. This option allows you to increase the amount and quality of the resources in your territory. For Free your territory will be given an average amount of resources. This will allow it to function, but will not be sufficient for you to rapidly expand or fund expensive projects.

- **Supply Boost - 100 TP:** For another 100 TP you can greatly boost the amount of resources within your territory. Your territory will have numerous massive deposits that can be harvested endlessly. You will only be limited by how quickly you can harvest these resources.
- **Quality Boost - 100 TP:** For 100 TP you can upgrade the quality of your resources. Now all of the resources will be of the highest possible quality. For example, any mines you have will be filled with high level ore with 100% purity.

Purchasing both of these options will allow you to greatly surpass other empires.

Constructing grand mega-structures or using massive quantities of resources will be a minimal concern.

### **Will of the World - Free/200 TP**

Every planet has a spirit known as the Will of the World. These spirits are awakened as life on a planet grows. These spirits are capable of defending against invaders, able to support their natives, and shape the world itself. For Free your world or worlds will have an average World Will that has grown based on the quality of your people. For 200 TP you can upgrade the Will of the World. This will greatly boost the quality of the Roots of Heaven and Earth to the highest level possible. This will greatly strengthen the Will of the World. As the Will of the World grows stronger it can strengthen and expand the world as well. For example, after Earth's World Will was strengthened it increased Earth's size so that it was even larger than Jupiter. Lastly, should you have multiple worlds within your territory this purchase will affect all of the worlds.

### **Citizen Loyalty - Free/100/300 TP**

For Free you can receive the standard amount of loyalty from your citizens. They will view you as a leader, but their loyalty may change depending on how you treat them. For 100 TP you may gain a favorable opinion from your citizens. They will view you as an amazing leader and always give you the benefit of the doubt. For 300 TP you can upgrade this loyalty even further making your citizens treat you like a god-king. To them

you will be basically infallible and it will be impossible for you to lose their loyalty. For example, you could literally slaughter some of your citizens and bathe in their blood. Anyone who saw you would simply wave or even clap at your display. This however, does mean that they blindly become yes-men. So your people can still point out better options if you're doing something unwise.

### **Hidden Realm - 300 TP**

In order to safeguard their territories some leaders have developed special realms to house their people. This allows the leaders to directly move their territory into the realms. This measure makes it virtually impossible for a territory to be invaded and can provide some other benefits. This option allows you to place your territory within a locked dimension. You may freely decide how others may enter and exit the realm. For example, maybe there are a set of stable portals or they can be opened at will by your security experts.

### **Neutral Sanctuary - 300 TP**

Picking sides offers some benefits, but sometimes it's good to simply remain neutral. Having recognized this you put a great deal of effort into making your an independent location. As a result your territory has been recognized as a neutral ground by all factions, races, and civilizations across the realm. Political conflicts, territorial disputes, and vendettas are set aside upon entering your territory, allowing for diplomatic negotiations, trade agreements, and cultural exchanges to flourish unhindered. Additionally, being the leader of this realm grants you the authority to mediate disputes and promote peace among warring factions. Though this effect will be broken should you openly take a side in a conflict. Still in the worst case you may designate a part of your territory to remain separate which will always be considered a true neutral area by all.

### **City Population - Free/200/400 CP**

There are a lot of factors in determining your territory's power, but one of the simplest is your population. This option allows you to increase the population of the cities in your territory. The amount of cities and other locations however, is a different option found below. For no cost you can have a population matching that of an average city in your territory. This will consist of a couple hundred thousand people. Your less developed areas will generally resemble small villages. For 200 TP you can acquire the population of a major city such as the capital of an empire. This will be somewhere between ten to twenty million people. Your less developed areas will resemble large developed towns. For 400 TP you can have a population surpassing most empires in your cities. You might have hundreds of millions or even billions of citizens in your cities. Your less developed areas will resemble the capitals of other empires.

### **Sects - 400 TP**

Sects are large organizations staffed by powerful NPCs. This option generates a Sect which will be spread throughout your territory. All of the NPCs within the Sect are Masters capable of taking apprentices. This allows them to pass on their skills and train new warriors. You will be the Sect Master by default, but you may transfer this position to someone else if you wish. While you are the Sect Master the Sect will automatically create manuals for any techniques you create. The Sects library also possesses the ability to create manuals for any techniques its members already know. Though it takes longer to generate manuals for more powerful techniques.

### **Citizen Power - Free/200/500 TP**

A large number of factors determine the influence of the various territories. One of the simplest is the average power level of their citizens as this broadly determines the strength of their powerhouses. Using this option can allow you to boost the immediate strength of your territory depending on what you are willing to pay. For Free, most of your citizens will be ordinary individuals on average. For 200 TP, you may upgrade the average power to the Sacred level. This will put your territory on the level of somewhere such as Silvermoon. Lastly, paying 500 TP will allow you to upgrade the average power level to the Heavenly Saint level. This will automatically put your territory on the level of a notable force in Dragonquarry.

### **Diverse Citizens - Free/200/500 TP**

There are a vast number of species within the realms. Given their variety your territory may be home to a number of different species. This option allows you to increase the upper limit on the power of various species that live here. For Free you may include species such as Humans that lack natural advantages or a high power level. For 200 TP you may populate your territory with species known for having higher powers or other advantages. Some examples of this level include the Gnomes, Elementals, or the Necropolitians. Lastly, for 500 TP you may populate your realm with any species you wish. The only restriction is that their power will not automatically break the power scale. So feel free to have a territory filled with Dragons, young Sacred Beast, or another unique species you desire.

### **Sacred Beasts - 500 TP**

The Sacred Beasts are powerful monsters who guard their respective countries. Purchasing this option allows your territory to generate its own Sacred Beast and birth new ones. The amount of Sacred Beast you start out with will mainly be dependent on the size of your territory and its resources. Aside from being powerful guardians the birth of a new Sacred Beast brings tremendous benefits to the territory. Some of these

benefits include strengthening the cities, boosting the economy, and providing a stat increase to all inhabitants of the territory.

### **Celestial Nexus - 500 TP**

By establishing a Celestial Nexus within your territory, you tap into the cosmic energies of the multiverse, granting your domain a direct connection to the higher realms. This grants your realm a near unlimited supply of energy and can be used to supercharge any formations you possess. This energy is passively distributed throughout your territory primarily greatly amplifying the ambient energy as well.

### **City Expanse - Free/100/300/600 TP**

For Free you will receive a single city which will comprise the entirety of your territory. Though there will also be plenty of room to expand as your population grows. For 100 TP, you can take the first major step advancing into a proper territory. This will bolster your territory's total size to that of a medium sized country. For 300 TP, you can skip most of the development directly acquiring a full on planet. This is the level of most developed factions in Silvermoon. Lastly, for 600 TP you can increase your territory to that of a hundred worlds. This is the level of the true powerhouses empires within the expanded universe such as the Divine Race. Just make sure that you have the power to defend such a large territory before claiming it.

### **Guild Presence - Free/300/600 TP**

Guilds are large organizations either created by Players or naturally formed within the world. Some examples include the Mercenary Guilds or the various crafting guilds. These Guilds can range in size from a few thousand individuals all the way to millions. For Free you can allow Guilds to form within your territory. The quality of which will be dependent on the other options in your territory. For 300 TP you can immediately upgrade these to large guilds on par with the top 10 within your cities. Should your territory be capable of supporting them properly then their quality will be boosted even further. Lastly, for 600 TP you can instead have an alliance made up of a dozen high level guilds within each population center. This will also upgrade the strength of the primary guilds to ones on par with the top 3 guilds.

### **Profession Classes - Free/300/400/600 TP**

The quality of a nation's Profession Classes is an excellent way to judge the depths of their knowledge and their influence. This option allows you to increase the quality of your territory's Profession Classes. For Free your territory will employ average craftsmen and Profession Classes. This will mainly cover the true beginners up to Immortal level smiths. For 300 TP you can upgrade the average level of your workers to Divine level masters. This level is sufficient for you to be a notable faction in Divine

Dominion's lower worlds. For 400 TP you can upgrade the average level of your workers to Sacred level workers. This will make you a valuable force even in areas like Silvermoon. Lastly, for 600 TP you can upgrade the average level of your workers to Heavenly Saint level craftsmen. You will likely be considered the greatest crafting nation even in the higher worlds like Dragonquarry.

### **Totem of Humans - 600 TP**

The Totem of Humans is a Saintly Artifact created from the faith of humanity. The totem can grow in power as it receives more faith. It possesses a number of abilities and can acquire new ones. The first is Fulfill which can be used to grant a wish made by the Humans. This can greatly increase the amount of faith the totem receives. The second ability is the Light of Blessing which restores a large percentage of your allies HP every second. This healing effect will become stronger as the totem does. The final initial power is the Power of Faith which fully heals your allies and makes them invincible for a few seconds. By purchasing this you can place the totem within your empire. Additionally, new totems can be created through the worship of other species which will have their own unique effects.

## **Special Citizens and Allies**

All Special Citizens will effectively become Followers or Companions depending on their specific traits. Each and every one of them are loyal to you. No conflicts will arise from purchasing opposing individuals. Lastly, you may customize the appearance, personality, and relationship you have with each of the following choices if you wish.

### **You Forgot Someone - Varies**

There are a vast number of individuals or groups that you can choose from. Given this extensive list some of them may not be on this list or you may simply not desire any of the listed options. You can use this toggle to recruit or create anyone for an approximate price. 100 TP covers most single individuals including gods, powerful monsters, and small groups. 200 TP covers most smaller groups led by powerful individuals, large clans, or significantly powerful individuals. The final option is 300 TP which covers whole species, kingdoms, or large organizations. For example, recruiting Poseidon would cost 100 TP, but for 300 TP you could also get Atlantis.

### **Vulcan God of the Forge - 100 TP**

Vulcan is the undisputed greatest smith within the world. Even the most basic items he forges are worthy of being called legendary treasures. Aside from forging treasures he is also willing to teach those with sufficient talent. Purchasing this option will allow you to recruit Vulkan and give him a worthy forge within your city. Additionally, you will be allowed to make requests from him each month. He will put his full effort into these requests creating powerful artifacts. Lastly, should you bring him unique materials he can even forge relics on par with Primordial Divine Artifacts.

### **Medusa - 100 TP**

Medusa is a Divine Beast responsible for guarding the City of Loulan. She resembles a beautiful woman with countless snakes extending from her head. She has the upper body of a human and the lower body of a snake. Additionally, her body is over thirty meters tall though she is capable of shrinking to a much smaller form. Jiang Feng tried to recruit her, but was unable to without the Doughaung Bell. Somehow though it appears that you have recruited the legendary monster. Medusa is capable of acting as a powerful guardian who can stop entire armies at once with her petrifying gaze.

### **Primal Elemental - 100 TP**

The Primal Elemental are the most ancient of the Elementals, each embodying one of the nine fundamental elements of nature. They are powerful protectors of the natural world and hold immense knowledge of their respective elements. Recruiting the Primal Elemental allows you to harness their elemental powers to defend and enhance your territory. Additionally, they can provide guidance and wisdom in matters related to their

elements. Lastly, the mere presence of these ancient legends both attracts and even births lower ranked Elementals.

### **The Shadow Walker - 100 TP**

The Shadow Walker is said to be one of the most feared gods who survived the Divine-Infernal War. This god possesses dominion over the Shadows, Night, Thieves and Assassins. figure who moves unseen through the shadows, his presence felt but never seen by mortal eyes. As a master of stealth and deception, he possesses the ability to manipulate shadows and bend them to his will. By enlisting the aid of the Shadow Walker, you gain access to his covert skills and knowledge, allowing you to gather intelligence, infiltrate enemy territory, and strike from the shadows with deadly precision.

### **The Crystal Serpent - 100 TP**

The Crystal Serpent is a legendary divine creature that slumbers within the depths of the crystalline caverns. Its titanic body is composed of shimmering gems and precious stones. Revered as a guardian of wealth and prosperity, the Crystal Serpent possesses the ability to bless its followers with abundance and fortune. By awakening the Crystal Serpent and earning its favor, you have gained access to its vast hoard of treasures and the ability to harness its crystalline magic to enhance your territory's prosperity and attract prosperity-seekers from far and wide. Additionally, as it is still a serpent it will shed scales made out of crystals of unparalleled quality. The serpent doesn't mind if you wish to collect them.

### **Raijin, the Thunder God - 100 TP**

Raijin, the Thunder God, is a formidable deity possessing dominion over storms, thunder, and lightning. Raijin wields a drum-like instrument known as the taiko, which he beats to produce thunder and lightning. By invoking the favor of Raijin, you gain the protection of thunderous storms that serve as a barrier against invading forces and malevolent entities. Raijin's blessings can empower your warriors with lightning-fast reflexes and electrifying strength, turning the tide of battle in your favor. Additionally, Raijin's guidance can allow you to harness the elemental forces of thunder and lightning, enabling you to summon bolts of lightning to strike down your enemies with divine fury.

### **Frost and Blaze - 100 TP**

The Veluriyan and Blazing Queens were two powerful bosses within the Double Secret Treasures Secret Map. Both of these female monsters were at the Heaven Greater Completion Realm. Each possessed control over their respective elements and were extremely powerful. Additionally, both of them were capable of summoning two Monster Guards to aid them in combat. Even veteran squadrons would hesitate against these

creatures. By purchasing this you may recruit both of these queens or at least copies of them. They and their guards will be fully loyal to you.

### **Inari, the Fox Goddess - 100 TP**

Inari, the Fox Goddess, is associated with rice, prosperity, fertility, and fox spirits known as kitsune. Inari takes on various forms, often depicted as a beautiful woman adorned in flowing robes and surrounded by fox companions. Having gained Inari's favor, she will provide her blessings of prosperity and abundance, ensuring bountiful harvests, thriving communities, and economic prosperity within your territory. Inari's divine protection extends to the natural world, fostering harmony between humans and nature, and attracting benevolent spirits to safeguard your lands. Additionally, Inari will grant you the ability to commune with fox spirits. Her servants can serve as messengers and guardians, offering guidance and protection to those who honor her teachings.

### **Lilith, the Queen of Demons - 200 TP**

Lilith, the Queen of Demons, commands legions of demons and spirits, wielding her authority over the realms of shadow and chaos. By recruiting Lilith to your territory, you'll gain access to her demonic minions and infernal powers. Lilith will establish a dark citadel within your territory, serving as a bastion of dark magic and forbidden arts. With her presence, your people will gain an affinity with dark magic, you will have access to infernal allies, and a dark citadel of occult power.

### **Paimon - 200 TP**

Paimon, a King of Hell, is a powerful demon prince renowned for his mastery of infernal arts and sorcery. By recruiting Paimon to your territory, you gain access to his infernal knowledge and demonic powers, as well as the allegiance of his demonic legions. Paimon will establish a domain of darkness within your territory. Paimon will primarily focus on studying advanced magic coming up with new rituals. His domain however, will grant your kingdom an excellent location to study infernal knowledge and abyssal pacts. The kingdom will not pose any risk of corruption though, merely being an area where demonic magic is strengthened.

### **Uncle Sam, the Patriotic Guardian - 100 TP**

Uncle Sam, the personification of the United States, is a symbolic figure representing patriotism, freedom, and national unity. Clad in a red, white, and blue suit, Uncle Sam embodies the ideals of liberty, democracy, and justice. Uncle Sam's presence fosters a sense of national pride, loyalty, and civic duty within your territory. Uncle Sam's blessings will bolster your military forces with unwavering resolve and sheer patriotism. Additionally Uncle Sam is more than happy to take to the field himself to defend the territory wielding a sharpened ax.

### **Artemis, Goddess of the Hunt - 200 TP**

Artemis is a fierce goddess of the hunt, wilderness, and childbirth. As the protector of the wild places and the patroness of hunters, she possesses unmatched skill with the bow and arrow and the ability to commune with animals. By aligning yourself with Artemis, you gain access to her hunting prowess and the ability to navigate the wilderness with ease, as well as the fierce loyalty of her animal companions.

Additionally, should you have any trouble with powerful monsters she will be happy to lead her huntresses in pursuit of the beast.

### **The Astral Seers - 200 TP**

The Astral Seers are a mystical group of beings who possess the ability to peer into the fabric of time and space. They can foresee potential futures and offer invaluable insights into the events that may unfold within your territory. By recruiting the Astral Seers, you gain access to their prophetic visions, which can help you make informed decisions and navigate complex challenges. They also offer training in the art of divination and foresight to selected individuals.

### **Rulers of the Norse - 200 TP**

Odin, the Allfather of the Norse pantheon, and Freya, the powerful goddess of love and war, have chosen to lend their aid to your cause. As ancient and revered deities, they bring with them centuries of wisdom, divine power, and immense combat prowess. With their aid, your territory will flourish as a bastion of strength and wisdom. Odin's ancient knowledge can be used to infuse your lands with mystical energy, nurturing the growth of magical flora and fauna. Freya's martial prowess on the other hand will inspire valor and unity among your people, fostering a society of skilled warriors and defenders.

### **Order of the Valkyries - 200 TP**

The Order of the Valkyries is a revered organization of warrior maidens tasked with escorting fallen warriors to Valhalla. They are skilled in combat, leadership, and divine magic, making them formidable allies on the battlefield. By recruiting the Valkyries to your territory, you gain elite warriors trained in the arts of war and the ability to call upon their divine blessings in times of need.

- **This Option is Free if you recruit the Rulers of the Norse**

### **The Shadow Syndicate - 200 TP**

The Shadow Syndicate is a clandestine network of spies, assassins, and informants operating in the shadows of society who worship the Shadow Walker. They excel in espionage, sabotage, and covert operations, wielding influence and power from the shadows. Recruiting the Shadow Syndicate provides you with a formidable intelligence network capable of gathering information, neutralizing threats, and executing strategic

maneuvers. They can also offer specialized training in stealth, infiltration, and subterfuge to your operatives. Their members primarily consist of Dark Elves, Shadow Elementals, Driders, and other so-called dark-aligned species.

- **This group is Free if you have recruited The Shadow Walker**

### **Dragon Clan - 200 TP**

The Dragons are considered to be the most powerful of the Shifters species. They are divided into numerous clans such as the Arcane Amulet, the Golden Dragons, and Earthcover Dragons. By purchasing this option you may recruit one of the Dragon Clans. Each clan possesses a few million Dragons and is led by a powerful Ancestor. These ancestors typically are Divine Beast at minimum, but can be much stronger. The average power of the clan will be one level higher than Citizens Power.

### **The Moonlit Enchantress - 200 TP**

The Moonlit Enchantress is a sorceress of unparalleled beauty and grace, her magic fueled by the power of the moon and the stars. With her ethereal presence and enchanting voice, she can mesmerize even the strongest of wills and bend them to her command. By forming an alliance with the Moonlit Enchantress, you gain access to her arcane powers and charms, allowing you to bewitch your enemies and sway the course of destiny in your favor. Along with the enchantress herself will come the vast collection of Servants she has amassed and a few students she deemed worthy of her instruction. Lastly, as she had agreed to serve you she has promised not to enthrall any of your allies without your permission. Though she is more than happy to bend the will of your enemies turning them into your servants.

### **Phoenix Clan - 200 TP**

The Phoenix Clan is a proud and noble lineage of fire-wielding warriors who trace their ancestry back to the legendary Phoenix itself. Blessed with the fiery essence of their avian patron, members of the Phoenix Clan possess a near-unparalleled mastery over flame and heat. By recruiting the Phoenix Clan to your territory, you gain access to their elite warriors and fire magic techniques, allowing you to forge an army of flame to defend your borders and incinerate your enemies. Additionally, the clan will be led by the newest reincarnation of the original Phoenix. As the original Phoenix this individual's regenerative capabilities and fiery prowess are far beyond the rest of the clans.

### **Legendary Beast - 100/200/300 TP**

There are numerous legendary monsters and beings within this realm. This option allows you to either create or otherwise secure the loyalty of one such specific being for your territory. Though the quality of your new companion will depend on what you're willing to pay. 100 TP lets you purchase a Sacred Beast such as an Azure Dragon or a

Phoenix. 200 TP lets you purchase a being at the pinnacle of power amongst the Sacred Beasts such as the Nine-Clawed Golden Dragon.

Lastly, for 300 TP you can receive an Immemorial Sacred Beast. These are the oldest and most powerful creatures in the universe. Some examples include the Torch Dragon, the true Xuanwu Sacred Beast, and perhaps a lesser Beast of Destruction. Their presence will act as a powerful deterrent and bestow to suppress any disastrous fate your territory may encounter. Lastly, all Sacred Beast will possess the ability to switch to a humanoid form and alter their size at will.

### **The Fallen - 300 TP**

The Fallen are a faction seeking to return to their original glory. After Lucifer was betrayed he created the Fallen to combat the Divines. Unfortunately they were then attacked by the Infernals making them hate both factions. Since then they have tried to remain neutral merely wishing to find a place they could call home. If you wish you may extend an offer to the Fallen welcoming them into your territory. Despite what you may think Lucifer and the Fallen are honorable. In exchange for being given a home they will swear their unwavering fealty towards you and do everything in their power to help your kingdom. This will also generate a new area within your territory large enough to hold their entire species should you be concerned about room.

### **The Elves - 300 TP**

The Elves are a race of beings deeply intertwined with nature. They generally prefer to remain isolated, but they are willing to aid in the defense of the world when needed. Somehow though you have managed to succeed in forging an alliance with the Elven race. This has allowed you to merge their territory into yours. In addition to their combat and hunting skills the Elves can assist your territory in a variety of ways. They are capable of greatly amplifying your crop harvest and are known to produce an abnormal number of alchemists which can be spread throughout your empire.

### **Succubus Syndicate - 300 TP**

The Succubus Syndicate is a clandestine network of seductive demons and infernal temptresses skilled in the arts of manipulation, seduction, and psychic domination. By forging an alliance with the Succubus Syndicate, you gain access to their shadowy underworld and their mastery over desires and forbidden pleasures. These demonic beings will establish hidden dens, pleasure palaces, and infernal courts within your territory, ensnaring mortal souls and indulging in the darker aspects of human nature. Their presence imbues your domain with an aura of decadence, intrigue, and allure, drawing mortals into their web of temptation and corruption. Additionally, the Succubus Syndicate's expertise in psychic manipulation and infernal magic can be utilized to

manipulate political factions, infiltrate rival organizations, and manipulate the minds of your enemies, ensuring your dominance and control over both the mortal realm and the underworld. Lastly, their halls will always be open to you, just try to get wrung dry.

### **Sylvan Enclave - 300 TP**

The Sylvan Enclave is a force made up of mythical woodland creatures, including dryads, nymphs, and treants. They serve as stewards of the natural world. By forming an alliance with the Sylvan Court, you gain access to their affinity for the forest and their guardianship over the wilderness. The court will establish arboreal sanctuaries within your territory, nurturing lush forests and verdant groves teeming with vibrant life. Their presence brings harmony and vitality to the land, fostering a symbiotic relationship between nature and civilization. Additionally, the sylvan beings' connection to the forest allows them to commune with woodland spirits, channeling their energies to protect the land and its inhabitants from harm. For example, a lost child might be escorted back to town by the nearby animals or the woods might devour an invading army.

### **Fey Court - 300 TP**

The Fey Court is a realm inhabited by enigmatic beings of beauty, mischief, and magic known as the Fey. By forging an alliance with the Fey Court, you gain access to their otherworldly powers and arcane secrets. The Fey will establish a presence within your territory, weaving illusions, enchantments, and glamor to enhance its beauty and allure. Their influence infuses your lands with an aura of enchantment, inspiring creativity, innovation, and artistic expression among your citizens. Additionally, the Fey's affinity for nature allows them to commune with the spirits of the land, fostering harmony and balance within your territory and ensuring its prosperity for generations to come.

### **The Titan's Legion - 300 TP**

The Titan's Legion is a legendary army of formidable warriors and monstrous creatures who once served as guardians of the ancient realms. This force is led by powerful titans and giants. They are capable of crushing virtually any opposition through their sheer strength and ferocity. By forging an alliance with the Titan's Legion, you gain access to their formidable military might and can call upon their forces to defend your territory, conquer new lands, and crush your enemies beneath your heel. They have sworn to safeguard your realm much like the ancient worlds they once stood vigil over.

### **Hades, God of the Underworld - 300 TP**

Hades is the enigmatic god of the underworld, ruler of the dead and guardian of the afterlife. As the master of the realms of death and rebirth, he possesses the ability to command legions of restless souls and manipulate the souls of others. By forging an alliance with Hades, you gain access to his dominion over life and death, as well as the

power to traverse the realms of the underworld and commune with the spirits of the departed. He will merge the Underworld into your territory creating an underground realm within its own dimension. Should you call for his aid the armies of the slain will rise to your call. Though Hades is also an excellent philosopher and happy to have guests over. So try to ignore the skulls everywhere and you'll probably enjoy exploring the Underworld. Lastly, if you lack a location to welcome the souls of your citizens Hades will accept them into the Underworld.

### **Oceanic Dominion - 300 TP**

The Oceanic Dominion represents a vast alliance of aquatic beings, including merfolk, selkies, sea nymphs, and marine creatures. By establishing an alliance with the Oceanic Dominion, you gain access to their domain beneath the waves and their affinity for the depths of the ocean. These aquatic beings will establish underwater cities and coral reefs within your territory, harnessing the power of the ocean currents and tides. Their presence enriches your coastal regions with marine biodiversity, sustainable fisheries, and maritime trade routes. Additionally, the Oceanic Dominion's expertise in maritime navigation and underwater exploration can be utilized to expand your territorial influence across the seas, discover hidden treasures, and forge alliances with other underwater realms and civilizations. Lastly, should your territory be threatened they can call upon the powers of the deep to aid you. Gigantic sea serpents, titanic krakens, and other oceanic horrors will respond to the songs of war.

# Territory Drawbacks

## **Resource Scarcity +100 TP**

It would seem that your territory is suffering from a critical shortage of an essential resource such as food, water, or raw materials. This will make it difficult to sustain the needs of your population, particularly should you wish to develop your territory further. Taking this drawback will require you to use careful management of limited resources and strategic planning to ensure the stability of your territory until you can deal with the issue. You may take this repeatedly if you wish to cause multiple shortages. Additionally, this will seal any resource perks until you have dealt with the issue.

## **Political Instability +200 TP**

For one reason or another your territory is plagued by internal strife, factional rivalries, and political turmoil. This had led to frequent power struggles, civil unrest, and potential rebellions. Taking this drawback complicates governance and diplomacy, requiring skillful negotiation, compromise, and sometimes forceful intervention to maintain stability and unity within your territory. Alternatively you could simply go full dictator though that would likely cause further issues. Additionally, this will seal the Guards and Citizen Loyalty perks until you have dealt with the issue.

## **Invasive Dungeons +200 TP (Requires Dungeon Generation)**

Normally the monsters and other horrors within the Dungeons would be unable to leave. If you remove this protective effect then you may receive 200 TP rather than pay it. This however, will allow the creatures within to run rampant within your empire. Now rather than adventuring for profit you will need to cull the dungeons to prevent them from overwhelming nearby cities.

## **Cursed Lands +400 TP**

Your territory has become afflicted by a powerful curse, permeating the land with malevolent energies and dark omens. The curse manifests in various forms, from cursed artifacts and haunted ruins to undead hordes and demonic incursions that plague your civilization. Acquiring this drawback exposes your territory to the relentless onslaught of curses and supernatural threats, posing a constant challenge to the safety and well-being of your inhabitants. It will require a great deal of effort and the aid of powerful experts to deal with this curse. I would suggest recruiting experts aligned with both the Holy and Demonic factions.

### **Economic Downturn +400 TP**

You must be suffering from some sort of grave issue as your territory is experiencing a prolonged economic recession. Some of the issues include declining trade, rising unemployment, and stagnating growth. All of which cause further issues that have led to widespread poverty, social unrest, and discontent among your populace. Taking this drawback presents you with formidable economic challenges that require innovative solutions, fiscal discipline, and resourceful leadership to revitalize your economy and restore prosperity to your territory.

### **Natural Predators +500 TP**

So there's good news and bad news. The bad news is that your territory is home to a diverse array of formidable predators, ranging from apex predators and monstrous beasts to more cunning beasts. All of these monsters pose a constant threat to the safety and security of your citizens. Taking this drawback subjects your territory to the relentless predation of natural predators, necessitating robust defenses, vigilant patrols, and strategic management of wildlife populations to mitigate the risks posed by these dangerous creatures. The good news however, is that these monsters do provide some benefits. They can be tamed with enough effort, provide a source of rare materials, and create a natural defense against invaders.

### **Interdimensional Rifts +500 TP**

Somehow your territory has become a focal point for interdimensional rifts, portals that connect your world to other realms and dimensions teeming with unknown dangers and eldritch horrors. These rifts will manifest unpredictably throughout your territory, allowing extra dimensional entities to spill forth into your world and wreak havoc upon your civilization. Taking this drawback subjects your territory to the constant threat of interdimensional invasion and existential peril, necessitating the deployment of specialized defenses and containment measures to prevent the excessive destruction. Perhaps you could figure out a method to stabilize the rifts or even launch counter invasions into the eldritch territory.

# Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

## **Import/Create companion 50-400 CP**

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

## **Canon Companion - 0/100 CP**

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

## **Worthy Rival - 100 CP (Free Protagonist)**

Often heroes have formidable rivals to spur them on. This is one such individual serving as both a valuable ally and worthy rival. They recognized your potential and respected your determination. This individual has powers that reflect yours. Ergo if you are a purely physical fighter then they're likely a purely magical spellcaster. Both of you are perfect counters to each other. Granted they are likely far weaker than you depending on how many Jumps you've gone to. You may freely design their personality, appearance, and species if you wish.

## **Spirited One - 100 CP (Free Player)**

The best way to find something interesting is to stir up trouble. Luckily for you that's exactly what this mischievous companion specializes in. They delight in stirring up chaos and mischief, turning even the most mundane situations into thrilling adventures. Their unpredictable nature and irreverent humor can inject levity and excitement into your travels. Best of all, despite the utter chaos they cause, they seemingly can safely get out of any situation. You may freely customize the appearance, personality, and species of this individual if you wish.

### **Outsider - 100 CP (Free NPC)**

Most Natives don't leave their original world. This is a major reason that outside forces can be fascinating to them. This is one such individual who hails from a world beyond the boundaries of your own, offering unique insights and wielding a completely different power system than what you're used to. Given time you could help them find their limits or perhaps learn their skills yourself. You may design their personality, appearance, and species if you wish.

### **Elemental Adept - 100 CP (Free Cultivator)**

Cultivators typically focus on improving their bodies, but some devote their skills towards other paths. This individual is a mystical sorcerer who has learned to harness the elemental forces of nature to wield devastating magical powers, manipulating fire, water, earth, and air with immense skill and precision. Their arcane knowledge, potent spells, and mystical artifacts allows them to combat formidable foes and reshape the environment around them. You may freely customize the appearance, personality, and species of this individual as well.

### **Powerful Pet - Free/50 CP**

Pets hold a prominent role in both Divine Dominion and the Earth. They serve as guardians and friendly faces amongst their owners. Given how widespread this is, there's no reason why you shouldn't get one as well. This pet can be any animal of your choice including more exotic pets like lions, crocodiles, or something like a Tibetan Mastiff. Alternatively you may choose a mythological pet such as a small wyrm, kitsune, or basilisk. This option will possess some magical prowess and enhanced physical abilities. Though they will need to be trained to become a genuine legendary beast.

### **Twelve Poison Kings - 100 CP**

The Twelve Poison Kings are a set of a dozen creatures cultivated by Jiang Feng. This group is made up of some of the most dangerous animals in the world including exotic scorpions, spiders, octopi, and a few other species. The poison created by each species is incredibly deadly and nearly untreatable especially when combined together. Each of these creatures are capable of killing Abyssal ranked cultivators with ease as Low Grandmasters. This ability will vastly increase however, each time the poison kings level up. The Twelve Poison Kings will be fully loyal to you should you purchase them.

# Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

## **Supplement Mode - 0 CP**

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

## **Self-Insert - 0 CP**

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

## **Wait, I Recognize Him - 0 CP**

Divine Dominion takes inspiration from many tales from throughout the world. For the most part this consists of mythology, but just as many tales come from other sources. For example, there is an old man known as Master Roshi the Tortoise Warrior. If you wish you may effectively create some Easter Eggs by scattering some individuals you may recognize throughout the world. These beings will possess skills similar to their counterparts. Jiang Feng joked that maybe a Super Saiyan was wandering around Divine Dominion, well with this you could make that true.

## **We're Number One - 0 CP**

Like many eastern stories the story seems to praise China a great deal and makes them superior to the other countries. If you're tired of this trope then you can switch it up a bit. This option allows you to flip flop the world so that another country is given the main character role. This will have minor effects overall such as slightly changing names altering the locations of certain groups. For example, the Jiang family might become the Rivers (due to translation) if you choose an European country or the United States. So feel free to make another the country the ultimate superpower of your dreams via a main character.

## **Extended Stay +100 CP**

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on

how long you plan to stay you may need to find some method of extending your lifespan.

### **I Hit My Head +100 CP**

Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

### **Have a Lick +100 CP**

Many of the individuals in this world have strange quirks. For example, Heifeng and his son Heixue both carry around drumsticks that they constantly lick. Like the other beings who live here you have some sort of quirk. This won't actively harm you, but it will likely make you look foolish frequently. At the very least these instances are great for making everyone laugh and dissolving the tension.

### **Why'd Things Change +100 CP**

Near the end of the story the translator for the novel appeared to change. As a result many terms used throughout the story were suddenly altered making it difficult to understand what was going on. By taking this the words and phrases used by those around you will change every now and then. These changes will be minor overall, but it will still require some effort to understand exactly what everyone is talking about. This doesn't pose any danger, but it will certainly be irritating.

### **Cartoon Mode +100 CP**

Cartoon Mode is a special setting applied for kids younger than 18 who enter Divine Dominion. It hides any gore, adult content, and cursing in order to make the world kid friendly. Somehow it seems Cartoon Mode was applied to you, but something went wrong. Instead the incorrect version has been applied to you. This means if you're an adult you've been stuck with the kiddo version. Similarly if you're a child then you're going to be getting the full-on realistic version of the world. Should you start off as a child and remain in the world long enough the settings will also flip, activating Cartoon Mode once you're old enough.

### **The Dog Walk +200 CP**

After gaining his new body Jiang has to go through a brief period of adjustment. The main issue is simply controlling his body to move around smoothly. By taking this drawback you will have to deal with a similar issue. Though it will be a bit worse as you likely have multiple forms as a Jumper. Anytime you transition between bodies you will briefly lose fine control. Should you lack any transformations or alt-forms then this will occur whenever you wake up.

### **Sheltered Youth +200 CP**

Simply going about life and gaining new experiences is the simplest way for someone to grow. This however, can be more difficult if you remain alone or isolated. Like Nangong Tiaotiao, you grew up in a sheltered environment. While this likely came with a number of advantages it has left you easily flustered, lacking confidence, and without an overall sense of caution. Thankfully you can work on all of these issues by simply living your life. It will take some time, but should be able to grow past these issues given time. Especially if you are given help from close allies or friends.

### **The Lonely Path +200 CP**

One of the biggest draws of Divine Dominion is being able to form parties and bonds with your allies. Unfortunately for you that isn't going to be an option. By taking this drawback any encounters you have with companions you acquire on your journey will always end in fleeting moments. You will be spending a vast amount of this Jump alone, so I hope you can handle most issues on your own. The only beings that will bypass this restriction are summons or those whose existence you are actively maintaining.

### **Blind To Love +200 CP**

Despite how intelligent many of the characters are they remain blind in certain aspects. Seemingly fulfilling a trope these individuals lack the ability to identify whenever someone is attracted to them. Like these previously mentioned individuals you are unable to tell when someone is interested in you. This could lead to tension between you and your prospective lover should you continuously ignore them. More than likely it will lead to situations such as a dramatic reveal causing problems in the middle of an important mission.

### **Lacking Funds +200 CP**

While money may not be an end all solution to everything it can help you with quite a few problems. You sadly seem to be cursed to lack money. Even if you come into a windfall of cash something will seemingly immediately come up that requires you to spend it. This doesn't effect your ability to make money, but you will never be able to

enjoy the fruits of your labor for long. You may however, invest this money into equipment, improve your territory, or donate it to your allies. This restriction only applies to you individual for the duration of the Jump.

### **Infernal Poison +400 CP**

There are a number of deadly poisons and curses throughout the world. One of the worst ones however, is the Infernal Curse. This curse is normally cast by powerful Infernals on foes who escape them. This curse seals the user's power and causes them immense agony. This curse has been cast on you, limiting your strength. Additionally, whenever you draw on large amounts of power your body will be reeked by immense amounts of pain.

In order to cleanse this you will require the aid of a powerful Buddhist or an incredibly skilled Pharmacist. Though it should only take you a few months to deal with this if you dedicate your efforts. Granted until then you will need to be careful unless you have a truly massive base power level. Lastly, should you be an Infernal yourself then you will suffer a similar curse made by the Divines or Shifters. You will also require the aid of a powerful Infernal rather than a Buddhist.

### **Devoted Patriot +400 CP**

After the game became a substitute for actual war it inspired many people to become patriots for their respective countries. Some individuals, however, take this a step further, displaying true zealot-like behavior. You are one of these individuals and have a fanatical loyalty towards your home country. Any insults towards your homeland will enrage you completely. Similarly you will greatly look down on anyone belonging to another nation if they are not allied with you. For example, the Japanese Players would hate the Chinese and like the Americans.

### **Forgotten Payments +400 CP**

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

### **Powers Begone +400 CP**

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this

setting. Some examples of the other settings that would fit are the I Shall Seal the Heavens jump, the Coiling Dragon (part 1 and 2) jump, the Monster Paradise jump, and any other jump related to a Cultivation setting.

### **Night and Day +400 CP**

In order to control the imprisoned humans the Necropolitians cursed them. This curse caused them to transform into monsters during the day and made them lose control of themselves. Somehow you have been afflicted with a similar curse. You may choose whether this curse affects you during the day period or night time. While transformed you will shift into a monstrous form such as a large serpent or insect. This curse can either be removed or altered. Breaking it requires a powerful cleansing pill or a high level healer. Altering it requires similar assistance, but instead allows you to gain control over your cursed state. This will become an alt-form should you successfully alter it.

### **A Fallen Lover +600 CP**

Unfortunately the tales of most heroes end in tragedy. One of the most common instances that demonstrates this is the death of the hero's lover. So I've got good news and bad news for you. The good news is that during the first year of this Jump you will meet someone that could be considered your true soulmate. They will be a perfectly compatible individual of incredible beauty. The bad news is that sometime afterwards they will be slain in front of you and it will be impossible for you to save them.

This event may very well drive you mad with rage or grief should you be unable to control yourself. As a mercy you will also be given an opportunity to revive them. You will either be given a quest or somehow acquire information that will allow you to resurrect them. Should you successfully revive them you may take them as a companion for Free and import them for Free in any future jump with a 800 CP allotment. Of course, you will only remember that you took this drawback once the Jump finishes, after all the tragedy has to be genuine.

### **An Angered Force +600 CP**

The greatest event within Divine Dominion history was the Divine-Infernal War which drew nearly every species into a conflict. Since then everyone has been preparing for the second war and attempting to gather allies. Somehow though on your quest to do so you managed to do the opposite. Either through your actions or perhaps even simple bad luck you have managed to alienate an entire faction. Now they have chosen to treat you as hostile in any situation. You will be barred from working with them in all, but the most extreme circumstances and you'll likely be attacked on sight by any of their members. You can choose any of the major factions of species groups for this. Some

examples include the Divines, Inferals, Shifters, Elves, Elementals, or any of the other listed races.

### **A Persistent Foe +600 CP**

Shen Ye was an irritating and persistent foe for Jiang Feng during the near entirety of his journey. Despite being killed repeatedly, he would end up returning even stronger each time. You have an enemy like Shen Ye who will continuously grow stronger and will be unable to be permanently dealt with. You will only be able to permanently kill them once you have reached the last year of the Jump. For one reason or another they hate you with a burning passion and seek to defeat you. They will do anything they can to hurt you even if it brings harms to themselves.

### **Work For It +600 CP**

Throughout his journey Jiang Feng would frequently increase his power in massive leaps. Unfortunately for him directly afterwards he would either be sealed or suffer from a condition that limited his power. These instances prevented him from simply overpowering his foes immediately until he worked for the new power. By taking this drawback you will similarly be unable to have any massive power boost throughout the Jump. Should you still somehow manage to multiply your power then you will quickly suffer afterwards. For example, you might be cursed so that you can only access 10% of your stats. Though as a small mercy should this happen you will be given an opportunity to unlock your full power. It however, will be locked behind something difficult such as a quest or require the aid of a powerful NPC.

### **Distorted Reflection +600 CP**

Before freeing Wukong it was revealed that Tathagata had replaced all of the gods within Heaven using the Divine Spawning Pool. This allowed him to create clones of the gods warped to his desires while retaining their memories. Having been inspired by this your benefactor created a clone of you possessing every option in this Jump that you purchased. They also possess all of your memories, though their personality is a dark reflection of yours. They will be pursuing you throughout the Jump with the intention of killing you. Should they succeed they will replace you as the Jumper.

# Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. **You will not chain-fail** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

## The Shifter Emperor(ess)

Congratulations, you are now the protagonist of our story. That's right you will be replacing Jiang Feng. Optionally you may swap him to Jiang Fenya if you are female along with some other characters to maintain the storyline. The jump will last until the story ends canonically or you die. You will face all of the challenges that Jiang Feng did. You will start out with all of Jiang Feng's abilities though you will only get to keep them if you complete the scenario. There is a list detailing many of the options that you start with and what you'll acquire over the course of the Jump in the Notes Section. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience.

### Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

# Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

# Notes

All perks that have active and passive effects may be freely toggled on and off.

## Rankings

I tried to organize most of the rankings listed in the story, but they are not listed fully anywhere (the translator even jokes about this a few times). Additionally, the author seems to use some terms interchangeably.

- For example, the Superpowers level system is abandoned for the Great World of Secrets system after a certain point.
- It's unclear how an Infinity rank individual compares a Deity due to the Stat Conversion between the worlds. For example, the stats between Divine Dominion and the Great World of Secrets are believed to be converted at a ratio of 100:1 meaning that experts from Divine Dominion become much weaker when they leave their world.
  - Personally I'm ruling that without the stat conversion each Divine Dominion rank is equal to their Great World of Secrets counterpart. Meaning that a non-converted Mythic Saint should match a Divine Emperor.

## Hierarchy Rankings

- **General**
  - Soldiers
  - Generals
  - Kings
  - Archmasters
  - Saints
  - Lesser Sacred Masters
    - Ranks 1-10
  - Greater Sacred Masters / Great Saint
    - Ranks 1-10
  - Divine Saints
    - Ranks 1-10
  - Heavenly Saint
  - Mythic Saint
  - Infinity
- **Divine**
  - Divine Soldiers
  - Divine Generals

- Divine Kings
- Divine Archmasters
- Sacred Divines
- **Infernal**
  - Infernal Soldiers
  - Infernal Generals
  - Infernal Kings
  - Infernal Archmasters
  - Sacred Infernals
- **Shifters**
  - Spiritual Beasts
  - Immortal Beasts
  - Divine Beasts
  - Greater Divine Beasts
  - Sacred Beasts

### **Chi/Superpowers Levels**

- Adept
- Expert
- Master
  - Low
  - Mid
  - Elite
  - Peak
- Grandmaster
  - Low
  - High
  - Peak
  - Lesser Completion
  - Greater Completion
- Abyssal Realm
  - Low
  - Mid
  - Late
  - Peak
- Void Realm (Initial Void is seemingly equivalent to 1 star Heaven then the power systems seem to merge)

### **World of Tianji / Great World of Secrets Power Scale**

- Yellow 1-10 Star:

- **Black Realm 1-10 Star:** The Black Realm is the stage where the cultivator can form a Black Pill. Black Pills are the concentrated energy formed from the user's energy. They are incredibly tough allowing them to be used for both offensive and defensive purposes.
- **Earth Realm 1-10 Star:** The Earth Realm is when the user transforms their Black Pill into an Earth Soul.
- Heaven:
  - 1-10 Star
  - Greater Completion
- Mythic/Transcendance
- Divine Soul
- **Divine Mansion:** After reaching the Divine Mansion realm an individual is able to create a spatial dimension within their body. This realm is a small world and can even store living beings.
- Divine Spirit
- Divine Profound
- Divine King
- Divine Emperor
- Deity
  - Demigod
  - God
  - High God
  - Sky God

## Monster Rankings

- Common - Rank 1-4
- Elites - Rank 5-10
- Bosses - Rank 11-15
- Spiritual Beasts - Rank 16
- Immortal Beasts - Rank 17
- Divine Beasts - Rank 18
- Greater Divine Beasts - Rank 19
- Sacred Beasts - Rank 20
- Heavenly Sacred Beasts - Rank 21
- Sacred Emperor Beasts - Rank 22
- Chaos Beasts - Beyond Ranks

## Bloodline Grades

- Normal Bloodline
- Advanced Bloodline

- Spiritual Bloodline
- Immortal Bloodline
- Divine Bloodline
- Sacred Bloodline
- Special Bloodline (Mutated)

### **Item Grades**

- White
- Black-Iron
- Green-Bronze
- White-Silver
- Yellow-Gold
- Dark-Gold
- Spiritual Artifact
- Immortal Artifact
- Divine Artifact
- Sainly Artifacts
- Absolute/Sacred Artifact
- Post-Creation Absolute Artifact
- Pre-Creation Absolute Artifact
- Chaos Absolute Artifact
- Primordial Divine Artifact
- Primal Artifact

### **Known Inheritors**

- Shifters
- Infernals
- Divine
- Spirits
- Gnomes
- Elves
- Flames (Nine Elementals)
- Witches
- Humans
- Sands
- Waters (Nine Elementals)
- Darks (Nine Elementals)
- Lightnings (Nine Elementals)
- Woods (Nine Elementals)
- Winds (Nine Elementals)

- Earths (Nine Elementals)
- Lights (Nine Elementals)
- Metals (Nine Elementals)
- Hellraisers
- Insectoids
- Necropolitans
- Seraph

## **Mercenary Levels**

- Low Level
- Middle Level
- High Level
- King Level
- Divine Level
- Sacred Level

## **Demesne List**

- Supreme Dao
  - Chaos
  - Void
- Major Dao
  - Demesne of Time
  - Demesne of Space
  - Demesne of Devouring
  - Demesne of Origin
  - Demesne of Destruction
  - Demesne of Reincarnation
  - Demesne of Fate
  - Demesne of Darkness
  - Demesne of Light
- Minor Dao
  - Luck (Number 10 of 3,000)
  - Heavenly Thunder (Top 20)
  - Star
  - Ruler
  - Sword
  - Hell
  - Ghost
  - Piercing
  - Truth

- Crushing
- Fire
- Darkness
- Stealth
- Defense
- Attack
- Recovery
- Staff
- Blade

## **Sacred Beasts**

- Japan - 2 beast
  - Yamata-No-Orochi
  - Kyuubi
- Huaxia - 5 beast
  - Fire Qulin
  - Quinlong (Azure Dragon)
  - Zhuque (Vermillion Bird)
  - Baihu (White Tiger)
  - Xuanwu (Black Tortoise)
    - Hundun (Fusion of other Sacred Beast)
- Korea - 3 beast
  - Green Jade Tiger
  - Unknown
  - Unknown
- America - 5 beast
  - Three Winged Ice Dragon
  - Unknown
  - Unknown
  - Unknown
  - Unknown
- Europe - 5 beast
  - Double Crowned Black Flame Python
  - Unknown
- Africa
  - The Sphinx
  - Unknown

## **Martial Arts Skill Progress (Average)**

- Minor Completion - 20 Years training

- Major Completion - 50 Years training
- Full Completion - 80 Years training

## Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
  - **Perks**
  - **General Perks**
    - They're In Danger
    - Loyal to the Maker
    - Shimmering Beauty (100 CP)
  - **Protagonist**
    - The Monster Transmutation System
  - **Player**
    - The Most Popular Man in the World
    - A Stronger Generation
    - Synergistic Training
  - **NPC**
    - A Monster's Heart
    - We Will Never Give In
  - **Items**
    - Game Terminal (Free)
- **Scenario End Boons**
  - **Perks**
  - **General Perks**
    - Cultivation - Infinite/Deity
    - Smithing - Heavenly Saint
    - Alchemist - Heavenly Saint
    - Hidden Stat (approx. 10x for all 3)
    - Strength in Darkness
    - Let Your Ambitions Run Free
    - Tongue of the Beast
    - Secret of the Pharmacist
    - Golden Fire Sacred Domain
    - Berserk Mode
    - Consoler
    - Eightfold Magic
    - Demesne (All except Void)
    - Creation God

- **Protagonist**
  - All except Heart of Power (Magic) Imperial Commander, and Wheel of Reincarnation
- **Player**
  - A True Warrior
  - Inheritor (Shifter)
- **Cultivator**
  - Imposition
  - Who Called My Name
  - Separate Identities
  - Suppressing Fate
- **Special Techniques/Powers**
  - All
- **Items**
- **General Items**
  - Game Terminal (50 CP)
  - Infernal Repellent Pill
  - All listed Equipment (Greenwind Staff to Teleportation Cauldron)
  - Imperial Dragon Auction House
  - Seal Breaking Pill
  - Flavored Instant Noodles
  - Matter Duplication Pill
  - Simulacrum Doll
  - Call for Aid
  - Greater Imprisonment Talisman
  - Pharmacist: Title Badge
  - The Hourglass
  - The Nameless Sword
  - Armageddon Transformer (Blueprints)
  - Manuscript of the Gods
  - Double Stat Scroll
  - Divine Artifact Fusion Scroll
  - Shura Fruit
  - Divine Cleansing Fire
  - Blood Bead
  - The Devil Spirit World (Vassal)
- **Protagonist**
  - All except Bloodline Collection
- **Player**
  - Dragon Ball

- Requiem Bell
  - Mechanus
- **NPC**
  - Shifter Spirit Stone
  - Talisman of Ten Thousand Swords
  - Hermit Village
  - Ghost White Heavenly Ice-Fire
  - Three Promises
- **Cultivator**
  - Chengying Sword
  - The Weasels
  - Golden Dragon Ring
  - Animal Arena
  - Elemental Orbs
  - Insect Army
  - Ancient Family
  - Deicide
  - Yin Sect
  - Creation Village
  - Ten Great Ancient Divine Arts
- **Legendary Artifacts**
  - Universal Disk
- **Companions**
  - Canon Companions
    - Lovers and Children
    - Family
    - All allies
    - Sun Wukong
    - All 10 Immemorial Sacred Beast
  - Powerful Pet
    - Mastiff
    - Falcon
    - Azure Dragon
    - White Tiger
    - Vermillion Bird
    - Black Tortoise
  - Twelve Poison Kings

## Art Links

- Title Image - [MMORPG: Divine Monster Transmuter - Novel Updates](#)

- Player - [Dark Souls screenshots - MobyGames](#)
- Cultivator - [Generic Cultivation Image](#)
- Fire - [Knight by the Fire](#)
- Buddha - [Buddha](#)
- Egyptian Undead - [Undead Horde](#)
- Forge - [Fantasy Forge](#)

### **Changelog**

- V1 Jump Completed