



TALES OF DEMONS AND GODS

Long ago, the race of Man lived in a mighty empire ruled by the great emperor Kong Ming, a sage whose power was said to eclipse even the gods. After a time, Kong Ming left the world, leaving the race of man to their own devices; everything was fine... for a time. The Experts of Mankind had no equal and legend ranked masters were many.

One day, the demon beasts grew stronger. A legendary rank monster unlocked its spiritual knowledge, gaining power and true sapience, thus leading the armies of beasts, almost exterminating the race of Man. Four masters gathered survivors from that great war and brought them to a fertile valley, where they built the last bastion of Humanity, Glory City.

It has been a thousand years since that time, and much has been lost, fewer and fewer talents are being born with each generation, times look bleak: those who can cultivate to legendary rank are extremely few. For how long can Humanity survive against the waves of demonic beasts clashing against Glory City's entrance?

Take **1000 Cultivation Points**, they will help you in your journey.



Revamped by u/KingReynhart

LOCATION AND TIME

Your location will be inside Glory City, the specific place will be decided based on your Origin of choice. You will arrive at the time of the first chapter of the novel, just a little before the start of the classes.

ORIGINS

As long as it ranges from 10 to 20 years old, age can be chosen freely. The main cast starts as 13 years olds. None of the origins will change the story/plot, it will work as if your family was retroactively added to the world, changing only the memories of people.

Drop-In [FREE]: You start with no memories and no family, it is as if you came from nowhere. Only your age has changed and somebody has paid your tuition, if your age matches, to Glory City's finest college: Holy Orchid Institute. No one from the Institute's staff will attack you out of nowhere, they will assume you are a commoner from an unknown family, Glory City is big, after all; **IF** they search, they won't find any traces of your origins, making them suspicious.

Soul Realm Color prices are doubled for you; can choose any Soul Realm Color.

Fighter [FREE]: The fools at the top judged you had no talent, this judgement was based solely on your Soul Realm color. You get stuck with a Red Soul Realm. As such, you are enrolled as a Fighter in the Holy Orchid Institute, provided you are in the age range necessary. You, additionally, know a special martial art that was taught to you by your family, it is not incredible, however.

Legend Rank Fighters have skin stronger than steel and can lift over 1250 kilograms on each arm, but are still a far cry when compared with Spiritualists.

Alchemist [FREE]: Alchemy has lost a lot of power, over the years, the alchemical formulas have been lost, and knowledge has been irreparably damaged.

You were born to a family that still saw value in alchemy and as such trained from a young age in the secrets of medicine. *Maybe* you plan to take upon yourself the duty of restoring Alchemy to its prime?

Can choose any Soul Realm Color up until Yellow.

Spiritualist [100 CP]: You were born to a family with a sizable history of demon spiritualists. Your family is well off, but not influential to the point of being one of the three Major Families.

At a young age, you showed an aptitude for a strong soul realm. Hoping you would bring prestige to the family, you were sent to the Holy Orchid Institute. You can choose any Soul Realm Color up until Cyan, and their prices are halved.

The strongest Spiritualists can use the power of their souls to fly and to manipulate their soul realms, directly, as a weapon, however, the most powerful abilities rely on merging with a Demon Spirit, bringing out their abilities and changing your physical form.

Young Master [200 CP]: Your family is one of the Great Three - or not, you can decide to be born under any noble or aristocratic family. You received special training and a specially tailored cultivation technique, it is not perfect however.

Just keep in mind that the main wafus belong to the big families.

You can choose any Soul Realm Color available, and they cost half the price for you, except for Azure and Indigo, which will cost the normal price. This Origin has no Perk Tree, so, instead, you receive discounts on the Spiritualist perks.

SOUL REALM COLORS

Costs vary depending on background:

Drop-In: Can buy all, double price for all.

Fighter: Can not buy any, is stuck with a Red Soul Realm.

Alchemist: Normal price for all, can buy up to Yellow Soul Realm.

Spiritualist: Half the price, can buy up to Cyan Soul Realm.

Young Master: Can buy all, prices halved for all except for Azure and Indigo.

Half price for the Orange Soul Realm counts as FREE.

Red Soul Realm [FREE]: The “worst” Soul Realm as ranked by Glory City. Nie Li said that the rank doesn’t really matter much, as long as you have a suitable cultivation technique. Techniques present in Glory City are insufficient to help Red Soul Realm cultivators reach a high enough rank.

Orange Soul Realm [50 CP]: The second worst Soul Realm. You will be considered just a little below average.

Yellow Soul Realm [100 CP]: You are the average, but, using Glory City’s techniques, you will find it difficult to reach the Gold Rank.

Green Soul Realm [200 CP]: You are considered a genius. Breaking through the Gold Rank is an easy feat that can be achieved with enough time. An example of a person with a Green Soul Realm is Xiao Ning'er.

Cyan Soul Realm [300 CP]: People like Ye Ziyun, Ye Han and Ye Mo have this Soul Realm. They are geniuses that can easily reach Black Gold Rank if they put enough effort into it.

Azure Soul Realm [400 CP]: The second rarest color, people with this Soul Realm are talked about in the great stories of old, and only there, as there is no one in Glory City with this Soul Realm. You have an unmatchable talent, people with lesser talents cannot hope to ever reach your height.

Indigo Soul Realm [500 CP]: A color so rare that it is only depicted in myths. They were once hailed as supreme geniuses that shaped entire eras. You have a talent much beyond what the other options could ever hope to offer.

PERKS

All perks cost half the price for the matching Origin.

Soul Realm Cultivation [FREE]: Everyone has a soul. You have been taught how to grow your soul realm's power through concentration and training. Cultivating your Soul Realm allows you to train your soul, making it more powerful and larger.

Post-Jump, you need no kind of external energy to enable you to cultivate the TDGverse cultivation system.

Beautiful [FREE]: You are very beautiful, guaranteed to be beautiful enough make the majority of the opposite sex think you are hot. This won't shift your appearance to something you find ugly.

Daoyin Massage Technique [50 CP]: This ancient technique was forgotten by modern people. By focusing your Soul Force in the palms of your hands, you can heal superficial wounds, and heal damage done to a person's Soul Realm by a small amount. Also works great for giving relaxing massages. Post-Jump this gives you the ability to heal metaphysical injuries other beings might suffer from, but the effectiveness diminishes for a given injury the more you use this Perk.

Bloodline Integration [300 CP]: People of old used to merge with the blood of demon beasts, granting them more power than normal cultivators. You have learned their strange craft, learning to merge with the bloodlines of various different creatures, gaining their strengths and, selectively, their genotypical and phenotypical traits. The only material you need is a bit of blood from a creature.

You can only merge with one bloodline at a time, and can choose to delete your bloodline obtained through this method at any time you wish. Any dangers and weaknesses from the original process are nullified completely, for example, you will never suffer the bloodline rejection the Silver Winged Family suffered from.

These traits pass genetically to your offspring, if you want. You can use this method on other people too.

Law Comprehension [300 CP]: Choose an element, you now have comprehended a fragment of the Law - or CODE, in other translations - respective to that element, as a bonus, you also take no damage from that specific element anymore, unless you want to. You have an unmatched talent in that specific Law. Time-Space counts as just one element.

Each person may only become the Spiritual God of one Law, but Laws bought with this perk do not count towards this limit.

You can teach your understanding to other people, and they are guaranteed to have the minimum amount of talent to understand and be able to use it, even if in an insignificant way.

Drop-In

Recognition of Patterns [100 CP]: You are talented in discerning patterns, this allows you to quickly and accurately figure out puzzles and to decode complex patterns. Useful for figuring out what an inscription should do without activating it.

Deciphering Languages [200 CP]: It is nearly impossible to do research on inscription patterns without a grasp on the languages most of the ancient texts are written in.

Even the most fundamental works, such as the Books of Divine Fire Lightning, are written in lost languages. However, you have a talent for deciphering dead languages, given time to study you can learn pretty much any written language you come across.

Grandmaster Inscriptionist [400 CP]: You have gained enough knowledge in Inscription Patterns to make you comparable to a Grandmaster in this art. This only covers up to the Legend Rank, but, as you reach ranks above Legend, you gain knowledge of Inscriptions up to the rank you reached.

Destiny? Fate? How Cute [600 CP]: Some universes have their own fate, some universes have their fate woven by a greater being. In TDG, this is up to interpretation, be it a natural occurrence, the universe giving plot armor to Nie Li or the Time and Space Spiritual God pulling the strings from the backstage.

Now, all of this is meaningless to you. You may choose to follow Canon, but you can decide to just disregard all that bullshit and take your destiny into your own hands. Once you choose to do so, it is impossible to go back, as the future will have diverged from its predicted outcome. As a bonus, no type of fate manipulation and prophecies can affect you.

Alchemist

Standard Memory Upgrade [100 CP]: Alchemy is not well understood. In this world, Alchemists are meant to memorize thousands of recipes and to be able to reproduce them. This is what distinguishes various alchemists of different caliber: how much they memorized. It is different from cutting edge chemistry from the modern world: “Propose the mechanism for Bimolecular Nucleophilic Substitutions” becomes “What happens if I put cabbages and sausages together?”

Now, you too can play their dumb game, your memory gets boosted enough to the point that memorizing any amount of formulas become trivial. It can be any type of formula, Cultivation formulas, Mathematical formulas, Alchemical formulas, anything, as long as it is a formula.

Alchemist's Eye [200 CP]: Many things in this world have medicinal and alchemical uses which have been lost or simply forgotten. Fortunately for you, however, you have a sixth sense for what can be used to bring out the best effects in a potion or pill. Simply by studying an herb or a plant you can discern its medicinal uses and the best ways to use it. To add to that, you can easily discern the cause of any nonmagical ailments someone may be affected by.

Acupuncture Master [400 CP]: The meridians of the body govern the flow of energy from the soul, striking one can cause an opponent to lose their ability to move or paralyze them for a short period of time. You know all of the acupressure and meridian points of anyone simply by looking at them, and, when used, you can unlock the potential of a person's body simply with a few silver needles. This may or may not cause excruciating pain at the time of use, depending on the individual.

Alchemy Grandmaster [600 CP]: You receive all the alchemical knowledge up to the Legend Rank. When you reach a rank higher than Legend you receive knowledge of Alchemy up to that level. Works exactly like the **Grandmaster Inscriptionist** perk, but using Alchemy instead of Inscriptions.

Spiritualist

Soul Protection [100 CP]: It is common for people to attack each other's Soul Realms, and a true master should know how to guard it well. Now, you have little to no need for it anymore: your Soul Realm is impossible to break while you are not incapacitated.

This means your enemy needs to incapacitate you first before damaging in any way your soul realm. This does not have any drawbacks, such as making it impossible to cultivate a technique that requires you to destroy your soul and reconstruct it; you will find that you benefit completely from such techniques while not needing to damage yourself. This also nullifies the dangers of "over-cultivating", cultivating so much that your soul threatens to explode.

Taking a step further, you will not have any problems with demon spirits inside your Soul Realm.

Post-Jump, this perk also covers any sort of metaphysical construct bearing any semblance to Soul Realms and Souls.

Fake Heavenly God Technique [200 CP]: Just like the Heavenly God Technique users, you can house more than one spirit in your Soul Realm, at each rank you gain the capacity for one more, starting from Silver Rank - meaning that you can house two spirits at Silver Rank. The maximum amount of spirits you can house, with this perk alone, is still 7.

Fine Control [400 CP]: You have mastered the manipulation of your Soul Force. Never has it been easier to bend it to your will, it is now a part of you, and you can freely shape it as you want, in a spatial sense, provided you know what you are doing. This won't enable you to shape your power as an omnipotent kind of energy that lets you warp reality, or anything like that, if you already didn't have this kind of power, the 'TLDR' is that it just lets you use it efficiently with infinite precision.

Post-Jump, this covers all kinds of metaphysical, supernatural and magical energies.

Genius Seen Once In A Bazillion Years [600 CP]: You are super talented in cultivation. With a glance you will be able to understand the intricacies of the universe. Cultivation techniques can be instantly understood, regardless of how complex and profound they are. On top of this you can also teach others how to cultivate properly, making it possible to even teach those without any Soul Realm - they will find that a Soul Realm is budding inside of them.

The TRUTH of cultivation unravels before you, a genius never once seen.

Post-Jump, this perk will also cover any other cultivation system.

Fighter

Realistic Martial Arts [100 CP]: With this, you will be trained in a realistic generic martial art. It won't be among the greatest, but it is the real deal, meaning it won't be designed to take into account any kind of spiritual energy. Maybe you can refine it to greater heights by factoring in your metaphysical powers. Specially dumb cultivators will think your movements are PROFOUND, as it doesn't really have flashy moves; this doesn't prevent them from learning your style on the fly.

Body Fitness Unlocked [200 CP]: You will find it easier to gain strength. Your physical training will always give you two times the normal gains. Additionally, you will not become huge physically if you don't want to, and this will have no effect on your strength.

Adaptability [400 CP]: Under strenuous circumstances, your body will temporarily adapt to alleviate any damages you might receive. Someone blew fire in your face? Your skin will become resistant to fire. Someone shoved you under the sea and let you soak there for three hours? Your body will use less oxygen, enough so that you can live.

This will not make you immune to anything, it will just provide a boost big enough to guarantee there are no irreversible damages. A strong enough attack directed at you can still kill.

The Invincible Swordmaster [600 CP]: Your affinity with weapons, your body included, has reached heights never seen before. You can master any kinds of weapons with just a glance.

Post-Jump you can teach everyone you want how to reach cultivator levels of physical strength.

ITEMS

A Hundred Thousand Demon Spirit Coins [FREE]: You receive 100k Demon Spirit Coins. Can only be bought one time.

A Hundred Bundles Of Purple Smoke Herb [FREE]: You receive 100 bundles of the Purple Smoke Herb. If used with the correct formula, it can become a pill able to boost cultivation speed. Can only be bought one time.

Interspatial Ring [FREE / 100CP]: An interspatial ring, it can open an interdimensional storage if injected with your soul force - or the soul force of whoever you grant permission. This storage cannot be accessed without the ring, everything inside it is safe from the outside. Cannot put living things inside one. The ring is indestructible. Time moves slowly inside one, this version has a scale of 1 second to 1 year, meaning one year outside is a second inside. Cannot store living things. You can transfer the ownership of the ring. The space inside is exactly equal to a 50 cubic meters cube.

For 100 CP you can get a ring with the same properties as the FREE version, but its storage is upgraded to a 1 cubic kilometer cube. Time inside will be flexible, with you being able to adjust it from complete time freeze to a 1:1 scale with the space outside the ring.

The FREE version can only be bought one time - you can get a FREE version and then pay 100 CP for a new ring.

The 100 CP version can be bought as many times as you have CP for.

Inscription Tools [100 CP]: A set of brushes and carving tools useful for novices at the craft of Inscription Patterns. Comes with a bottle of silver rank demon beast blood, refills weekly.

Soul Weapon [400 CP]: This weapon is special, its grade is always, at least, one Rank higher than your cultivation - or more, if you decide to use another OOC perk to upgrade it somehow. You can choose the weapon type you want.

You can transfer ownership of the weapon, being able to unbound it after you put it in your Soul Realm.

You can import a weapon into this option, the weapon will gain the new form you chose for the Soul Weapon option, and the passive effects of the Soul Weapon will be toggleable.

Nightmare Demon Pot [600 CP]: Put 10 or less demon spirits inside and they will battle, the strongest one will come out stronger, having absorbed the traits of its enemies. There is a chance of failure, but this chance gets lower the more demon spirits you feed it.

Post-Jump, this can work with other types of beings, as long as they are similar to demon spirits.

COMPANIONS

Companion Import [50 CP each]: Import one companion, they get 600 cp to buy options from this document. They can't get drawbacks.

Canon Companion [100 CP each]: For each time you buy this option, one inhabitant from this verse can follow you on your Chain. You must convince them first. Explaining this further, you don't reserve spots for a character to join you, you just buy this option and can convince ANY character to join you.

The Sage Emperor, Kong Ming or any expert from a higher realm unknown can't join you on your Chain. Experts from the Draconic Ruins Realm can join you, as long as they are not in the list previously mentioned. This can be overridden if you have any houserule or any meta perk for that.

Companions gained this way don't gain CP in this jump, nor do they gain an Origin here, it would be dumb.

DRAWBACKS

Canon Toggle [+0 CP]: You can selectively choose for things from the manga to be put into this jump, as it follows the WN. For example, Xiao Ning'er's hair is black in the WN, while her hair is orange in the manga.

Young Master Syndrome [+100 CP]: You walk around the street, just to see random people. HOW DARE THEY! How dare they walk around when they are just lower beings!

It is not as bad as described, but you a have short temper, you become VERY arrogant.

Jong Cheng? [+100 CP]: What is Jong Cheng? Is it a Young Master you are aware of? You don't know. Or was it Jump Chain? Well, you forgot everything about it, you might as well think you got isekai'ed into this verse with lots of cheats.

Nie Li Hates You [+200 CP]: No one knows what happened in the last timeline, only Nie Li, and now he hates you. Maybe, in the original timeline, Ye Ziyun chose you at the end. Maybe you didn't exist, and Nie Li thinks you are someone sent by the Sage Emperor. It can be almost anything, and he won't stop until you are dead. Your time of entrance gets overridden to become the time Nie Li's future self enters his old self body.

The Great Nie Li [+300 CP]: Now, Nie Li is actually capable, instead of just relying on super plot bullshit. He is skilled in everything that exists. Engineering? Yeah, he can build machine guns enhanced with Soul Force. Chemistry? Yeah, last I heard he developed penicillin using his own shit as base material.

He will be so skilled that it makes you, and everyone you brought in as companions, angry. The local women love him though, for no reason aside him being the protagonist.

Expect Nie Li to be equal to the braindead self inserts from Webnovel.com or from Wattpad.

I Am Shen Yue [+300 CP]: You become Shen Yue. If your Soul Realm Color is higher than his canon one, it is set to it for the duration of the Jump.

This also counts as if you are under the effects of the **Young Master Syndrome** drawback, making it unselectable.

How Much For Your Soul? [+200 CP / +400 CP]: Ok, something went wrong - well, not exactly, we just dropped you into an AU, or rather, we dropped the AU characters into Canon.

Apparently, there is a being named Chad that reincarnated into Shen Yue - if you are Shen Yue, due to **I Am Shen Yue**, he will become Lu Piao, or any other side character. Chad is a psychopath and will stop at nothing, his goal is universal domination. He will brainwash the waifus and kill his opposition. He will enslave random people to do his bidding, creating the strongest powerhouse seen by this universe.

You have to stop him now, better to do it soon while he is weak, as he has lots of artifacts from other cultivation verses, like the very Library of Heaven's Path. You can't get his treasures, unless you have a power copying perk.

For 200 extra CP, you also get 'The Bitch', an unnamed girl that will take over Ye Ziyun, irreparably destroying her soul in the process. She is as much of a psychopath as Chad is. She will also have artifacts from other verses. They both will arrive at the same time, the time Nie Li returns to the past.

END

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