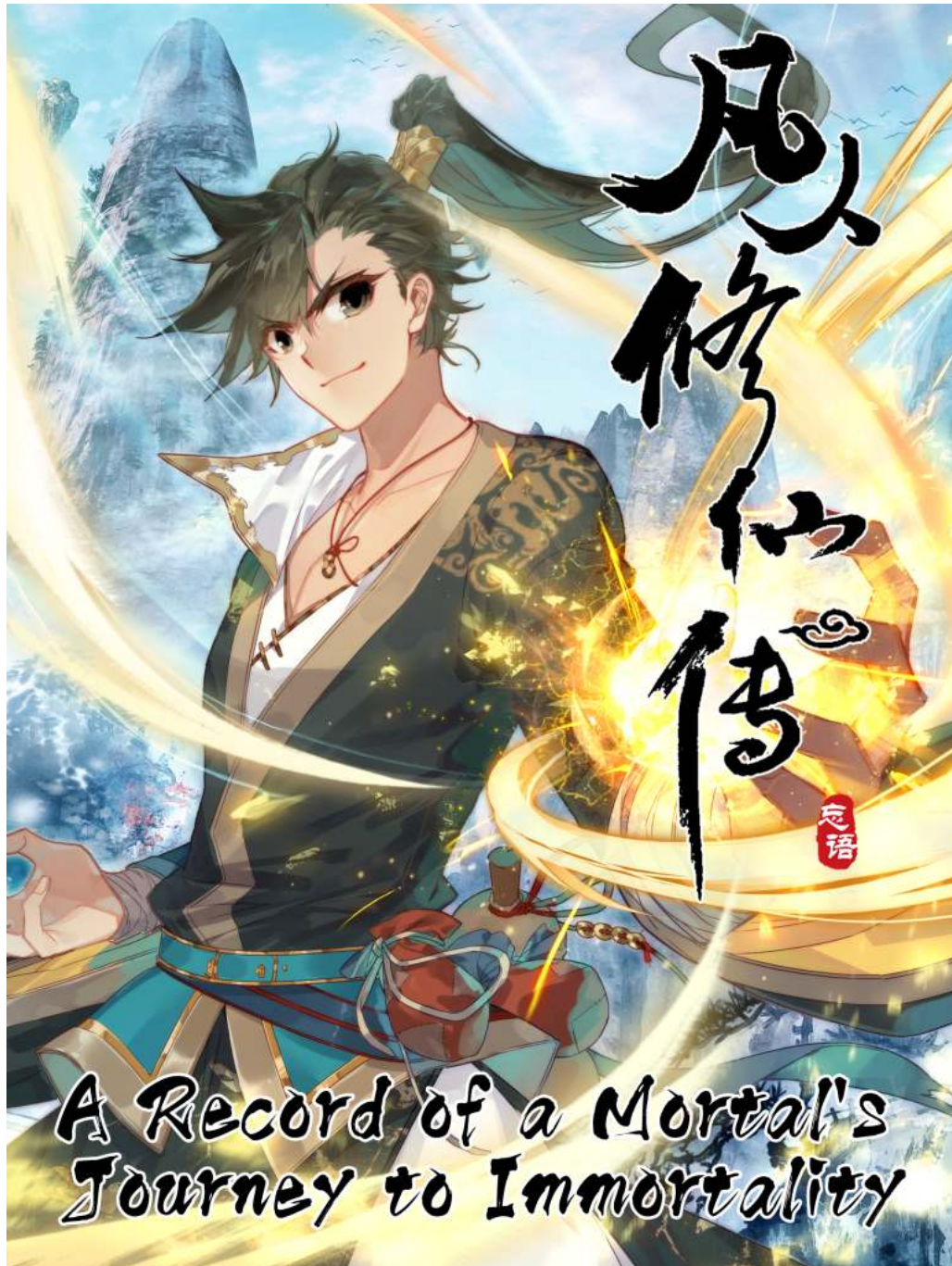


A Record Of A Mortal's Journey To Immortality

Mortal Arc



Welcome to a world of cultivation. One filled with spiritual powers, beasts, and sects. The culture that seems to permeate all human civilization is reminiscent of ancient Chinese culture from your world, although the existence of cultivation results in a very stratified society. A month after your arrival, a mortal by the name of Han Li will join the Seven Mysteries Sect, a martial arts sect in the State of Yue, and be taught a cultivation chant by Mo Juren. After many challenges and brushes with death, Han Li will properly enter the world of cultivators, on a journey that would take him to immortality.

The future of the State of Yue is a chaotic one, as the Six Devil Dao sects of the neighboring State of Tiandou will invade Yue, sparking a war between them and the seven sects of Yue, causing Han Li to be thrown into the frontlines of the war between cultivators. Eventually the Six Devil Dao sects will claim victory and draw the seven sects southwards, causing Han Li to flee through a teleportation array he had found.

The Sea of Scattered Stars is far from the Heavenly South Region, the continent on which the Yue State lies, but it has a teleportation array within it that connects to it, and this is how Han Li ended up there. The two Heavenly Star Sages, rulers of the Star Palace in the center of the region, will have some issues with their cultivation and be unable to enforce their rule on the various powerful sects in the Scattered Star Seas, which would cause the righteous and devil sects to slowly accrue more and more power, which will eventually culminate on a raid on the Star Palace centuries down the line.

But the future is mutable. The right cultivator in the wrong place could change the course of history. For now, the story of Han Li is yet to begin, and you have time to prepare for what is to come. You will be staying in this world for 100 years, barely enough to participate in the war between the Six Devil Dao Sects and the Seven Sects of Yue State, and certainly not enough for even the most talented in this world to reach immortality.

And, of course.

+1000cp

Good luck.

Origins

Here you will decide your background in this world, if you have any. You may also choose to be a Drop-In, if you wish. You can freely choose your age and gender within reason.

Vagrant Cultivator

Sects, clans, they tie cultivators down and push responsibilities onto them. Sure, they get the protection of the sect and guaranteed resources, but what if you want to travel the Mortal World you are in? So, you are one of many vagrant cultivators. You have no affiliation to any big groups, making you free to go wherever you want and cultivate what you want. Conversely, resources are gonna be a big issue, and nobody's gonna protect you either. Do be careful, and pray that your luck holds.

Sect Member

Sects are ubiquitous in the cultivator world for a reason, you know? You might be tied down by responsibility to your sect, and your sect's enemies will be your enemies, but you do have a whole bunch of cultivators at your back, the resources of your sect at your disposal, and a safe place to cultivate. Do keep in mind that the more useful and loyal you are to the sect, the more you'll be trusted and the more resources you'll be given. Also, there can be rivalries between cultivators within sects, even petty power measuring contests. Are you content with being one more disciple, or do you want to climb the ladder to become the grand elder?

Location

It's a big world out there, and plenty of opportunity for adventure and loot. You may start wherever you wish. Below are some key locations in Han Li's story.

Mortal Worlds

The Mortal Worlds are, as the name implies, the worlds mainly populated by mortals. This could really be considered the weakest corner of this entire cosmology, as it is not only completely filled with powerless mortals, but the power of cultivators doesn't reach all that high, relatively speaking. It has some martial artist filled states here and there, which are quite comfortably unaffiliated with cultivators for the most part thanks to the mind-boggling size of everything, due to stuff like mountain ranges that are tens of thousands of kilometers long occupying measly regions of states, not to mention the sheer size of the oceans and such. Stretches of desert 5,000 kilometers thick can be found and are usually what sometimes separates cultural spheres, such as the Heavenly South and the Moulan Plains. In case it's not clear, there are plenty of such worlds, almost countless of them even.

In terms of the cultivation world, Qi Condensation cultivators are mooks at best, trash that has to claw their way upwards for a mere hope to advance their cultivation, or perhaps simply give up and put up fancy magic shows to mortals and live lives filled with more wealth and luxury than most emperors. Those at Foundation Establishment are basically the backbone of the cultivator world, forming the vast majority of sects and clans, as well as vagrant cultivators (as in, cultivators that don't belong to sects or clans). Those at the Core Formation Realm are important and powerful figures. Not to the level of influencing sect politics with their mere existence, but definitely the elites of sects, and vagrant cultivators at this level are largely safe unless they're stupid and piss off the wrong person, or maybe brave risks far beyond them.

Then there's Nascent Soul cultivators. Those at the Early stage are the most important pillars of sects, and a sect needs at least one Nascent Soul cultivator at the top to be considered major. Most of the really big sects have several cultivators at this level, as well as a few Mid Nascent Soul leaders. Those at the Late Nascent Soul stage are essentially the top dogs for the most part, those who completely shape the face of the cultivation world in their region by their simple presence somewhere. And finally, while vanishingly rare are those of the Deity Transformation Realm. Only a few regions tend to have some of them, and whenever they find a way to travel to the Spirit Realm, they do so. While they remain in the Mortal Worlds, however, there tend to be agreements between each other to not interfere directly in matters of the cultivation world, to avoid unnecessary bloodshed and sacrifice.

Heavenly South

Han Li's region of birth, the Heavenly South Continent, is technically not a continent by itself, as it only borders the sea to the north. It is separated into various states, each of which have their own mortal emperor ruling over them, although really it's cultivators that rule the whole place, they just don't tend to bother with mortals much. The southernmost states belong to the Nine Nations Union, which are in conflict with the Magicians of Moulan, strange people with a slightly different paradigm of power to that of cultivators. To the north is the Endless Sea, a perilous ocean that not even Nascent Soul cultivators have managed to cross, and to the west is a desert plagued by powerful windstorms.

Yue State

Yue State is one of many states in the Heavenly South Continent, populated by seven big cultivator sects, and having a prominent martial artist population among the mortals. It is also where Han Li travels from his village of birth when he begins his life as a cultivator. He really was born in a village in a very small state to the northwest, but that one is so small it has no cultivation sects and is basically irrelevant to the world at large. Below are some notable places and sects within the Yue state.

Seven Profound Gates Sect

It is here where Han Li starts his journey, turning from a nobody farm boy to a wise and clever alchemist, and also where he accidentally finds the little green bottle that fuels his cultivation ever since. This is not actually a cultivator sect, rather it is a martial artist sect, where mortals congregate and learn martial arts, as well as engage in sect politics, in a surprisingly similar way that cultivation sects do about cultivation methods. As above, so below, is it not? They are in conflict with the Wild Wolf Gang, which escalates into a siege on the Seven Profound Gates Sect's lands after several years.

Great South Valley

Serving as a gathering spot for many weak cultivators, the Great South Valley is where a tournament is held every five years for weak rogue cultivators to earn the right to join one of the seven great sects of Yue State. This Immortal Ascension Assembly is quite bloody, and most of the contestants size each other up during the commerce week that is held before the trial. That said, those who possess certain medals can skip this process entirely, as Han Li will do.

Yellow Maple Valley

One of the seven great sects of Yue State, the Yellow Maple Valley is characterized mainly by the yellow uniform of their disciples. It's this sect that Han Li joins and later abandons once the Devil Dao sects invade the entire Yue State. As a sect, it's not entirely remarkable, possessing great amounts of territory and disciples, with some Core Formation elders, and one Nascent Soul level grandmaster. If you're a disciple, you can take on missions and jobs to increase your standing within the sect, maybe even getting accepted as the direct disciple of one of the elders.

Xi State

Being the northernmost country in the Heavenly South Continent, it is here that three major sects reside in a large mountain range: the Drifting Clouds Sect, the Hundred Possibilities Pavilion, and the Ancient Sword Sect. These three sects dominate the state and will become the major players of the Heavenly Dao Alliance of Xi State once the Yue State falls. These three sects periodically hold a small tournament for their Foundation Establishment and Qi Condensation disciples to compete for the top 10 spots, which are rewarded with an opportunity to clean their eyes with the Brightsight Water, enhancing their vision to the point they can see spiritual constructs such as formations with the naked eye. Han Li becomes an elder of the Drifting Clouds Sect once he reaches the Nascent Soul realm, and brings it to prosperity and dominance over the entire state in more than two hundred years.

Yu State

The southernmost state of the Nine Nations Union, this state is the border between the Magicians of the south and the rest of the known Heavenly South Continent. Well, more like the border between them and the 5,000 km wide desert separating Yu State and the Moulan Plains. Due to this common enemy, the Nine Nations Union will be able to retain neutrality in the coming conflict between the Righteous, Devil, and Heavenly Dao Alliances. Unfortunately, due to the invasion of the Soaring Tribe, they'll be forced to give their territory to the Moulan Tribe survivors and carve out their own in the former territory of the other three great powers.

Soaring Heavens City

The capital of the Nine Nations Union, everyone that lives here is a cultivator of some stripe, and seven Nascent Soul cultivators live here to enforce peace within the city. After the Righteous and Devil Dao Alliances grow stronger and the Heavenly Alliance Dao forms, the Nine Nations Union will also start centennially holding a massive trade meet here, where most of the Nascent Soul cultivators of the Heavenly South Continent's cultivation world conduct trades and purchase valuable materials and ingredients.

Sea of Scattered Stars

The Sea of Scattered Stars is a massive oceanic region dotted with islands of various sizes. Due to the dangers of the ocean, from spiritual beasts to strange and powerful weather, the mortals and cultivators here live a far more connected life than those of the Heavenly South Continent. It is divided into the Inner Sea and the Outer Sea, with the Heavenly Star City in the middle. The Inner Sea is where everyone lives in the region and is quite habitable. Meanwhile, the Outer Sea, also known as the Demon Sea, is mostly unexplored and is crawling with all kinds of spirit beasts. The Inner sea itself is separated into areas called the 12 inner star islands and 24 outer star islands, divided by their proximity to Heavenly Star City. It is in the southeastern corner of the region that Han Li arrives here after activating an ancient teleportation array.

Heavenly Star City

Lying at the center of the Sea of Scattered Stars, the Heavenly Star City was built on an island with one massive peak, which is home to the Star Palace, the most powerful force in the region, led by the “Heaven’s Star Saints Duo”, a pair of cultivators at the Nascent Soul stage. The Star Catching Assembly held here every hundred years is how the rulers of the 24 outer star islands are decided. Additionally, a set of teleportation arrays allows access to the Outer Sea, for the purposes of cultivators hunting powerful spirit beasts for powerful materials for either the bounty or for their own use.

Kuixing Island

Being one of the three largest islands of the southeastern corner of the region, and part of the 24 outer star islands, it is here where Han Li begins his life in the Sea of Scattered Stars. It’s overall unremarkable.

Moulan Plains/Endless Sky Plains

Being separated from the Heavenly South by a desert 5,000 km thick, these plains are known by two names depending on who you ask. The Moulan Tribes call it the Moulan Plains, while the Soaring Tribes call it the Endless Sky Plains. As you can probably guess from this difference, both of said nations have been at war since time immemorial. Unfortunately for the Moulan Tribes, the Soaring Tribes take advantage of their push into the Heavenly South (which they will do in roughly 200 years) to take over their territory in the plains, forcing the Moulan to furiously negotiate to obtain the southernmost states of the Heavenly South, which they manage to succeed at. These plains are almost devoid of cultivation resources, and ironically despite being massive green plains the mortals aren’t all that developed, being mostly nomadic tribes. There are no known cities here. The relationship between mortals and cultivators here is quite unique, with mortals almost worshipping the cultivators.

Great Jin Empire

Lying to the south of the Endless Sky Plains, the Great Jin Empire is called as such because there is a single monolithic mortal empire that controls the mortal world of the entire region. For the cultivator side of things, it is also considered the heart of the cultivation world, having so many cultivation resources and cultivators that ironically, spiritual herbs and treasures and such as a lot more expensive than in most other regions from sheer demand despite the supply. Even then, you can find plenty of items here that you couldn't elsewhere, such as small boxes that expand into a sizable and furnished room with some weak formations for privacy (that notify you if anyone tries to look in with their spiritual sense or in some other way). Apart from righteous Dao, devil Dao, and neutral sects, there are even Buddhist and Confucian sects too. In short, if you want to have tons of adventures as a cultivator, this is a good region to start, although do keep in mind that this region holds a handful of Deity Transformation cultivators. Also, rather than being separated into states like the Heavenly South, it is separated into 108 provinces. It's all one big state, after all, even if it is bigger than the entire Heavenly South, much less any of the states within it.

Liao Province

One of the northernmost provinces in the Great Jin Empire, and almost entirely uninhabited since most of the state is just a frozen wasteland, this is the province that Han Li finds himself in when travels south 300 years in the future. Curiously, there seem to be some ancient tombs scattered around holding Nascent Soul cultivators, who turned themselves undead and generally just stay in their tombs. One of them in particular is scheming to take control of the three great clans of this province, although there are those scheming against him as well.

Capital

The capital of the Jin Empire is a testament to the will and discipline of mortals, as unimpressive as it might be when compared to true wonders of the cultivation world. One of the more iconic features are the 15 meter tall walls composed of six layers that are built in concentric circles every half kilometer interval away from the center of the city. Additionally, it is divided into 13 districts, with the northernmost one being the imperial palace. The imperial Ye Clan is part of the imperial family and works for its best interests, despite the alleged neutrality of the human empire, although after a mishap within the legendary Kunwu Mountain more than 200 years in the future, the whole clan will be wiped out. There is plenty of intrigue and resources to be found here, although do keep in mind to not pick fights, or you might find the seven Nascent Soul enforcers paying you a visit.

Umbra Realm

Lying somewhere between the Mortal Worlds and the Elder Devil Realm, the Umbra Realm is as mysterious as it is dangerous. Perhaps the most notable aspect of this oddly small (compared to the other Worlds) world is that any Qi is suppressed, reducing even peak Nascent Soul cultivators to mortal ability and sealing all of their supernatural capabilities away. Not that this changes much given the secondary benefits that cultivation has on the body, not to mention those who use body cultivation methods. The place is connected to the Mortal Worlds through a spatial tear that opens every decade slightly above the peak of the highest mountain of this place, which lies in the middle of the realm. Outside of that, cultivators and mortals are occasionally dragged here by strange and incredibly rare bursts of incredibly powerful devilish qi that emerges from the deepest crevices of ocean floors. Those who end up here gather in cities made of black stone, the only workable material in the otherwise lifeless wasteland, and protect themselves from the many demonic spiritual beasts that spawn by using the soul gems that most of said beasts possess in their bodies, harnessing their soul energy for strange formations that defend the city walls and attack any hostile beasts. Unfortunately the meat of said beasts is largely inedible, save for certain varieties of them.

This is a very depressing land to be in, but perhaps if you mastered strong martial arts, you might be able to carve a place for yourself in this world. Or maybe you'd like to gather as many of the soul stones as you can (they're very valuable in the Mortal Worlds), and leave via the mountain in the center of the realm. Maybe you're a Ghost Dao cultivator of great power and managed to find a way to harness the incredible Yin energies of this realm to further your cultivation? Regardless, there's little to be done here but live a dangerous mortal life.

Spirit Realm -100cp

If you want to start in the Spirit Realm directly, you must pay 100cp. Alternatively you can start here for free, if you're fine with being an ascended cultivator, the downsides of which will be outlined later. To reach the Spirit Realm from an unlinked Mortal World is borderline impossible, even assuming a cultivator layers dozens of incredibly powerful protective treasures. Even doing so successfully has an immense chance of going awry somehow. This is why it's so rare to find cultivators ascending to the Spirit World from the lower realms. Still, any that do find that they are no longer at the peak of the cultivation world.

Mortals do exist, of course, but instead of cultivators reaching Nascent Soul at most for the most part, it is possible to cultivate all the way to the Tribulation Transcendence realm, although as you can probably expect the number of cultivators in each realm lowers more and more the higher you go. Not to mention how Nascent Soul and Deity Transformation cultivators experience a heavenly tribulation every three hundred years that they remain in this world, while those at the Void Refinement, Body Integration, and Mahayana realms experience a grand heavenly tribulation every three millennia. This is for human cultivators of course; those of inherently weaker and shorter lived races might face far weaker tribulations that occur every few decades or centuries, while those of inherently stronger and longer lived races face vastly more powerful tribulations every few millennia or tens of thousands of years.

Even worse, these tribulations get stronger each time they happen, regardless of if the cultivator has managed to progress and become stronger. Despite cultivators achieving an eternal lifespan as early as Deity Transformation, these tribulations cause a lot of death among powerful cultivators, even being the primary cause of death by far. This is even worse for ascended cultivators, who must take a Dust Wiping Pill yearly for a century to remove the residual World Qi of the Mortal World they hail from, and all of their children have to do so as well even if they're born after the cultivator has finished with this process.

Why must they do this? Because the Spirit Realm otherwise recognizes them as foreign, and increases the power of the Heavenly Tribulations immensely, making them impossible to survive without extensive amounts of incredibly powerful treasures and techniques, and even then death is incredibly likely. And the subsequent Tribulations get stronger even faster than normal too, if they miraculously survive the first one. Not to worry though, major cities owned by the various races generally tend to have a supply of these pills, although perhaps owing them such a massive favor might not be to your liking.

One of the biggest differences from the lower realms is the daylight cycle. Beyond the days and nights being three times as long, there are seven celestial objects in the sky, instead of a sun and moon rising and setting. Dawn comes when one of the celestial objects turns into a sun, and the day progresses as the others also turn into suns. Then, after there are seven suns in the sky, they each start to turn into moons one by one, and when the final sun turns into a moon, night comes. The suns/moons themselves also simply stay in their spot in the sky, never rising or setting anywhere on the horizon. There are three major continents in this realm; the Tian Yuan continent, where the human and demon races live alongside many foreign races such as the Yaksha race and Wood tribe, the Thunder Continent, with the 13 Heavenly Races, the Jiao Chi race, and the Flying Spirit tribe, and finally the Blood Sky continent, the most mysterious of the three.

A noteworthy event is the devilish tribulations; occasions that partially connect the Spirit Realm with the Elder Devil Realm, always resulting in a massive invasion by the forces of the Elder Devil Realm. The next one is going to happen roughly 2,000 years after the jump starts, and will be particularly fearsome as the Sacred Ancestors, the Grand Ascension level beings of that realm, are intent on actually colonizing the Spirit Realm.

In terms of powerlevels, things work a little differently. Thanks to the popularity of the Vajra arts, a body cultivation method based around forcibly injecting worldly Qi into your body which does not require spiritual roots, powerful mortals can contend against Foundation Establishment cultivators generally, with the most powerful body refinement warriors being capable of contending against Nascent Soul cultivators. There are even tools that allow mortals to use relatively unimpressive spiritual tools. Mortals are not quite as irrelevant as they are in the Mortal Worlds. Outside of that, little is different for cultivators, save for perhaps more opportunities to obtain powerful treasures and attain even greater heights of power. Han Li in particular will accomplish ascending to the Spirit World around 1100 years after this jump begins.

Heavenly Origin

One of the three human regions that are surrounded by seven demon regions, which are themselves surrounded by an unknown amount of regions dominated by other races, the Heavenly Origin Region is ruled by the Heavenly Origin sage, and lies in the Tian Yuan Continent. Together with the other two Sovereigns of the human regions, they've struck a deal with the seven Demon Kings to prevent excessive bloodshed between the two races; the demon rampages targeted at human cities that occur when the lower grade demons reproduce in too large quantities cannot be repelled by high-grade cultivators (Core Formation and above), but likewise cannot have high grade demon participants (Roughly 4th grade demon beasts and above). These "beast waves" generally tend to be composed of just one demon race, but those with two or more are significantly more dangerous and are generally called "grand beast waves". Additionally, members of either race who are too powerful, generally Nascent Soul and above, are forbidden from entering the regions of the other race. This ensures a tentative half-friendly half-hostile relation between the two races, allowing smoother alliances against invaders of other races that come from the distant unknown regions.

An Yuan

A "small" city in the Heavenly Origin region, this city houses millions of people, and is relatively poor in terms of wealth or body refinement of mortal warriors garrisoned. This is the city that Han Li arrives at first when he enters the Spirit Realm, roughly a thousand years, give or take a hundred, after the jump begins. Shortly after he arrives, it is invaded by a grand beast wave of four different demons, spelling doom for the city and causing it to fall to ruin.

Setting Sun City

In ancient times, there weren't actually seven "suns". Rather, there were nine. However, during the first arrival of humans and demons to the Spirit Realm, the entire Realm was wracked with war. This not only completely changed the face of the Spirit Realm, but also felled two of the suns. One of the two suns fell here, creating a gargantuan crater. It's so large that even Deity Transformation cultivators wouldn't be able to cross it even with a full year of flight. Obviously, a few human and demon settlements appeared on the border of this crater, as it ended up right in the middle of the borders of the demon and human countries.

The Setting Sun City is one of the more well-known ones, being so popular it is ranked as one of the top three cities in the whole Heavenly Origin region. Funnily enough, on the opposite side of the crater is a demon city with the same name, which is even larger. This Setting Sun City is separated into five districts; three of them are for mortals, and the other five are for body refiners and cultivators. With the exception of the center where everyone must pay a spirit stone to perform trade, trade within the city walls is largely unrestricted. Obviously the best markets are in the center of the city. Perhaps you'll make ventures into the crater itself, filled with plants, beasts, and strange spiritual herbs?

Deep Heaven City

At the border of the Heavenly Origin region, there lies a massive city that both humans and demons inhabit, serving as a gate and blockade for anything outside the region trying to enter it. It is split in half, with one half being populated by humans and the other populated by demons. The city is filled with azure towers, the bases of which are surrounded by the pagodas of smaller buildings, with these pagodas ranging from a few kilometers to a few hundred meters in height. The buildings would almost look ordinary if it wasn't for their sheer size. The city is right in the way of an extremely powerful formation that protects the border of the Heavenly Origin region, and only has two exits; one leading into the human and demon regions, and one leading out to the uncharted wilds. As you can expect, the one leading outside Heavenly Origin is extremely heavily guarded, unlike the other gate.

Another important thing to note is that cultivators who ascend from a Mortal Realm end up in this city, unless spatial storms veer them off course (such storms can even make you land in completely different continents). Seeing as the cultivators who ascend tend to have greater potential, being the best cultivators of their respective Mortal Worlds, they are seen in high regard and appointed as part of the city's military immediately. The city also provides a steady supply of Dust Cleansing pills to ascended cultivators. Be careful of the great invasions from strange foreign beings that happen every 10,000 years, the next one is going to happen in a bit more than a millennia, and it will be far stronger than most previous invasions.

Tian Peng Holy City

This is very far away from the region where humans exist. In this continent, the dominant race is the Flying Spirit Tribe, a group of various races of spiritual birds. The Tian Peng specifically have wings that change in color depending on their power. The Holy city of the Tian Peng is hidden within a powerful illusory formation, disguising the entrance as merely another unimpressive mountain in a mountain range with perpetual dark clouds above them. The city itself is immensely large even by the standards of cultivator cities, carved out of mountains and surrounded with walls of white brick. From about a dozen places in the sixty-meter tall walls, massive pillars that glow in rainbow colors stretch to the sky and project a white barrier. This barrier allowed the Tian Peng to avoid extermination multiple times in the race's history.

The city buildings themselves largely resemble cylinders, complete with conical roofs and doors and windows all along the building's height. The Tian Peng can fly without spiritual powers, after all. Some cave abodes are even built into cliffs. Thanks to the fact that only those who have cultivated to the point they can obtain a human form, the population is a relatively low 40 million, although the Tian Peng race totals over a billion in number, despite being one of the weaker branches of the Flying Spirit Tribe. Hopefully you're a Tian Peng being or can pretend to be one.

Cloud City

Above the Thunder Continent lies one of the two floating inhabitable lands of the Spirit Realm. While it can't drift with the winds like Sky Island can, Cloud City can still adjust its altitude with the seasons, usually hovering several hundred kilometers up. The island itself is constructed almost entirely of a mysterious white material. Aside from the size of the floating island, another immediately notable feature are the thirteen massive white balls, each more than 30 km wide. These are actually puppets that symbolize each of the 13 Heavenly Races that control the island, with each ball having power equivalent to an early Body Integration cultivator. The city is the capital of the 13 Heavenly Races, after all, so the defenses are appropriately potent. Do make sure to steer clear of the balls, though, as they automatically devour anything metallic that comes within 3 kilometers of their surface. Additionally, you should avoid fighting within the city borders. Otherwise the restrictions of the city will catch you, and banishment would be the tamest punishment you could get, possibly even having your cultivation base stripped away. Even the elders of the 13 Heavenly Races must abide by this rule.

One interesting quirk of this city is that most of the buildings are largely unique. Differing in style and size, it's like a mishmash of countless different cultures and architectural designs. Additionally, in this Tian Yuan continent there exists a series of badges known as the Vast Glacial Badges. Occasionally they appear around the continent, where everyone gathers them (every major faction can usually only gather a few dozen). The reason these badges are so sought after is that they grant passage to the Vast Glacial Realm; a deteriorated pocket realm that had once been connected to the True Immortal Realm. Understandably the qi within this realm is incredibly abundant and sought after for cultivation, although the treasures and medicines are unfortunately too tightly guarded by weakening but still powerful restrictions and spirit beasts, so most don't bother looting anything and just cultivate. As a side note, there's at least two Mahayana cultivators in this continent, although they thankfully keep to themselves for the most part.

Elder Devil Realm -100cp

The Spirit Realm isn't the only realm where ascended cultivators go. There are countless realms on their level, and this is one of them. Unlike the Spirit Realm, it has three suns and a crimson sky. Additionally, cultivation realms go by different names. For example, Body Integration is Devilish Lord, and Grand Ascension is Sacred Ancestor (the latter of which always have at least three weaker avatars of themselves, sometimes more, to run things in multiple places at once). And of course, rather than normal spiritual energy, the realm is permeated with devilish Qi instead, resulting in differences such as using devil stones instead of spirit stones for currency. Notably, every major settlement and city has a Body Integration devilish cultivator ruling, hence the "devilish lord" title. Aside from that, the realm is quite similar to the Spirit Realm, possessing many species that somewhat coexist together and those at Nascent Soul or above experiencing minor or major heavenly tribulations.

In this realm, there are quite a few extremely perilous locations, such as the Illusion Howl Desert that prevents any Qi usage inside it, forcing people to use special spirit beasts native to the desert if they wish to traverse it, and even then it takes a few decades to do so from how large it is. These perilous locations are actually the remnants of a massive battle between two True Immortals descended into the realm and the Stemborer Queen, an insect spirit beast able to consume anything and reproduce by the billions, who had been consuming all life and energy in various realms (destroying those realms in the process) for 200,000 years prior to the battle. It's not actually dead, as for whatever reason the Immortals had to seal it.

The fun part of all this is that the seal is weakening and the Stemborer Queen has managed to start reproducing a bit so there's regular batches of a few dozen Stemborer insects trying to eat away at the seal, only stopped by various Sacred Ancestors desperately trying to maintain the seal's integrity. It is thanks to this that the Sacred Ancestors will try to colonize the Spirit Realm when the two realms temporarily become connected about 2,000 years from now. If you manage to obtain power on the level of True Immortals, perhaps you'll try to do something about this Stemborer Queen?

Devilish Origin Sea

A gigantic ocean, even by Elder Devil Realm or Spirit Realm standards, the Devilish Origin Sea is said to be the origin of all native life of this realm, hence the name. It is covered in a perpetual storm harsh enough to give Body Integration cultivators some trouble, not to mention the aquatic spirit beasts in the water. Notably, somewhere in this sea is the Clean Spirit Lotus and the Spirit Cleansing Pond, hidden within an island surrounded by a massive net of powerful lightning. These are said to give those who bathe in it a chance to break through to the Grand Ascension realm, although if they fail they end up stagnating in their cultivation, doomed to never be able to progress. There are some methods of negating this drawback, of course all involving extremely rare materials. This island is also the only place in the Elder Devil Realm with spiritual Qi rather than devilish Qi, perhaps concentrated due to the devilish Qi everywhere else in the realm pushing all the spiritual Qi of the realm into one location.

Blue Waterfall Lake

A rather large lake with a city built on top of an island within it, Blue Waterfall city is actually the main source of Bloodthorn Rice in the Elder Devil Realm, a rather precious material that is extremely heavily regulated, to the point nobody who hasn't stayed in the city for at least a year can legally purchase more than two pieces of the rice. It is ruled by the Sacred Ancestor Liu Ji, who is one of the three devilish patriarchs, those who are at the top of the Elder Devil Realm. Aside from that, this is where Violet Spirit ends up and eventually meets Han Li during his visit 2,000 years into the future. There's also the Vast Origin Pavilion, the local branch of a multi-Realm organization that deals in information.

Perks

All perks in an origin's section are discounted to that origin.

General Perks

Spiritual Roots -0/100/300/400cp

This is a xianxia jump, that means cultivation. Would be weird if you couldn't cultivate, yeah? So here you go, for free you'll have the basic requirement needed to cultivate at all; Spiritual Roots. The way these work is that each spiritual root has an element. Maybe it's one from the fundamental Five Elements like fire, metal (more commonly called Gold), wood, water, and earth. The element of your spiritual roots determines which elements you have affinity towards, and which elements your cultivation method must use if you want to avoid a horrible, horrible death. Unfortunately, having more affinities/elements/spiritual roots gives you lesser potential, while having less gives you greater potential, so those with a single spiritual root are generally called Heavenly Spiritual Roots.

For free you get a three-elemental spiritual root, or three spiritual roots, or whatever you want to call it. This lets you choose three elements, and gives you what could be considered average potential, all other things being equal. If you'd rather be above average then for 100cp you have two spiritual roots instead. For being exceptional, you can have Heavenly Spiritual Roots for 400cp, being of a single element and such great potential that you don't even have to worry about the first few bottlenecks of rising to the next cultivation realm until you enter Core Formation. As a bonus, having Heavenly Spiritual Roots will also give you exceptional talent in all things. Alternatively, for 300cp instead you will have mutated spiritual roots, which are combinations of two or three elements, for example Earth and Water make Lightning, while Metal and Water makes ice. Other weirder elements like light, darkness, and wind also exist. Mutated spiritual roots are only slightly worse than Heavenly Spiritual roots, although only when using a method that is specifically attributed to their mutated element instead of one of the component elements, which are somewhat rare. Just remember that without great effort and some luck, no amount of talent can take you to the top of the cultivator food chain.

Cultivating The Spirit -0 to 1400cp

Cultivating is an arduous process. Even with millennia of cultivation, those who actually manage to ascend to the True Immortal Realm are vanishingly rare even when taking into account all the Mortal Worlds and Spirit Realm together. But maybe you don't want to bother with all that. Maybe you just want a specific level of power and will be content remaining there for the rest of your lifespan, and don't want to bother with cultivation otherwise. If so, this perk is for you. Instead of starting at the bottom, you can purchase some specific realm of cultivation to start at. You'll gain the cultivation base and the amount of overall experience (and age) that a normal cultivator of your realm normally has.

This does come with the same downsides though, namely the amount of Baleful Qi accumulated in your being that no cultivator can truly avoid. This Baleful Qi is accumulated through murder, which as you can guess is quite common in this world. Special Devil or Buddhist techniques can remove or use this Baleful Qi for power, of course, and aside from being there it doesn't really do anything if not accumulated in incredible amounts (which you won't start with). So while you should keep it in mind, it's not as relevant as you might think it would be.

Aside from that, you'll largely have to purchase Treasures, cultivation methods, techniques, etc elsewhere in this jump, because you won't be getting much of it from this purchase. At best you'll be particularly poor for a cultivator of your level for whatever reason, and will need to expend some effort to gather resources comparable to more normal cultivators at whatever stage you purchase. Be careful if you purchase the Nascent Soul realm or higher. In the Spirit Realm this means you'll have to worry about Heavenly Tribulations (as detailed in the Location section), and in the Mortal Worlds you'll have to deal with not being able to use Mid Deity Transformation or higher levels of power without lethal World Qi backlash.

For free you'll be at Qi Condensation, obviously. Worth noting at this point that this perk is optional if you truly want to start from scratch. From there it's 200cp per realm; 200cp for Foundation Establishment, 400cp for Core Formation, and so on until 1400cp for Mahayana. Check the notes for a full list of the realms of cultivation in this world. As a side note, this puts you in the Early stage of the realm, but you can get Mid stage for an extra 50cp, or Late stage for an extra 100cp instead. For example, being a Grand Cultivator in the Mortal world would be 700cp, leaving you in the conventional peak of cultivation of the Mortal World at Late Nascent Soul.

Daoist Patience -0cp

A rather common fixture of a cultivator's life is vast stretches of time doing a single task, such as cultivating, refining some treasure, or even merely waiting for something. Understandably, you wouldn't last very long if you couldn't cope with such timescales. So, for free, you'll have learnt some technique or maybe were born with the innate talent of just having an infinite amount of patience. Just spent the last several hours in intense combat and suddenly need to wait a few boring days for something to happen? No problem for you. Waiting for someone to arrive at an agreed location by sitting on a rock without moving or twitching a single muscle for several weeks? That's perfectly doable. Spending several centuries doing a monotonous task like cultivation or refinement? Child's play. You will have no issues with things like boredom or ennui, or even simply being burned out on things. Now go forth and cultivate already. The world doesn't wait to throw dangerous things at you.

Vision Of Spirituality -0cp

Let's step back from the world a bit. The manhwa of this story is known for being quite good, and the designs of the characters are very striking. From hulking beasts to lithe women, there's quite a variety to be found, and very colorful too. If you like, you can experience the world with the same 'artstyle' of the manhwa. It's obviously just aesthetic, but it's indeed a very nice aesthetic. You can toggle this perk on or off whenever you wish, if you would like to see how things look without this artistic lens.

Carved From Jade -100/200cp

Cultivation largely doesn't improve your appearance. Sure, you might get smoother skin and maybe (big maybe) become slim and/or muscular, but your proportions and face remain essentially the same. Obviously, there are techniques to preserve one's youthful appearance and even rarer ones to improve it outright, without needing things like makeup. These are almost always just used by female cultivators, but it's not unheard of for male cultivators to use them as well. And of course, even with all these, there are those who just stand out, their natural beauty surpassing nearly every cultivator out there. And with this purchase you'll be among them. As a side note, women who are beautiful tend to be referred to as Fairies here.

The base purchase of 100cp makes you conventionally beautiful, certainly enough to turn heads and stand out, but on a reasonable level if that makes sense. You are extremely well endowed in general, being incredibly masculine or feminine as a man or woman respectively. You're definitely easy on the eyes, whether it be your face, your body, your hair, or whatever else. If you're not satisfied with just this then for a mere 200cp you may gain a level of beauty that is almost never seen, enough to shock even powerful and greatly experienced cultivators who see you for the first time, definitely enough to be called the pinnacle of attractiveness.

Do watch out, as this level of beauty is definitely enough to get you branded as the most beautiful person in an entire continent. If you're a woman, then you can (and likely will by pure accident) cause massive wars to break out from just how many powerful cultivators will want to take you to bed, and as a man you could seduce all but the strongest willed women that you ever meet. Either way those who are attracted to your gender will be utterly awestruck by you, and even those who aren't will almost definitely burn with jealousy unless they do not care about appearances in the slightest, like Buddhist monks. Perhaps you should start wearing veils to hide your face?

Fairy Magnet -100cp

Despite cultivation not directly improving appearance, there's no shortage of attractive people in this world. Well, perhaps "no shortage of attractive women" would be more accurate, as male cultivators usually don't care enough about their appearance to actually bother making themselves handsome. But still, even with the vast majority of (female) cultivators being good-looking, there are those who are on a whole other level. Those that you seem to regularly come across. In other words, for whatever reason you'll almost constantly come across outrageously attractive members of your preferred sex, largely in situations where you can easily build up a warm and intimate relationship with them, or perhaps something more platonic if you wish.

Maybe you saved some humble cultivator from an aggressive suitor and they're feeling very grateful about it, perhaps you showed off a lot while stuck with someone and they came to adore you as reliable and strong, maybe you showed indifference when they are usually highly praised by suitors and sparked their interest that way, or maybe you had a freak accident with some aphrodisiac mist or pill or whatever and the following night full of unrestrained carnal passion refuses to leave the heads of either party.

Whatever case you could definitely be called unfairly lucky when it comes to romance and your sex life. Obviously, they'll generally turn out to be fine with you building a harem, or maybe only taking one wife and the rest as concubines, and they'll get along so great it'll be as if all the members of your harem are lifelong friends with just some months of interaction. Careful with those who might be jealous of your popularity.

Eternal Spring Memories -100cp

Immortality is all well and good, but forgetting important things is usually not fun. Normally cultivation does improve your memory quite a bit, but that's not to say that cultivators can't forget things. Well, if you don't want to deal with that, this is the solution. Perhaps obtained from a weird and obscure cultivation method in the Mortal World, you've obtained endlessly eidetic memory. It might take you a few seconds of focus to recall memories more than several centuries old, but you'll no longer forget anything you experience, for better or worse. Additionally, you find learning new languages (mundane ones at least) incredibly easily, becoming fully fluent in any normal language in less than a day of practice. This doesn't apply to inherently supernatural languages like silver beveled text or golden seal text of course, but it can still be handy if you want to travel a lot.

Refined Essence -200cp

One of the most fundamental aspects of cultivation is refinement. You refine yourself, your treasures, your pills (to consume them), possibly your abode, refinement is such a versatile thing that it's completely ubiquitous in the world of cultivation. While you won't be able to refine things until you reach Foundation Establishment and you'll only really get to do so properly when you reach Core Formation, it is still a rather core part of a cultivator's abilities. That's not to say it can't be risky, however, as sometimes refining something the wrong way or refining the wrong thing can have disastrous consequences. With this purchase, though, you no longer need to worry about that. You are particularly talented in the art of refinement, guaranteeing success when refining or fusing things, and making it an overall smoother process that has no chance of blowing up in your face, even when messing with immensely volatile materials. Of course, if you're careless then even your talent at refining won't save you from mistakes. Just be careful and you won't need to worry about something going wrong.

Strange Being - 200cp

Maybe you don't want to be human, for whatever reason. That's perfectly fine, there's quite a few interesting races out there. From the demons which begin little different from spiritual beasts until a certain point, to the various foreign beings of the Spirit Realm like the Spirit Tribe (elementals essentially), the Flying Spirit Tribe (birds that take on winged human forms), or the Fire Yang Race (lamia people), or really whatever else you can think of, this option lets you be one of them. This'll generally confer some benefits above the baseline human condition, and these racial abilities will obviously be improved with your cultivation.

It is worth noting that these beings use a different metric for cultivation; for example, 6th grade is roughly comparable to Mid Core Formation, and 8th grade is roughly comparable to Early Nascent Soul. Those at the Deity Transformation and Spatial Tempering realms are called the "upper race", where the numerical grades start from one again, and those at Body Integration are referred to as "holy race", where the grades start from one once again. If you're at the Mahayana stage, then you're a True Spirit in your own right.

Sadly non-humans generally only gain human bodies when they reach 8th grade power and pass a special Heavenly Tribulation, although with strange techniques or help from a more powerful non-human they can gain human forms earlier. By default you'll be a normal member of a race that is innately as powerful as humans. Your innate racial gifts can still be a great boon over humans, but in terms of raw power you're no different.

You can change this by assimilating the bloodlines of more powerful creatures and/or things with powerful spiritual nature like treasures or elemental energies, allowing you to evolve to an innately more powerful race, or you can use the Cultivating The Spirit perk to decide the level of power you possess innately from your race. In such a case then rather than having a powerful cultivation base, you'll be at the level of power you purchased naturally. The main benefit of this, of course, is that this is a fully racial trait, so it is inheritable. Even toddlers of extremely powerful races are known to be significantly beyond mortal humans.

Five Elemental Foundations - 200cp

In order to progress to the Spatial Tempering realm, you must have five elemental spiritual roots. However, those who have four or five spiritual roots almost never have the opportunity to cultivate to the point where their spiritual roots might be relevant. So, how do those with three or less spiritual roots do this? The answer is various forms of treasures and techniques to implant artificial spiritual roots into their being, in order to possess spiritual roots of all of the five elements. With this purchase, you won't need to go look for them, and you won't even need the unbelievably precious resources people normally need.

With this technique you may use some amount of Qi attuned to the element you wish the spiritual root to have, and with a ritual lasting about a day you can infuse it into the body of a target, giving them a spiritual root of that element if they didn't have one already. Thankfully (or unfortunately) this doesn't impact their potential should they already have spiritual roots, for better or worse. That said, if you use this on a mortal, they'll have potential comparable to three spiritual roots, regardless of how many you imbue into them. Make sure to use this ability responsibly.

Miraculous Opportunities - 400cp

Some people have a lack of talent and cease being able to progress past a certain point. Even those with talent can stall for a long time before being able to cultivate further. Ultimately, it's down to luck whether you'll gain the opportunities to grow stronger in your cultivation or not. Luck that you possess in spades. You'll generally come across beneficial situations that allow you to lessen the impact of bottlenecks and tribulations in some way. While actually surmounting tribulations and breaking through bottlenecks will require effort on your part, you'll definitely have a greater chance of succeeding than failing as long as you try your best. The best part is that this also applies to those you are close to, family, friends, and spouses finding themselves able to catch up to you at all instead of being unlucky and getting stuck at a bottleneck without being able to do anything about it.

Of course, cultivating too quickly can still end up with you being far less experienced than a cultivator of your level should be, and you should still spend some time after each breakthrough to solidify your foundation. But either way, achieving Immortality is no longer a matter of “if” for you and yours, but a matter of “when”. Well, this is only as long as you don’t get killed, of course. This luck only helps against bottlenecks and tribulations after all, not against enemies or freak accidents. It might still take quite a while, even with absurd amounts of resources at your disposal, but when cultivating to obtain eternity, are millennia really that important? As an additional benefit, this also works with “bottlenecks” of other skills or abilities that you possess which can grow in power, smoothing over the process and helping you find your way around any problems which might stump you. It doesn’t make your growth any faster, but you won’t need to worry about not being able to progress at all. Just remember that no amount of luck can make up for being a fool. If you don’t put in effort to prepare for bottlenecks and tribulations, this won’t be able to help you.

12 Awakening Transformations –400cp

Most non-human beings possess some kind of innate racial power, like the spatial abilities of the ice phoenix demons, or the time related abilities of the asura spiders. As you could expect, these abilities are quite sought after. But how do you gain a power dependent on a particular bloodline? You can’t just intentionally reincarnate into those beings, after all, and you might want the abilities of more than one race. This technique allows you to obtain such things anyway. Simply obtain a sample of the blood of a being you want to become, and refine it within your being. Obviously, the greater the quantity and quality of the blood, the better. Rancid week-old blood won’t give you anything, but blood freshly shed is ideal.

After that, you’ll be able to transform into a form appropriate to the blood you refined. For example, using the blood of a five-colored peacock would let you turn into such, while using the blood of a giant mountain ape would let you turn into one. Obviously, you’ll gain whatever innate abilities those races have, and those who can detect such things will be able to tell that your blood is a hybrid of your original race and whatever bloodline you’ve refined.

The individual power of the transformations are also enhanced the more bloodlines you refine, allowing you to combat beings one stage above you at 6 bloodlines, and punching up two stages at 12 bloodlines. Unfortunately this increase in power stops past the 12th bloodline you refine into your body. Of course, there's no actual limit to how many types of bloodlines you may refine. In future jumps, this will also apply to any form of ability sourced from the biology or physiology of whatever you're refining. Unfortunately any racial abilities obtained this way won't be inheritable, but maybe you'll just teach this technique to your descendants instead?

Elemental Physique -100/400cp

Spiritual roots and bloodlines are not the only way to become more attuned to an element. Another possibility are physiques. These are almost always largely boosts to your affinity with a certain element, letting you wield it with more might and greater ease than you could otherwise. For 100cp you get a basic one, which greatly increases your affinity with a certain element, and even noticeably speeds up any cultivation you might do related to that element. If this isn't enough, however, you may also purchase a vastly greater physique for 400cp.

This greater physique will, on top of the benefits of the basic 100cp physique, not only allow you to naturally generate a basic elemental energy of your chosen element to the same degree that you generate Qi, but it also allows you to absorb other elemental variants of your element to let you generate those variants to the same degree. Even absorbing a small amount would be enough for it. You could potentially gather an incredibly fearsome array of energies, and the best part is that just like the power of your own Qi, the potency of the elemental energies you generate will automatically increase with your own power without limit.

Additionally, this greater physique will let you transform your body completely into that of your element at will, or any other elemental variant you've absorbed, or even potentially a mix of all the elemental variants you possess. On top of a significant boost to the power exerted by your elemental energies, this also grants you far greater control over your element, to the point that with some practice, you could even form complex and powerful arrays on the fly purely with the elemental energy that composes your body.

If you study arrays, gather powerful elemental energies, and train with this transformation, you could potentially fight evenly against people two entire stages above you while transformed. Unfortunately the amount of time you'll be able to spend in this transformation will depend on your cultivation base, barely sustaining it for some minutes at Foundation Establishment and needing Body Integration cultivation to sustain it indefinitely.

Incarnated Avatars -600cp

As powerful as cultivators can get, they are still individuals. There's only so much that one cultivator can do. But as with all things, there exists rare and obscure techniques that can circumvent this limit. Namely, avatars. The techniques that allow cultivators to create avatars can vary in detail, but one common thing is that it usually takes a lot of rare resources to create one. With this purchase, however, you gain an avatar technique that requires no resources other than a body.

You merely need to find a suitable cultivator or mortal, remove their soul, and use this technique as a day-long ritual. This also includes some instructions on how to make human bodies if you don't want to kill people to make avatars. If you want non-human avatars, you'll have to find out how to make those bodies yourself, or just satisfy yourself with corpses of non-human cultivators.

Unfortunately without spiritually potent materials you'll only be able to craft bodies with three spiritual roots and thus average cultivation potential. With materials that a Foundation Establishment cultivator would find difficult to obtain you could make a body with two spiritual roots instead, and it would take materials that a Nascent Soul cultivator would have to look hard to find for crafting a body with Heavenly or mutated spiritual roots. Although of course this isn't strictly needed unless you're in a hurry for powerful avatars.

The thing that connects you and your avatars are the wisps of your primal soul that you infuse into the avatars during their creation. The primal soul is essentially what you would normally think a soul to be; the essential core of the self. This process, while requiring you to be directly present in the ritual to transform a body into your avatar, is completely harmless and has no side effects. Thanks to this, you'll have no trouble controlling your avatars, to the point you could pretend that your avatars are separate people entirely, maybe even acting as if your true body is the avatar in order to trick people. It would take something like the chaotic space between realms to cut off your connection to your avatars, although reconnecting with them once you cross that barrier won't be difficult. There are no real limits to how many avatars you may make, save maybe that the ritual takes about a day to complete.

All the avatars have separate cultivation bases, so while you'll have to perform arduous cultivation all over again to get your avatars up to par, they might end up surpassing your true body in power. Perhaps this can be useful if your true body is sealed in some manner? And finally, if an avatar cultivates to the Nascent Soul realm, they'll even function like a second (or third, or fourth, etc) true body, allowing you to live on even if your original body and Nascent Soul have been killed. Your primal soul can only reside in one of such avatars unfortunately, but you can choose which one if you die while having multiple avatars at Nascent Soul or above. Normally cultivators who know how to make avatars only make one or two for various reasons, but perhaps you'll make multiple?

Vagrant Cultivator Perks

I Refuse! -100cp

With the level of danger common in the world, much less the cultivator world, it's rather understandable that the weak-willed don't last long. You, however, take the concept of having strong willpower a step further, being significantly more stubborn and resistant to mind altering techniques than most people. Additionally, any techniques and supernatural improvements that enhance your willpower are significantly more effective on you, making it nearly impossible to bewitch you. You've also become very good at hiding your emotions and reactions, putting on a calm and unfazed front even if you're freaking the hell out internally. It certainly wouldn't be hard to put on the image of a calm cultivator regardless of the situation.

Dao Of Talismans -100cp

One of the most common magic tools in the lower cultivation realms are talismans. Strips of paper with spiritually charged symbols drawn on them, they can range from transforming into a weak copy of a treasure, transforming into various spells like fireballs, making you invisible, and so on. Understandably, the skill of talisman making is in high demand. And as you can probably guess, building up experience to become a halfway decent talisman maker is obscenely difficult, as the success rate compared to the costs of the materials involved means all but the wealthy are forced to abandon the endeavor to avoid complete bankruptcy. You can skip all that though, and simply become a master talisman maker directly, possibly with years of frustrating training in your past. You'll be able to craft talismans with at worst a 90% success rate. It's a tricky and expensive art, but with some patience and an hour or two for each talisman you could make quite a few spirits stones by selling your products. Although by the point of Core Formation common talismans start becoming worthless, so maybe you could gift some to disciples of yours?

Just A Humble Shopkeeper -100cp

Sometimes you simply have to learn a new skill. And even powerful cultivators have to start from scratch if they haven't done something before. It can be quite embarrassing to be a powerful cultivator and not have a clue on how forging treasures works. But of course, most skills only need a few years or decades to become quite good at it, and this training is done hopefully in secret. And you've become quite good at hiding such things, as you're not only talented at pretending to be a normal mortal for a few decades, but also somewhat lucky to rarely be bothered when in such disguises. You could certainly pretend to be a mortal merchant selling low quality treasures as you hone your craftsmanship for a while without issues.

Sharp Wit - 200cp

When living among cultivators, not paying attention to what is going on can spell death or worse. There's no shortage of malicious frauds or demonic cultivators looking for their next victim, so it takes some level of intelligence to last long as a cultivator. You definitely meet the mark in this regard, and even go above and beyond. You're very smart and perceptive, able to sniff out subtle clues that something might not be what it seems, and you're very good at analyzing what you know, letting you discern lies regarding things you are aware of with ease. If something doesn't add up, you'll notice immediately, and likely make a good guess at what might be lurking behind the scenes. Do remember that sometimes, not sticking your nose where it doesn't belong is the best decision.

Hundred Meridians Refinement Mantra - 200cp

Treasures can change the course of a battle when used properly, but they are also separate from your body, with the right techniques, it is possible to sever your connection to a treasure and destroy it. Understandably, this can be crippling to those who overly rely on their treasures in combat. So how could you prevent something like this? Well, how about you fuse those treasures to your body instead of throwing them around willy-nilly? This technique lets you do that, with some days of refinement. While you can only fuse body parts with one treasure at a time without extensive training and meditation to master and understand the technique, doing this still presents immense benefits to your body, namely benefitting from the toughness and properties of whatever you absorb, as well as still retaining the full powers of the treasure in question.

You can also unfuse the Treasure at will if you want to use it in a more conventional manner, and thankfully reabsimilating it will be as easy as an act of will in such a case. While fused, the body part you fused the treasure with will change accordingly, such as perhaps fusing a black mountain treasure into your hand making it as black as the mountain itself, and growing a mountain symbol on the back of your hand that represents the treasure. You can also do this with raw materials, although those tend to give lesser benefits.

Dao Of Treasures -200cp

While most cultivators know how to make treasures to some degree, there are those who focus on it to make wonders. With this, you could certainly be among them, as you're now immensely talented when it comes to the creation of treasures. You have an innate sense for how you can use inanimate raw materials for the construction of treasures, always having a general idea for what kind of materials you might need to craft whatever treasure you're thinking of making, and even know a few techniques to make handling volatile or difficult materials far more safe than otherwise. The treasures you make also always seem to be ever so slightly better than your creations otherwise would be, not enough to be overwhelming but significant enough to have an edge over others. Perhaps with enough effort and precious enough materials, you might create Divine Spirit Treasures? As a side note, these talents of yours work on elemental energies as well, letting you forge new forms of elemental energies with greater ease.

Dao Of Alchemy -400cp

Alchemy is a skill in high demand in all cases. Given the skill required to successfully concoct even basic pills, and the cost of gathering the raw materials needed for the processes, very few people can afford to become alchemists themselves. But it seems that you've passed that difficult period of learning alchemy, or maybe you just had a wealthy tutor. Either way you're an expert in all things related to spiritual medicine, alchemy, and acupuncture. You could cure any mundane disease with ease and few herbs, and can utilize your knowledge of anatomy to induce incredibly detrimental effects on your enemies, should you be able to poke them in the right acupuncture points in the middle of battle.

Better yet, you possess an encyclopedic knowledge of all kinds of herbs that exist in the region you're starting this jump in, and will be able to gather a similar level of knowledge of medicinal and alchemical materials with some mere days of investigation in new regions or even realms. You will rarely if ever fail when producing pills unless you're trying to concoct something way out of your league in terms of cultivation base, and you even have great luck when trying to find recipes and alchemical formulas for medicines you learn of, even if it's incredibly rare and obscure. Regardless of your cultivation level, you could make immense amounts of money by simply selling your services.

True Bloodline -400+cp

In the Spirit Realm, there are beings known as True Spirits, unimaginably powerful beings who can shape the course of the Spirit Realm with their actions, most of whom either ascend to the True Immortal Realm or live in closed off pocket realms of their own making. While they are technically at the Mahayana realm, in practice their natural abilities and might make them almost always far more powerful than normal Grand Ascension cultivators. Rather understandably, those who are descended from them have quite a bit of power.

With this purchase, you have become a descendant of one of these beings, and have an unusually pure and large amount of their blood running in your veins. This allows you to transform into an incredibly powerful bestial form reminiscent of your ancestor, giving you access to their racial abilities while in that form, as well as generally giving you great affinity to things related to them, such as being greatly attuned to fire techniques, treasures, cultivation methods, etc, if your True Spirit ancestor is some kind of phoenix. Maybe your ancestor is a Dragon, or a Human-Faced Wurm, or a Golden Crow, or a Kirin, or whatever weird creature you can come up with.

This is unfortunately all it gives you, but it is obviously hereditary. Additionally, it allows you to track down beings related to your ancestry in some way. For example, if you have the blood of a phoenix True Spirit, you could sense and track down any variant of phoenixes across distances that would be immense even for Grand Ascension cultivators. If you're not content with merely one True Spirit ancestry, you may purchase additional ones for 100cp each, undiscounted. The only real benefit this brings is the increased quantity of transformations and affinities, which while a great boon to your versatility will remain at the same level of power as your first purchase. Perhaps if you find your ancestor in the Spirit Realm, you'll accept their offer to turn you into a full being of their race as an alternative to remaining a hybrid?

Great Developments - 600cp

The world is filled with cultivation methods, from the weak and generic to the confusing and immensely powerful, and even some which focus on specific gimmicks for great effect. But where do these methods come from? Unlike things like treasures or alchemical ingredients, they can't just spontaneously form in the wilderness. The answer, of course, is that geniuses make them, usually with extensive trial and error. You, however, are beyond even those. Like the Monarch of Soul Divergence, you're unreasonably talented at creating cultivation methods, to the point you could forgo finding already existing methods outright in favor of creating your own path step by step, creating the next steps and techniques of your method(s) as you cultivate instead of following an already completed method, suffering no issues when it comes to cultivation speed from doing so.

You won't even suffer any issues from suddenly finding yourself at a dead end in terms of cultivation, your insight allowing you to avoid such pitfalls almost instinctively. Your understanding of cultivation is such that you could make several cultivation methods, each exceptional by themselves, designed to synergize together for vastly greater results, and even modify existing cultivation methods for different purposes, such as turning a demonic cultivation method into a Buddhist one. Perhaps you'll make a cultivation method that prepares a cultivator to become a cultivation pill for your use, or one that causes those who use the method to generate some particular elemental energy you favor. You can also make magic techniques separate from any given cultivation art if you wish. As a final note, you have a similar talent when it comes to martial arts, although those obviously yield far less than actual cultivation methods. Will you carve your legacy into this world?

Han Luck - 600cp

The world is filled with treasures, both weak and powerful. There are cultivation methods that provide exceptional power at a cost of additional resources, and the sheer variety of materials and herbs that can be found is mind-boggling. With this purchase, you'll come across many obscure and wonderful secrets, as your luck almost seems to draw you to sites where you can find powerful and rare treasures, pills, materials, herbs, techniques, arrays, cultivation methods, and so on. Even by merely traveling around a region or three aimlessly you could build up a powerful and fearsome arsenal and an incredible array of abilities, and, once in a blue moon and with a lot of effort, you might come across things that could remain core to your capabilities both inside combat and out of it, even after cultivating up several realms.

You're very likely to be a powerhouse among peers after a few centuries even with little effort, not to mention the sheer heights you can reach when you actively brave great dangers for the sake of great rewards. Sometimes the resources you find will prove to be extremely useful for surmounting otherwise immensely difficult obstacles, as if someone was planting them within your reach to aid you. With sufficient effort and bravery, you might even become able to fight cultivators a full realm above you. On top of all this, you have a strange sort of luck that lets you avoid stumbling onto situations you have no way to escape from alive, largely taking the form of lucky timing and the like. All that said, don't let yourself become arrogant, as carelessness can get anyone killed.

Sect Member Perks

Well Groomed -100cp

You are part of a sect, that means engaging with society instead of cultivating in your home all day. You might even be a young master. Either way, it would be quite embarrassing, and even dangerous, to not know your way around cultivator society. Accordingly, you've been taught etiquette and cultivator culture extensively, to the point you can wade your way through the minefield that is interactions between cultivators with ease. In future jumps this will also update with a similar level of education on local culture. You'll never embarrass yourself on a social occasion without meaning to.

Immortal Network -100cp

Some jobs you have to delegate but have to ensure are done right. And unfortunately not many people are trustworthy in the cultivation world. However, this is not something you'll have to worry about too much. Somehow, you are quite good at finding those who would make for genuinely loyal subordinates, continuing to follow your orders even if you vanish for large periods of time. They might not be talented or powerful, but if you possess power yourself you're likely to be able to promote them. Perhaps a mortal thug could be brought up to the position of gang leader for your convenience, or maybe a cultivating disciple could be given precious pills and treasures to let them gain great power. Either way, with some effort you can build a tiny but fiercely loyal group of underlings. Do not underestimate the value of loyalty.

Immortal Nostalgia -100cp

With how long cultivators can live, relationships you form can last depressingly short amounts of time. All it takes is being separated for a few years, and you wouldn't even know if a friend of yours died in some freak accident or to some powerful cultivator. And with how large the world is, you may never meet someone again. Well, you no longer need to worry about such things, as you tend to regularly come across those you already know and would like to meet again should they still be alive, circumstances making your paths cross for the simple sake of a reunion, even if it might be brief. Perhaps you'll get to see old friends become powerful cultivators over long periods of time.

Ruthless Fighter - 200cp

Treasures and techniques are all well and good, but if you don't know how to use them then even the most profound treasure won't save you from getting killed. Skill in combat still matters, and you have it in spades. You can remain calm in the middle of a heated battle and have immense amounts of experience to draw on to make tactical decisions. You'll remember which treasure or technique you have would be best used for any given situation and are masterful at tricking your opponents into giving you openings to exploit. All things being equal, you could win against peers impressively often, not to mention how you can hold up against those who are somewhat superior to you for a time.

Cataclysmic Graft Technique - 200cp

Sometimes you're simply taken by surprise when an enemy takes out a deadly trump card. When that happens you'll usually have little recourse to do anything other than die. With this technique, you'll at least have a chance to survive when that happens. What this does is conjure a large mist of blood around you, and allows you to sacrifice a limb, such as one of your arms from the tip of your fingers all the way to the shoulder, to completely avoid the damage of an attack that would otherwise kill you instantly. Due to the sacrifice you technically still get damaged, but losing a single limb is likely preferable to getting killed without being able to do something about it. You can use it as many times as you have limbs if your enemy is alarmingly persistent, although at that point you should probably be running away. Thankfully the technique doesn't stop you from regaining what you sacrificed, although the nature of the blood sacrifice will mean it'll be a lot more difficult than normal to regenerate.

Sect Politics - 200cp

Sects mean organization. Organization means society. Society means social influence. Social influence means politics. As powerful as cultivators can be, as long as they don't outright avoid interacting with any living being there is no escaping the horrible stage that is politics. You, however, won't need to avoid it at all, as you navigate the political landscape like a fish does water. You are very charismatic and have a mind well fit for scheming, and while you may lack in power or wit, you have a reliable instinct for which people are loyal and which people are merely waiting to stab you in the back and take all you have. Perhaps with the right scheme and some power to back up your plans, you could trick powerful cultivators into furthering your own agenda? Just remember that might is everything in the cultivator world, and no amount of political acumen will save you from an angry superior.

Spiritual Hierarchy -400cp

So, might makes right, and if someone has a higher cultivation base than you then you either possess enough power to functionally be their peer anyway or act subservient and hope that they won't kill you for some petty reason or to further their own goals. But does reality really work that way? Surely immense amounts of raw power shouldn't be able to substitute even the slightest amount of political knowhow? Well, no, for some reason that's just how things work, and with this purchase you can keep this weird aspect of this world in future worlds. In short, the more powerful you are, the less skill you need at actual leadership. Just put in some token effort to keep your subordinates in line, and any organizations you lead will run just as well as if you actually knew what you were doing, with no treachery or conspiracies brewing, at least none aimed at you. Your subordinates may spat among each other, but for whatever reason they'll respect your authority as long as you're more powerful than them, even if they would normally betray you without a second thought. The prosperity and stability of your domain will merely depend on you being more powerful than anyone else within rather than any logistical genius, almost as if the world bends over backwards to justify the perspective that you are rightfully the leader due to your superior might.

Spirit Eyes -400cp

Maybe you've cleansed your eyes with Brightsight Spiritual Water for some decades, or perhaps you've eaten some strange herb, or something else, whatever the case your eyes have obtained a strange ability. At a basic level your eyes have become far sharper, letting you see things kilometers away as if they were right in front of you, and giving you a significant amount of resistance to bewitching techniques that work through the eyes. However, by channeling a wisp of Qi into your eyes their real power is shown. They will glint in a color of your choosing while this is happening, and your sight will be sharpened to immense extents. You would be able to see things hundreds of kilometers away as if they were within arm's reach, the range of this obviously improving with your own power and cultivation base, and you will also be able to see through fog and mists, and anything non-solid, as if it was fully transparent. Of course, as this is a xianxia, restrictions with enough power behind them or dense enough mists of some form of Qi can block your sight, and the reverse also applies if you're the more powerful party.

Activating your Spirit Eyes also allows you to see spiritual energy directly, completely bypassing nearly all forms of concealment that can be found in this world, and helping immensely when working with arrays. It also lets you perceive things with far greater efficacy than your spiritual sense alone could, such as discerning the true age of a being by detecting their bone age through your spirit eyes. As a bonus, you will still be able to use this with any bodies you possess or turn into an avatar, or otherwise act through, even if normally you might need to repeat whatever ritual gave you these eyes for each individual body.

Dao Of Arrays -600cp

So there are treasures, elemental energies, techniques, pills, powerful cultivators, yada yada yada. But how about infrastructure? How do you prevent people from just flying wherever they please and destroying whatever they want? The answer is arrays. Complex and highly artistic, the science of arrays is simultaneously one of the most difficult to learn in the cultivation world and one of the most valuable by far. It is through arrays that abodes are protected and insulated, that all the bizarre and wonderful infrastructure of the cultivation world is created, and when you have an opportunity and the time to lay down an array in combat, they are usually immense advantages over your opponent.

They can range from as simple as soundproofing a room to as grandiose and esoteric as illusory formations that trap those within in entire false worlds that they cannot escape without overpowering the array. Things like teleportation, blocking flight in a designated area, massive and incredibly tough barriers, large-scale and long-term control of the weather, automatic defense systems, fields of extremely intense gravity that almost completely immobilizes those within, automatically refining a treasure or pill without a cultivator needing to be present, beds that heal those laying on it with sufficient time to let the array work, creating entire pocket dimensions filled with spiritual Qi and dragging parts of the world into them, sealing incredibly dangerous cultivators or beasts, all these and more are done through arrays. Of course, most of these are created by powerful cultivators due to the sheer complexity of the arrays themselves, to the point where lesser cultivators would break their minds trying to understand how the arrays work.

And with this purchase you become so talented at arrays that you would be hard pressed to find one as talented as you in all the Mortal Worlds and the Spirit Realm. You could design arrays with 99% confidence of them working as intended without any testing being needed to iron out any issues, of a level of complexity and power that would confound cultivators an entire realm beyond you, not to mention the mental damage incurred by those who are your peers in cultivation from merely attempting to understand your more advanced designs. You could figure out the purpose and functions of an array with a glance at the formation itself (provided you can see it), and could certainly modify arrays you know to be more powerful or to utilize different power sources. Perhaps you'll wish to construct your own network of teleportation formations that transport people all over the continents.

And obviously, your understanding can only grow as you keep cultivating, the added mental capacity that results from cultivating to higher realms deepening your understanding of arrays, and allowing you to create even more powerful and profound formations. Perhaps you'll sell your services at exorbitant prices? Do keep in mind that actually implementing arrays requires specially refined formation flags and precious materials, so while the kinds of arrays you can design is purely a skill, actually creating them requires great wealth.

Young Elder -600cp

What is the most valuable thing a Sect can obtain? Powerful treasures? Immense wealth? Supplies of precious materials ready for refinement? Obscene amounts of spiritual stones? No, none of those. The most valuable thing a sect can obtain is talented cultivators. All other things can be found with time and manpower, but without powerful and talented cultivators in your sect, you will never obtain the rest. And with this purchase, talented cultivators will be a resource you will have in plenty. Perhaps it's something about you or merely a twist of fate, but any organizations you run, whether a martial artist or cultivator sect, or something else like a merchant empire, will regularly have influxes of talented people ready to be trained up and become important assets.

Even without too much effort sunk into recruitment, you would not need to worry about your sect having a draught of talent and power come what may. And if you do make a great effort to obtain talented subordinates? You will commonly find geniuses and the immensely fortunate flock to your sect. Doubtlessly this will allow you to forge a powerful sect in the merciless cultivation world. Additionally, once in a blue moon you might stumble onto a vagrant cultivator that greatly surpasses you in power, that you can convince, even if only temporarily, to join your sect. These will be generally content to keep to themselves and only occasionally do whatever duties might be expected of an elder of your sect, such as showing up and intimidating your rivals, allowing you to use their name to significantly increase the amount of political power and influence that your sect holds. Carving the name of your sect into the annals of history is no longer as daunting as it might've been.

Items

All items under an origin are discounted to that origin. You may freely choose to import other items as long as it's appropriate, IE a property item into Spiritual Core.

Everyone gets a 400cp stipend to spend in this section only.

General Items

Xianxia Aesthetic -50cp

This is a xianxia world, that means that everything is chinese. Why not blend in? With this purchase you gain a small storage pouch that inexplicably has endless amounts of outfits of various designs, all at least vaguely chinese. You can have some martially designed black outfit one day, and a more ceremonial blue robe the next. These clean and repair themselves, of course. You will no longer need to worry about being stylish even in the middle of nowhere.

Xianxia Convenience -50cp

While the technology of this world isn't anywhere remotely the same as the one you came from, lacking things like electronics and such, that's not to say that things are completely primitive. For example, communication between cultivators tends to take the form of transmission talismans. These are specially crafted talismans that, when activated, record what you say into it, and then fly to the target that you specify. While it only travels so quickly and can only travel through normal space (things like going to another Realm is beyond these talismans) meaning they can be intercepted if someone knows the path it's gonna take, the spiritual nature of these items allow them to simply keep going indefinitely until they reach the target, wherever it may be. Even across tens of thousands of km, these messages generally don't take longer than a day or two to arrive. Unfortunately it can't track people down, so these talismans are generally sent to known cave abodes of whoever you want to send the message to. With this item, you need merely reach into a pocket or behind your back, and you'll find a sound transmission talisman in your hand.

Another popular trinket is jade slips. These are essentially small cylindrical pieces of carved jade that are designed to work with spiritual sense. Essentially, it's like a book or hard drive, except you sink your spiritual sense into them to read them instead of using your eyes or a computer, and writing in them also needs you to sink your spiritual sense into the jade slip. The amount of information these can hold is largely arbitrary, although for the sake of organization they are treated the same as books or folders and only tend to have information on some specific topic. With this purchase, you need merely reach into a pocket or behind your back, and you'll find an empty jade slip (of any of the five colors you choose) in your hand.

And lastly, there are various forms of containers that are universally used, all made of jade. Boxes, bottles, or whatever else, these are used largely because jade is immune to most forms of abilities that corrode or disintegrate materials, although as it's still normal jade various forms of sealing talismans are generally used for actually sealing things into them properly. With this item, you need merely reach into a pocket or behind your back, and you'll find in your hand whatever design of container you want, made out of ordinary jade. Of course, having the talismans to seal powerful materials or objects in them is up to you.

Cultivation Method -0/100/200cp

Okay, so. Cultivation. At its most fundamental level, cultivation is literally what it says on the tin; you "cultivate" your being, your body, mind, soul, spirit, and so on, and this "cultivation" makes you stronger. Obviously in practice this is a lot more complex, involving both circulating Qi through your meridians, chanting specific and esoteric incantations, and understanding the philosophy and spirituality behind the cultivation method that you use. Thanks to this, doing things like discussing philosophy with other cultivators can give you genuinely impactful insights on your own cultivation method, as some fundamental things (Yin/Yang, the Five Elements, the Trigrams, and so on) are universal and most likely required for proper cultivation.

With this purchase, you obtain your own cultivation method, largely up to you. It can be in a book or in a jade slip, whichever you wish, and if you somehow break or lose them you'll find a new one a day later. The base purchase allows you a basic and generic cultivation method based on one of the five elements, like Fire or Water, or in some other element, like Lightning or Ice. You can also choose other foundations for your method such as a Devil Dao (or Ghost Dao which is remarkably similar), or a Buddhist cultivation method, or a body cultivation method, or a sword cultivation method, and so on. Overall it'll be a largely average cultivation method and won't make you exceptional by itself.

Alternatively, you can choose to gain a cultivation method focusing on a gimmick, such as developing a powerful blood aura, improving your mental capacity and spiritual sense more than normal, or even something like draining your cultivation base three times early on to greatly stabilize and improve your cultivation base. These will obviously make you above average in regards to your gimmick, but below average in other respects.

If you're not content with an average cultivation method, you may pay an additional 100cp for an exceptional one. These will essentially be the same as above but granting you more power. Gimmick methods will also not leave you below average outside of their gimmick at this level, not to mention the power said gimmicks will have. All that said, your cultivation method will be complete up to Tribulation Transcendence, meaning you won't need to find a different and compatible cultivation method to replace it until you ascend to the True Immortal Realm. This trait is a little unusual, so perhaps you should keep it a secret.

The first cultivation method you purchase is free (or 100cp for an exceptional cultivation method), with subsequent purchases costing 100cp each (or 200cp for exceptional cultivation methods). On that note, it is possible to use more than one cultivation method. You'll still have a main one that serves as the "core" method, so to speak, with the rest being supplementary. For example, you can use a sword cultivation method as your core method and a few that improve your spiritual sense and body as supplementary methods. Unfortunately you can't stack similar cultivation methods, for example you can only have one body cultivation method at a time, but given the sheer variety available that might not be an issue.

Some examples of known cultivation methods include ones such as the Azure Essence Sword Art, which contains techniques to create blue projections of swords and shields, as well as being able to make illusory but solid copies of your weapons at reduced strength but great number (obviously being able to make stronger and even more numerous copies as you advance in cultivation). There's also the Great Development Technique, which massively boosts your spiritual sense, beyond levels normal for even those half a realm above you. And there's also the Heaven Bearing Devil Arts, which makes you technically immune to soul searching techniques and other things that mess with your soul by dint of interring your spiritual sense within it on top of making your spirit tougher, so that anything that would actually be strong enough to extract information out of you or mutate your soul against your will would kill you long before it manages to do anything productive.

Martial Arts - 0/100cp

Cultivation is all fine and dandy, but what if you don't have spiritual roots? In such a case you plainly wouldn't be able to cultivate at all. There is an alternative, however, martial arts. These are, as you can guess, supernatural martial arts with various stances and techniques and ways of moving and such that manipulate the Qi within you indirectly, letting you achieve supernatural feats despite not being able to cultivate your being into true power. There are two categories of martial arts; the "soft" ones that focus on agility and precision, and the "hard" ones that focus on raw might and toughness. Additionally, you can learn as many martial arts as you want, unlike with cultivation methods. After all, these are 100% techniques, rather than cultivating power within your being, and so the various martial arts don't interfere with each other thanks to being pure knowledge and skill. You gain 4 martial arts manuals for free, in the form of books (mortals can't use jade slips, after all), and may purchase additional sets of 4 at 100cp each.

Some examples of martial arts are the Cloud Steps, letting you metaphorically turn into a swift mist with each step, increasing not only your speed and agility, but even letting you escape from bindings by becoming as slippery as, if not more slippery than, oil. Another is the Way of the Armored Elephant, an extremely excruciating martial art to train in, which makes your body so unbelievably tough that even low Qi Condensation cultivators wielding magic tools would find you to be hard to damage, as well as increasing your strength to a similar degree. And of course there's the Metal Body, a general martial art taught by the Seven Mysteries Sect that Han Li would join. A test conducted four months after disciples begin training in the Metal Body consists of three main events; First, chopping down 20 particularly thick trees, using nothing but your bare hands. Second, standing on your head for 6 hours. And thirdly, swimming 10 laps across a large and very deep river in the sect grounds. You can likely imagine the kind of prowess expected of actual masters of the Metal Body. Unfortunately if you are a cultivator or simply possess power far beyond that of normal mortals, these martial arts will be largely useless to you. However, maybe you want to learn them anyway? After all, you never know when your supernatural powers may be sealed, restricting you to utilizing martial arts instead of your spiritual sense and Qi.

Magic Technique -0/100cp

Techniques aren't relegated to merely being part of cultivation methods or martial arts. Those which are independent of such things are called magic techniques. These are, essentially, spells. Fireballs that can melt metal in seconds at the lowest level, telekinesis, flight, freezing targets, conjuring quicksand, body concealment that hides you to all senses but sight, seeing spiritual auras directly with your eyes, transforming the clouds above into spiritually charged lava that rains down with the strength of your own punches, burrowing into the ground with a forcefield around you that contains breathable air for hiding or traveling underground, healing and repairing that works fast enough to be very noticeable.

Some more powerful examples are forming a massive stormy cloud around yourself and attacking anyone in a massive range with its lightning, forming a relatively small cloud around yourself that automatically shifts your position within it to dodge attacks, restrictions you can place on a target for a variety of purposes like forcing the target's loyalty or killing them before they reveal some piece of information you designate (which tends to work best when cast on those yet to be born, otherwise it can be resisted), limited shapeshifting such as taking on any possible form for a member of your species, and so on. There are also those like sound transmission, which is a technique allowing you to focus your voice towards specific targets, some advanced forms of it not even requiring you to actually speak, although those sufficiently beyond you will be able to listen in on the transmission, and so can you listen in on sound transmissions cast by those who are far below you in power.

Of course, the power of these techniques vary depending on how much energy you spend when casting the spell, up to a point. For example, you could keep using the same fireball spell for about three cultivation realms, but past that it would be too inefficient and weak to be useful. You gain a book or jade slip with two magic techniques for free, and may buy more sets of 2 at 100cp each. Whenever you grow to the point these spells cease to be useful, you'll find a book or jade slip with a far stronger variant somewhere on your person or storage pouch, letting you keep using the spell in a sense. Obviously, like martial arts, these are largely techniques and as such have no real limitations on how many you might learn, however these require magical power, making them impossible to use for normal mortals, as they are unable to manipulate magical or spiritual energy directly. If you can do so without cultivating, then of course you'll be able to use these magic techniques as well.

Pills And Medicine - 0/100cp

Alchemy can be very useful, you know? Medicinal pills can have such a vast array of effects that it's frankly pointless to list them out. With this purchase, you gain a small sack with 10 doses of some particular pill or medicine, which replenishes daily whether you consume or sell them. The pills within will scale to your own power thankfully, so you won't need to worry about them suddenly becoming useless. You can buy additional sacks with different types of pills (or maybe just more of the pills you already have) for 100cp each. While this item doesn't allow you cultivation related pills, there's certainly enough variety to choose from.

For example, you could get the Essence Extraction Pill, which greatly increases your power at the cost of your lifespan and the price of such a heavy withdrawal that you will have to keep consuming them to avoid a painful seizure followed by death. Perhaps you'll want a worm cocoon that hatches a year after being inserted into the body of a target, and which slowly eats the organs of its host until they die of what seems to be a heart attack or the like less than half a decade afterwards. Or maybe you'd like something like the Silken Fragrance, which is harmless to mortal beings but lethal to those who wield supernatural powers like martial artists or cultivators.

Or maybe you'd like something that isn't a poison, such as a pill that mends wounds and alleviates pain, or one that cures diseases and acts as an universal antidote should a poison not be too strong. Perhaps you'd like some medicine that puts people to sleep, or one that acts like an aphrodisiac of such potency that it sparks genuine feelings of affection towards whoever the victim lays with while the pill is in effect, while also removing the victim's memories of the event such that they think their sudden romantic feelings aren't caused by a shady drug. Needless to say there's quite a few options here, even if you can't take any pills related to cultivation.

Spirit Stones - 0/100cp

Scattered around the world are what are called spirit mines. These are set up to mine spirit veins. These act as the source of the currency used by every single cultivator that exists, somehow, known as spirit stones. These veins form naturally along underground ley lines of spiritual energy, obviously producing higher quality spirit stones the more spiritual energy converges on a location. Additionally, all spirit stones are aligned with some element, such as one of the five elements like fire or wood, or a mutated element like wind. Of course, as currency, the unit is the lowest grade of spirit stones, known as, you guessed it, low grade spirit stones. The rest of the grades are thus; mid grade spirit stones are worth 100 low grade spirit stones, high grade spirit stones are worth 100 mid grade spirit stones, and top grade spirit stones are worth 100 high grade spirit stones.

However, the actual objective quality of the spirit stones rises exponentially with each grade, rather than linearly. High grade spirit stones glow intensely, while top grade spirit stones not only glow far more brightly than even high grade spirit stones but even spawn various forms of golden spiritual characters related to their element at all times. Understandably, these two grades are the complete opposite of subtle. When used as currency, people are generally referred to as possessing X spirit stones, using the lowest unit, even if they don't possess any low grade spirit stones somehow. For example, someone with 4 mid grade spirit stones is said to possess 400 spirit stones. As reference, 6 mid grade spirit stones, or 600 spirit stones, is considered great wealth among Foundation Establishment and Early Core Formation cultivators, while Spatial Tempering cultivators tend to possess a net worth of about 40 million spirit stones, or about 40 top grade spirit stones.

While in the earlier realms, mid grade spirit stones serve as incredibly useful batteries of spiritual energy, while high grade spirit stones can still provide significant amounts of spiritual energy even to Nascent Soul cultivators. Meanwhile, an Early Spatial Tempering cultivator could almost completely restore their spiritual energy by consuming two top grade spirit stones. Aside from currency or replenishing your energy reserves, spirit stones are almost always used to power arrays and formations, consuming their energy to activate and/or maintain formations. For example, in the Scattered Star Seas every island has an array protecting it from powerful spiritual weather, and as such cultivators require a yearly expenditure of mid grade spirit stones to maintain those arrays if they want to continue to live on an island.

So, onto what this item actually gives you. For free, you gain 100 low grade spirit stones every year, or 1 mid grade spirit stone. You can increase your income by 100cp per order of magnitude. If you've increased your income, you may choose how to get it. For example, if you increased it by merely one order of magnitude, thus gaining 1,000 spirit stones a year, you can receive it as 1,000 low grade spirit stones, 10 mid grade spirit stones, or any combination of low grade and mid grade spirit stones that would add up to 1,000 spirit stones. Same for high grade and top grade spirit stones, should you spend enough cp to increase your income to such a level.

Cultivation Pills -0/100cp

So you got a choice to gain medicinal pills unrelated to cultivation before. This item lets you obtain one particular variant of such pills. Particularly, you gain a type of pills that will help you when breaking through to the next cultivation realm or even stage. You gain one and get one more every decade. By itself it'll grant you a moderate improvement to your chances of breaking through to the next stage/realm, but if you're not content with this then you can gain another replenishing pill for 100cp each. Obviously these stack, so eating more pills when attempting to get to the next stage or realm is always a good idea. Even if you're not attempting a breakthrough, these still give a decent amount of cultivation by themselves, even if not a significant amount. Unfortunately if your talent is too terrible you may need hundreds or even thousands of such pills, but at that point if you don't have a way to get such quantities of those pills yourself you should probably just give up.

Storage Pouch -100/200/600cp

How do cultivators lug the literal tons (maybe more if they have a mountain or two) of treasures they own around? The answer is storage pouches. Or storage bracelets, or storage bamboo sticks, or storage bricks, or storage whatever. These are special treasures that allow you to store things inside of it. Simply pat it while infusing it with your Qi and focusing on what you want to store, and it'll be transformed into gray spiritual light and absorbed into the storage treasure. If you want to take something out, simply pat the thing while infusing it with your Qi and focusing on what you want to take out, and it'll be spat out as a streak of gray light before returning to its original form. If you want to know what's in it, simply sink your spiritual sense into it, and you'll be able to sense everything inside it. Quite convenient, right? Shame mortals can't use it.

For 100cp you gain a storage pouch, or bracelet, or bamboo stick, or brick, you get the point, that as a bonus has infinite storage space. That's it, but you won't ever need another storage pouch. As a bonus, things stored in it will be kept in stasis whenever convenient, and allow air in if needed, such as "storing" pets and spiritual beasts you own. For 200cp, instead of a mere storage treasure you gain an entire pocket universe with boundaries of dark gray mist, which expands without limit to fit whatever you choose to store or build inside of it. The medium of entering it will of course be what superficially looks like a storage treasure. Unfortunately this pocket universe lacks Heaven and Earth Qi, so you won't be able to cultivate or grow anything in there.

If this still doesn't satisfy you, you may instead spend 600cp in which case the pocket universe will gain Heaven and Earth Qi, allowing for cultivation and the growth of spiritual plants inside of it, basically serving like a pocket Realm in its own right. If you start in the Mortal World, then it'll be only slightly lesser, being insufficient to go beyond Core formation. On the other hand, if you spend cp to start in the Spirit Realm or the Elder Devil Realm, the ambient Qi within will allow cultivators to reach up to Body Integration. You can also choose the type of ambient Qi for some extent, such as for example using normal spiritual Qi, or devilish Qi, or perhaps something more focused on some other element if you want, which will largely just mean that cultivation methods that don't use that type of Qi will be unusable within. If you purchase the 600cp version of this item, you can even customize the interior to some natural landscape instead of being an ambiguous black and dark gray flat plane. Perhaps you should keep the fact that you have this a secret.

Death Match Tablet -100cp

Sometimes, disagreements can only be settled through violence. But there's no need to stoop to something as barbaric as open war. This little magical tool here can maybe provide an alternative. The Death Match Tablet is a blood red jade tablet that comes carved with the rules of a deathmatch. It is a fight to the death, if someone leaves they will die on the spot, there can be as many participants as are willing to fight, there can be as many teams as agreed on, and those who participate must sign on the tablet to be part of the ritual. Of course, if someone is stronger than whatever is powering the ritual (by default anyone with significant supernatural power like cultivators if you don't find an alternative power source) they can just ignore the rules, but it wouldn't really be productive to try to rope such people into it to begin with. The ritual works even if the tablet is broken after it starts, and you gain another tablet a day later if it's broken or lost.

Why Is This Such A Common Gift? -100cp

It's already weird the first time, much less after it's offered half a dozen times. What you get here is a dozen extremely beautiful young maidens, each raised from birth to be an ideal and servile dao companion. If all you want are beautiful women to take to bed and perform dual cultivation with, and don't actually care about the genuine companionship of a peer, well, these were essentially groomed to cater to that. While they're not extraordinary in terms of talent, they have cultivation methods that somewhat improve the speed of their partner's cultivation when dual cultivating. They're also very well trained in all skills needed to perform well in bed, not to mention their natural and incredibly seductive demeanor and voice, pleasant fragrant smell, and so on. You can get more at 100cp per additional dozen, if 12 isn't enough for you somehow. If something happens to one of them, you'll find a replacement near you the next day. Maybe you'll just give batches of these to others as a token of friendship or something.

Heavenly Market -200cp

There are many unique and precious materials and herbs and such in this world, far too many to count. In case you really don't want to go out and explore for whatever reason, or maybe if you want a steady supply of materials appropriate for your cultivation, then this item is for you. Being a treasure pagoda that can change from being half a dozen cm in height to being as large as an actual building, this pagoda serves as a market that never runs out of supplies. You merely need to tell it what kind of item you need (as long as it's a raw ingredient or material or herb or what have you), and you'll be presented with various forms of materials that can fit your criteria, or a specific sample if you know exactly what you're looking for.

From there you need merely pay the presented price of the item in spirit stones, and it's yours. As long as you have the money in spirit stones, you can buy as much as you want, the pagoda never running out. While the prices will always be fair, that does mean some things will simply be outrageously expensive, while others will be quite cheap. A good rule of thumb is that if you're about as wealthy as a normal cultivator at your stage, a safe assumption if you're interacting with cultivator civilization regularly instead of being a hermit or something, then you'll be able to get your hands on materials and herbs and such appropriate to your level, and can maybe save up to buy something precious and powerful for your level. Maybe you'll buy a stone that is always comfortably warm, or a kind of tree that generates immense gravitational pressure around it, or a type of rock that is inexplicably absurdly heavy even for Spatial Tempering cultivators. The more powerful and wealthy you become, the weirder and more potent the stuff you can buy.

As a side note, you can also sell things to the market, gaining the amount of spirit stones they would've cost if you bought them from the market. Although do note you can only sell things you have fully refined and have complete control over; you won't be able to sell angry possessed items or volatile materials quickly going critical, but selling a sword you just made is fine. While you won't be able to sell them for higher than whatever price would be fair like in cultivator auctions, you won't get scammed into getting less stones than you should for the product. Perhaps you could try setting up a business purely off of buying and selling to this pagoda?

Treasure -100/300/600cp

So, treasures. Magical and spiritual items of great power. The variety is immense in both abilities and form. With this item, you'll get to purchase your very own treasures. There is a catch though; instead of buying a specific level of treasure, which would end up useless if you merely continue cultivating, you'll be given a special treasure that you can refine to grow with you. Whenever you grow stronger, it'll merely take you an hour or two to refine your treasure to 'catch up' with you, so to speak. Nothing stops you from refining them further at that point, but until you grow stronger again the treasures will only improve to a normal extent through refinement, having to deal with the "soft cap" that treasures normally have. Additionally, it is worth noting that treasures may gain more abilities related to what they already do as you refine them further while advancing your cultivation.

You'll have two options; you can spend 100cp for a treasure that would be average in power compared to you, you can spend 300cp for a treasure powerful enough to punch up two stages (or barely match up to cultivators a realm above you if you're in the late stage and they're in the early stage), or you can spend 600cp for a treasure that is powerful enough to punch up an entire cultivation realm. Additionally, you get ten treasure talismans of your treasure, each a mere tenth of the power of the treasure itself and needing to be recharged with spiritual energy occasionally, and get more if you no longer possess them, such as giving some to a disciple or something. Of course, you can purchase more treasures if you want, but will still have to pay the full price for any extra purchases. If you somehow manage to break or lose your treasures, you'll get them back fully repaired the next dawn.

So, what can you get exactly? Basically anything that is a treasure is possible, so here's a possibly excessive list of examples: A banner that can manipulate spiritually charged wind, a large shield that automatically hovers around you to block attacks, a set of a dozen knives or needles that you can manipulate independently, a cloth to hide all the spiritual energy of what it covers, a one-use orb that shoots out immensely powerful lightning (which would replenish monthly if you get it with this item), a small army of relatively weak combat puppets or one powerful and incredibly lifelike puppet (to the point of being indistinguishable from living beings), a bunch of cards you can store up to a third of people's souls in which lets you wipe it to either kill them or render them mindless, a set of 72 green swords which produce lightning that is very effective against demonic or evil opponents and can merge into a smaller amount of larger and individually stronger swords, a set of two axes, a spear, a basket that sucks up a target into it, or a small blue wheel with a bunch of ice powers for attack and defense

Maybe you'll want a small mountain that can glow with a gray light that interrupts spiritual abilities and treasures (on top of its immense physical weight and size), a mirror that stops spiritual abilities and treasures, some kind of unique elemental energy like ice Qi or flame or whatever that can be stored in the form of a small pearl, a ruler that summons a bunch of spectral animals or plants to attack, defend, or restrain, a flag that traps people in an illusory dimension, a flag that summons a bunch of mountains to throw at people which get more durable and are summoned in greater quantities instead of growing heavier as you grow in power, a third eye you can implant into your forehead that shoots a black beam or other color that is very effective for disrupting spatial manipulation abilities, a bow that can turn arrows into beams of energy or multiply them in the hundreds, a full suit of armor, a flying boat, or maybe a veil that hides you incredibly well and masks your aura and body in black mist.

One thing to keep in mind is that if you're too weak, you might not be able to use the treasure's full power until you grow stronger. For example, if your treasure is a mountain or a flag that summons mountains, it'd take Nascent Soul cultivation to wield more than a fraction of its power. Of course, beyond mountain treasures you'd be hard pressed to find treasures you can't fully wield below Nascent Soul. In case of doubt, it is recommended to be reasonable.

Spirit Beast -200cp

Treasures are all well and good, but what if you want a beast by your side in battle? In such a case, spirit beasts are what you'll want, powerful beasts with various abilities. The only real way for spirit beasts to grow in power is to consume spiritually powerful things and evolve during a slumber that may last days or years depending on how powerful they already are. For example, you could feed your spirit insects chunks of incomprehensibly heavy stone, which might let them mutate to be immensely heavy and durable themselves, or maybe you'll feed them truly staggering amounts of ghosts, spirits, and devilish Qi, letting them mutate to grow abilities related to said devilish Qi. Of course, the mutations that result from such things will be generally appropriate to what they already had; for example, a monkey whose main ability revolves around restraining and consuming ghosts and devilish Qi would develop abilities that allow them to control and restrain their victims better instead of developing abilities relating to using devilish Qi as their power. With this purchase you can buy spirit beasts yourself.

You will gain a child of the spirit beast that you choose, largely weak but still useful for Qi Condensation or Foundation Establishment cultivators. While they won't require sustenance and are already bound to you, it is up to you to help them grow and evolve. Notably if you pick small insect spirit beasts that normally come in swarms, you will gain a small swarm of maybe a few hundred. If you want to breed your spirit beasts to gain more, that'll be up to you, although obviously you'll need to purchase at least two spirit beasts of the same race (or different but compatible races if you want to mix, IE can't mix mammals and insects) to do so. You'll at least be guaranteed that the spirit beasts you purchase here will always be able to evolve to remain useful to you, provided you feed them amounts of spiritual material appropriate to the level of power you want to nurture them up to. If you evolve them enough, they can even attain sapience and then a human form (the appearance of which will be up to you on purchase).

Here will be some examples; you could get the Spiritflame Flood Dragons, essentially just powerful eastern dragons aligned with an element like fire or water, Six Winged Frost Centipedes, weird centipede insects with snow white carapaces and incredibly cold icy Qi, the Weeping Soul Beast, a rare monkey able to snort out yellow mists to restrain and literally inhale ghosts and devilish Qi, or the Gold Devouring Beetles, an incredibly fearsome species of beetle that flies in swarms and can eat anything that is not jade, whether that be physical materials or even ethereal elemental energies like ghosts or manifested Qi techniques or arrays (although they can still die to poison). Of course, if you want them to contend with powerful cultivators, you'll have to evolve them. Raw power is insurmountable with mere techniques or weird abilities if overwhelming enough after all.

Trial Hall -400cp

Having power is all well and good, but it's kinda pointless if you never use it, isn't it? But what if you're in a rare period of peace and don't want to go provoke your enemies to cause a fight? The answer is strange sealed-off places promising risk and reward in equal measure, of course. What you have here is a strange pagoda treasure, able to shift between being a mere half dozen cm tall and as large as an actual building. This is a trial hall, and within are great challenges that provide you with great rewards if you survive them. You can enter it once a year, and it is divided into stages; the first stage forces you to journey across a massive field covered in very dense devilish Qi and crawling with powerful ghosts eager to kill you and add your soul to the mist. At the end you'll find yourself in a gargantuan world filled with all manners of spiritual herbs and plants, but strangely no animals or spirit beasts to speak of.

The second layer is a massive labyrinth filled with powerful golems and puppets hostile to you, and has many rooms where powerful treasures are interred, protected by the golems and puppets. The third stage is an icy realm filled with powerful and extremely hostile spiritual beasts as well as many cave abodes filled with all manners of treasures and herbs, protected by powerful arrays, both illusory and otherwise. And this just keeps going, the rewards growing more and more powerful, while the danger grows at a similar rate. Thankfully you can choose to exit after completing a stage, even if you won't be able to escape in the middle of a trial.

While the hall starts at a level of difficulty and reward designed for Foundation Establishment cultivators, it will grow with you, always giving you a good challenge and appropriately good rewards, and you need merely keep going deeper if you seek even greater treasures and materials, should you be willing to brave the danger. Perhaps you could make a sport of delving within?

Heavenly Ark -400cp

The Spirit Realm is full of fantastical treasures of many makes, and the spiritual technology of the inhabitants can sometimes reach some quite astounding heights. If you want to tap into some of it, you may with this purchase. You'll have three options here; a battle ark, a fleet of flying ships, or a floating island. If you want more, you can purchase additional battle arks or floating islands for 200cp each. Whichever you choose, they'll retain any modifications you might make, such as improving or replacing the arrays and refining them with precious materials. The aesthetics and superficial designs will be entirely up to you.

The battle ark will be massive, about the size of a normal mortal city, and come equipped with defensive and offensive arrays as well as some more conventional weaponry. Unfortunately due to its size it can't fly very quickly, at best covering thousands of km in a day. It has extensive barracks and plenty of places to station troops, all designed to allow for swift deployment. While gathering a crew to pilot this battle ark and training them to an acceptable extent is up to you, the rest of it already comes included, although perhaps if you're enough of a genius you may choose to upgrade its arrays. As it is though, it is certainly mighty enough to contend with cultivators an entire realm above the power of whoever pilots the ark, although without modifications this will cap out at contending against Early Spatial Tempering cultivators.

The fleet of flying ships are largely the same, and while each will be individually far smaller and weaker, only able to contend with Late Core formation cultivators at most without upgrades, they number in the hundreds, certainly enough to carry whole armies of cultivators. This fleet will at least be faster than the ark, able to cover tens of thousands of km in hours. These smaller ships can be small battle arks if you'd like, which won't change their capabilities.

The second option, the floating island, is quite different. Being as large as entire continents, billions of km wide and roughly circular, this is basically an entire region in the sky. It even has a whole ecosystem on it, and you can build a city or something on top if you want to do so. Unfortunately it's not exactly meant for travel (not without extensive modifications and arrays set up in it), so it'll take thousands of years to make it cross significant distances relative to its size, but given how much land it has, there's no real need to treat it as a vehicle. Given how large it is, it's probably going to be very populated by cultivators very soon if it isn't already, but perhaps you can assert your rule over the island?

The Jumper Race –600cp (Discounted with Strange Being)

Being a strange and powerful non-human being can be fun, but what if you want to lord your superiority alongside your kin? Or maybe you just want to set up a foothold and fully establish your race as one of the many powers of the Spirit Realm? Whatever the case, this item is for you. Well, “item”. In truth what you gain here is an entire civilization of a race of your choice. If you purchased the Strange Being perk and purchase a civilization of your own race (or a weaker race that can evolve into your race), then this item will be discounted to you. They number about a million, and you are either their absolute ruler, or the only heir to such a position.

Unfortunately the race’s most powerful members will only be Nascent Soul at best, and if you’re at that level yourself then you’ll find yourself already on the metaphorical throne rather than as a young master. If you’ve used Cultivating The Spirit to become far stronger though, then you’ll find that your subjects reach up to a cultivator realm below you, with appropriate numbers of course. For example, if you are a Mahayana level being, you’ll find your race having a handful of Body Integration beings already, and possibly a few hundred Spatial Tempering cultivators. If you start lower though, then you’ll simply have to cultivate your race and yourself, and you may yet reach the heights of the true powerhouses of the Spirit Realm, such as the Jiao Chi race. Let’s hope you’re a good ruler.

Dao Fruit –600cp

A special fruit only obtainable through the Dao Fruit convention held by the True Dragons, this dao fruit is not only extremely rare, as only around 1,000 people in the history of all the realms below the True Immortal Realm have met the criteria for being invited, but also one of the most valuable fruits outside the True Immortal Realm, possibly THE most valuable one. Why is this? Simple, those who eat the fruit obtain the Vast Spirit Daos Physique for 10,000 years, which enhances one’s speed of cultivation and their ability to learn and understand anything related to cultivation arts (as in magic techniques, cultivation methods, alchemy, treasure making, and so on), by as much as eightfold.

Unfortunately, each person is only able to benefit from eating this fruit once. Although of course, as a special benefit, this limitation will be reset for you every jump or million years, whichever comes first. You also gain another one of these fruits with the same interval. Additionally, the fruit you gain here will also increase the rate at which you grow in all forms of power and learn any form of skill by eightfold as well. Perhaps you could also give this to someone else? An eightfold boost to one’s cultivation is almost incomparable after all, so it’d certainly be one hell of a gift to give to someone.

Heaven Controlling Vial -800cp

You came across this expensive looking bottle in the wilderness, having seemingly been abandoned. It is functionally indestructible, with no amount of force able to even scratch it, and even superhuman strength is unhelpful when trying to pull off the cap. Its texture seems to be neither metal nor ceramic, or any kind of mundane material, and it is oddly heavy for its size. Strangely, during clear nights, threads of white energy will flow from the moon and stars into the bottle's cap, continuing for eight nights before the flow stops and the cap becomes possible to remove (although if it's a cloudy night that blocks the moon and stars this won't happen). This is in the Mortal Worlds though. In a place as spiritually rich as the Spirit Realm, this process is shortened to a mere 3 days, and the lightshow is dimmed to be barely noticeable. After such a process, you will find a droplet of a jade green liquid within, seemingly filled with energy, although it vanishes if it's not used within a minute of leaving the green bottle, and diluting it only delays this. Unfortunately you won't be able to gain another droplet without using the first one, but given what it does that may not be a problem.

Feeding this green liquid undiluted to living beings simply kills them explosively, but if you dilute it you'll find it has miraculous healing properties, even being able to repair inorganic bodies. Perhaps you could use it to fuel extremely powerful puppets? Additionally, pouring this liquid on medicinal and poisonous herbs causes them to grow incredibly quickly, centuries of maturation occurring in minutes. Diluting the liquid produces lesser effects, such as only making centuries-old herbs instead of millennia-old ones, but it can be useful nonetheless. Of course, after using this droplet of liquid, the cap will stick itself to the bottle and the night-time process will need to be repeated once more. Perhaps if you ascend to the True Immortal Realm, you might become able to use some of the bottle's more profound powers.

Needless to say, the power of this treasure is utterly invaluable to any alchemist, allowing them to procure incredibly powerful and unique ingredients in mere days, and even replant them for even more ingredients. If you are an alchemist, this will likely solve most issues of how to obtain powerful ingredients to concoct, and even non-alchemists could sell the matured ingredients for great amounts of spiritual stones, or even simply use the diluted liquid to recover from any wound. That said, make sure to keep this little bottle secret. Other cultivators would go to great lengths to obtain such a valuable treasure. In future jumps, feeding the green liquid to magical plants and other such alchemical ingredients will result in a similar boost in their alchemical potency, even if they don't normally grow stronger with age.

While the original green bottle possessed by Han Li is incomplete, its vial spirit stuck somewhere in the Elder Devil Realm, yours will be complete. Meaning, the bottle will have a spirit within it, similar to an artifact spirit, which can explain to you how the bottle works and can handle its usage autonomously. Don't worry, they'll be perfectly loyal to you, even refusing to allow the bottle to work for others you haven't allowed to use the bottle.

Vagrant Cultivator Items

Face-Lifting Pill -100cp

Cultivation increases your lifespan, but that doesn't mean you won't age. Indeed, most cultivators who live to the end of their lifespan tend to look elderly. However, as you can expect, there are ways around this. This small bottle with ten pills you have here is one such method. The Face-Lifting Pill does one thing; it stops your visible aging the moment you consume them. It doesn't prevent dying of old age, but you'll look as if not a single day has passed since you ate the pill. Eating another one brings no benefits though, so maybe you'll sell them? While the bottle doesn't replenish, you're also given the recipe, in case you want to refine more of these pills for whatever reason.

Doctor's Box -100cp

What would a doctor be without their equipment? Little more than a nurse, that's what. This wooden box here comes with all the things you need for being a traditional doctor, having some minor medicinal herbs, acupuncture needles, strips of cloth, and so on. While it's nothing extraordinary like what cultivator medicines might be, you won't be lacking in tools when treating people.

Heavenshifting Pill -200cp

There are many kinds of medicines in this world, and perhaps some of the rarest are those which improve the potency of other medicines. This is one such pill. You gain a small box with 4 of these pills, which replenishes a century after all 4 have been used (or sold), and you can buy additional boxes with 4 for the same price you paid for the first purchase. What it does is that it enhances the effects of any pills you consume within an hour of consuming this pill, at a random extent anywhere from a measly 1% to a very useful 50%. The best part is that it stacks with itself, so you could consume all 4 pills you have to enhance other pills you take from 4% to 200%. Unfortunately the effects of this pill also have a chance to not occur at all. Clearly this pill is best used by those who are lucky. Are you feeling lucky, jumper?

Husk Soul - 200cp

Perhaps you used to have a friend in the past, but they ended up in an unfortunate accident before you met them again? Regardless of the source, this here is a body, one empty of a soul but living enough to possess or turn into an avatar without issue. It has double spiritual roots, and has seemingly practiced a martial art that made it incredibly tough and strong compared to mortals. Its appearance is also up to you; it can be a massive brickhouse of a man, or an incredibly attractive woman. One interesting quirk of this body is that it is very receptive to techniques to control it, letting you turn them into an avatar with greater ease than normal. You can buy more bodies at 100cp each, and if any die or somehow get lost, you'll find another one within a month. Whatever happens, you won't have a shortage of bodies.

Spiritform Talisman - 400cp

There are plenty of techniques out there that require some form of sacrifice, such as giving out some chunk of your blood essence, or having to give up a limb. Obviously, not everyone is willing to pay these prices, and thus this talisman was made. What it does is simple; it acts as a substitute for any form of sacrifices needed to power or utilize some supernatural technique or power. Depending on the level of the sacrifice needed, it'll of course need more spiritual energy, and after using it you'll have to recharge it manually. It can also serve to swap positions with you to allow you to escape some form of bindings you might be restricted by. While it only has so much energy and can run out if you're not careful, it'll doubtlessly be quite useful if you're using techniques that normally require you to give up something.

Spiritual Core - 400cp

Spirit veins run across vast distances, but sometimes they converge, and when they don't create spirit stone veins, they make for locations that are incredibly beneficial to cultivation, thanks to the abundance of high quality and pure Qi. If these veins collect enough Qi over prolonged periods of time, they can form what are called Spiritual Cores, various natural treasures of extremely pure Qi. At first they form into glowing pools that are extremely beneficial for cultivation, but after enough time they can form into things such as potent spiritual trees that bear precious fruit. Of course, the potency of such natural treasures depends on the quantity and quality of Qi involved. Perhaps you'll construct an array to enhance the quality and quantity of the Qi found within even further?

With this purchase, you gain a cave abode with a spiritual core in its depths, one that is only a few centuries away from forming into some kind of natural treasure. Even if you kept cultivating here relentlessly, it still wouldn't even make a dent in the ambient Qi or disrupt the formation of the Spiritual Core. Additionally, whenever you find yourself in new regions, you'll find similar Spiritual Cores with only a few weeks of searching, netting you a new location that benefits your cultivation immensely and a potential new natural treasure. Even in future worlds you'll keep finding these, although if the world itself doesn't have much Heaven and Earth Qi then they might be subpar compared to those you might find in more spiritually charged realms.

Myriad Year Spirit Milk - 600cp

As powerful as cultivators can become, running out of energy can still be a big issue if you're in a tough situation. Normally you have to sit down and cultivate for some time in order to replenish your energies, or maybe you'll just absorb the energy of a spirit stone, but what if you don't have the luxury of doing either of these things? What if you need all your energy back right now? Well, this particular liquid will certainly provide. Stored in a small bottle, this milk completely and instantly replenishes any internal supernatural energy you have, by merely drinking a single drop. Unfortunately drinking another drop immediately after has no additional effects, but the bottle is designed to let you filter out these drops without issue. The bottle has about 50 drops of the milk, and replenishes back to 50 yearly. If you break or lose the bottle, you get another one a year afterwards. Do make sure to keep this a secret, as something like this is unbelievably precious.

Sect Member Items

Sect Badge -100cp

Given that sects have social hierarchies, it's not strange that they have ways to identify members, is it? This badge here is one of them. Simply present it to others, and one way or another it'll confirm your identity beyond doubt. You'll also receive a few copies you can give to others to allow them to act on your behalf officially. If you somehow lose or break this you'll find another one on your person the day after.

Nature Origin Pill -100cp

Now this is a weird pill. When consumed, it drives the imbiber into a comatose state, where they will experience an illusory adventure in their dreams, where they will find themselves growing incredibly powerful and obtaining much experience in their abilities. After about a day, they'll wake up, retaining the experience but forgetting the details of the dream. This not only serves to increase your familiarity with your abilities but even lets you figure out tricks you might not have thought of before. Unfortunately, this pill only works once per person, and the closer someone is to mastering their abilities, the less the pill does for them. It'd be ideal if you're starting out and have just obtained some powerful treasure or elemental energy, but not of much value if you already have complete mastery of your powers. You get one of these pills, and gain another one a year after it's been consumed or sold. Perhaps you'll give these to your disciples?

Spirit Subjugation Talisman -200cp

Spiritual beasts can be incredibly powerful, and just like martial artists sometimes imitate animals for their techniques, so do cultivators seek to utilize the might of spiritual beasts. This talisman you now have is one of the methods used for it, a particularly rare one at that. Using this talisman requires you to refine the soul of a spirit beast into the talisman, permanently attuning the talisman to that spirit beast's race. Then, all you need to do is slap the talisman to your body, at which point it will merge with your body and partly transform it in the image of the spirit beast you refined. It can also work with demons or other strange beings that can be found in the Spirit Realm, if you manage to get a hold on their primal soul and refine it.

For example, if you refine the soul of a flood dragon, then once using the talisman you'll gain horns on your head, scales in certain parts of your body like your neck and your arms and legs, as well as a draconic tail, on top of a great affinity with the elements the flood dragon used and a great boost in your overall power. The actual power the transformation grants you will of course depend on how strong the spirit beast (or demon or strange being) you refined into the talisman was. Additionally, while the talisman is in effect you'll count as a member of whatever that spirit beast was, for better or worse.

The talisman only has so much spiritual energy into it, so while you can cancel the transformation at any time you wish, it'll be forcibly canceled if the talisman runs out of energy. After that you'll need to recharge the talisman to fill it with energy again. By default it'll have enough capacity for a 10 minute long transformation, and if you're patient you can slowly improve this by refining the talisman over years or centuries, depending on how much you've already refined it. With this purchase, you gain one blank Spirit Subjugation Talisman, and gain another blank one a day after you refine a soul into it.

Medicinal Cultivation -200+cp

There are quite a few pills that help with cultivation, and sects generally tend to afford cultivators within them allowances of such pills. And perhaps your own sect is looking to nurture you further than normal, as you have received a bottle with a cultivation pill, which serves to directly improve your cultivation base, and replenishes weekly. In case you manage to cultivate up a stage or realm, the bottle will be replenished with new and more powerful pills to aid your cultivation.

Each individual pill grants you cultivation equivalent to a significant amount relative to what you need to reach the peak of whatever stage you are at, perhaps being equal to months of cultivation, or entire years or decades should you grow powerful enough, point is that regardless of your cultivation base they'll be an incredible boon to your cultivation. With what you have now, even with average potential you could advance at an impressive pace with these pills, not to mention the incredible speed of your growth if you have mutated or Heavenly spiritual roots. Should you want more, you can add another weekly pill to the bottle for a flat 100cp each. Or perhaps you could sell them for impressive amounts of spirit stones? The value of these can't be underestimated when you reach the Deity Transformation and higher realms.

Teleportation Arrays -400cp

Teleportation arrays are formations that allow instantaneous movement across otherwise impossible distances. Once a pair of teleportation formations have been connected, the only way to prevent movement between them is to disrupt the arrays themselves. What you gain here is a book or jade slip with detailed instructions to build teleportation arrays. While basic, it'll allow you to construct them even with little array knowledge, provided you have the materials. Once made, you'll be able to connect them to either another teleportation array you're already aware of, or designate some coordinates for a one-way trip. There's no distance limit to this, so it can allow you to teleport between continents in the Spirit Realm. One thing to note however is that the larger the distance, the larger the array will be and the rarer the materials needed to construct them, although thankfully the manual you get details what you'll need and how you might get your hands on such things (as dangerous as it might be). And of course, if you don't make sure to wreck the formation after using it, other people may use it too.

Leaping Jumper Sect -400cp

Perhaps you're not content with merely being part of a sect. Maybe you'd like to be a Young Master on your own right? If so, this item is for you. What this gives is a decently large and powerful sect, at least by the standards of the Mortal World. It has two grand elders at the Early or Mid Nascent soul stage, and about a dozen elders each of Late Core Formation cultivation, as well as several hundred disciples ranging from Mid Core formation to Early Foundation Establishment (obviously lower in number the higher you go in cultivation base), and finally, tens of thousands of cultivators at the Qi Condensation stage, who essentially act as the errand people and generally perform menial labor or other kinds of petty jobs that would distract those with actual talent from focusing on cultivation.

Additionally, the sect already occupies a territory covering a few thousand kilometers of mountain range, all of it brimming with a relatively potent and quite large spiritual vein. Unfortunately it's not to the level where you can find a Spiritual Core in the mountains (not without purchasing the Spiritual Core item at least), but it's still quite decent for cultivation. The name, aesthetic, traditions, and so on are up to you, and by default the main cultivation method taught by the sect will be the one you purchased in the Cultivation Method item above, and if you bought more than one then all of such methods will be taught commonly here. And finally, it'll have a level of wealth and resources appropriate to a sect of such a scale. It might not be one of the powerhouses of the Mortal Worlds, but it's certainly not a sect to take lightly.

You, of course, are not just a young master, but THE Young Master of the sect, being either the main disciple or perhaps even the son of one of the grand elders, and will be treated appropriately by the people within the sect. Try not to let all the empty praise get to your head. If you've purchased a Nascent Soul or higher cultivation base with the Cultivating The Spirit perk, then you'll be a grand elder to begin with, although increasing the power of your sect will be up to you. Doubtlessly not an issue, given how much your cultivation matters to one's social and political influence.

Returning Sun Water -600cp

As powerful as cultivators can be, if someone wounds you, getting rid of those wounds can be time consuming. But what if your enemies are dead set on killing you, and don't let you run away? Well, this particular liquid will certainly provide. Stored in a small bottle, this particular liquid will completely and instantly heal all wounds you may have. Simply drink a drop of it or splash it onto the wound and you'll be good as new a moment later. Missing a limb? No problem. Cut in half? Don't worry about it. Cut into several pieces and crushed? As long as you're still alive, all wounds will be completely healed as if nothing had happened. This also removes any poisons or diseases you may have, although supernatural curses or restrictions and the like are beyond it. Additionally, the first time you consume this liquid it'll increase your lifespan by a fourth, but unfortunately this won't occur again. The bottle has about 10 doses of this liquid, is designed to easily dispense individual drops of the water, and replenishes yearly. Do make sure to keep this a secret, as something like this is unbelievably precious.

Companions

Circle Of Friends -100/200/400cp

This world is large and dangerous, so why not bring some friends with you? With this option you can import or create companions. For 100cp you get up to 2, 200cp gives you up to 4, and 400cp gets you up to 8. Each Companion gets 800cp and can take drawbacks. Perhaps you'll simply make a few cultivator friends to ensure they will remain generous friends with you?

New Friends -0cp

Alternatively, if you like some of the characters in this story, you could try to bring them along with you. Simply convince them to become your Companion and they'll become one for free. Unfortunately if you haven't known someone since before or shortly after they started cultivating they'll probably be (understandably) skeptical of the whole thing, and some people are too attached to this world, but if you can convince someone your offer is genuine then the chance to jump ship to a far kinder world (or a more powerful one) would be enough to entice almost anyone.

Fat Wingman -100cp

While cultivation improves your body, that's not to say it makes it impossible to become fat. This particular cultivator, a friend of yours since you were both mortals, very much proves that with his immensely rotund body. He has no reason to do anything about it as he seems to have a physique that improves his power the fatter he is. This is truly a wide world. Apparently he has quite a bit of charisma despite his appearance, enjoying trash talking opponents plenty during battle. Being the good friend that he is, he'll also gladly act as your wingman should you be trying to court someone, weaving elaborate praises from your exploits. Perhaps you could help him get laid in return?

White Moonlight -100cp

The term white moonlight is used to refer to someone's first love, sometimes true love, and who stays in their mind for long after they are separated. It is quite common for protagonists in xianxia stories to have one (or many), and with this it seems that you have a white moonlight too. Having mutated ice spiritual roots and well educated as the child of the elder of a sect, this person is quite attractive and talented, and has met you through some bizarre situation, such as accidentally stumbling into you then accidentally getting dosed with aphrodisiac alongside you for a night. The event has been stuck in their mind and it seems that they wish to become your Dao Companion, even inviting you into their sect with great benefits if you're not already part of a sect. They are quite calm and insightful, and you could certainly converse with them for hours or days without either of you growing tired of the conversation, and some twist of fate seems to draw you together, as if an author was trying to push for romance between you. Hopefully you reciprocate their feelings.

Artifact Spirit -100cp

Some treasures gain sufficient spiritual nature to grow a spirit of their own. These can attain intelligence and a human form, and provide a large degree of autonomy to the treasure, on top of a significant boost to the treasure's power. With this purchase, you may import any of your items or treasures, and they will grow an artifact spirit of your preferred gender. Attractive and quite flirty with you, they will remain loyal come hell or high water, and will gladly follow your orders in battle to defeat whatever opponents you may have. With the right techniques and some refinement, you could even extract them from the treasure and infuse them into a different one, letting you transfer the benefits they bring to some other treasure or tool you want. While the process is somewhat painful for them, they'll cooperate with you to get it over with as quickly as possible. Perhaps you could pursue a more intimate relationship with them, as eager as they seem to be about the idea? It might get you a lot of odd looks among other cultivators, but who cares?

Drawbacks

There is no limit to how much cp you may gain through drawbacks.

Born In Green Ox Village +ocp (Requires Heaven Controlling Vial)

The story of Han Li is quite a long one, facing many great dangers and beauties, and seeing many profound treasures and wonders. If you've purchased the strange green bottle that quickly became central to his journey, you may choose to become him. As a special bonus, you'll be given a strange sense for the choices that Han Li made and the path that he took. If you make a genuine effort to follow his steps, then you'll be guaranteed to be able to make it through the same story that Han Li experienced. Of course, actually being decisive and cautious enough to survive the danger to come will be fully on you. Of course, there will be quite a few key moments where you can diverge from this path, making different choices than Han Li in moments that will completely change your future, possibly into a more peaceful (but less rewarding in terms of cultivation) life. If you choose to deviate from the path Han Li took, whether or not it be in such key moments, you will lose this sense for what he did. Once you stray from Han Li's path, you won't get any help to return to it. Simply make sure you don't do so by accident and you'll be fine. As a final note, your stay will be automatically extended to 10000 years, the time it took Han Li to ascend to the True Immortal Realm, and the time it might take you if you cultivate as diligently as he did.

It's Called Immortality For A Reason +ocp

100 years is not enough to do much of import, even in the Mortal Worlds. 1,000 years is barely enough to obtain a significant level of power in the Spirit Realm. And there are those who have lived for tens of thousands of years without being able to ascend to the True Immortal Realm. Perhaps you want to stay in this world a bit longer, in order to actually get to do some impressive things and progress in your cultivation to a significant extent before moving on to the next jump? If so, with this toggle you may extend your stay in this jump from 100 years to as long as you want. Maybe you'll just stay for a millennia, or maybe you want to hang around for tens of thousands of years, or maybe you're feeling lucky and want to try surviving for millions of years. Just make sure to be careful and cultivate diligently, as the major tribulations that you'll be struck with in the Spirit Realm will keep growing in strength steadily with no regards to your own growth.

A Jumper's Journey To Immortality +0cp

This jump merely covers the Mortal Arc, about 60% of Han Li's journey to the peak of cultivation. Perhaps you want to attain immortality as well? If so, with this option, if you manage to ascend to the True Immortal Realm during your stay in this world, you may immediately go to the jump for the Immortal Arc. Obviously the main benefit of connecting the jumps would be to maintain continuity between the two jumps. Perhaps you could surprise Han Li by reaching the True Immortal Realm before him somehow?

Stern Elder +100cp

Well, what a strange body you have. Perhaps you consumed too many medicine pills in your youth or something? Whatever the case, you're short, very short even, less than a meter tall at best, possibly just about half a meter tall. Most children are taller than you frankly. While this doesn't impact your actual powers, your strange almost baby-like proportions might make it annoying to interact with people seriously, and might mess up any attempts to learn body refinement methods due to your unusual physique. Well, perhaps this isn't too bad once you get used to it?

Shameful Display +100cp

Absolutely embarrassing. You really should go to some school about etiquette, if those even exist. Or maybe it's not your fault and you're just really unlucky? Either way, you have terrible luck when it comes to first impressions, always ending up giving people negative images of you whenever you first meet them, whether that be accidentally acting hostile or just making a complete fool of yourself. It won't be hard to overcome these first impressions with enough interaction, but there's certainly going to be a lot of weird rumors about you circulating around.

You're Courting Death! +100cp

Given the sheer wealth and power that young masters of sects can gain merely by birthright, it's perhaps not unsurprising that a lot of them grow to be quite arrogant. Whether or not you're a young master yourself, it seems you've grown to a similarly inflated sense of self-worth. You'll generally believe you're hot shit and the center of the world, will take what you want with no regards for consequences whether that be treasures or beautiful women, will punish people extremely heavily for the pettiest of slights real or imagined, and will generally be a gigantic piece of shit. The best part is that if you cultivate diligently to actually obtain power to back up your bullshit, you might even get away with all this for a long time, unless you piss off someone who's more powerful than you. Isn't this world fun?

Jumper, How Graceful! +200cp

With as many powerful cultivators as there are in this world, there's no end to weak people who want to suck up to them in the hopes of obtaining some benefits. Unfortunately, whether you're actually powerful or not, you'll have to deal with this as well. You'll regularly encounter groups of weak (relative to you) and insincere asskissers, who will lavish you with empty praise and try to get in your good graces. These will always be annoying to you in some way or another, and you won't be able to get rid of them without escaping with extreme speed. If you let them live though, they'll somehow manage to obtain important information about you and your most used techniques and spread them around while pretending they merely want you to be more well-known, giving any enemies you may have plenty of information to prepare against you. Worse, if you do kill them, you'll get into a lot of trouble with powerful people, who will want revenge for their deaths. There's just no winning with these bastards. Maybe you'll just exterminate them by the roots and be done with it?

Talentless +200cp

What a tragedy. You know how having more spiritual roots lessens your potential? Well, you'll live that now. You possess false spiritual roots, aligned with four elements. This is enough to be considered hopeless by essentially everyone, and given just how unimaginably slowly your cultivation goes, it certainly seems like you are. How are you supposed to reach notable levels of power when you have a very real chance of dying of old age long before you ever manage to achieve Foundation Establishment even with plenty of support? You would need frankly unreasonable amounts of powerful cultivation pills to advance at a decent pace, and you'd be hard pressed to find anyone willing to support the massive money sink that you are. Well, perhaps you have something that might let you consume thousands of such pills with little expenditure? Of course, by that point you might end up learning that you can in fact grow too tolerant to benefit from pills by taking too many of them. Maybe you should just give up? If you've taken the Mortal drawback, this applies to martial arts (or body refinement) instead of cultivation.

Why Is It Always You?! +200cp

Sometimes, as a cultivator you live long enough to see acquaintances die. Maybe they messed up when cultivating, got into a scuffle they couldn't deal with, or merely died of old age as they couldn't break through a bottleneck. Seeing people survive alongside you across the centuries is no sure thing for most, and so having allies who actually survive alongside you as the mortal generations pass by can be a wonderful thing. It can also be a head splitting headache invoking the rage of a million fiery suns within you as hated enemies seem to survive against all odds to thwart your agenda time and time again. A situation you will find yourself quite familiar with in this jump.

Shortly after the jump starts, you'll meet with someone who will quickly turn out to be an enemy of yours, and you'll find them becoming your nemesis as they seem to barely catch up to you, not enough to defeat you but enough to ruin whatever plans you may be setting up or executing when they come around to ruin your day should you not prepare extensively against them, which will happen with a frustrating level of regularity. If you somehow manage to kill them once and for all, you'll get a mere year of respite before another nemesis rears their ugly head. Get ready for a lot of anger.

This Shit Again? +400cp

Cultivation bases are not immutable; just as they can be carefully cultivated to grow in power, so too can they be crippled or drained to a lesser state. A situation you might grow familiar with, as now you'll end up drained of your cultivation at least once in this world, possibly multiple times if you're not careful, all the way down to Qi Condensation somehow. This'll weaken all of your powers, and you'll have to cultivate back to your former power the hard way. Worse, this'll always happen in times and/or regions where you will come to face great danger as you try to regain your former power. Nothing impossible to surmount, but definitely enough to genuinely risk your life before you manage to recover from the loss of cultivation. At least you'll have the experience of already having cultivated all the way up once before to smooth over the process a bit? If you've taken the Mortal drawback, this applies to your martial arts (or body refinement) instead of your cultivation, although any powers from outside this jump are also affected as normal.

Mortal +400cp

Cultivating confers great powers, but if you don't have spiritual roots, then you're shit outta luck and have to resign yourself to not being able to cultivate in the slightest. Unfortunately, you're in this position. You no longer have any spiritual roots, and you've even lost all supernatural abilities you might've had from other jumps. It's not all bad though. In the Mortal Worlds, there's some small and remote regions where mortal martial artists are common, and you can certainly live out some kind of wuxia style adventure if you become a martial artist in such places.

Alternatively, should you be in the Spirit Realm, you could become a mortal body refiner, which allows you to grow incredibly strong with enough excruciating effort, potentially to the level of contending with Nascent Soul cultivators at the very peak of mortal body refinement. Unfortunately that's as far as you can really go, and body refinement doesn't extend your lifespan or anything. Thankfully you'll have a guarantee you won't die of old age during the jump's normal century long stay one way or another. Of course, once the jump ends you get your powers back and finally receive the spiritual roots you might've purchased.

A Healthy Amount Of Paranoia +400cp

If there is karma in this world, it does not influence the life of the living or the dead. Things work just like your home; the ambitious bastards willing to lie and cheat to get one over everyone else and kick anyone that might be a competitor in the future down find that their tactics work, and those who are generous and compassionate are vulnerable to being taken advantage of. Normally you can still find good people in the world, even if they might look out for themselves and their own, out of common sense if nothing else. After all, even with the massive filter that is each cultivation realm, those who are truly bastards are still simply the minority. With this though, that's no longer the case.

Maybe the world just got vastly worse, or maybe you're just extremely unlucky, but almost every single person you meet will be the kind to gladly engage in scheming and treachery to profit themselves and/or hinder others. The kind of people that can simply not be trusted with anything at all on any level whatsoever, and that nobody, not even their own kind, wants to hang out with regularly. Those who aren't like this will be extremely rare, and will always unsurprisingly be very selfish and guarded due to simple necessity. Watch your back, and don't trust anyone.

Jiang Hu +600cp

The higher you go on the totem pole of cultivation, whether in terms of actual cultivators or things like spiritual herbs and treasures and such, the rarer they become. Unfortunately for you, this very much does not seem to be the case, at least when it comes to cultivators. You will regularly come across peers and even superiors in terms of cultivation and overall power. You'll be embroiled in their conflicts and you will have to watch out for yourself if you want to survive. You might get some respite to cultivate every now and then, but the vast majority of your time in this jump will be spent embroiled in conflicts among peers at best, occasionally having to use your wits to survive a particularly eccentric senior. There is no guarantee you'll even be rewarded for your troubles, you'll just find yourself in the middle of rivalries or wars or ancient schemes coming to fruition or whatever, with no way out without a lot of fighting. Maybe you should just accept that this is your life now?

Jumper Ling And Jumper Meng +600cp

Oh no. Something happened to you as the jump began, and your primal soul has been split in two. All of your powers and abilities have been reduced to half of their normal power and have lost half of your items, and worse yet a clone of you that has the other half of your power and arsenal has been born. This clone of you, while similar enough to you to be recognizable, will want to merge the both of you back together, with it as the dominant personality of course. If they accomplish this, you will fail your chain on the spot as you are erased and replaced with this clone. Nothing can dissuade them from this goal, and if you want your full power back, you'll have to hunt them down and assimilate them with you as the dominant personality, which will require decisively defeating them in battle beforehand. If you manage to evade them for long enough to cultivate to become stronger, you'll find that your clone will also take time to cultivate, although thankfully they don't gain clones of your companions. They aren't stupid either (unless you also are), so they will stack the deck against you as much as possible before trying to accomplish what they want to do. Perhaps you'll attempt to strike as soon as possible with some allies?

Notes

In case of doubt, fanwank responsibly.

In future jumps, if they don't already have some kind of ambient Qi or equivalents, it'll be treated as a Mortal World when it comes to cultivation related things (although without the lethal backlashes from World Qi). If you've spent cp to start in the Spirit Realm, though, then they'll be treated as the Spirit Realm when it comes to cultivation related things. Likewise will future worlds with lacking ambient Qi or equivalents be treated as the Elder Devil Realm if you spend cp to start there.

The elements available to you through the Elemental Physique and True Bloodline perks aren't restricted to those you chose for your spiritual roots, although given the nature of cultivation methods it is highly recommended you pick matching elements anyway.

Any case of your affinity with some given element being increased mentioned in this jump means that any technique or treasure you wield of that element is stronger than normal, the extent of which depends on the boost. Boosts to your affinity stack, of course.

On Possession

There are three rules regarding possession: A Cultivator cannot possess a mortal, they can only possess those weaker than them, and a second attempt at possession will kill their soul. Because of this, techniques that allow cultivators to possess others usually have ways to remove the soul of the target first, which removes these dangers. All that said, there are secret techniques that also remove these restrictions entirely, although those can only be learnt by those at the Nascent Soul level or above.

On souls outside the body

Light is lethal to souls and ghosts, even a candle could potentially harm them if they're too weak. It's better to hitch a ride inside some kind of vessel, ideally a living body.

On Treasures

While most treasures can fly around with a speed and force dependent on how much power you channel into them, cultivators that are overwhelmingly more powerful than you can wrest control over such things. Do keep in mind that regulating your Qi usage is a very real aspect of a fight, especially those that don't end immediately.

On Spiritual Sense

Spiritual sense is an innate spiritual ability that all cultivators gain by dint of their cultivation. What is it exactly? It's a form of sixth sense and spiritual limb, in a way. It can be kept inside your body, stretched outside it for the purposes of detection or collecting small items, and is even the medium by which spiritual beasts and treasures are controlled. The range and potency increases pretty quickly, with even a Core Formation cultivator being able to easily cover a spherical area 15 km in diameter with their spiritual sense to sense anything within that area with complete detail.

Those who are weaker than you will be very hard pressed to sense your spiritual sense, while those who are stronger than you will have an easier time detecting it. Of course, techniques that make your spiritual sense even more potent and better hidden exist. Outside of acting as a simple sense (which gives visual, tactile, auditory, etc feedback), it can also be used to manipulate treasures as said, and even minor telekinesis like beckoning the storage pouch of a dead enemy into your hands.

This isn't all, of course. This spiritual sense also gives you some very thorough control over your bodily processes, letting you, for example, stop yourself from getting an erection when a beautiful woman is hugging you. It can also be used to clean out, so to speak, your mouth, throat, and stomach, letting you store shrunken treasures within them without sullyng them with stomach acid or saliva.

There is such a thing as a spiritual sense competition, which consists of two cultivators using only their spiritual sense to attempt to harm the body of the other, while using their spiritual sense to block the spiritual sense of their opponent. Clashes of spiritual sense in these contests between Nascent Soul cultivators have been shown to create strong and dense winds around the contestants, as well as occasional shockwaves able to dent the shields of experienced Nascent Soul cultivators and cause Foundation Establishment cultivators to immediately bleed from their mouth, nose, and eyes, even when staying far away from the fighting. That said, nobody ever uses their spiritual sense for directly dealing damage in serious fights, as such a thing carries massive risks. Having a chunk of your spiritual sense severed or harmed is extremely damaging and disorienting, after all.

Another noteworthy thing is that your spiritual sense (and your cultivation strength/spiritual power in general) lets you process more information and understand things a lot faster and easier. Additionally, this level of understanding lets you modify techniques meant for those below you in power, and likely facilitates making up techniques and cultivation methods entirely if you become strong enough. A good example is modifying a refinement technique meant for Core Formation cultivators when you are at the Nascent Soul Stage, to use a flame you have on hand instead of one you don't have. Another good example is being able to easily process quantities of information that would seriously harm or maybe even kill those of lesser cultivation, not to mention the higher resistance to mind altering things.

A rarer but not uncommon use of spiritual sense is detaching wisps of it to infuse it in something. These mainly function like mostly powerless copies of yourself (save for the power of your raw spiritual sense), which can be left inside inherited treasures or formations. If you're at Body Integration or above, you can even manifest entire clones from this spiritual sense, although they won't be any stronger than normal without special techniques or treasures. For example, you could create a spiritual clone to explore a restricted space to find what's inside without going in yourself. While detached from the rest of your spiritual sense, these are still connected to you, which unfortunately means that if these wisps of spiritual sense or spiritual clones are destroyed, this will damage your spiritual sense appropriately. Worse, you won't be able to learn what it experienced unless you absorb it. Thanks to this, these are generally only used when there is little to no known risk, or if someone is very desperate.

Lastly, it's seemingly trivial to hide your true level of cultivation and power, completely disguising your true capabilities from those weaker than you, although those who are your peers and those who are stronger will be able to see your true powers through the disguise. It's not rare to see powerful cultivators pretending to be weaker to blend in, in order to avoid attention and do whatever they're doing without being bothered. On the opposite end of the spectrum, you can use your spiritual sense to exert a form of spiritual pressure, and this is commonly used by powerful cultivators to put some pressure on other cultivators (which can kill them and even detonate their souls if they're too weak compared to you), or even create spectral hands for grabbing things or just punching enemies from a distance, or even things like spectral blades to attack others with. For example, a Body Integration cultivator can completely immobilize a dozen Nascent Soul cultivators simply by exerting pressure with their spiritual sense. Additionally, with special techniques, it's possible to crystallize your spiritual sense outright for the purposes of making temporary bodies to house your soul and such.

On Origin Qi (or True Qi) and Blood Essence

While they are separate energies, both blood essence and origin/true qi serve as your life force. Origin/true qi is also separate from qi, if that wasn't clear. In other words, if all of it is used up, you drop dead on the spot. Both origin qi and blood essence can be fed into techniques, spells, treasures, or spirit beasts to greatly increase their power, although of course this tends to involve either giving up some of your physical blood or body parts like fingers in the case of blood essence, and a similar level of damage but spiritual for true qi. Neither of these are used lightly, although it's worth noting that the rituals to obtain ownership over spirit beasts or puppets involves using a minuscule amount of blood essence to bind you to the beast.

On Refining

Refinement uses what is called a Neidan fire to burn, purify, and process things. The most basic form of refinement is merely covering something and allowing your energy to slowly infuse and purify the target. Some more advanced forms of refinement also use arrays to streamline, intensify, or otherwise improve the process in some way, largely done when you want to refine something that would usually be beyond you. The details of the process can also vary depending on what is being refined, usually when dealing with treasures which have a will of their own or very potent effects.

It is important to note this process can be very slow. It could take you maybe a few hours to a few days to refine a treasure for repairs or recharging, but other processes like creating new treasures or processing raw materials for your use can take months or years and usually require special techniques for the refinement. And of course, if you're trying to refine something that someone else has already refined, it's going to take quite a while to undo that and refine it yourself.

Refinement isn't limited to physical objects either; you can do things like refine elemental energies, as in supernatural flames or mists or lightning and such. Such energies or forces are usually refined into small pearls that let you generate significant quantities of that energy when refining it, on top of the normal improvement that refinement serves as. Aside from merely refining one thing, things like alchemy are based on refining multiple things together, largely various herbs and materials, to create pills. Obviously these are tricky processes that pretty much always use cauldrons and sometimes additional arrays. Some cauldrons are even Treasures in their own right.

You can also do things like merge two forms of energy to get a third form of energy that is greater than the sum of its parts. For example, Han Li used his Celestial Ice Flames and the icy Qi of a Six Winged Frost Centipede to create a cold purple flame he named the Purple Apex Flames. The potency of these Purple Apex Flames allowed him to fight against Late Nascent Soul cultivators while only being Early Nascent Soul himself, a normally overwhelmingly large power gap, when neither of the components of the flame would be able to let him pull that off, either alone or used in tandem.

Refining also has the benefit of slowly improving the spiritual nature of whatever you refine, making it more potent and enduring in essentially any positive manner you can think of. This takes amounts of time comparable to that of cultivation, however. This unfortunately can't be done indefinitely, as such things can usually only be taken so far before further improvement slows down to a prohibitively slow crawl. A 'soft cap' on how much you can keep refining one thing, if you will. Thankfully this limit can be circumvented by feeding whatever you're trying to improve other materials, treasures, elemental energies, etc that surpass it in power and/or potency, letting your own material, treasure, elemental energy, etc consume them instead of fusing with them as mentioned above, resulting in a leap in power without changing the nature of whatever you're improving.

In the long term this course of action tends to be inefficient though, so most cultivators who rise in power tend to replace their arsenal with new things instead of trying to improve what they were already using. Which leads to the last function of refining; as it purifies and 'refines' the spiritual nature of an object on top of everything else there is to it, it grants you control and ownership over whatever you refine for long enough. This is how cultivators claim treasures or elemental energies for themselves. In future jumps this will also let you obtain metaphysical ownership over whatever you spend your time refining, even if they were already owned by someone else (although the refinement tends to be more difficult in such cases).

On cultivating too quickly

While normally it's impossible to cultivate with enough speed for it to be relevant, advancing several stages in less than a week can have lethal consequences. Not only would you have to spend some time consolidating your cultivation base to avoid it suddenly falling a stage or two from the lacking foundations, the inner demon backlash from the massive disparity in the cultivation bases before and after is enough to instantly drive the cultivator insane and kill them, should they not have already been at the stage they cultivated up to once. Even then more than a decade of meditation is needed to truly consolidate your cultivation base in order to avoid inner demons suddenly appearing and destabilizing your cultivation base at potentially any time. Needless to say, it's best to take your time when cultivating.

On Cosmology

To get it out of the way, the Immortal World, the place that those who go beyond Tribulation Transcendence ascend to, is disconnected from the rest of the cosmology that will be explained here. However, unlike what you might think, it's not exactly distant or something. Rather, everything else is just lying somewhere in some remote corner of the Immortal World. Good luck getting to it without ascending into an Immortal though.

The weakest part of the cosmology is the collection of worlds called the Mortal Worlds, as was discussed in the Location section. Their relation with the higher realms results in three categories of Mortal Worlds; Firstly there's the linked ones, which have a permanent and reliable passage to the higher realms open, resulting in frequent interaction with said higher realm and are thus significantly richer in both cultivation resources and competition, as well as more powerful cultivators being more common.

Then there's the unlinked ones, which don't have a passage to the higher realms, which results in a lack of the World Qi quality that cultivators at Deity Transformation generally need to cultivate at all. Generally cultivators need to brave the chaotic clusterfuck that is the space between worlds (complete with spatial tears and storms and such) to get to one of the higher realms to continue cultivating. These kinds of Mortal Worlds are the ones described in the Mortal Worlds Locations and also the kind of world Han Li was born in.

And finally, there's broken Mortal Worlds, which are shattered and lack most high quality cultivation resources, making it almost impossible to rise to the higher realms from them, not to mention how small they are given they are fragmented.

Next are these higher realms that have been mentioned. There's two that are directly shown in the story; the Spirit Realm, and the Elder Devil Realm. The latter is also called the Holy Realm by the devils native to it. Most cultivators ascend to the Spirit Realm, but those who cultivate the Devil Dao, or Ghost Dao, or any other kind of devil cultivation method, ascend to the Elder Devil Realm instead, becoming what are called Elder Devils. Of course, if they're unlucky they can end up elsewhere like the Small Spirit Sky Realm.

It is worth noting that similar to how Mortal Worlds invoke potentially lethal backlash on Mid Deity Transformation cultivators or above, so does the Spirit Realm and other realms on its caliber restrict those above the Grand Ascension level, largely True Immortals. This takes the form of both restricting their power in general and even conjuring chains of laws if they use too much power, which completely restricts them. They still have enough leeway to kill most Grand Ascension cultivators with little issue however.

There's another realm called the Underworld that is theorized to hold those who pass on in death, although nobody has managed to enter it while alive. Additionally, there are other realms on the level of the Spirit Realm and the Elder Devil Realm, but they are not explained or visited by the story so nothing is known about them other than the fact that they exist. Some names are given for "nearby" realms, though, such as the Black Flame Realm, the White Light Realm, the Small Asura Realm, and the Heavenly Crow Realm.

All of the realms are infinite flat planes. If you go up high enough, you'll encounter Heavenly Astral Winds, powerful enough to tear anyone below the Grand Ascension realm to shreds. If you keep going upwards, the winds will grow strong enough to tear apart space, constantly creating small and short-lived spatial rifts. At least one True Spirit has been known to hide within space this high up in the Spirit Realm to recover from their wounds. This is likely the main reason why cultivators don't just fly higher when traveling.

On Cultivation Realms

Cultivation is, as the name implies, the cultivation of your body, mind, and soul. The more you cultivate, the more spiritually powerful you are. The mere process of cultivation enhances your body, and while this improvement is usually negligible, if you imbibe powerful pills or advance a realm, your progress will be fast enough that you will notice the changes; As if your bone marrow and tendons were cleansed and strengthened, as if your muscles were given a thorough workout and grown stronger, as if your skin was purified of any imperfections, as if your joints were oiled out and your movements smoothed, your sight growing clearer and sharper like you were almost blind before, and the same with your hearing and other senses, and so on. It is because of this improvement that, even when completely deprived of Qi and spiritual sense and any other supernatural power, a cultivator is still simply better in most ways than ordinary mortals, from endurance and resilience to mere strength and stamina to perception and mental acuity and so on.

Cultivators no longer require food or drink at least once reaching the Foundation Establishment realm, possibly at the higher stages of Qi Condensation. It's thanks to this that storing powerful shrunk treasures inside your stomach becomes a common thing among Core Formation cultivators and above. Outside of Qi Condensation, all of these are separated into Early, Mid, Late, and Peak. The differences in power between each of these stages are significant, usually considered to be overwhelming.

The Peak stage in particular is special because only those who are almost to the point of reaching the next Realm are considered to be in that stage. It also goes by different names, for example a Peak Foundation Establishment cultivator could be said to be at the False Core stage, as they are almost to the point of making a Golden Core.

Apart from cultivation, some schools of thoughts result in different methods. Notably, there's the Devil Dao, Buddhist monks, and Confucian scholars. Devil Dao cultivators generally deal with ghosts and negative energies, which are immensely corruptive to most other energies (save those that counter it), and pretty much always requires some sacrifice of blood or other cultivators (as in, their souls) to progress. Buddhist methods cause the practitioner to glow in a seven-colored light, like a rainbow, and some of the more powerful methods cause the cultivator to grow a Crystal Relic inside them, which can provide quite a bit of power and is sometimes sought after to refine as a treasure. Confucians cultivate "noble spirit Qi", which is noted to feel strict, whatever that means, and they use this Qi in their techniques. Both Buddhist and Confucian techniques, in contrast to Daoist techniques which vary wildly, are almost always incredibly difficult and slow to cultivate, but also provide significantly greater power than normal when mastered.

Lower Realms

Qi Condensation

Cultivators at this level gather Heaven and Earth Qi (ambient spiritual energy) and condense strands of it into loose clouds within their bodies. This spiritual energy can be used for some weak techniques. Unfortunately it's not enough to increase one's lifespan or strength all that much. At the earlier stages cultivators might not even be beyond mortal martial artists, at least the masters. This realm is unique in that it is divided into 12 stages instead of Early/Mid/Late/Peak.

Foundation Establishment

To enter Foundation Establishment, a cultivator has to condense their Qi into a liquid of sorts. Due to the difficulty of this bottleneck, it's usually considered foolish to attempt to break through into Foundation Establishment without what is called a Foundation Establishment Pill, which is relatively scarce and requires Foundation Establishment cultivators to create. You can surely see where the problem lies there.

At this Realm, the lifespan of a cultivator is roughly 200 years. Additionally, they finally gain access to their inner fire, which is what is used in the refinement process. Unfortunately, this inner fire is not yet strong enough to refine "genuine" treasures, resulting in weaker products that are called magic tools instead. And of course, they can use techniques and treasures with more power.

Core Formation

To enter the Core Formation Realm, a cultivator must condense their liquid Qi into a solid ball within their dantian (which lies inside the body a bit below the navel), the Golden Core. Doing this is, as with any breakthroughs to the next realm, incredibly difficult, and it is essentially impossible to succeed without either some strong cultivation pills to help out the process or Heavenly Spiritual Roots. To progress in the Realm, rather than merely cycling Qi through your body, you have to further refine your Golden Core to be denser.

The lifespan of cultivators in this Realm can reach up to 500 years in the Late stage. At this point they can also start to refine “true” treasures using their inner fire (usually called Core Fire). At this level, a battle can sweep back and forth across multiple kilometers, and a cultivator’s voice can carry over several times that distance by infusing their voice with Qi.

Nascent Soul

To reach this Realm, one needs to collapse their Golden Core, which plunges them into a Heart Demon Tribulation. They have to face all of their deepest fears and insecurities and remain steadfast in order to finally progress, experiencing years and possibly decades or centuries in an instant as they face each of their heart demons, in other words, the parts of themselves they repress or cannot accept. If they succeed, their Golden Core forms into a Nascent Soul, which takes the appearance of a small humanoid soul that almost looks like an infant, whose only features are on its head, looking quite similar to your own, both face and hair.

It is at this point that a cultivator can live for a full millennia, and strangely this lifespan is largely the same across all the stages within this Realm. Amusingly, despite the level of power of this Realm which allows cultivators to fight on the scale of mountains (easily destroying such in the Late stage), fights between cultivators at this level are rarely lethal, as most cultivators who reach this realm are quite self-centered and would rather flee than fight to the death. Even if their body is killed, they can abandon their body and flee as a Nascent Soul, capable of truly instant teleportation, which is impossible in earlier Realms.

Unfortunately this does cripple a cultivator for a time, especially if they cannot find a suitable body to possess and resume cultivating, although these issues go away in the Late stage. In the Early stage of Nascent Soul, having a spiritual sense able to cover a spherical area 50 km in radius is considered terrifyingly impressive, although at the Late stage having a radius of more than 100 km instead is actually normal, such is the difference between stages. In terms of simple travel times, traveling 5,000 km in less than a day is normal even in the Early stage. Cultivators at the Late Nascent Soul stage within the Mortal Worlds are sufficiently rare that there are less than half a dozen per region at most, usually mere handfuls.

Deity Transformation

The ascension into this realm entails using one's Nascent Soul to interact with the spiritual principles of the world directly, letting them manipulate the world's ambient Qi. Unfortunately, the World Qi is too scarce in the Mortal Worlds, so this tends to be the highest realm that is seen in such worlds, not to mention that cultivators who are too strong can't enter them outright without the resulting Qi backlash killing them if they don't suppress their power. In the Spirit Realm, however, they can use the world's Qi to nourish themselves and attain a limitless lifespan, compared to the 2,000 years of life they'd have normally in the Mortal Worlds.

At this level of cultivation, you can expect to be able to cover an area 5000 km in radius with your spirit sense without issue, and will be able to fly fast enough to cover tens of thousands of kilometers in days.

Middle Realm

Void Refinement / Spatial Tempering

By this point, your Nascent Soul is getting very close to transcending into an immortal soul. Unfortunately the power of space/the void isn't fully integrated into your being yet, and thus many of the shackles of mortality still remain. Progression in this Realm entails removing those shackles and slowly infusing your Nascent Soul with said power of space. Notably you require five-element spiritual roots to progress into this Realm. While normally impossible, there are techniques and treasures that can expand your spiritual roots to possess five elements, or maybe take the place of one of the elements of your spiritual roots.

At this level cultivators can travel 100,000km in a mere fifteen minutes, and of course millions of km in a single day without much issue. Unfortunately other feats are largely relative to other cultivators.

Body Integration

Breaking through into this realm entails enduring an extremely ferocious attack by one's inner demons, potentially driving them into a mad rage and dying if they can't break through properly. Cultivators enter this stage when their Nascent Soul finally matures using World Origin Qi, fusing with their bodies and obtaining one piece of immortality. This is generally considered to be the peak of power in the Spirit Realm, and those who go beyond are almost unheard of, although not nonexistent. It is worth noting that the tribulation to reach Late Body Integration becomes far more powerful and difficult to transcend the more powerful you are

It has once been said that four Body Integration cultivators working together would be able to lift a 60km tall mountain.

Mahayana (Grand Ascension)

One of the more notable traits of this realm is that the gap between Late Body Integration and Early Mahayana is significantly greater than the power gaps between other realms. For example, several Late Spatial Tempering cultivators might have a chance to defeat an Early Body Integration cultivator. The same does not apply with several Late Body Integration cultivators and one Early Mahayana cultivator. The main reason for this is that at this point cultivators begin truly wielding the laws of heaven and earth with immense amounts of effort and powerful treasures, a completely overwhelming power to those who cannot wield them.

Reaching this realm plunges a cultivator into an inner demon tribulation, spending dozens or even a hundred subjective lifetimes, each time stripped of their memories and places in a situation reminiscent of their past, showing them what could've been should they have chosen another path. In each of these lives, the cultivator must realize who among the people in their dream is the inner demon and kill them mercilessly; it may be an old friend, a beloved spouse, or a long-time lover, either way they must steel their heart and kill the inner demon. After the inner demon is weakened enough, they'll have finally finished the tribulation.

With this, the cultivator finally ‘completes’ their Nascent Soul, changing them from looking like a baby with their face to a miniature replica of their true body’s appearance, and obtains a chance to reform their body using World Origin Qi, which generates different phenomena depending on the Realm this is done in. In the Spirit Realm, this causes the Three-Sun Infusion. It is worth noting that when breaking through into this realm, or when fighting off major heavenly tribulations when in this realm, powerful devils called the Extrarealm Heavenly Devils will appear to attempt to kill the cultivator and take their place should they manage to do so, making such things even more dangerous than normal.

At this level, a cultivator could obliterate a massive rock, create a crater 30 meters in diameter, and cause space within 60 meters to warp and churn violently, all from a single casual punch with no magical power behind it, even without using a body cultivation method. Additionally, they can casually teleport by tearing through space directly, although this causes very obvious spatial fluctuations in both the place they’re in and the place they’re teleporting to. At this level travel between the various realms is also possible, even if still dangerous due to spatial storms.

Upper Realm

Tribulation Transcendence

Rather than a proper realm, Tribulation Transcendence is more akin to an equivalent of Peak Mahayana cultivation. It has no real stages by itself and isn’t really much different in power compared to Late Mahayana cultivation. It’s really more of an arbitrary division based on a slight change of the nature of their power, and anyone that could be considered in this ‘realm’ is almost definitely simply focusing on secluded cultivation to increase their chances of ascending to the True Immortal Realm as soon as possible.