



Desolate Era(The Three Realms) Jumpchain

By Bramastra

Trillions of years ago, this land was faced with constant squalor and slaughter propagated by those known as Fiendgods, powerful practitioners of cultivation birthed by the Heavens. Their emergence created chaos across the land for trillions of years, causing countless Dynasties to fall until only one was left standing: The Grand Xia Dynasty, which has unified the land for the past trillion years under their colossal influence and power. Now, centuries after this world shaking event, a boy by the name of Ji Ning has escaped his fate of reincarnation due to an attack upon the Six Paths of Reincarnation, and will enter this glorious new world. This world, known as the Grand Xia, along with the countless other worlds that make up the mighty Three Realms, will soon be caught up in a storm that nobody will be able to hide from. The attack on the Paths of Reincarnation was nothing but the herald of the world destroying conflict to come, and it would be wise to tread cautiously. Unlike usual, you'll be here for three decades - it would be unfair to throw you in a world where power is oh so dependent on time only to give you one decade of it. Now, leaving you here by yourself for that long would hardly be fair, so please accept these:

+1000CP (Cultivator Points)

Origins: All Origins start with a level of Cultivation at the middle of the Xiantian Realm, except for the Hired Expert and the Child of a Superpower, who are at the peak of the Xiantian Realm. You may choose both your age and gender freely, as cultivators care little for these physical qualities.

Wandering Expert (Free): You wake up one morning to find yourself within an entirely new world, without new memories weighing you down, and nothing but several beastskin cloaks to aid you on your journey.

Tribesman (-100): You grew up in one of the Tribes of the Stillwater region, constantly hunting and fighting to survive against Diremonsters and other Beasts that roam the area around your Tribal Grounds. This day to day life bored you quickly, however, and thus you now find yourself on a journey along the road to Immortality, leaving your tribal origins behind.

Hired Expert (-150): Years ago you freely roamed the land, killing Diremonsters and more mundane creatures alike, collecting treasures, and cultivating. But those days are now long past, and nowadays you spend your time in the service of a tribe or one of the major superpowers around Swallow Mountain. Life isn't all that bad, but it could be better.

Child of a Superpower (-200): The superpowers of the Swallow Mountain region of the Stillwater Commandery - the Ji Clan, the Kou Clan, the Ironwood Clan, the Riverback Clan, the Blackfire Cult, and finally Snowdragon Mountain. From one of these six superpowers you were born, or adopted into as a child. Due to this, you have lived with the equivalent of a golden spoon in your mouth, and both the temperament and stature to show it. Your connections may be far and wide, but do not let this lead to arrogance. Personal power is the most important thing in this world, and not having any will lead to your downfall.

Location: The world as it is under the Grand Xia Dynasty has been divided into 3600 Commanderies and four oceans. As you can tell, this means that there is a great amount of land to pick from, thus I shall simplify things and allow you to choose one of these locations in the Stillwater Commandery. Roll 1d7 for Location. You may pick any place you want for 50 CP. You arrive a month before Ji Ning's birth.

- 1) **Ji Clan West Prefecture City:** The headquarters of the west prefecture an area owned by the Ji Clan, here it is where Ji Ning will soon be born, and start his journey on the path of cultivation.
- 2) **Snowdragon Mountain:** The territory controlled by Snowdragon Mountain, possibly the most ruthless and power-hungry of the superpowers present in the Stillwater Commanderie.
- 3) **Serpentwing Lake:** A great lake teeming with aquatic monsters, here the great beast Serpentwing, a late Xiantian Stage Diremonster, has dwelled for the past thousand years alongside its numerous children and other monsters. You better get moving quickly.
- 4) **Stillwater City:** The Capital of the Commandery of Stillwater, controlled by the Northmont Clan. Here the Raindragon Guard as well as many of the important delegates of the Commandery stay. There is much business to be had and plenty of opportunities abound.
- 5) **Black-White College:** You find yourself in front of the main building of the number one cultivation school in Stillwater City and can choose to either apply or simply look around. Be warned however, their requirements are quite harsh. Depending on your purchases here, you may very well succeed in entering, even at such a low level of power.
- 6) **City of Ten Thousand Swords:** The main branch of the Ji Clan's prefectural power lies here, in their central prefecture city. Both the Patriarch and his sister live here, as well as many of their most talented children.
- 7) **Free Pick:** Quite appropriately for the genre, you got a lucky roll. Pick from any location in Stillwater Commandery for free.

Perks: All perks except general ones are discounted for the corresponding Origin. 100 CP perks are free for their origin.

General Perks:

Cultivation (Free): In this world, people use the art of cultivation to increase their powers. This practice is mostly divided into two ranks: Ki refiners, who generally rely on magical techniques and treasures to fight, powered by the Elemental Essences they absorb, and Fiendgod Body Refiners, who strive to turn their bodies into those of the ancient Fiendgods and utilize divine abilities with vastly varying effects, such as increasing their size, adding extra arms, or even strengthening their bodies beyond their already impressive levels, making their physical abilities and general battle prowess much higher than those of a Ki refiner in exchange for lacking the ability to use treasures and weapons. Thus you get a technique from each of these two types of cultivation to study. Be warned though, that although Fiendgod Body Refiners are much more powerful, their ways of cultivation may be painful to the extreme, or extremely hard to advance in, resulting in decades of effort for just a bit of progress.

There are many stages to cultivation, starting with the Houtian Stage, which signals the very start of a journey, as well as the increase of a cultivator's lifespan to over a hundred years. Then comes the Xiantian Stage, where the body is completely reformed for perfection, and the cultivator's lifespan increases to over two hundred years. The third stage is called Zifu, in which the practitioner forms their own "Violet Palace" which contains their liquified Ki energy, and enables them to live over four hundred years. The fourth stage, called Wanxiang, is the stage of manifestation, where the practitioner gains access to Divine Will, and increases their lifespan to eight hundred years. The fifth stage, called Primal, gives the practitioner the ability to live forever* (not actually forever)*, with no limits on their lifespan. After that comes the Void or Earth Immortal Stage. When a practitioner reaches the Void Stage and attempts to progress to the next level, they shall be met with a final Tribulation. This is a test sent down by the heavens in the form of heavenly wind, fire, and lightning strikes that they must either bear or face total soul annihilation. Then they must pass a test of their Dao Heart in the form of the Demonheart Tribulation, where they shall be tested to see if they are truly dedicated in the matters of Cultivation, and whether they are willing to abandon everything for its sake, though it can be resisted with a powerful Heartforce. If they succeed in this Tribulation, they shall reach the Celestial Immortal Stage, or, in the case of Body Refiners, the Empyrean God Stage, where they shall break free of the mortal coil and the five elements. After that, there are two more stages for both paths of Cultivation: True Immortal for Ki Refiners, or True God for Body Refiners, and then Daofather for Ki Refiners, and Elder God for Body Refiners. Finally, there is the very pinnacle of

power in the Three Realms, the World level. This is the level of cultivation Pangu was at when he created the Pangu Chaosworld, and Nuwa similarly reached. While there are even higher levels of power to be grasped, they need not be mentioned for now, and you won't be able to reach them during this jump.

On a final note, once every three hundred years after a practitioner steps into the Zifu Realm, they will be met with a minor tribulation, which will build up in power until finally, they shall face one major tribulation every nine hundred years. Three centuries a Tribulation, nine a Calamity, this shall continue until they either reach the Celestial Immortal stage, or have their souls shattered. For the purposes of this perk you'll be given a technique in both Body Refining and Ki Refining that will last you until the Wanxiang Stage, at which point you'll have to fend for yourself. For 50 CP you can get one that will allow you to advance to the Celestial Immortal and Empyrean God level, using both types of cultivation. Regardless of whether you buy the technique that allows you to train to the Celestial Immortal/Empyrean God level or not, the technique you get is of the highest quality, and you won't need to worry about your future growth being crippled by using it. Your cultivation technique may be aligned towards whatever Dao you wish it to be.

Required Secondary Abilities (Free): The laws of this Universe are very different from those you are used to, and things such as moving faster than sound are possible for even the most base rank and file Yet they find themselves lacking things such as sonic booms. In this Universe and the ones you will travel to in the future, such protections will thusly continue to exist. In addition to this, spending countless years on a single task, or just on living a normal life, also don't seem to be a problem for you anymore.

Beast(-200): Instead of being a human, you are a Diremonster, meaning that you start off with far more power than the average human on your level, but your comprehensive ability is lacking. For an extra 100 CP, you can instead choose to be a Godbeast, giving you far more power than a normal Diremonster and a special ability, but still possessing lacking comprehensive abilities. You can get rid of your stunted comprehension abilities for another 100 CP. If you don't, assume that it takes you at least twice the time to train in anything, and that you will have great difficulties in breaking through bottlenecks. Freak of Nature negates the lack outright, so if you take it, buying this option is redundant.

Fiendgod(-300): Rather than being born from human parents, the Heavens and the Earth themselves birthed you as a Xiantian Lifeform, with a fierce instinct for battle. This makes you a natural Fiendgod Body Refiner, capable of progressing far more easily in those arts, and your battle strength is top-notch. However, your comprehension abilities are lowered, causing you to take at least twice as much time to train in the Dao and have great difficulties in breaking through

bottlenecks. This drawback can be negated for 100 CP, as well as by taking Freak of Nature. You do not inherently look (in)human, though you can learn to change your appearance once you reach the level of a Wanxiang Adept. What you naturally look like is up to you. However, the largest advantage that Fiendgods have is this: Once they reach the level of Primal Daoists, they will live forever*. The tribulations that come every three-hundred years for normal cultivators will not strike you. However, keep in mind that low-level Fiendgods are widely desired as slaves. It might be to your benefit to pretend to be a human.

Resolute Heart (-300): The Dao is a long, lonely road, full of temptations and illusions. These temptations are difficult to resist - there are no secret arts that can help you, no bloodlines that will leave you immune, no treasures that can shield you. Although the power of your soul can aid you, what matters most in the end is the strength of your Dao Heart, your willingness and ability to abandon all else to follow your own path. Luckily, with this perk yours is exceptional, allowing you to easily resist illusions, false temptations and mind-control even from cultivators one or two levels higher than you. Even if you do not focus on it, you will prove very talented in Heartforce, which can aid you in many ways. While it will require you to undergo many tribulations and trials, you may one day even become a true Heartforce Cultivator. This also unlocks the elementary level of the heartforce cultivation from the get go.

Reincarnated Immortal (-600): Several years after you were born into this world, a trigger of some kind caused memories of a past life to resurface, one where you were a mighty Earth Immortal, and all the adventures that ensued. Due to this, your insight into the Dao has long since passed the level of ordinary Earth Immortals, and you have a fantastically powerful soul. All you would need is Elemental Ki and some time to easily soar back to your former heights. That being said however, there is a reason you needed to reincarnate, that being your inability to face the Celestial Tribulation. As such, you would still face significant challenge in dealing with and overcoming it if you simply blasted through to your old status. Because of this, it is recommended to stay at the lower stages for a while and carefully try to increase your insights, the strength of your Dao Heart, and shore up other weaknesses you might have. You may also choose to forego the memories and instead simply gain the insight of a peak Void Immortal

Wandering Expert

See None do None (-100, Free Wandering Expert): Sin in this world is a tangible thing, and if enough of it is committed (mostly through the murder of non-cultivators), the Heavens themselves will recognize your deeds and upon your tribulations, you would find them much harder than what would otherwise be the case. Commit even more sinful deeds, and your very appearance might even get tainted by the blinding light of Sin, letting everyone know who to target for a gain in Karmic Merit. Screw all of that nonsense, you came here to party, and no way in hell will some karmic scale for the supercomputer of the Universe ruin that! Because of this, you find that people or other entities are generally unable to sense your Karma, or whether or not you lean more towards Evil or Good, and even if they are able to do so, they won't act on it. Directly seeing you commit these deeds, however, will allow them to make a judgement about your general disposition, and don't expect someone to let you go if you have done something to affect them personally

The sense of ADVENTURE (-200, Discount Wandering Expert): Adventure! Every Cultivator needs to brave it if they ever wish to grow and reach immortality. Thus, whenever you find yourself on a journey or adventure, it will rarely ever be a journey of tedium or aimlessness, and there will always be something to do, and a reward to find. Needless to say, you won't be disappointed by an adventure ever again. As a side effect this would allow you to sense where the interesting things are happening and how difficult it is to gain the reward but the greater the difficulty the greater the reward and vice versa.

Tribulation Taker (-300, Discount Wandering Expert): Tribulations are the one thing that strikes fear into the hearts of cultivators everywhere, the fear of utter annihilation with no chance of survival or reincarnation is enough to make the hearts of countless cultivators go numb, and several prospective cultivators never advance further than the Houtian Stage. Not for you, however, because you have conquered possibly the greatest hurdle that blocks your cultivation. Tribulations never actually exceed what you yourself could deal with, and before the advent of your tribulations you always get clear, if not completely prophetic feelings, nudging you towards the exact date of your tribulation. In the future, any time training requires facing a test that may result in death or worse, it may fall under these effects.

The Demonheart (-600, Discount Wandering Expert): Long ago, when this world wasn't shattered, but instead whole with the name of Pangu Chaosworld, a massive land the size of

the entire Three Realms combined, the many denizens realized that they were heading straight into a collision with another Chaosworld by the name of Seamless Chaosworld. As is natural for this, both sides immediately went to war with each other, unwilling to allow who they saw as invaders to live in their world. To make a long story short, Mother Nuwa broke through to an entirely new level of power at the apex of the war, and then proceeded to chase the survivors of the Seamless Chaosworld into the Primordial Chaos. However, the battle thoroughly ruined and shattered both Chaosworlds, causing them to be reshaped into the Three Realms of the present by the victors of what was from then on known as the Endwar. The most important fact, however, is that during this recreation, the Seamless Chaosworld was used as the stable pillar upon which the Three Realms would be built. Due to this, the Heavenly Dao of the Demonheart from the Seamless Chaosworld remains slumbering, not yet wholly gone. Like another certain someone, you've gained insight into this Dao, and with it you can manipulate the hearts of mortals and Cultivators alike. With only minimal insight into it, you could easily cause wars among mortals and twist weaker cultivators to fully subordinate themselves to you. With full mastery, causing a war that engulfs a whole Chaosworld and making the closest of friends split apart to join different causes would be child's play. To reach this level is still a long ways away however.

Lordship of All Things (-800, Discount Wandering Expert): Formations can, through being shaped in particular directions, powered by multiple people or formation flags, result in a variety of different effects. Such effects include creating an attacking formation which would allow a small number of weaker cultivators to take out one stronger than them, or a trapping formation that only brute strength completely eclipsing that of the people controlling it could hope to break, and finally, one can even use formations to help gather elemental energy and ki so they can train much faster than what would normally be possible. All of this knowledge and more is now passed on to you, as you find yourself a master of Formations, their creation, and their utilization, as well as heavy insight into the Grand Dao of Formations. With a year of practice and the proper reagents, you could even conceivably create formations of the scope which caused the four thousand kilometer wide elemental stone mine in the Ji Clan's territory through the gathering of elemental energy, and with a decade, setting down formations like ones that would normally be set around the Ji Clan territory, capable of killing Celestial Immortals, could be qualified as a warm up (depending on your own level of power of course) Creating a formation such as the Rahu Formation that allows a multitude of cultivators to band together in order to form an avatar that is vastly stronger than the sum of its parts would take you a decade or so of research (once again, that is if you had the required level of power for it). Keep in mind, however, that creating formations also requires insight into the Daos. Creating a Wind Formation will be absolutely impossible without the necessary insight into the Dao of Wind.

To add to this, you also gain tremendous insight into the Grand Dao of Constructs, allowing you to, with enough practice, create golems equal to the Daofather Golems that the Lord of All Things created, and make them in bulk just as he did. You do need the right materials and many assistants for that, however. Finally, you gain the ability to create and cultivate strange creatures known as “Queens” who are able to give birth to hundreds of warriors to create an army. Both the appearance of the Queens and warriors are completely up to you, and they'll be at the same level of intelligence as a normal sentient being. At first, you'll simply be able to make one or two of them at the Xiantian Level, with their children only being at the Houtian Realm, and only in their dozens. But as your own personal power increases, you could create or upgrade queens capable of rivaling even Empyrean Gods and cultivators stronger still, with them being capable of birthing thousands of lesser creatures. The intelligence of their spawn is also variable, with some of the weaker grunts simply being like insects that the Queens can see through and puppet from a distance, and their generals being at the very top of the level they were spawned at and being just as intelligent as the Queens. This scales with your cultivation level as the Golems or Queens are always one level below you. In future Jumps you'll find yourself picking up arts and abilities similar to constructs and formations incredibly quickly.

Tribesman

Survival Before all Else (-100, Free Tribesman): As a tribesman, you've faced enough hardships, watching member after member of your tribe die due to one issue or another, for you to get a firm grasp on what was needed to survive in this world. Thus, your abilities to survive out in the wilderness of the Grand Xia continent, and more importantly, against the Diremonsters that inhabit it, is tremendous. You have learned to hide yourself, your scent, as well as various other things such as beasts would use to track you, all the while remaining comfortable and making camp. In the future, you may do the same for other beasts found in the multiverse. If they have any senses apart from physical ones, be prepared to fight, unless you have developed measures to counter those sense via other means.

Against the Hordes (-200, Discount Tribesman): Every day is full of hardship when you belong to a small tribe, never knowing when another tribe or a particularly strong Diremonster might spell doom for you and everyone around you, having to deal with the troops of the superpowers, and finally your own tribemates' bickering. All of it is enough to make a man go insane, yet after years of such stress, you've stopped being bothered by it. Your mind can easily take stress that would make others shells of their former selves, not to mention your ability to stay calm and hold steady in the face of danger. In a way, you've truly ascended past your mortality before even becoming Immortal.

A Grizzly Appearance (-300, Discount Tribesman): Apparently sometime during your childhood, a Diremonster mistook you for its own child and ended up raising you for several years. It is easy to see how it made this mistake, however, because your appearance mirrors this particular Diremonster, and so does whatever facet of their abilities is the strongest with them. Choosing an Azure Skysnake, or a beast just as famed for its speed, will result in you being able to outrun those even a level above you, and your body itself, even if only that of a Ki refiner, can rival Fiendgod's in hardness.

Master of Diremonsters (-600, Discount Tribesman): Diremonsters are monsters which, unlike the common rabble that stalk the lands, are able to fully cultivate to the Xiantian Realm. They cause much trouble, slaughter, and unhappiness in their surrounding areas, but there is one way to deal with them that doesn't require death, one way that would be far more beneficial: Taming. Through forcing a monster, or a Diremonster, to submit to you, you may gain their undying loyalty and their company as your spirit beast. Normally, most people would only be able to accomplish this with tremendous difficulty and a lot of preparation time. For you, however, there seems to be an aura that allows you to easily befriend such beasts as long as there hasn't been any earlier history between you. Furthermore, you may find that these beasts will be completely willing to die for you after being recruited, despite the fact that they may as well be slaves. You can keep as many of them bonded as you want at a time.

Supreme Karmic Might (-800, Discount Tribesman): Maybe through deeds in your past lives, or some other strange occurrence, you have found yourself with extreme quantities of prismatic Karmic Light surrounding you (up to around a thousand kilometers). This light serves many effects. Besides enhancing your luck to grand heights, it makes you much more beautiful and immediately likable to people on first glance, and unless they have some deep issues, they won't be harming you anytime soon. Furthermore, the aforementioned luck this brings is tremendous, if not miraculous, to say the least, enough that almost any major power would want you on their side, even if it requires coercion or force, all for the sake of benefitting from your luck alongside you. However, personal power is still King, and if you continuously rely on this luck it might fail you at a crucial moment and lead to your death. As an added function for your convenience, you may dim the light you emit to nothing at all, if you do not feel like letting others bask in your glorious radiance. This also prevents you decreasing your prismatic karmic light no matter how much sinful acts you commit like killing trillions of non-cultivators everyday. You won't gain a speck of aura of sin or have the karmic sinflames descend on you.

Hired Expert

Indignant Envoy (-100, Free Hired Expert): Sometimes being the errand boy is both a frustrating and dangerous job: frustrating in that people like to just stop and spend several minutes talking to you before you can leave, and dangerous in the fact that at any time these same people can choose to kill you. Not anymore, however! Whenever you're sent as an envoy to some powerful figure, or meet with one in general, you'll find that unless you truly offend them (say, by killing their prized Grandson, or hitting a particularly sore spot), you'll generally find them completely fine with just ignoring it and moving on. The best perks of such a cozy job without the danger!

The Subconscious Sense (-200, Discount Hired Expert): Most cultivators, after reaching certain stages of power, can feel when there is a sudden upheaval about to occur, especially when it may lead to their deaths. However, this sense isn't quite as accurate or even time sensitive as what you have, for whenever a world shaking event is about to occur you'll know the exact scale of the threat and just how to avoid it. This is completely independent of your own ability, and sometimes such an event will be too strong for you to escape fully unscathed or even at all.

Crippling Escape (-300, Discount Hired Expert): In this world, the path that all immortal cultivators take is that of defying the Heavens, yet before one reaches the stage of fully breaking free from their rules, they can at any time be wrenched back completely and thrown back into the mortal coil by other practitioners. This process is called crippling of the cultivation base, and anyone who is subjected to this fate is forever doomed to be a mortal for the rest of their lives. Meaning that they shall never again taste the power they once had, and never again taste the closeness to immortality. Not for you, however, as such wounds will always find a way to heal in time, and depending on their severity, you could find yourself back to treading the immortal path once more in several months. Post-Jump, you'll find that any wounds or injuries that would normally leave you crippled or forever bound to their effects will wash away in time. Extremely powerful effects such as curses from a God may take a lot of time, however.

An Oath Taken (-600, Discount Hired Expert): The Will of the Heavens is such that any who dare enter the stairway into Immortality will forever be bound by their word (unless they're a Daofather) - when an oath to the heavens is uttered, there is no way for most to escape it without facing annihilation. A similar, and much more powerful oath, called the Lifeblood oath, holds even more grip over the person, in a way that no matter one's level of power, it will devour them if

broken. Not for you, however, because you're a cultivator! The whole point of your journey and understanding of yourself is to be unbound by any laws and free as the sky. If you allowed oaths such as this to hold you back, wouldn't that be the same as admitting defeat? Thus, any oaths that aim to bind you in any fashion simply fail to enact their consequences when broken. After all, it wouldn't do to suddenly have to make trips halfway across the endless Primordial Chaos because of some silly oath, would it?. Post-Jump this would also apply to any forms of magical contracts that would have negative effects on you especially if it would lead to your death.

The Bond between Master and Student (-800, Discount Hired Expert): The bond between Master and student is one that is as unseeable and untouchable as the energy of the heart. As a cultivator, you know that death is around every corner, whether from the tribulations now or a failed Tribulation later on, and you need a legacy, a legacy more than some words and a demonstration of your understanding on a cave-wall. No, this legacy is that of a line of disciples that will spread your name and techniques far and wide as they rise in power, immortalizing your name eternally in the history of the cosmos. Sadly, many can never pick the correct people. Either they pick someone who is secretly mind controlling their daughter into becoming their sex-slave, or they find someone with early explosive growth, but with that early talent fading later on. Not for you though, you can always tell the full potential of any person you meet, and if given enough time with them, could find opportunities to guide them to reaching it, or even surpassing it. If you felt like it, you could turn a mortal late into their life into a celestial immortal in five thousand years even if they never had a chance of reaching the Zifu stage. Those that you guide and teach would reach their full potential a tenth of the time they would normally reach on their own. The problem of people that are good on the outside turning out to be completely evil on the inside is moot as well, because any person you personally take on as a disciple will always feel a strong bond towards you, to the point where even if you just gave someone a few pointers, they'd be willing to shed tears for you on your deathbed.

Child of a Superpower

Healthy Eating (-100, Free Child of a Superpower): Being one of the richest and most prosperous in Swallow Mountain means a lot of things, but what it means the most is that you also ate a lot of Diremonster meat in your childhood, which is naturally full of minerals and nutrients to help a growing child. As a consequence, the only word to describe you would be either "handsome" or "beautiful", as it is clear that you're well bred and well raised, and it even shows in your demeanor, allowing you to present a calm cool facade to anyone giving a casual glance your way.

Underestimated (-200, Discount Child of a Superpower): “Puny Houtian Stage”, “Puny Zifu Disciple”, “Puny Wanxiang Adept”, “Puny Void Immortal”, “Puny Celestial Immortal”: These are all words that have been uttered near endlessly across the Three Realms and beyond. Arrogance is a trait that is bred true in almost every single being in this vast cosmos, and even beings who would otherwise be more cautious still fall victim to such vices. However, whenever you are involved, everyone seems to just completely ignore any possibility of you posing any kind of a threat, completely disregarding you unless you don’t wish them to, or you’re a level or two higher than them.

Treasures Galore (-300, Discount Child of a Superpower): Treasures are the life of a cultivator because they determine their ability to fight, buy other treasures, and generally survive. How could someone ever claim to be an expert without having something to show for all the blood, sweat, and tears they’ve spent? With this, such material wealth simply comes to you of its own accord. Finding a legendary sword at the Xiantian level that would make even Wanxiang Adepts green with envy? Just a regular Tuesday. Stockpiling so many different Immortal Estates you use them on and off? Might take a couple of decades. Finding the legacy of a supreme expert whose very power makes the hearts of others clench in fear? Might happen at least once a jump, or once per cultivation stage. This applies even in world's where there are no such things.

Unending Breakthroughs (-600, Discount Child of a Superpower): Bottlenecks are the bane of many a Cultivator, causing many rising geniuses to be nothing more than annoying old men in the face of the ever-expanding race that is martial Cultivation. Not for you however, as bottlenecks that would otherwise completely cripple others simply act as small buffers that can be easily cleared up with some time spent in the real world fighting opponents, or even something like meditating while fishing. Needless to say, any time you would normally hit a roadblock, you can overcome it just by spending a couple of months adventuring in the outside world, spending some time to yourself, or facing a life and death battle. Anything unrelated really.

Freak of Nature (-800, Discount Child of a Superpower): The Three Realms, despite being a backwater to others in the Primordial Chaos, are filled with people that would be considered utter monsters by any outsiders. People who manage to rise above their sub-par cultivation methods and produce monsters on the level of Houyi, Ji Ning, Nuwa, Subhuti, Tathagata, Suiren, Shennong, and Fuxi, all of whom would absolutely be feared for their genius. Of course, you are no different, being an absolute freak of nature in the arts of cultivation and understanding of the dao. Getting to the level of mastering a Grand Dao would take you maybe thirty years or so, and becoming an Elder God would take you maybe twenty thousand years through sheer brute force. Hell, even becoming a World level expert would be an inevitability rather than a mere possibility, though the time it would take you could vary widely. And that’s

without any specializations. You may pick one aspect of Cultivation such as Heartforce, Sword Arts, or Spacetime Techniques, in which you absolutely excel, to the point where it would allow you to fight others one level higher than you, and train in it at an absolutely astonishing pace, reminiscent to Ji Ning's progress in the Sword Arts. For an extra 400 CP, undiscounted, you can pick up one more specialization. You may purchase as many specializations as you wish.

Items and Gear: All Items respawn in the Warehouse after a week upon being destroyed unless stated otherwise.

General:

Storage Treasure (free): A basic, unranked storage treasure with some gold inside. It can be in any form you like and can store up to a few cubic meters of stuff. (Can be purchased multiple times for 50 CP)

Cultivation Techniques (-200): You can get a cultivation technique that will allow you to advance all the way to the World God and Chaos Immortal Realm, the technique you get is of the highest quality, and you won't need to worry about your future growth being crippled by using it. It is easy enough for even a mortal to follow. Your cultivation technique is uniquely attuned to whatever Dao's you grow proficient in.

Flying Ship (-400): This is a flying ship commonly employed by the denizens of this world for their general travel, and sometimes for escaping. This one is surprisingly high quality and can move faster than most Wanxiang Adepts at their peak. Its true strength, however, comes from the fact that adding your own energy to it can increase its speed to what yours is at the time, allowing a Celestial Immortal to make the ship accelerate to his own speed. It does, however, cap out at the limit of the Heavenly Daos (the speed of light) and will not move past that point no matter how fast you are.

Primaltwin (-600): This item is a pearl that is attuned to a single element of your choice. With methods detailed within a complementary jade slip, you could use this pearl to split your soul to create another body (which will weaken you until your soul heals), which will be able to train as a Ki Refiner (with vastly increased training speed if you have a technique that synergises with the body's element), allowing you to essentially have two lives, as well as training more quickly in

whichever element the pearl is attuned to. Normally, most people wouldn't be able to utilize this technique until becoming a Primal Daoist due to lacking the necessary soul strength, but you won't have to worry about that. May be purchased as many times as needed.

Dream of the Three Realms (-800): Dream of the Three Realms is the ultimate technique of the Daofather Subhuti, known as Patriarch Subhuti, and with it he is able to see all events in a massive area covering the entire Three Realms: three thousand major worlds, each one being millions of times the size of Earth, and trillions of minor worlds the size of earth. When used by someone proficient in the Dao of Spacetime, the technique can be used to travel anywhere within its range near instantaneously. This jade slip details the entire Dream of the Three Realms technique, as well as giving its reader a good foundation in the Dao of Spacetime. At first, when practicing this technique, you may only be able to scan an area the size of Swallow Mountain, and with merely the limited knowledge of Spacetime granted by the jade slip, move quite a bit faster towards your destination. Then, after several thousand years of practice, moving around an area the size of the Grand Xia Major World in instants would be child's play. Finally, after many thousands of years, you will be able to travel the Three Realms with impunity. When you reach the Daofather level, you could even recreate Subhuti's feat of hiding an entire major world in spacetime. After you grow beyond even that level, who knows what grand feats you may be able to accomplish?

Wandering Expert

Beastskin Furs (-100CP, Free Wandering Expert): A set of excellent fur clothes made from Diremonster pelts, it provides protection from any blow below the Houtian level and is quite comfy and warm. They might make people think of you as a bumpkin though. Even as you rise in your cultivation level, the furs will still be able to block attacks from cultivators one level below your current cultivation level.

Book of Basic Formations (-200CP): A book detailing the various ways formations work and how to master the basics. With such good instructions, anyone could begin to learn the Dao of Formations, although its eventual mastery depends on your own effort and skill. The book updates to be appropriate to your level of cultivation, so it'll never be useless.

Nine Elements Cauldron (-300CP): A cauldron that is typically used to melt down treasures for their elemental essence, so that someone can then repurpose them into forging a new treasure that is even stronger than the many that were melted down. Unlike others, however, this one seems

to be able to melt down items of any level, and can remember the traits of any treasures it melts down and apply them to other items.

Daofather Golem (-600): It seems that you're a very lucky person, Jumper, because this right here is a Daofather Golem, one of the relics from the Endwar that shattered Pangu's world. However, unlike others that would simply be too taxing for you to use, this one seems to be experimental in that it allows weaker Cultivators to utilise it at the cost of lowering its full power tremendously, making it possible for even cultivators weaker than Celestial Immortals to use it at two levels of power higher than them until they reach the Celestial Immortal stage of power, where it peters out until they break through to reach the actual Daofather Stage. After that, it can be utilised at its full level of power. Despite this, however, even Daofathers would have a hard time harming or damaging this Golem, meaning you can still hold off those stronger than you for a period.

Jindan Creation Methods (-800): You have gained possession of something that would be considered invaluable in the Three Realms, were its existence known. A Jindan creation and upgrade technique. Jindan are created when one reaches the Celestial Immortal Stage as a Ki refiner, and stay within their soul as the source of their energy. Depending on the methods used to create them, they may have different levels of potency. The weakest kind of Jindan (and the only one created in the Three Realms) is a third-rate one, created by simply absorbing the elemental energy of the world. A second-rate Jindan is created by absorbing the essence of many precious treasures, which boosts its power considerably. Finally, the first-grade Jindan is formed when an entire world multiple times the size of the Grand Xia is devoured. This jade slip details a technique that can allow for the creation of a first or second-rate Jindan, or the upgrade of a Jindan all the way to the first tier. But rather than using any of the methods detailed above, this technique teaches another, slightly less costly method that only requires far more natural energy and time. Forming a first-rate Jindan with this method will take at least a thousand years of meditation. A first tier Jindan would allow for one at the Celestial Immortal level to be equal to a True Immortal with a third-rate Jindan. In a Chaosworld like the Three Realms, such a technique would completely overturn the entire scale of balance.

Nine Chaos Seals (-800): Originally found and memorized by Daoist Three Purities, these Nine Seals were seemingly created by the Primordial Chaos, and each seal that is mastered gives one insights into a Dao tailored to the user. Now they are ingrained into your soul. When fully mastered, they create an azure flower within the soul of their owner, enabling them to convert any and all forms of energy into a mist which enhances the physical abilities of a cultivator to tremendous heights, allowing an Elder God to utterly demolish newly ascended World level experts, and fight on equal terms with ordinary World Level experts. There seems to be a limit to

just how much of the mist you can have stored within your soul, however. Even though you'll be able to fight a lot longer than a person who relies on their own energy, don't think that you'll be able to fight like that forever. Another thing to keep in mind is that fully comprehending these Seals in a short period of time was impossible even for Nuwa, who had mastered over eighty thousand Daos. Unless you are a genius of a level unheard of in the Three Realms, it's going to be some time before you can use these seals and the secrets contained within to their full potential.

Tribesman

Diremonster Meat (-100): An infinite supply of meat from Houtian level monsters. The lingering spiritual energy in the meat makes sure that anyone it is fed to grows up to be the healthiest and strongest they can be for a human who hasn't cultivated yet while also enhancing their appearance. The stronger you grow, the stronger the Diremonster meat found here. The stronger the monster the greater the benefits towards mortals and children. Also comes with other food products like cheese and milk. Anything really.

Mortal Weapon (-200): The Weapons of the vast expanse of the primordial Chaos are divided into various ranks, the very first being the Mortal Rank. Despite being the weakest ranked weapons, they can easily break the skin of Xiantian lifeforms, beings who can move faster than sound and take thousand pound boulders to the face. And you are now in possession of such a weapon.

Beast Trapping Formation (-300): This seems to be an enormous formation that can be set down by anyone at the Xiantian level, allowing them to trap even a Godbeast, Diremonsters with the bloodlines of the original Fiendgods. Unlike the original example of such a formation, however, this one seems to grow in power as long as the user puts enough energy into it, allowing someone fresh to the Wanxiang Stage, for example, to trap a Godbeast at the Peak of the Wanxiang stage. However, setting it down will take at least a minute, so it is probably not wise to let the beast know what you're doing.

Alchemical Haven (-600): This is a plot of land about three hundred and fifty thousand square miles large that would keep getting bigger to accommodate additional plants, accessible

through a door in your warehouse. Inside this dimension, you will find soil that adapts itself to grow whatever is planted in it, and an atmosphere that will change itself to meet the demands of each and every plant as needed, transforming some areas into barren, frozen wastelands, and others into fiery hellholes. To add to this, the Alchemical Haven automatically harvests fruits and replants seeds, meaning that the only intervention needed for it to stay operational is the introduction of new seeds. It can even speed up time for some plants so that they can be planted and harvested as much as you wish. However, this only works when there are no sentient beings within the dimension. Before you plant anything, there are several mortal ranked fruits and spiritual grasses already planted and matured for you to use that altogether may allow you to enter the Zifu stage, if you already possess the required insights.

Eight-Nine Arcane Art (-800): The Eight-Nine Arcane Art, also known as the Seventy-Two Transformations, is the single greatest defensive Divine Ability within the Three Realms. The art allows novice practitioners to fully transform and shapeshift themselves into whatever they wish, even emulating the aura of what it is they wish to mimic, giving any opponents no chance to see through the deception. However, this is not the most valuable part of the technique. When fully mastered, the Eight-Nine Arcane Art allows the user's body to become harder than weapons made to kill Pure Yang True Immortals, beings capable of easily standing on the surface of a star. There is, however, a cost to this technique, which is the absolutely mind boggling amount of spirit pills required to forge the user's body into something greater, more than even most Daofathers can afford. However, as amazing as that version of the technique is, this one details how to move past even that level, and is capable of turning your body into something comparable to a Chaos Weapon, allowing you to survive attacks that would end entire Major worlds without even flinching. Before practicing that part, however, you need to break through to the level that Nuwa had been born into, The Elder God level, and find an even more ridiculous amount of treasures and essence in order to train to it.

Heavengazer Tower (-800): One of the rarest treasures in the vast expanse of the Three Realms are treasures that bend time. This particular one, under the name of Heavengazer Tower, allows its user to manipulate time so it flows up to a thousand times faster while they are inside its Major-World sized expanse, allowing for lightning-quick training. Normally, this treasure would require an amount of power that increases exponentially compared to what degree the flow of time is manipulated, but this one seems to be outfitted with formations that draw from the energy of the Primordial Chaos itself, and as such the owner needn't concern themselves with any energy requirements, allowing them to concentrate completely on their training. You can manipulate the environment in here, but can't form living things, food, or items of sustenance.

Hired Expert

Well Made Bow (-100): An extremely well made bow. While not a Mortal Ranked Treasure, it can still allow for a Xiantian level archer to shatter boulders from miles away at the speed of sound, and can withstand blows that would otherwise destroy steel. Comes with a set of fifty arrows that refill daily.

Elemental Essence (-200): The primary currency and training component for cultivators within the Three Realms, Elemental Essence is the distilled form of the natural energy that resides within every single Chaosworld (what is basically the local Universe). Normally, it is used by practitioners under the Celestial Immortal Stage to advance further and further, but it is also used and accepted as currency nearly everywhere. This small flask, while seemingly normal, holds a hundred thousand kilograms of it, enough to scare most of the superpowers in the area, and enough for someone to break through to the Primal stage. The flask refills completely every week.

Mountaintop School (-300): Cultivators, like all other intelligent beings, tend to band together in sects or schools. This property is a mountaintop compound capable of housing about fifty thousand people, and can act as a school and area to set up a superpower like Snowdragon Mountain. After this jump, the compound will follow you, either placing itself on a mountaintop of your choosing or staying in a mountain-sized pocket dimension. You can remove it from this pocket dimension and place it on a mountaintop whenever you wish.

The Forces of the Heart (-600): Heartforce, the third path of Cultivation, separate from both Fiendgod Body Refining and Ki Refining. Heartforce is a formless and unmeasurable form of energy that is incredibly hard to train, but when trained to a high level could allow for one to easily dominate the minds and souls of Celestial Immortals and Empyrean Gods when one is on the same level as them, and continue to do this on higher levels. Other feats include things such as sending arrows imbued with your Heartforce that completely devour a person's Truesoul and are blessed with such speed that they can't even be dodged by anyone in the same level as you. Heartforce also allows for higher control of the practitioner's energy and increased power in all of their strikes, as long as they can afford the admittedly high energy requirements. This jade slip details the six known levels of Heartforce, and contains instructions on how to reach them, though actually getting there requires a certain level of skill and talent. This Jade Slip would allow one with none of both to reach the third level at most.

Houyi's Archery (-800): This is a Jade Slip detailing the mythical art of Houyi's Archery, the Archery art created by the undisputed number one expert of Archery in the Three Realms, a man

called the Divine Archer whose mythical legend of shooting down nine suns is a true and verified feat, if slightly different from the legend. With this art you could consistently fight on even terms with those in a higher realm than you. This however doesn't just detail the art of Houyi's Archery found across the Three Realms, but instead includes an updated portion from the insights Houyi himself gained after his short disappearance from the Three Realms. When one manages to reach the same level of Heartforce he had, the fifth stage, one may even be capable of shooting arrows that as an Empyrean God could turn the head of an Elder God and demolish a True God, and as a True God could even devour the Truesoul of someone on the level of an Elder God, though this would be just a normal Elder God.

Houyi's Bow and Arrows (-800): This, my friend, is a copy of Houyi's personal bow, and the specialized arrows he prepared for the final Endwar. The bow by itself is a Top Tier Protocosmic Spirit Treasure (treasures created by Chaosworlds that contain massive amounts of power) and even without the use of Heartforce or energy, an Empyrean God could use it to completely shatter an Earth sized planet. Even a Xiantian Lifeform like you could easily use it to kill Zifu Disciples and severely wound Wanxiang Adepts. The Arrows, however, when shot from this bow with the updated part of Houyi's Archery above, allow the user to, at the Empyrean God level, wound an Elder God, or destroy a star (such a feat would weaken the user for decades), and at the Elder God level, kill someone near the World level such as the Lord of the Demonheart and completely devour their soul, something almost completely impossible. Even if the arrow (somehow) missed, it would be felt around an entire major world, and even the mere aftershock could even lead to the destruction of your enemy. Arrows shot from this bow also follow the person they were shot at, acting as a homing beacon towards their Truesouls, the deepest part of them that would mean utter annihilation if destroyed, ensuring that they either have to dodge, or take the hit. You gain nine of these arrows, and they refill once every ten years. It also comes with a set of normal arrows (at least for its level) that will reappear at your side after being shot.

Child of a Superpower

Clan Tree (-100): This is an ancient art passed down from an unknown senior to your family, and with it you can easily find the descendants of yourself or anyone you're related to, while also discovering their general location. However, after going beyond a hundred generations people will stop counting as being related to you.

Testing Arena (-200): This world is incredibly harsh, and clans such as the Ji Clan, who are powerful, yet not powerful enough to truly make a difference, understand the need for strong descendants. This is, after all, a world where a grandfather would sell his son's child as well as all

of his retainers into slavery on the off chance they may try to take revenge on a powerful foe. Thus this arena was constructed, for the sole purpose of keeping Diremonsters so their descendants can face a true life and death battle. In this jump you will have to individually trap these monsters, but in future worlds this arena will keep a stockpile of Xiantian to Zifu level beasts, ensuring that your descendants will never be weak. No need to worry about sentience either, these Diremonsters happen to be lacking that.

Prefecture City (-300): Well then, it seems like there was an extra Prefecture City in the Swallow Mountain Area, and it belongs to you. The Citizens of this city follow all of your orders, as you are the city's Prefecture Lord, though they won't do things like killing themselves just because you order them to, and all income procured through taxes is transferred directly to wherever you wish, and after this jump transforms itself into the currency of your choice. This city by itself can hold several million mortals, and in the center there is a massive building dedicated for you and your family or clan, able to hold thousands of people. In future worlds, the city will follow you, with all of the citizens it had originally, though they won't be able to leave the confines of the city. Can be put into a pocket dimension, or removed at will. You just need a lot of clear space.

Nuwa Painting (-600): Burned into your very soul is an image of Mother Nuwa. Any time you visualize it, your soul grows and nourishes itself, to the point that when practiced from childhood on, it would allow for a Houtian Lifeform to have a soul that rivals a Zifu Disciple, allowing them to split their mind in two, and thus perfectly focus on two different trains of thoughts or activities, such as dual wielding swords to make your enemy feel as if they were fighting two opponents instead of one. And a Wanxiang Adept would be able to have a soul that rivals that of a weak Loose Immortal, giving them access to Divine Will (basically telekinesis with your soul), and Divine Sense (sensing everything for several thousand kilometers, unless blocked by something). While it slows down around this stage, you can still expect your soul to be a level above the norm. It can even be used defensively to pacify the souls of the dead that are used by others to attack you, as simply by visualizing it, the face of Mother Nuwa will guide them to reincarnate. When you reach a significant level of strength (Celestial Immortal), you may then grant a copy of this technique to others by ingraining it into their souls. The painting loses efficacy at the Celestial Immortal stage, becoming effectively useless as a True Immortal for those other than you. You may continue to benefit from this visualization technique all the way up to the Daofather level and beyond. The same goes if you have already gained a strong soul from other jumps. You may also, after you have reached the level of Mother Nuwa or even surpassed it, change the image of the visualization technique.

Manor of Immortal What's-His-Name (-800): One day, while leaving the confines of your home, you stumbled upon this mysterious manor, and the only word that you are able to make out on its outside is “Star”. Nevertheless, after passing several gruesome tests that the spirit of the manor states were toned down for your convenience, you were able to bind it, though not yet fully. You won’t be able to do that until you become an Earth Immortal. Even so, the manor still provides you with a multitude of benefits, such as a room that helps increase your speed in comprehending the Dao by showing you glimpses of several complete Daos, which strangely mirror those you are practicing in, and a hall of tests where succeeding in challenging tests of continuously increasing difficulty will allow you to select one treasure from an extremely large number of treasures. Should you become an Empyrean God, you will be allowed to access all the treasures. Its greatest treasure, however, is a secret art equal to the Starseizing Hand, or rather a technique that would easily allow someone of a lower level to fight against those above, having the same requirements to train in it, a lot of Five Elements essence, which is difficult to acquire. The final feature of this manor is the Major World it contains inside, accessible once you fully bind it. It is around the same size as the Major World of the Grand Xia which is millions of times the size of earth, and thus it also has its own lifeforms within: animals, humans and cultivators, none of which exceed the Void or Earth Immortal Level. The manor can of course be shrunken and carried with you to future worlds, and in times of desperation you could hide within, with no one weaker than a True God being capable of destroying the manor to find you.

Strange Stone Stele (-800): Taking the form of an ancient stone Stele, this item is in fact a prisonworld contained within a seemingly normal (even to the probing of a Daofather) ancient Chinese-style stone Stele. This prison world was created by the king of the now destroyed Pangaea Kingdom in the Primordial Chaos, and inscribed upon it are seven powerful techniques. You, however, only seem to be capable of unlocking three of these initially, having to pay 400 CP (also discounted to Child of a Superpower) for every additional technique you wish to unlock. Most of these require the user to be at the Celestial Immortal level or above.

Taowu Eighteen Fiendgods: A Secret Art that allows the user to flawlessly split their body into eighteen different clones with no loss in power, durability, or intelligence, with each of them being subordinate to one consciousness. It has several stages to be trained in, three to be exact, with the first allowing the user to only create 17 very weak clones in tandem with the original body, the second stage making them all as powerful as the original body, and the final stage allowing the user to merge all the bodies together into one powerful body, From there on the process can be repeated again as often as the user wishes to. However, the second stage requires the use of Chaos Nectar, the distilled essence of the Primordial Chaos, to train. Luckily, the Prisonworld was built with the sole purpose of distilling this nectar, and the golems inside charged with managing it see you as their overseer and thus will hand over 18 bottles every 30 years rather than the original time

it took to create them, namely an entire Chaos Cycle. Let it be known, however, that the stronger you are, the more of these bottles you may need to use. A weak Daofather would have to use a hundred bottles just to execute the technique once, and a True Immortal who executed it a second time would need 18 times their original price, and one that practiced a Divine Art that increased toughness or strength would have to pay even more. The nature of this technique also means that even if your original body is destroyed, as long as even one clone remains, it can be used to restore the other seventeen bodies in time.

The Nine Bug Solutions, unlike the first technique, is a method for rearing bugbeasts, powerful beasts that hold neither immortal energy nor core sense, and that can easily rival cultivators on their own level with their bodies alone. Taking a variety of shapes from Unicorns, to insect hybrids, to giant crocodiles, they are all extremely loyal to you. As such, it is a Ki Refining technique. These beasts are generally intelligent, able to think for themselves, but their lack of immortal energy means that they can't take advantage of their numbers for formations. Of course, however, there is a price to pay to rear these powerful beasts, and that is the large amount of valuable treasures, perhaps even Chaos Nectar, required for it. But with enough treasures, you could raise an entire colony of bugbeasts that can reach the True Immortal level of power. And with time, you may even be able to find a way to create bugbeasts that surpass even that level.

The Sin Armament is a technique that is meant to be used by Fiendgod Body Refiners who do not wish to split their attention between two modes of cultivation, and thus this technique allows them to create weapons to match those of the Immortal Cultivation Path. This happens, of course, through the proper Fiendgod method of slaughter and battle. It enables your weapons to absorb the enmity and despair of enemies killed by you to strengthen themselves. With this technique, and enough Cultivators killed, your weapons could even reach the level of a Chaos Weapons, enough to harm newly born World level cultivators. You may improve your weapons even past that level, but the amount of enemies you'd need to kill for that will likely take a lot of time. As it is a Fiendgod Body Refiners' technique, it is unusable by those that only focus on Ki Refining.

The Jewel Talisman technique details the creation of Dao Talismans, powerful one-use items that are created when the maker pours their insight into specially made Jade Talismans. A Celestial Immortal who creates one of these talismans with his insight into Space and Time would be able to create a Talisman that can teleport others between hundreds and thousands of kilometers in an instant, while True Gods or Daofathers would be able to make talismans capable of transporting the user between dimensions and other, similarly powerful feats. Most Talisman creation methods, however, aren't anywhere near as good as this one due to requiring energy more than insight. But the Jewel Talisman technique merely requires the user's insight into the Dao and the addition of a piddling amount of energy, meaning that a Celestial Immortal with enough insight might be able to

create a seal on the level of a Daofathers. This is, of course, a Ki Refiner Technique, unusable those who only refine their body.

The Qiankun Reversing Gestalt-Formation is possibly the best technique to use in conjunction with the Taowu Eighteen Fiendgods technique, due to the fact that it requires 18 people working in tandem to activate. When successfully activated, however, it warps the space around the victim and the Formation controllers, up to the size of an entire Major World, trapping the victim inside this space and allowing the user to either flee, use guerrilla tactics, or simply keep them there until reinforcements arrive. However, due to the profoundness of the technique, it would take someone years to fully master. Surprisingly, however, it is a Ki Refining Technique, like all formation techniques, so you'd need to double cultivate in order to use it.

The Divine Ability Indestructible Body, like the Qiankun Reversing Gestalt-Formation, works incredibly well with the Taowu Eighteen Fiendgods technique, due to the fact that it trains the body of the cultivator to insane heights, up to the level of a Top-grade Protocosmic treasure and beyond, the highest level of weapons in the Three Realms outside of extremely rare exceptions. It consists of six stages, with the first three only being practicable by Empyrean Gods, and the last three by True Gods. Ki Refiners that do not also practice body refining are unable to use it.

The final technique, God of Ghosts, is a Ki Refining technique that deals with cultivating Ghosts, or spirits of the past. This is often done by killing people and binding the ghost that was left behind from their deaths, and thus makes them incapable of reincarnation. This technique is completely superior to any found in the Three Realms due to the fact that it can allow the user to cultivate Ghosts all the way to the True God level, and if a lot of time and effort was spent, even to the Elder God level. Be warned, however, as cultivating Ghosts takes a great amount of resources, time, and, if you choose to do so, even souls of others. These Ghosts, however, can then be used to directly attack the souls of your enemies, allowing a True God Ghost cultivated with it to be able to kill most True Gods without issue, but seriously struggle with exceptional True Gods.

As mentioned above, the Stele serves as a prisonworld for the Pangaea Kingdom, a far off Chaosworld that's already been destroyed, and despite the fact that you've been allowed to learn these abilities, you will need to be at least a True Immortal with a third-tier Jindan or a Celestial Immortal with a first-tier Jindan before being able to enter the Prisonworld and meet the denizens, most of whom have first or second tier Jindans Luckily, however, they're trapped within formations, so if you had the necessary skills, you could always just grind down the weaker ones until they run out of energy and steal their treasures.

Companions:

Import (-200): Of course, you can't just come into a world like the one of Desolate Era alone, can you? By taking this option, you may import up to 8 companions, each of whom will receive 800 CP to spend on the options above, and a history in this world parallel to yours. You could also spend 50 CP and import only a single companion with 800CP.

Dao Companion (-300): A Dao companion is a partner whom you will spend all of eternity with, someone who will be willing to not only die for you, but do anything necessary for you, no matter how unpleasant - this applying to both parties. These types of couples are exceedingly common, though many don't tend to last due to one of the partners dying. Nevertheless, here is another cultivator of the opposite (or same) gender with a background parallel to yours, and a personality that is completely suited for you. Several days into your jump, you will both fall madly in love with each other, to the point where if they were held hostage, you'd be willing to fight an entire Chaosworld wide war and train to the level of a Daofather just to get them back. They get 1000 CP to spend on this jump, with Origins and discounts. You may purchase this as many times you want.

Spirit Beast (-300, or 500) (Discount Tribesman): Spirit Beasts are, as mentioned above, Diremonsters (monsters that overcome the Houtian Stage) tamed to follow you. For 300 CP, you can pick any exceptional Diremonster like the Azure Skysnake, or Serpentwing, who gains 1000 CP to spend on this jump with no discounts. For 500 CP, however, you can instead have a Godbeast, Diremonsters with the lineage of Fiendgods something that allows them to easily exceed their level and fight one level above them. For example, a turtle Godbeast at the Primal level was only capable of being killed by Celestial Immortals, and only the most powerful and freakish Void level cultivators could hope to deal with it.

Canon Character (-300): In need of something new? Well, then you can take any member of the cast of Desolate Era with you, provided you can give them a fight that would make them have to go all out at the end of your stay here. Even Ji Ning is an option, if you choose so.

Drawbacks: Take as many as you want, but no more than one worth over a thousand CP. If you picked any Drawbacks that send an enemy after you, you can't leave until they are dealt with.

The Pull of the Dao (+0): Something about this world is beckoning you, and because of that, instead of leaving after a mere 30 years, you can instead stay for 20,000 years before moving on to your next jump. Cultivation requires time, after all. Should you reach World or Chaos level, you may choose to move onto Part 2 immediately.

World/Chaos Level or Bust (+0): Your stay will be extended until you reach Chaos Immortal, World God, or World Heartforce level. Should you be unable to reach any of these levels, you may give up at any time and fail your chain.

Reincarnation (+0): Perhaps you wished to, instead of being relatively strong for your area already, start out at the true bottom? Or did you simply want to live your life in full? Regardless of why you took this drawback, you now start this jump as you are being born. As for the date of your birth, you may choose any time between one or two decades before or after Ji Ning enters this world. Whether or not you had an in-jump life in the Grand Xia before your reincarnation is up to you, though it won't give you any benefits that will make cultivation easier. The reason your memories remained is up to your discretion as well. Maybe a minor attack on the Paths of Reincarnation took place before the one that completely destroyed them, allowing you to slip through with your mind untouched. Maybe you found yourself in the exact same circumstances as Ji Ning. Or maybe something as silly as Grandma Meng's Water simply can't affect a Jumper. As a last consideration for you, it will be impossible for you to die before reaching the cultivation stage you would have started at otherwise, whether through drawbacks or simple bad luck. You may still feel other effects of drawbacks though.

The Endwar (+0) (Required Celestial Immortal and over): If you wish to cultivate past the Void Level, and overcome your Celestial Tribulation, then you must pick a side in the coming conflict. You need to give either the Seamless Gate or the Nuwa Alliance your allegiance and stay

until the final Endwar has blown over. Being a low level part of either side means that you'll have to play a part in Battle Formations. As an ordinary Celestial Immortal, you will simply be the base for the formation, meaning that you'll be of no real importance, and if the formation collapses, your kind die by the thousands. Even being a True Immortal isn't much better, as it requires you to command the formation, and its collapse will likely lead to your death. Only as a Daofather, True God, or Elder God, will you truly be safe. But then, you still have to participate in the Final Endwar, a battle in which any Daofather not exceptionally powerful for their level has an exceptionally high chance of death. To put things into perspective: during a single battle it isn't rare to see several hundred thousand Celestial Immortals die, and millions of Loose Immortals find their lives flickering out all the same. Neither side will tolerate a neutral party for fear of their retaliation after the Endwar has passed and both sides are weakened, and will thus hunt down and kill anyone attempting to stay out of the way.

Tribal Rivals (+100): For whatever reason, you've gained the enmity of a small clan or tribe in the Swallow Mountain Region, making your relationship slightly tainted. They'll have one Xiantian member who'll try and make problems for you in all your ventures, and if you're not careful, they'll try to murder you outside of Prefecture bounds.

City Clan (+100): Unlike the small tribe or clan above, you've offended a clan based in the local prefecture city, and while they are not as powerful as the superpowers, they'll make any attempts to purchase goods or other financial dealings within the prefecture city much harder than it would be otherwise.

Dead Broke (+150): Money makes the world go round, and in this one that statement can't be any truer. Sadly for you, however, keeping the money you gain seems to be a serious issue. Either it gets stolen, or something you really need requires you to blow all your money. Either way, don't expect to have much spending money besides an emergency reserve.

Snowdragon Mountain's Ire (+200): Snowdragon Mountain is the one superpower within Swallow Mountain that can claim to be an actual superpower, simply being a branch of a much larger organization. However, it seems as if you've angered this small branch, and thus, acting in line with their somewhat earned reputation, you'll find yourself constantly assaulted by members of their school looking to rob you, and even if you were to reach the Zifu level, their higher level members would decide to step in and set up an ambush. Leaving the Swallow Mountain area will result in another of their branches chasing you instead. However, the highest level members of Snowdragon Mountain are Primal Daoists, so if you become stronger than them (or are already stronger than them), you won't have much to fear.

- ***Snowdragon's Mountain's Rage (+200):*** Well then, you've really done it now. You've managed to anger the main branch of the Snowdragon Mountain, resulting in even their Wanxiang Experts coming down to deal with you, and if you prove to be a great threat than them, even their patriarchs may decide to step in and end you. There are three of them, and each and every one of them are at the Primal Daoist level of power. Due to their temperament, you won't be the only one affected either, as your entire family and other people close to you may find themselves slaughtered if you run away from them or they can't find you.

Monsters Galore (+200): Did you really think that walking around the wilderness and adventuring was all easy? Of course it isn't, especially for you. For some reason, Diremonsters and other beasts just seem to love attacking and harassing you, to the point where you'll be seeing hundreds of Houtian level monsters a week and dozens of Xiantian level ones a month. Even hiding in a city won't be of much help, because a single extremely powerful Diremonster (enough to force their way into that city, starting at the Zifu Stage) will still come to fight you once a year, no matter where you are, and due to the incompetence of the locals or all the powerful experts suddenly having gone missing, you'll always have to be the one to face it. However, the monsters won't become stronger than Primal Daoists, and once you're a Celestial Immortal they'll stop entirely.

Just a lil' bit of a Race Problem (+250): Like most of the denizens of this world, you may just have a little bit of a race problem, to the point where genociding entire races or enslaving their children won't even be a moral problem for you. Do I even need to tell you how trying to make friends with anyone not human is a bad idea? Because it is, Mr. Xuanshan Hitler. For the duration of this jump, you are a flaming racist towards any and all 'outsiders'. On the bright side though, at least you'll have good company in this world, as almost everybody else seems to share your views.

Offended Senior (+300): A few years into your Jump, you will somehow offend someone far, far more powerful than you. They won't kill you, but they will force you to swear an oath to the Heavenly Daos to perform some menial, time-consuming job in some backwater for 300 years. You will have little free time, and you won't be allowed to let others know you're a cultivator - as far as all of your coworkers are concerned, you're just a mortal, and not even a particularly impressive one at that. If you are stuck, you are to allow yourself to bleed and pretend it hurts. If you are insulted, you can't retort. If you are attacked with intent to kill, you are allowed to flee, but you still aren't allowed to fight back - though outside of work, you are allowed to, so long as your coworkers don't know it's you. If your coworkers find out you're not mortal, you will have to find a new place to work at. You are allowed at most ten days of vacation a year, and time spent jobless counts. On the upside, it's temporary and if you're overly arrogant you might even learn some

humility. On the downside, your enemies won't be very understanding and you will be very, very bored after a while. Your Jump cannot end until you finish with your job. If you are powerful enough to kill even Daofathers going in, then you either were forced to swear the Heavenly Oath in your backstory, or you somehow managed to offend an Outsider from beyond the Three Realms who is even stronger than you, but somehow decided to leave the moment you swore the oath. Either way, there's no getting out of it.

Young Flames (+300): The Youngflame Clan is one of the premiere clans in the Grand Xia Dynasty, being one of the only clans that required the Grand Xia Emperor to make concessions, rather than just simply subjugating them. They seem to have gotten into a bit of a scuffle with you in the past, and thus, due to their intense pride, won't ever stop coming after you. Their reach is incredibly wide, to the point that if they wanted to, they could easily stop most merchant shops in the entire Dynasty from selling their wares to you, and have many of their weaker clan members sent to assassinate you. This is, of course, exactly what they'll do. If it ever gets to the point where you become too strong for these things to affect you, then their eight patriarchs will personally step in to deal with you, each of whom are at the Celestial Immortal level. Just like with the Snowdragon Mountain, the clan won't care about how "unaffiliated" people are with you if you flee or hide yourself, as they'll slaughter entire regions if it means drawing you out..

- ***The Freak (+300):*** Youngflame Freak, Daoist name Venomfreak, is the founder of the Youngflame Clan and was originally a member of the Primordial Goldflame Clan. Due to the fact that his mother was raped by a Fiendgod, he was born with an incredibly disfigured face, to the point where he even derived his name, "Venomfreak", from it. While he is only at the Celestial Immortal level of power, Venomfreak has so many different secret techniques and treasures that both his status and power is no lower than that of most True Immortals. This list of techniques includes the Taowu Eighteen Fiendgods technique, giving him eighteen different clones, though he has only managed to complete its first stage. Now, this near legend has decided that instead of simply letting his clan deal with you, he himself will step in. You can't leave this jump until he is dead.

Fellow Daoist Dragongodoftheprimordialwhateverthefuck (+300): Oh boy, Dragongodoftheprim- you know what, fuck this. Dragon God is a cultivator that can't seem to stop following you around. He's completely incapable of truly fighting to help you out, yet constantly asks for half of everything, and if you refuse he'll constantly get in the way. Killing him to get rid of this annoyance won't even work, because a more annoying version will pop up whenever he dies.

Gainful Employment (+350): Were you trying to just be a bodyguard? Or a merchant in a city somewhere? Too bad, because attempting to find any sort of work that doesn't require murdering people unjustly will inevitably lead to somehow creating a disaster for someone, which will come back to bite you in the ass. Work as the bodyguard for some dumb noble's kid? Well, turns out that he murdered some kid's mom while you weren't watching, a kid who is now coming back to kill everyone the guy knew, starting with you. Decide to be an out of the way Alchemist? One of the potions you sold resulted in the death of an important Lord somewhere, leading to their clan deciding to retaliate. At most, these threats only grow to the Celestial Immortal level.

Authentic Xianxia Experience (+600): Now then, we wouldn't want all those pesky *other* abilities of yours getting in the way here, would we? This is a Xianxia world, and to truly experience everything it has to offer, you'll have to live in it without any of the abilities you gained from other jumps or your warehouse. Same goes for your companions.

Raindragon's Fury (+600): The Raindragon Guard are the true upholders of the will of the Grand Xia Emperor, hunting down people who commit horrifying acts to increase the good karma of the Empire. They also exist to keep the peace with all of the Commandery Lords and Marquises. They have hundreds of thousands of members, the least of whom are at the top of the Wanxiang Stage, and the highest ranked being top tier Celestial Immortals. Now, due to a misunderstanding, or an action you committed in the past, you've gained a bounty within the Guard, causing their members to hunt you down. While the highest of their members are at the Celestial Immortal level, if you truly cause so much trouble to require it, the Grand Xia Emperor will ask some of his True Immortal friends to step in and deal with you. You could theoretically convince the Grand Xia Emperor to chill out if you become a Celestial Immortal, but it would be hard to reach him, let alone actually convince him.

Karmic Sinflames (+600): Karmic sinflames are the final show of might from the Heavens to punish those who have committed horrific sins, such as the murder of billions, or even worse. The sinflames will immediately vaporize anyone whose Dao-heart is too weak, and even if you're not immediately vaporized, the flames will cause pain that can even cause beings who have been alive for trillions of years to mentally break. Then there is a trial that tests the sinner's resistance to temptation - to lust, to gluttony, to wrath and hate and other things besides. After this, there is a final, test similar to the Demonheart Tribulation, where the sinner would find themselves inserted into the lives of everyone they killed up until their deaths, causing them immense guilt. If the person succumbs, their truesoul is destroyed, and any chance at reincarnation would thus be forfeit. Ten years into your journey, whether on purpose or by accident, you will call down these sinflames and must face them no matter what. In addition to the trials described above, the sinflames cause terrible luck - for the duration of this jump, any luck perks are disabled, and things

will consistently go wrong for you - unless you manage to do so much good that you are once again surrounded with karmic virtue, in which case the drawback is nullified.

The Seamless' Legacy (+800) (Can't be Taken with Nuwa's Alliance): The Seamless Gate, the final survivors of the first Endwar now coming back to restart the war under the beckoning of the Heavenly Daos. You are a descendant of one of the people originally from the Seamless Chaosworld, and thus, like the rest who find themselves related to that side, you must fight to destroy the Nuwa Alliance. Yet unlike the others, your task is different, as you must kill every one of the highest ranking pillars of the Nuwa Alliance - the human Sovereigns Suiren, Shennong and Fuxi, Tathagata the Buddha, Daoist Three Purities, Patriarch Subhuti, and all the other Daofathers and Buddhas of the Daoist Path and the Buddhist Sangha.

Nuwa's Alliance (+800) (Can't be Taken with Seamless Legacy): The Nuwa Alliance, the original denizens of the Pangu Chaosworld. At this point in time, they are confused as to the premonitions their members are getting, warning of a catastrophic conflict. You, of course, like the majority of people, are descended from Pangu's Chaosworld, and thus you must join the war on the Nuwa Alliance's side. It doesn't just stop there, though, as you must also hunt down and kill every pillar of the Seamless Gate - the Godking, the Lord of All Fiends, and all of their Daofather level allies.

Pissin' Errbody off (+400) (Requires Either Nuwa's Alliance or The Seamless' Legacy, not both): Well then, instead of just being on one of the sides mentioned above, you must now complete the tasks for both sides at once, and slaughter all of their major powers. In addition to all of that, you must also, somehow, free, and subsequently kill, the Lord of the Demonheart.

Old Man Yuan (+1200): Old Man Yuan was one of the first True Gods to be born alongside the likes of Patriarch Subhuti, Daoist Threelives, and Mother Nuwa, at the very beginning of Pangu's Chaosworld. This man has spent countless years alongside the superpowers of the Three Realms, from when Pangu's Chaosworld was still whole to the current day and age of the Three Realms. However, from the very beginning, Old Man Yuan was not who he seemed to be, as he is actually the Mindlord, a powerful Heartforce Cultivator who has enslaved many members of both sides to his will, including Fuxi, Mother Nuwa's reincarnated brother. The Mindlord has been posing as Old Man Yuan for all of these years, and now you must stop him, an Elder God level opponent capable of holding off every single one of the Overlord Level fighters on both sides by himself, though that was done with admittedly tremendous effort and a formation, even being able to take Houyi's final suicide attack and continue to utterly dominate the various fighters. In a battle, it took the deaths of every single one of the Human Sovereigns and many Daofathers to finally weaken him enough to be brought down, due to the fact that his body was as strong as a

Protocosmic Spirit Treasure. You, however, must kill Old Man Yuan by your lonesome, but with absolutely no help from anyone else. The weapon you use must be forged by you, and the techniques you employed created by you**. Getting some advice from others is fine, but if it doesn't meet the conditions above, the death won't stick, and you'll have to fight and kill him again properly. You may not leave until he is dead by your hands.

Scenarios: Take as many as you want, as long as they don't conflict.

Advent of a Desolate Era

Pangu's Chaosworld was a world filled with far more conflict than what you could nowadays find in the Grand Xia. Many Elder Gods died during these massive struggles, and humans barely survived with the help of the Human Sovereigns Fuxi, Shennong, and Suiren to keep them safe. This is the world you are now dropped into, and it is the world you must navigate and survive in for the next Chaos Cycle. You must make sure that the Chaosworld stay stable and survives until its natural death with no conquests from outside forces. This may involve having to lower the number of Cultivators due to their burden on the Daos. If you complete this task, then you shall be gifted a Worldheart, and the Divine Ability Thousand Bodies Sutra, a cloning technique that, like Taowu Eighteen Fiendgods technique, creates Clones. But instead of a mere eighteen, it instead creates 1,000 clones, all at full power, which can then be used to overwhelm opponents, flee, or fuse them all together again to boost your power by a thousand times over. Unlike usual, you won't have to be an Empyrean God to cultivate in it. In future Jumps you will be granted a World Heart for each world you visit (the crystallized essence of a Chaosworld, after it dies and awaits rebirth) which will allow you to reignite this technique again. You may also use any type of energy to reignite the technique as long as it has the same amount of power. Any perks and drawbacks that assume the modern day will change appropriately - an organization from the Grand Xia that is mad at you will be replaced by a roughly equivalent organization, your starting location will be somewhere appropriate, but randomly placed on Pangu's Chaosworld, etcetera.

Outsider (Wandering Expert Only)

All of these backwards hillbillies in the Three Realms have no idea what actual power looks like, and the idiots that have tried to conquer it are even worse, unable to beat a bunch of idiotic children even when they have such great advantages. Thus, your goal is to completely subjugate the entirety of the Three Realms under your will into one Giant Empire, and keep them subjugated until the Three Realms finally

die a natural death (in around ninety trillion years, or nine Chaos Cycles). If you succeed, you'll be granted the ability to directly bring anyone to any levels of cultivation you've also attained, but only one lower from your power at the time. For example as a World God you can directly turn people into Elder Gods. This transfers to other forms of cultivation or training.

Lord of the Demonheart (Requires The Demonheart)

The Lord of the Demonheart, after the first Endwar, had to meld himself with the Heavenly Daos to escape the fury of Mother Nuwa. You too, however, seem to share this fate with him: whether due to being a member of the Seamless Gate that followed in his footsteps, or simply got swept up alongside him, you are now fused with the Heavenly Daos of the Three Realms. Due to the power of these Daos, it will be extremely hard to keep your consciousness and individuality, and you will have to fight for every second of lucidity. If you can manage to overcome this problem, you must then find a way to make the Heavenly Dao of the Demonheart strong enough to allow for your release. The Lord of the Demonheart in the original timeline did this by manipulating his old subordinates and convincing the Heavenly Daos to allow him to lower the numbers of Cultivators in the Three Realms. However, due to some misfortune or another, the Lord of the Demonheart is completely subsumed into the Daos, so you must work from scratch to start a conflict on the level of the Endwar to generate enough conflict to free yourself. Now, you aren't completely powerless, as your connection to the Daos (assuming you don't get subsumed) allows you to see everything going on in the Three Realms, and give people premonitions about the future that may not exactly be correct. If you succeed in freeing yourself, in future Jumps you'll find yourself with the ability to integrate yourself with the Heavenly Daos of a local area the size of the Three Realms(a good chunk or even all of a galaxy), with this comes control of fate, and the ability to see what is occurring, and directly manifest yourself in that area. You could even be at several places at once. Keep in mind however, it will be very hard to remove yourself from these Daos and you must do so before every jump ends. It's

also important to keep in mind that this does not make you omnipotent, your power to act on the world isn't boosted and you gain no reality warping you didn't already have as a cultivator.

The Surname of Ji

You were right there alongside Ji Ning when the Six Paths of Reincarnation were attacked, and you went with him into the Mortal Path of Reincarnation, thus you were both born at the same time as twin siblings. Unlike Ning however, your job is far more difficult because it focuses on the one thing Ning ignored for far too long - his clan. Your job in that regard is to make the Ji Clan the undisputed number one clan in the Three Realms, to the point where they could fight off either the Seamless Gate or the Nuwa Alliance by themselves without any interference from you, to do this you must ensure that the Clan gains a sizable number of Daofathers, and a mind shattering number of Celestial Immortals and Empyrean Gods. The reward for this is that this superpower will now follow you to future Jumps, in a major world tied to you, completely under your command. Seemingly suicidal orders may cause a bit of insubordination, however.

END

Crippled Cultivation: Well then, it seems as if these centuries (or decades) have made you realize how much you miss a home that isn't so violent, with this option you get to go home.

Bottleneck: Why would you ever leave here? The powers, the fighting, and all the interesting characters have convinced you to abandon your chain and make this your new home. Hope you know what you're doing.

Breakthrough: Out of all the options you have, why would you ever choose to stay or go back home? The one thing this world has taught you is that the pursuit of power is absolutely endless, so you'll be continuing on into the next Jump.

Notes:

General:

- After reaching the World God level, you may choose to immediately transition to Part II, or instead continue Jumping at the World God Level until you feel like taking Part II.
- All abilities gained here will work as normal in future jumps. Furthermore, you'll be able to gain understanding of the Daos you will encounter that do not exist so strongly in this setting, such as the Dao of Guns, the Dao of Magic, or the Dao of Rational Thought.
- Fiendgod Body Refiners and Immortal Cultivators operate on two different types of energy, Fiendgod Body Refiners have Divine Energy, which enables them to heal their wounds in mere moments and gives them their powerful bodies, while also allowing for the activation of Divine Abilities, while Immortals have Elemental Ki (at earlier stages), and then Immortal Energy (after Celestial Immortal), which is far more versatile than Divine

Energy, at the cost of raw power. While both sides have their ups and downs, it is probably for the best to simply cultivate in both and avoid the weaknesses that one or the other has.

- While Fiendgod Body Refiners have amazing regeneration, it is all powered by their Divine Energy, so while it may seem scary that they can regenerate from a drop of blood, it is actually just much smarter to attack them constantly until they deplete it, so they don't end up escaping.
- A Chaos Cycle is ten trillion years.
- As a general rule, beings created by you are ridiculously, absolutely loyal.
- Fiendgods can run the gamut of possible appearances - animal, humanoid, fearsome monster, fantastical beasts like phoenixes, dragons, and thunderbirds, or forms stranger still, it doesn't really matter. Fanwank something.
- Lacking out-of-jump learning boosters, you may assume that, without Freak of Nature, you will have incredible difficulty even reaching the True Immortal stage, incredible luck is needed to soar higher
- There are nine physical elements - Water, Wood, Fire, Earth, Metal, Wind, Lightning, Light and Darkness. Not to be confused with Daos, which are different things altogether.
- The secret art from the manor may take whichever form you desire, but should not significantly surpass the Starseizing Hand in strength and usefulness, and should only have stages up to the True God level. If you become an Elder God, you'll have to invent the Elder God stage of the technique yourself.
- The Taowu Eighteen Fiendgods technique only clones your body, but not any weapons, cybernetics, empowering objects, etcetera. If you want them for your clones, you'll have to duplicate them by other means. They do have your perks, though.
- The amount of good you will need to do to work off the karmic sinflames is utterly tremendous - think of things in the ballpark of saving trillions of people's lives.
- Secluding yourself doesn't help training the Dao. You need to actually experience life and battle, as well as using the Dao yourself and seeing others use it, or seeing its forms and effects in the natural world, to advance at a reasonable pace.
- Any people within the Manor of Immortal Whats-His-Name won't come along unless they're already companions or they were from the Manor to start with.
- A Chaosworld is an entire Reality, most of the time they're simply one extremely huge landmass (about the size of the combination of Three Thousand Major Worlds, each of which are 73 million times the size of earth, and trillions of minor worlds, which are around the same size as earth). The Three Realms is a shattered Chaosworld that was then remade, so it has all of the extra classifications such as Major World and Minor World, which normal Chaosworlds do not have.
 - The Three Realms are actually bigger than most other Chaosworlds, however, being a combination of two, as most Chaosworlds are 10 Billion Kilometers in size, or over twice the size of our Solar System.

- A Truesoul is the very essence and meaning behind the soul, it's pretty much the soul of the soul. If a soul is destroyed, it can still be revived by healing the Truesoul, because that will never be destroyed unless under violent circumstances. Destroying the Truesoul is the final death possible, GG no rez.
- After this Jump, you can give people the potential to cultivate by giving them an infusion of Elemental Ki or Immortal Energy. Their potential is up to them, though.
 - If you reach the World level, however, doing this will result in people being far more talented than usual, with most being capable of easily reaching the Earth Immortal level at the least. You'll also get a rough sense of what Daos they'll be talented in, so your disciples don't cultivate in all the wrong Daos. This also works the same for lower and higher levels of power - Elder Gods/Daofathers will create people who can at least become Primal Daoists, True Gods/True Immortals Wanxiang Adepts, and Empyrean Gods/Celestial Immortals Zifu Disciples. But remember, even if the Earth Immortal level is reached, the Celestial Tribulation isn't easy to pass.

Cultivation (Body Refiner/Ki Refiner):

- ***Houtian Stage:*** The first stage of cultivation, the Houtian stage doesn't come with many benefits, but increased lifespan, and better physical conditions for most allowing even peasants in a Medieval-like world to live into their hundreds and match most athletes. The lifespan is 100 years in this stage. The average person can easily enter this stage, but not easily leave it. Not much time is spent in this stage, maybe five years or less.
- ***Xiantian Lifeform:*** Commonly called the beginning of one's immortal path, the Xiantian Stage is one in which the physical benefits make one completely superhuman, with some at the very top of the level being capable of moving past the speed of sound by multiple times. Fiendgod Body Refiners at this stage can easily regrow limbs except for their head. The lifespan is increased to 200 years. It may take someone with an average talent and technique several years to leave this stage. Takes most about a decade or two to advance from here assuming they're from a small clan.
- ***Zifu Disciple:*** While Fiendgod Body Refiners simply have to follow the technique they are using, Ki Refiners must set up a "Violet Palace" (known as the Zifu), a dimension within their Dantian (area in the body that holds their energy) that holds all their Elemental Essence, and also allows them to hold their treasures within. One must then be able to manifest stars within this palace to advance to the next stage after absorbing the Elemental Essence required. At this point the practitioner is completely superhuman, being able to utterly destroy people capable of running across entire countries in a day without any effort, and the soul is strong enough to focus on two or more things simultaneously. That being said however, it still takes people hundreds of years to advance from this stage. The

Lifespan for this stage is 400 years. To advance to the next level, you need to create stars of concentrated Elemental Ki within the Zifu. This is the most basic requirement, but if you want to progress further you need a more stable foundation and perform further feats. These consist of manifesting a Bright Moon, a Sun, and then finally, if they have absorbed enough Elemental Ki, a Jade Rabbit and Golden Crow manifest on the moon and the sun, which denotes the best possible foundation. How stable your foundation is is entirely determined by the quantity of liquid Elemental Ki within your Zifu when you break through, the maximum amount of Elemental Ki you can store in turn being determined by your cultivation technique. Fiendgod Body Refiners, on the other hand, merely have to follow the guidance of their cultivation technique. While there aren't a whole lot of feats, most people can easily move many hundreds of times past the speed of sound once they enter this stage and their strength and durability is enough that they could easily take a group of Xiantian level fighters. Most who are in this stage have been in it for centuries, without a good technique this is pretty much the limit someone can expect to reach. For most, the Zifu stage can be reached within fifty years of practice without any liquified elemental essence.

- ***Wanxiang Adept:*** The Wanxiang Stage is considered the middle stage to the superpowers of this world, not being truly strong, nor supremely weak. To normal denizens of the Swallow Mountain however, one Wanxiang Adept is easily something that can turn them into a superpower. During this stage the soul for most members becomes strong enough to give them access to Divine Will, being able to move items through the power of their souls. Practitioners at this stage can live for up to 800 years. For Fiendgod Body Refiners to move on to the next level, they must have their soul leave their sea of consciousness and then merge with their bodies, according to the method prescribed by their cultivation technique. For Ki Refiners the Primal Turtlesnake must manifest within their Zifu. Once again, some spend centuries in this stage. A period anywhere from a hundred years to three hundred can see someone stuck at this level.
- ***Primal Daoist:*** At this stage the user becomes ageless, and while their lifespan will be eternal they must still deal with the Three Tribulations Nine Calamities. During this stage the soul of Fiendgod Body Refiners will merge with their bodies giving them increased stability and protection against soul attacks. At this stage the practitioner's soul is strong enough to give them the Divine Sense, something that allows them to see hundreds of kilometers in radius and judge the Karmic Merit and fate of others. Depending on how weak the other is, they may even be able to see their entire destiny. During this stage the practitioner gains access to Primal Fire, which is enough to melt down entire mountains and completely blow through the defenses of all but the most ridiculously freakish Wanxiang Adepts. It is unclear how long it takes most to become Primals, but it's in the

thousands of years. Time is measured in the thousands of years on average for people to advance from this stage.

- ***Void Immortal/Earth Immortal:*** The Void stage is the final stage before becoming what the real powers of the world call “relevant”. They must comprehend a full Dao before they will be met with the Heavenly Tribulation, consisting of the wind, fire, thunder and demonheart Tribulations which test the person’s body. Depending on your In-Jump strength, the thunder Tribulation will continue to grow depending on the cultivators strength. The highest level of power this Tribulation will reach is eighty-one bolts of lightning, with each consecutive strike growing in power. If they succeed, then they must face the Demonheart Tribulation which is the ultimate test of your heart, putting you into an entirely new world simulated based on your experiences all made to have you give up. If you can power through then as a Ki Refiner a flower will bloom upon the back of the Primal Turtlesnake and the Jindan shall form in the middle giving them access to the Celestial Immortal stage, using a lesser Dao as its core. For Fiendgod Body Refiners however, they not only face stronger tribulations but must also fully understand a lesser Dao and use it as the core of their Empyrean God Body. During this stage Fiendgod Body Refiners can split themselves into hundreds of much much weaker clones (or more depending on their Divine Energy). Takes anywhere from a hundred thousand to a million years for some to advance.
 - ***Loose Immortal:*** This stage is representative of failure, it is only accessible by Ki Refiners, and can only be done by disattaching your soul from your body during the Tribulation. While it is still possible to become stronger than a Celestial Immortal, it is nearly impossible to reach past this level of power due to the increasing amount of power given to the Three Calamities Nine Tribulations. This will not stop until they are destroyed. If the person somehow manages to survive until the power of the tribulation is no longer capable of effecting them they will still be completely unable to advance. However, as even Daofathers fear the full might of a Chaosworld, this is only possible with out-of-jump powers. Otherwise, you will simply never become powerful enough.
- ***Celestial Immortal/Empyrean God:*** At this stage the cultivator can truly claim to have some power, at this stage moving around an area the size of earth would be incredibly trivial and rendering all life on a planet extinct would be just as easy, during this stage instead of using Elemental Energy, the user instead employs the use of Immortal Energy, and gains access to the Coresense which is far more potent than the Divine Sense seen in earlier stages, being able to cover an entire Major World. For Body Refiners they gain an incredibly powerful Divine Body capable of far more speed and strength than a Celestial Immortal with a third tier Jindan (something that everyone in the Three Realms has). A Celestial Immortal is easily capable of shattering a planet like earth, and moving distances

measured in planets is considered normal. In the Grand Xia Dynasty this is the absolute pinnacle, there are examples of people spending hundreds of thousands of years in training just to fail. This is more due to the tribulation than anything. Proper preparation of treasures and perfection of the Dao Heart should be enough to pass this stage.

- ***True Immortal/True God:*** To become a True Immortal, a Celestial Immortal must comprehend a Grand Dao and at least one Dao of fire, earth, metal, water and wood, using them and the Grand Dao to connect to heaven and earth and absorb a fantastical amount of elemental energy. When this is done, their Jindan will undergo a transformation allowing them to become a True Immortal. However, comprehending a Grand Dao isn't as easy as it sounds, out of the many quadrillions of people alive in this world, the number that have reached the True Immortal Stage can't be counted above the hundreds of thousands. For Body Refiners however, they must instead master a Grand Dao and use it as the basis for their true god body. While it can be easy to just use any Grand Dao you comprehend, it is detrimental to future progress if the cultivator uses two Daos that do not resonate but instead conflict, to the point where it can render them weaker. For example using the lesser Dao of Flames for your Empyrean God body, then using the Grand Dao of the Water Drop for your True God body will result in you being weaker, and probably never advancing further. During this stage the Cultivator's physical prowess even in the case of True Immortals is boosted tremendously, with most being able to survive being on the surface of a star without any issue while also being able to destroy a Jupiter sized planet easily.
- ***Ancestral Immortal (Daofather)/Elder God:*** The second to last level in the cultivation path of the Three Realms is this, the Daofather/Elder God level, to reach this level, one must comprehend a Heavenly Dao (in the case of a Ki Refiner) or use the Heavenly Dao they've comprehended to create the core for their Elder God Body. At this stage someone can truly be described as a superpower, and many at this stage can destroy or create entire major worlds, though with admittedly a lot of effort for the former, and tremendous effort for the latter. Some utter monsters who reach this stage are able to even move faster than the speed of light (though many deliberately stay at this stage for much longer than necessary). To reach the next level, a Daofather must cultivate a Dao-seed into a Dao-tree and then shatter their Great Firmament Pellet (formed after first reaching the level) and then flood their entire Zifu with the Primordial Chaos, this normally requires mastery of the Heavenly Dao of Primordial Chaos, but it is also possible to use significant insight into one of the forces to do so.
- ***Chaos Immortal/World God:*** This is the greatest stage available in the Three Realms to the point where only two people in the history of the world up until now have achieved it: Mother Nuwa and Pangu, who was born into this stage. At this stage Cultivators can create and demolish entire Chaosworlds for their purposes, move faster than the speed of light, and invent unparalleled techniques. In a way they are the true unmitigated masters despite

all of these lower levels claiming the same. But of course, in keeping with the spirit of Xianxia, there are higher levels still.

Cultivation (Heartforce): Cultivating Heartforce isn't that much of an active thing, as it is completely formless and undetectable by anyone, so the only way to gain insight in it is to live life and have your struggles and experiences temper you to the next level.

- ***Elementary:*** One gains simple insight into Heartforce and can use it to empower or guide attacks a little.
- ***Iceheart:*** The user's Heartforce grows even more, allowing them to strengthen all manner of things such as their attacks, or control over their energy, and if very skilled, perhaps even their soul. It also gives them an iron force of will.
- ***Ruler:*** At this stage, the user is fully in control of themselves, being able to sacrifice anything for their own cultivation path as long as it isn't something truly dear to them (and within the borders of common sense). The cultivator is able to use hard logic to determine things that they would otherwise be completely illogical about. Once again, the power of the Heartforce grows, to the point where they could conceivably fight an opponent one level higher than them by relying on Heartforce.
- ***Mortal Dust:*** At this point, the user truly understands how small they are in the grand scheme of things, and their temperament changes to match this. They become a completely immovable bastion of willpower.
- ***Truth:*** At this point, the cultivator fully understands and realizes the truth about themselves and their own nature, and their Heartforce rises even further than before, completely outstripping the level below it. At this level, one could dominate the souls and hearts of others and bend them to their will, if they know (or develop) a technique for it. This was the same level that Houyi was at when he completely demolished the Lord of the Demonheart at his peak (someone capable of almost reaching the World God level).
- ***World:*** This is the true level of mastery for Heartforce, the stage at which it can be used to become a World level expert. If you ever reach this level, you will be able to cultivate an inner world that you can then impose on reality. Legend says that at the absolute apex of Heartforce Cultivation, treasures created in this imaginary world can be brought into reality and become real. To reach this level, though, you would need to reach a level of power that would be impossible for anyone in the Three Realms to even imagine***. But let's not talk about things that may or may not happen. The most common applications of inner worlds for Heartforce cultivators would be to use them to enhance the illusions they create, or to simply smash their foes with the weight of their world. If you are creative, I'm sure you

could invent other uses and techniques for your own inner world. (If anyone knows more, feel free to add more details. I only vaguely remember this stuff)

Note that the strength of your Heartforce is directly linked to the strength of your heart and your willpower - as such, willpower-enhancing perks can be expected to aid greatly in Heartforce Cultivation, as long as they don't interfere with personal growth.

Weapon Ranks: Weapons are split into low, middle, high and top grades. As a general rule, a type of weapon can only be made by people one stage higher than those capable of binding it. Exceptions can be made if it's done by someone far surpassing the baseline for a stage, but even then it'll take a ridiculous amount of time and effort.

- **Unranked:** Weapons usually used and only bindable by Xiantian Lifeforms. Many times stronger than steel.
- **Mortal:** Weapons only bindable and used by Zifu Disciples, even if they aren't bindable, however, some Xiantian Lifeforms still use them, because even when not activated, they still completely trump Unranked weapons, being able to shatter them in direct blows even when bound.
- **Earth:** Weapons only bindable by Wanxiang Experts, they are the very epitome of hardness in mortal eyes, they could easily carve a thousand pound boulder, or in the case of artifacts such as ships, they can easily circumnavigate the space of a normal planet within hours. .
- **Heaven:** Weapons only bindable by Primal Daoists. Like their Primalfire, these weapons can, if used by the right hands, drill through entire mountains without dulling.
- **Immortal:** Ironically enough, these are the weapons used and only bindable by Void Immortals, those so close to yet so far from immortality. They are easily capable of drilling through entire mountain ranges with a single strike, even when wielded by the most baseline Void Immortal.
- **Pure Yang:** Pure Yang weapons and treasures break the pattern, by being able to be bindable by anyone over the Celestial Immortal level, yet still being used by many True Immortals. Even the lowest grade of these weapons can easily survive the surface of a star without even dulling after many years.
- **Protocosmic:** These are weapons that, instead of being created by mortals, are birthed by nature. These are the very greatest of artifacts, and even a top grade Pure Yang Treasure can only rival a middle grade Protocosmic Spirit Treasure. Even Daofathers find

use in these great artifacts. However, the only way to bind these treasures, if not on the True Immortal level, is to have the spirit of the treasure approve of it. At the True Immortal level one can simply burn this spirit away and birth a new one by waiting some time. Naturally, strong treasures, after some time, grow Treasure Spirits, who at some point gain full autonomy and can cultivate. If they cultivate long enough, they can even break away from their treasure body and move anywhere they want.

- **Chaos:** These weapons are simply the beginnings of the Primordial Chaos' scale, but for a Chaosworld they represent power even higher than that of nature. These are the types of weapons that you could drive through an entire Chaosworld and not harm it in a single manner. They are only bindable by Daofather level cultivators forcefully, but in their hands, and with sufficient power, they could even fight a World level opponent.

The Dao: A Dao is a fundamental concept or building block of the Universe, there are multiple different Daos for multiple different things, from physical things like Water to concepts like Death. Daos are, in that way, all of the things present in a Universe (or Chaosworld)

The Stages for the Dao are:

- **Basic:** In which one is barely grasping the Dao around them, only truly having insight into something minimal such as footwork or sword skills. This allows one to be fairly proficient at whatever it is they have reached this level with.
- **Advanced:** In which one is still barely grasping the Dao, but their insight into whatever they are practicing raises significantly. In more mundane worlds, this person would be considered coming close to being a master.
- **One with the world:** This is the point in time when the barest hint of the Dao is achieved, not even truly being seen as the Dao, rather as simple mastery of a technique or skill. Anyone at this level is a true master of whatever they're doing in a mundane world, and some can even gain the ability to manifest things like water or fire depending on the Dao they're gaining such a small insight into. You can let the world reinforce your actions, thereby achieving far more for the same amount of effort.
- **Hint of true meaning of the Dao:** At this point in time, one has easily surpassed mastery in the mundane sense, and finally understand that what they are gaining insight into is the inner working of the Universe. At this stage, the true struggle is understanding

the profoundness of the Dao and not thinking of it in one term, but rather as all it encompasses. When that is achieved the next stage is reached.

- **True meaning of the Dao:** At this point, someone has finally managed to understand everything the Dao they're gaining insight into incorporates. Most Zifu Disciples are at this level of comprehension in a lesser Dao, and with it can manifest even greater showings of their insight, like someone insight into the sword being able to throw out beams of concentrated sword energy, etcetera.
- **Dao Domain:** At this point, one can fully use their Dao and incorporate it into their surroundings. Someone with an insight into the Dao of the Raindrop, for example, might be able to use it to create a localized rainstorm that cuts wherever the raindrops land, the caveat being of course that someone with a Dao Domain can cancel this out or battle you with their own Domain. Most Wanxiang Adepts are at this stage - in a lesser Dao, at least.
- **Dao Path (mastery):** At this point, the person has completely understood everything the Dao contains, all of its nuances and concepts, to the point where they can completely manipulate it. Most of the people at this stage are at least at the Primal Daoist level, and even that is a rarity, though some utterly freakish Wanxiang Adepts who have reached it also exist.

The 'Dao' or the 'Way' are the principles that uphold the functioning of the cosmos and within the Three Realms consist of 10 Heavenly Daos, 81 Grand Daos and 108,000 lesser Daos. The Heavenly Daos are the most powerful and hardest to master, followed by the Grand Daos, and finally the lesser Daos, being the weakest and easiest to master.

- **Heavenly Daos(The Three Realms):**
 - The Heavenly Dao of Primordial Chaos
 - The Heavenly Dao of Yin
 - The Heavenly Dao of Yang
 - The Heavenly Dao of Life
 - The Heavenly Dao of Destruction
 - The Heavenly Dao of Water
 - The Heavenly Dao of Fire
 - The Heavenly Dao of Wood
 - The Heavenly Dao of Metal
 - The Heavenly Dao of Earth
 - **(Also contains an incomplete set of Wind Daos, making the Dao of Wind impossible to master in the Three Realms. You'll still be able to do so in other Chaosworlds if it is present in them, just not here.)**

- **Grand Daos: These Daos are composed of technical Daos and natural Daos.**

Known Grand Daos are:

- The Grand Dao of the Sword
 - The Grand Dao of the Saber
 - The Grand Dao of the Bow
 - The Grand Dao of the Spear
 - The Grand Dao of the Waterdrop
 - The Grand Dao of the Lightning
 - The Grand Dao of Mortality
 - The Grand Dao of Taiji
 - The Grand Dao of the Lotus
 - The Grand Dao of the Qiankun (Space)
 - The Grand Dao of the Time
 - The Grand Dao of Verdant Wood
 - The Grand Dao of the Watersource
 - The Grand Dao of Blackwater
 - The Grand Dao of Snow
 - The Grand Dao of Infinity (Wuji)
 - The Grand Dao of Constructs
 - The Grand Dao of Formations
 - The Grand Dao of Archery
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- Daos are divided into technical and natural types. Technical types are concepts that have grown so much that they have become their own Daos. Natural Daos are simply concepts found in nature, such as water or fire or wind.
 - Often, Heavenly/Grand Daos will have sub-Daos that are Grand/basic, one example would be the Heavenly Dao of Water having the Sub Grand Dao of the Waterdrop, which in turn has the lesser Dao of the Raindrop. Mastery of a Dao allows you to sense similar Daos, such as Raindrop to Waterdrop.
 - As a general rule, if a Heavenly/Grand Dao is completely mastered, you've mastered all of its sub-daos as well, though you don't have to master all the sub-daos first - mastering them can come with flashes of insight when mastering the more complete, superior Dao. Mastery of at least one Dao allows the user to start gaining insight into Qiankun (Space), allowing for teleportation. This is normally just to a couple thousand kilometers in range, but those who train it higher can move to entirely different worlds.
 - For forces, stage 1-4 is just X-force, stage 5 creates a Dao-seed and allows you to become a EG/AI with it, and Stage 6 hatches the Dao-seed into a Dao-tree and lets you become a WG/CI with it. Known forces are: Spaceforce, Timeforce, Spacetimeforce, Swordforce,

Saberforce, Yinforce, Yangforce, Taijiforce, Infiniforce, Thunderforce, Sharpforce, Chaosforce. Infiniforce is a little special because you can get it both by fusing Yinforce and Yangforce or by just mastering the Grand Dao of Infinity further. Pretty much everything becomes a Force once you surpass your Chaosworld's Daos in it, though, so fireforce, waterforce, earthforce, mortalityforce, etcetera probably also exist

- All Daos share similarities, so the more Daos you've mastered, the easier it becomes to master even more to roughly the same level. Unless they are completely contradictory, that is, at which point it becomes twice as hard.
- Heavenly Daos, with the exception of the Heavenly Dao of Primordial Chaos, come in sets; the 'Five Elements', 'Life and Destruction' and 'Yin and Yang'. Upon mastering these sets, that individual's power would explode exponentially. However, with the exception of Mother Nuwa, no one else has been able to complete any set within a single life, or set of memories. The Five Elements Set will disrupt your learning of other elements more and more with each new elemental Heavenly Dao that is mastered, and for the other Two Sets, when you master one of the two Heavenly Daos within the set, the Daos will forcefully disturb your insights into the remaining Heavenly Dao in that set, making it very difficult to master complete sets, although Nuwa has proven it is possible without dying. So, for a time, no one except Nuwa was able to master any of the Heavenly Dao Sets.
- Daoist Three Purities and Buddha Tathagata are the only named individuals who have successfully completed a set of Heavenly Daos and due to this were able to set up and become leaders of two of the most powerful organizations, the Daoist Path and Buddhist Sangha.
- Only treasure spirits that break away from their treasures are considered companions and you may freely store treasures with attached spirits inside the warehouse.
- *You do not actually live forever. There is a hard limit imposed on the lifespan of Truesouls in this universe, namely 108,000 Chaos Cycles - unless you become an Eternal Emperor, in which case you will truly be eternal.
- **This only applies to actually killing him. Using something like the Eight-Nine Arcane Art to defend yourself from his attacks is fine, as is using other defensive techniques or even offensive ones if they are merely used to wound him, but everything used for the killing blow must come from you.
- ***At this point in the story, Daolords are pretty much the rank and file cultivators, yet that feat is still spoken of as a legend. It is very likely that you would need to be an Autarch at the very least to achieve it (the levels go like this: World God → Daolord → Eternal Emperor → Autarch).



PART 2 Will be in another Doc.