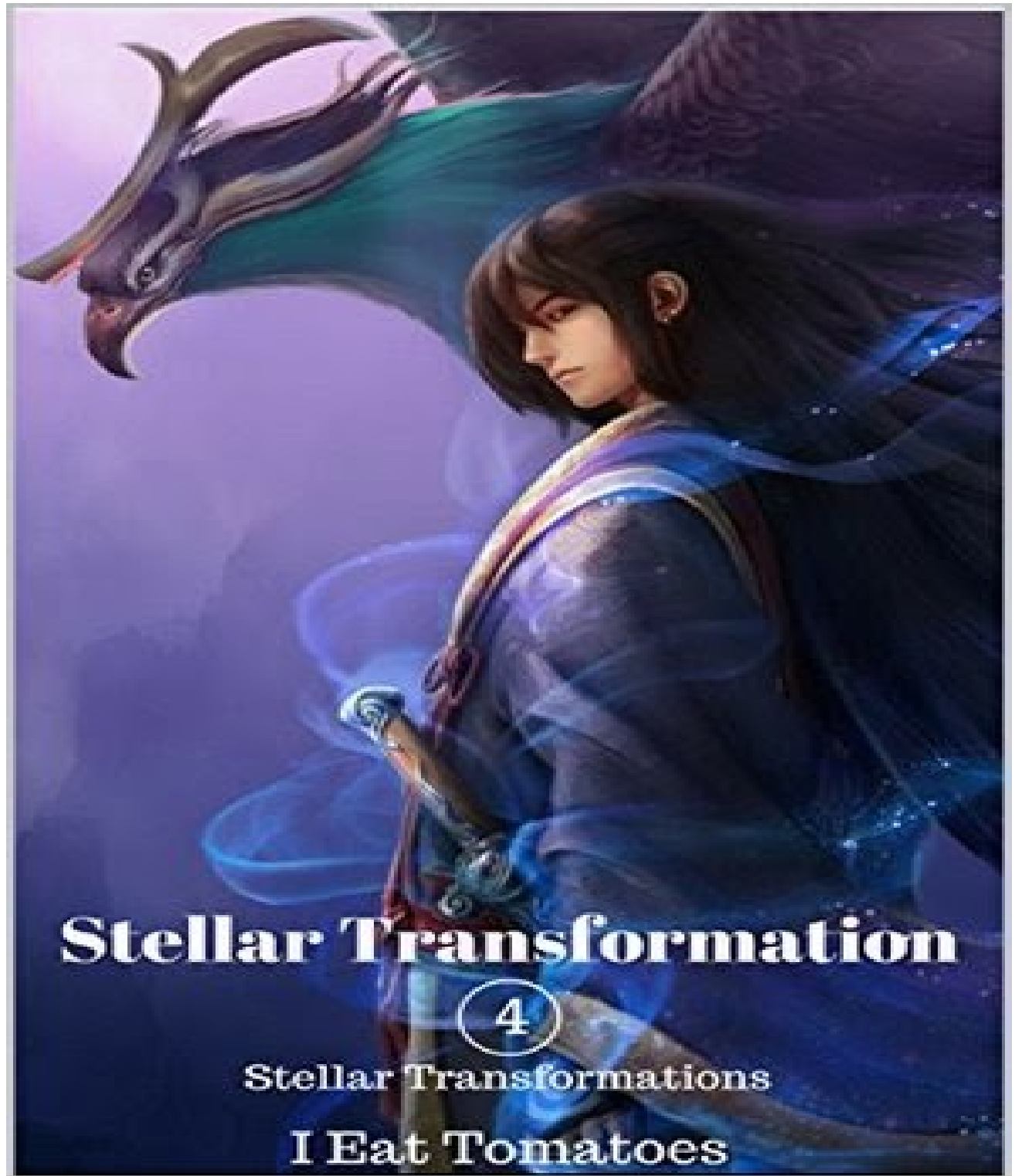




Mortal Realm (Part 1)

By Nyanko-Anon

In the lowest Realm of the multiverse, in a far distant galaxy, there is a mysterious purple planet. On that mysterious purple planet is the Qian Long Continent. On the Qian Long Continent resides billions of people, though the continent itself is large enough to host such a number to the point that it almost appears that human life is scarce. And amongst these billions lies the Qin Clan, an incredibly ancient and profound noble clan.

And amongst the Qin Clan, a child is born. This child is born with a strange and twisted Dantian, the central region which is used to store heavenly energy. Because it is twisted and strange, the child cannot store energy-it is simply scattered from his body whenever he tries. Due to this defect, his father will send him away to a distant mansion known as the Misty Villa, hoping to give him a carefree life since the child cannot become the next Qin Clan head without being able to cultivate. In time, this child would make a decision: though he cannot cultivate internal energy techniques, he'd cultivate his body instead!

This decision would set him on an endless path that would see him rise up to become greater than any being, transcending the Realms and becoming a universe creator on his own power. His name is Qin Yu, and though his journey is endless-for now, we will focus on his escapades in the Mortal Realm.

You begin on the day that Qin De has several examiners begin testing his son to see his suitability for becoming the next clan head-in three days, they will judge that though he is something of a prodigy, his temperament and Dantian make him unfit for that duty.

You have 1000 CP to prepare for the next twenty years of your life-for your time here is doubled compared to normal, to account for the events that go on in this setting.

Origins

Peasant (Drop-In)

There are billions of people who live on the Qian Long continent, and of them perhaps only several million are of any sort of note in the grand scheme of things-most shall live their lives in pre-industrial squalor as farmers, workers, laborers, and so on. The appearance of one more person of no particular note will go utterly unremarked upon.

You may choose to be a peasant in truth, or simply appear out of nowhere one day-either way, nobody will take particular note of you. You have no backing or resources outside of what you bought, but no hangups or obligations either. The road is hard to climb from the very bottom, but with will you can climb it all the same.

Noble

Above the numberless masses lies the privileged few, those who hold command and station over territories and armies. You are amongst those privileged few, though not at the highest echelons of such-instead of an entire portion of the Qian Continent such as the four Vanquishing Princes, perhaps your family commands a single city or small mountain territory.

You are a second or third child in such a family-though your later birth may not necessarily limit your position in your family. Martial strength is the greatest determining factor of all-so long as your cultivation talent is high enough, you may become first in line to inherit regardless. While you will have plentiful resources at your hand thanks to your birth, you will also have social obligations and perhaps even familial enemies.

Warrior

Born amidst the numberless masses, you decided you wanted something more. Perhaps you joined the army for the sake of your country and people. Perhaps you took up arms to prey upon those numberless masses yourself. Perhaps you have your own reasons. Whatever the case, you took up arms and decided that you were going to be something more-and in doing so, took the first steps on an endless road.

You are a Warrior, possessing some skill in either a basic weapon of your choice or unarmed combat. You don't have access to the sort of resources that a Noble might, but you don't have the same sort of obligations either-simply answer the call of your superior every now and again, and you basically have free reign to travel and act as you choose.

Beast

You aren't human at all-you are, in fact, one of the countless strange beasts which populate the Qian Long continent. Usually it takes until you've attained a Jindan before you'd be truly sentient, but some unique quirk of your birth left you intelligent-you are as clever as any human, and what human could match the body of a beast?

You can go where you please, do as you please, and you needn't worry about cultivation-your own body will progress through cultivation automatically as a part of its sheer biology...assuming you live long enough. Such is the price for being a beast; the only law the beasts ascribe to is the law of nature, that the strong eat the weak. And of course, beasts have no place in the constraints of humanity-they would try to domesticate you or see you killed. Enemies surround you, but if your will is strong then they will only serve to sharpen your claws and fangs.

You may choose to be any mundane animal for free, or pay 100 CP to instead be a unique but low-level beast from this Realm. For 200 CP, you may instead import any beast or animal you possess as your new beast form, though do beware-the nail that sticks out gets hammered down, after all, and being something never before seen could attract the interests and hungers of many predators.

You may choose whether you begin as a child or as an adult; children will have much more time to refine and improve their bodies and a moderate degree more potential as cultivators as a result. Children roll a 1d4+4 for their age, while adults roll a 1d8+15. You may also spend 50 CP to choose your age in particular. Your gender is the same as it previously was, or you may spend 50 CP to change it.

Starting Location

Roll a 1d8, or spend 50 CP to choose your starting location.

1. Yan City - The capital of the Qin Clan's territory, held by the East Vanquishing Prince Qin De. From here it's only several hours' ride away from Mount Dong Lan and the Misty Villa that lays atop it, where Qin Yu will be training for most of his childhood and teenagehood.
2. Qingshi City - A small village on the outskirts of the Immense Wilderness, a sort of last bastion of civilization that borders the Qin Clan's territory. Somewhere nearby is a cave which hosts a natural eight part formation-somewhat incomplete though it is, it can bewilder mortals and even resist the first two bolts of 4-In-9 Heavenly Tribulation lightning.
3. Black Water Mountain Range - A mountain range running through the Qin Clan's territory, said to be host to over two-hundred thousand bandits. It is continuously kept in check by an equal force of two-hundred thousand Qin Clan soldiers. Unknown to all but Qin De and his sons, the Black Water Bandits are in actuality a secret military force of the Qin Clan, kept waiting for hundreds of years just in case.
4. Chu Empire Neutral Territory - The Northern and Southern territories within the Chu Empire aren't strictly aligned with the Qin Clan or the Xiang Clan, who have great tension against each other. If and when the time for rebellion comes they will still be forced to pick a side-as each lies between the Qin and Xiang titans-but until then they are simply normal counties full of people and various other going-ons.
5. Ba Chu County - The heart of the Chu Empire and the Xiang Clan's capital; the Ba Chu County hosts a pristine river flowing through it and a number of well-packed cities. Flying at top speed, it would take an early-stage Jindan cultivator a full day to travel from here to Yan City.
6. Immense Wilderness - An endless wilderness filled with incredible demonic beasts; just ten-thousand li away from the Qin Clan's territory is the territory of two Divine Beasts at the Yuanying stage. The deeper one goes into the wilderness, the more fierce the beasts within grow-and the only law in effect is the law of the wild.
7. Distant Islands - A hundred thousand li (31k miles) away from the Qian Long continent's southern border is an island known as the Pure Wind island; it is known as an Immortal Island where cultivators gather and practice together. It is an extremely ordinary Immortal Island all told, but can be considered the last beachhead before entering the greater cultivation world that is the grand ocean beyond the Qian Long continent. Beware the deep waters of the ocean-though immortals and devils dance freely in the skies and islands, the ocean depths and all their countless riches belong to the Beasts.
8. Free Choice - You may freely choose from the above locations, or start anywhere you like on the Mysterious Purple Planet.

Perks

General

Cultivation -Free

-You have the potential to cultivate both internally and externally, though no one in the Qian Long Continent has ever achieved the Xiantian realm through external cultivation and it is thus considered a dead path. Your potential in cultivation is considered average, and with great effort you can definitely become a Xiantian cultivator-though further growth will be difficult. Other perks and events in your time here may influence your potential, but it is important to remember: cultivation is ultimately up to your own will and luck. You could have the worst potential in the world and still become a Golden Immortal if your will is strong enough, or have the greatest potential in the world and never leave the Houtian Realm if you are a hedonistic waste.

Stellar Transformations, Part 1 -400 CP

-Imprinted onto your consciousness is the guide to the Stellar Transformations cultivation technique-from the base three Trans-Heaven Diagrams all the way to the Star stage, which is roughly equivalent to Dacheng for normal cultivation styles, all it takes is a moment's focus and you can draw up the instructions in your mind as if you're reading them right in front of you. It's useless to you if you can't first hit the Xiantian stage via external practice, and also useless if you practice any Internal techniques that would see you forming a Jindan...but if you are capable of achieving such a feat, then you will gain access to a technique which is quite possibly the most powerful cultivation technique in all the Mortal Realm-incomplete though it currently is. See the notes about what happens if you purchase this alongside the Jumper's Transformation technique.

Jumper's Transformations, Part 1 -400 CP

-In your dreams, a vision unfolds before you. A vision of a unique and strange cultivation art, one tailored to you-your desires, your personality, your body, *you*. This cultivation technique is not a technique which exists in any realm of this entire multiverse-existing purely within your mind and dreams. It can be whatever you wish it to be-but there are some caveats to it. First, it is extremely difficult to merely begin cultivating; you must first achieve a feat of development akin to achieving Xiantian purely through external body cultivation, rather than internal energy. Second, it is impossible to cultivate this technique alongside other forms of cultivation in this world-forming the Jindan is impossible with this technique. Third, it is a path untread entirely-your dreams will guide you somewhat, but you must still be wary for pitfalls or deviations as they are all too easy to fall into in practicing this. Having taken heed of this, this technique will guide you up to the point of entering the Immortal realm-surpassing the Dacheng stage of normal cultivation-and possess incredible potential that will let you trample over normal cultivators with ease and even fight a realm above your current one. Oddly though it seems incomplete, and your dreams cease to guide you past this point...

Peasant

Tools Of The Trade -100 CP

-Peasants don't have many weapons to work with, so they have to make do with what they have. An axe for chopping wood chops through bone just as well, a bowl for cooking meat serves just as well as a shield, and it just takes a bit of cloth and rope to make a deadly rock-throwing sling. You are extremely skilled in not only developing these sorts of impromptu weapons with what you have on hand, but also using them-you won't exactly be a crack shot with a sling if you've never used a sling in the first place, but you'll at least be able to generally hit where you're aiming, and your impromptu shield won't slide about your arm when you heft it.

One's Daily Bread -100 CP

-You are no Noble who has everything taken care of for them, nor are you a Warrior who is forced to fight and bleed for his daily bread. And you are certainly no wild Beast who scrounges and forests his sustenance, living amongst the wild world. No, you are a Peasant-you do honest work and make honest coppers to live off of. You have a trade skill, something simple but at the same time profound. Perhaps you are a woodcutter. Perhaps you're a baker. Perhaps a blacksmith. Whatever you choose, this skill can earn you quite a bit of money as a mortal, and may provide interesting utility in becoming a cultivator.

Beneath Notice -200 CP

-Once someone ascends beyond their mortality and becomes a cultivator, normal mortals tend to be beneath their notice-they couldn't care less for the numberless mundane masses for the most part, instead seeking out others who cultivate and the endless riches of the world. This focus on the matters of immortals introduces something of a blindspot in their vision-a blindspot you are all too skilled in taking advantage of. As long as you hide your power and restrain yourself, you will pass under the notice of others just like most mortals pass under the notice of cultivators-ignored and forgotten in favor of the far more fantastic world around them.

Spark of Insight -200 CP

-Many things in cultivation rely on moments of sudden enlightenment or simply awaiting a mysterious understanding of the world to progress; the barrier between Houtian and Xiantian requires an "intuitive enlightenment from Heaven", the step between Xiantian and Jindan, so on and so forth. You easily attain these sparks of insight, stumbling into moments of enlightenment with a natural ease when you need them. This will make your cultivation extremely smooth and easy, allowing you to focus on gathering energy and actually cultivating rather than waiting for those sparks of enlightenment that others need to wait decades, centuries, or even millennia to attain before progressing. This doesn't speed up your actual cultivation, mind you, it simply provides the insight you need to progress when insight is needed.

A Hidden Diamond -400 CP

-Qin Yu once discovered an incredibly high-grade ore that would normally be found only in the heart of extremely dangerous locations hidden in a perfectly mundane bolder on a perfectly mundane mountain; you now embody this ideal. Hidden by your ordinary background and mundane existence is a secret world-shaking talent, unknown to you or any other. Perhaps this talent is an utterly inhuman durability, or the capacity to heal easily and swiftly from what others would consider mortal wounds, or simply an innate talent for internal or external cultivation; whatever this talent is, if it is cultivated it alone could shake the world around you and let you stand as a major figure within your cultivation realm, and even stand up somewhat to those a realm above you.

Countless Formations -400 CP

-The formation of the heavens are countless and complex, granting manifold powers and unique abilities in their own rights...at the cost of immense time and research required to truly be able to develop them. A single formation may take many years of study to develop, and applying it could be the work of several hours or days if one is not powerful or skilled enough to apply it all at once. You however possess an innate talent for the skill of formations-your mind is a supercomputer, easily crunching through countless facts and factors in such a way as to boil down and form the designs and schematics that would create a given formation. Bewildering formations, barrier formations, battle formations-even artifact enhancing formations are within your power to devise, though all of it still takes time and effort. Vastly less than any other would spend, but still notable. Through formations you can borrow the power of Heaven and Earth, and through formations you will find victory.

By One's Own Experience -600 CP

-It is said that a singular cultivator developing their own path is doomed to failure; how many flying sword techniques could they know? Restrictive spells? The art of forging? And with every step in their cultivation, they are doomed to stumble into countless pitfalls that those who have a legacy would have long since seen and avoided. But you are unique, impossible in your own way. You can sense those pitfalls as they come, recognizing them with a sort of intuitive insight. Further, developing supplementary techniques for your cultivation comes swiftly and easily for you-you could do in a single day what other cultivators would take months or years to develop, as long as you had the base for the techniques ready already. No man is an island, it is said, and cultivation is defined by walking the path that countless before you have died to lay out...but you, you are an island. You are a lone traveler who forges your path unceasingly by your own will and enlightenment. Hold fast, and your path will never be wrong.

A Different Path -600 CP

-Once upon a time, a mortal from a different universe looked at the paths of cultivation and wondered why they were all the same. From the Jindan, cultivate the Yuanying, develop from there-the methods may differ but the essence was always the same. They wondered-is this the only path for cultivation? And then they decided; no, this wasn't the only path. They could make their own path, a path unwalked by any other before. They went on to create a whole new method of cultivation, a path which held more potential and innate power than any before or since. This potential now also rests within you-allowing you to take inspiration from the world around you or your own talents to forge a truly unique cultivation path. The grander the scope of your chosen inspiration, the greater the requirements for cultivating it, the greater its final potential will be; taking inspiration from the evolution of celestial bodies and requiring one to become a Xiantian expert before even beginning to cultivate it could lead to the development of a truly incredible path. You may only develop a single path at a time, and must complete your chosen path before developing a new one-and it is important to remember that this must be developed slowly and carefully. You tread a road never before travelled...if you aren't careful, you may end up as a sacrifice along the road which shows those who may come later the pitfalls others should avoid, rather than truly finding the end.

Noble

Noble Countenance -100 CP

-It is impossible for a mortal to truly match the refinement and elegance of an Immortal, that is true and well known...but you come quite close. Due to your upbringing and bloodline, you're simply far more beautiful and appealing to the eye than others are. Even before taking cultivation into account, your face and body are worthy of paintings and draw many envious gazes. And when you *do* take cultivation into account, something truly special begins to shine; the stronger your cultivation base grows, the more beautiful and refined you grow. While this is true for most all cultivators, you grow much more elegant at a much faster pace than others. Dazzle the world with your refinement and beauty.

Diligent Nobility -100 CP

-To be Nobility is not to merely profit from the hard efforts of lesser masses-though quite a few nobles do focus on that almost exclusively. No, to truly be a Noble is to serve the people as they serve you-to manage them and guide them so that all prosper and grow for it. You are skilled in the various tediums of noble life; you can easily count finances, have memorized the local laws, and can navigate legal disputes with ease. Your managerial skills are top-notch, and if you so chose you could easily manage a small township or territory and lead it to prosperity over time.

A Concealed Kindness -200 CP

-Sometimes, to be a Noble is to hide those you love away, far away from the world that would seek to harm them. This may mean you have to leave them alone, stay far away from them for years at a time to keep them safe. Their love for you will not fade in that time-in fact, it will only ever grow stronger. And when the time comes for them to stop hiding away, they will repay your kindness many times over. This all assumes that this is done out of kindness and you truly care for the ones you are all but abandoning; if you do not or reject the one you abandoned, this will fade away like morning mist.

You Must Endure -200 CP

-Living as a Noble isn't exactly a carefree life without any worries, not in the Qian Long continent. Nobles must be powerful, must have great strategic minds, and most importantly-Nobles must be composed and stalwart even in the face of total disaster. You too have a Noble's heart and training; your capacity to endure-both physically and emotionally-shoots right into the superhuman range. Running so hard and so long that you're sure your heart will burst and your legs will snap will barely draw a wince from you, and if a cultivator realms above you was threatening your entire clan you'd be able to bluff so hard that you can turn him away-at least for a time. You are a Noble, and thus your people rely on you-you must endure, and so you shall.

The Arts of War -400 CP

-You are well-read in stratagems and plots, able to easily plot out tactical and strategic battle plans in mere moments. This lets you bewilder your enemies with incredible schemes and plans, maneuvering entire armies in incredible ways or simply getting the upper hand in a fight as you pick apart your enemy's fighting style in moments to figure out how to easily defeat them. This perk especially helps in the long game; the longer you prepare for something, the more perfectly it will be executed. You could spend several hundreds of years seeding agents throughout several kingdoms, and on the eve of your rebellion those key agents will suddenly reveal themselves and cripple your targets with nobody having ever suspected them or even realizing what happened until long afterwards.

Getting Even -400 CP

-Your lands stolen, your riches lost, your family murdered...it'll come back to bite them in the end, you can be assured of that. And you'll make it so. When you act against those who have wronged you in some way, your every action is magnified in potency and scale; this isn't very useful on the personal level, but on a strategic level taking a single landmark in a war could lead to that entire front falling apart and giving it to you if you'd been wronged enough. This power can only go so far; if your enemy is multiple cultivation Realms above you, then the added potency to your attacks isn't going to do much in the end. Still, acting against a mortal kingdom or army-in the end you'll get your vengeance.

To Forge The Heavens -600 CP

-Every cultivator has within them a flame-some call it the Samadhi Flame, some call it the Devilish Flame, some call it the Demonic Flame-in the end, this mystical fire born from one's cultivation base shares the same origin and wields the same power. This flame is born from the depths of one's cultivation, and grows in strength as you grow in strength. It is because of this flame that all cultivators are also known to be craftsmen; their flames allow them to shape and refine the materials of the world as they shape and refine the energies of the heavens within themselves. And none are as skilled with shaping and refining the materials of the world as you are. Your skill allows you to refine even extremely sub-par materials into artifacts of incredible potency and potential, and if given high-quality materials? You can forge grand works that grant power vastly above your own cultivation base. Swords, Armor, staves, ships-even mystical treasures such as storage rings or autonomous golems are within your power, and the more you practice the further your miraculous skill grows. Legend tells of a man who once nearly forged an entire multiverse in the palm of his hands. You are nowhere near that skill level just yet...but give it a few millennia, and perhaps...

The Medicinal God -600 CP

-Pill Forging is amongst the most useful arts available to cultivators, allowing for miraculous medicines that can heal the body, nourish the soul, and even improve one's cultivation base. And you are at the peak of that path; with a pill cauldron and a flame, you can convert *anything* that you can directly hold and manipulate into a pill to miraculous effects. Low-quality ingredients can only go so far, but in your hands their potency is multiplied manifold beyond what they should be capable of-and high quality ingredients are all the more valuable for it. And when I said anything, I truly do mean *anything*; you can convert things which shouldn't be edible into pills or elixirs with ease. Melt down ores and weapons to forge pills and wines which imbue the toughness and potency of their ingredients directly into your body, or alchemize energy and cultivation bases directly to forge pills which can grant Immortality directly to mortals. If your skill grows to the point of even being capable of wielding natural laws-what's to stop you from making a pill out of it too?

Warrior

Martial Training -100 CP

-To be a Warrior is to live by the strength of your fists, to take one's living from the blood you shed and spill. You are a Warrior, and as such you know how to fight. Unarmed fighting, sword fighting, archery, axes, slings-you're moderately good in most forms of combat, and can choose one area where you excel as your specialty. It's not much when you get further on your cultivation path and every casual blow can redefine landscapes, but it's an edge and helpful on its own. And if you truly focus, you can refine your own martial skills into their own trump card-Immortals have immense force, after all, but fusing force and skill makes the greatest combination of all.

Appearance And Bone Changing Art -100 CP

-Assassination is a sinister art with almost miraculous techniques available to it, even amongst the near-mortal stage of Xiantian. The Appearance and Bone Changing Arts are one of these strange techniques. A method of bodily control which contorts muscles and bones in such a way as to be akin to shapeshifting; the user can increase or decrease their height and change their features quite a bit with merely some focus and contortionist effort. This technique requires extreme flexibility and durability to utilize, but you seem to have an innate affinity for it such that you can easily utilize it while still in the Houtian stage. This technique also serves to give incredible bodily control to its user, allowing for highly flexible and strange movements. If you focus, perhaps it can even be developed further..

A Warrior's Will -200 CP

-To stare death in the face and be unflinching, to repeatedly torture oneself to grow stronger, to push to one's very limits over and over again...it's not something that's possible with ordinary willpower. A true warrior has a true warrior's will-a strength and sharpness to their willpower that transcends the petty wills of others. If your training is so painful that it feels like you're repeatedly ripping your heart out, so be it-you'll keep going without even flinching or thinking of stopping. If you're bleeding out and only moments from death while your enemy is still running straight at you, you'll keep fighting hard enough that you may rip their heart out even as your heart stops beating.

Killer Instinct -200 CP

More than merely martial skills, in order to truly be an incredible warrior one must develop a unique instinct for bringing death-a devilish aura and innate knowledge of how to truly slay one's enemies. You possess this instinct and aura; simply without thought, your attacks will always seek the vitals and weak points of your enemies as you instinctively aim for them. You are highly efficient in doing so, wasting far less energy and movement than others would. Further, deep within your soul is an innate aura of savagery that strikes fear into the hearts of men. You can suppress this aura, keeping it well contained and secret as you like...or unleash it, stunning and terrorizing your foes. Released at just the right time, you could make a terrifying opening to bring death to your enemies.

Limit Training -400 CP

-The principles of Limit Training are both extremely simple and extremely demanding; push the body to its absolute limit, then push beyond it to redefine those limits. Potential energy stored up within the muscles and bones will be released as one crosses their previous limits, healing and strengthening the body in that instant. It is a grueling way of getting stronger, but effective. Limit Training requires one's body to be rested and healed after each session to restore the potential energy within one's body so it can later be released in explosive bursts once again-the better the food you eat or medicine you take, the more energy will reside within you waiting to be released and further push back your limits. If you could somehow draw in holy energy into your muscles rather than your Dantian, that would massively increase the effectiveness of this form of training-doing so would take an incredibly unique form of cultivation however, or an extremely strange Dantian which innately scatters internal energy. One strange quirk of your existence is that, unlike others, you can apply the principles of Limit Training to *any* power you possess. It requires that you push those powers beyond their absolute limit then give them time to rest and recover, and further said gains will be slow and incremental...but as long as you push yourself, there's no limit to what limits you can break.

Defying The Heavens -400 CP

-To cultivate is to go against the will of the world, to move beyond one's station and shatter the shackles of mortality. The Heavens punish cultivators with Tribulations for this defiance; the 4-In-9 Tribulation which marks the divide between Xiantian and Jindan, the 6-In-9 Tribulation which marks the divide between Yuanying and Donxu, and the most terrifying 9-In-9 Tribulation which Dujie and Dacheng; each Tribulation more terrifying and lethal than the last. And beyond these Heavenly Tribulations are the countless obstacles and mortal tribulations which litter the path as well; incredibly powerful demonic beasts, antagonistic cultivators competing for their own immortality, natural disasters and grand wars...But you have an advantage others do not. When you are faced with a Tribulation, your defiance of the Heavens will give you an edge; where your skin might break normally, it will just barely hold. Where your attacks could be flicked aside normally, they will punch through and do damage. You aren't exactly stronger or faster in a Tribulation, but you gain an undeniable edge which guarantees you that if you should try hard enough, then you *will* succeed in your Tribulation. This only works if the disaster or Tribulation you're facing cannot be stopped and will come for you regardless of what you do; if you can avoid it in any manner, or if you hesitate in any way, this edge will leave you.

The First Expert -600 CP

-Since time immemorial, it has been considered flatly impossible to become a Xiantian expert through external cultivation practice. The furthest anyone has ever gotten has been mid to late Houtian-still firmly within mortality. But you reject that principle. What is flatly impossible for others, you take as a challenge-and you rise to that challenge unceasingly. When you set your mind to a task, your willpower will grow in proportion to the difficulty of it and the possibility to achieve whatever you're focusing on will open up to you. That possibility may be vanishingly small if what you're focusing on is truly impossible, but it will still exist-and with enough willpower and focus you can still snatch it. The more complex the thing you're focusing on, the less you can achieve this way; moving from Houtian to External Xiantian is but a single step and thus fully applies, while becoming a Dacheng cultivator from mortality is several steps and thus this power will be extremely weak in focusing on it. Take things step by step, and the impossible becomes possible for you.

Heaven's Favored Son -600 CP

-To merely call you "blessed with heavenly luck" would be a grave insult to the sort of luck you possess. You aren't just born in a noble clan, you're born in a clan which is rivaled only by three others on the entire Qian Continent. You can call upon all the best tutors in the Qian Continent, be bathed in expensive medicinal wines every single day for training, and more. But more incredible than your birth status is your sheer luck; as a child you might casually run across a small animal who has the potential to cultivate all the way to Godking-hood, and said animal will instantly bond to you as a beloved pet. You could take a walk in the forest only for a unique meteoric fragment to appear before you and bond to you, granting you an immense regenerative factor that turns permanently crippling wounds into merely debilitating ones which take a week or so to heal. A grand senior from the Divine Realm might casually stumble upon you while visiting, decide they like you, and gift you "toys" that might allow you to trample on every single person in the Mortal Realm. Your luck will provide you with everything you need-all you have left to do is to strive, and your path shall be utterly endless.

Beast

Small Fluffy Creature -100 CP

-When humans think of Beasts, they think of savagery. Sharp claws, foaming mouths, spiked fur or rough scales-twisted monsters who hunger for human flesh. They certainly don't think of soft and silky fur or smooth, shiny scales, big wide eyes, and an open and cuddly demeanor-in essence, they hardly think of you. You are remarkably adorable for whatever breed of Beast you are-or just in general-both being innately well groomed and simply knowing how to present yourself for maximum adorableness. This is only skin deep; any who can sense energy could easily pick you out for your true strength and nature if you didn't have a method of hiding your energy as well. Discarding that, however, and you can definitely catch anyone off guard with just how gosh-darned cute you are-or just luxuriate in your own cuteness, as that could be its own reward as well!

The Ways Of The Wild -100 CP

-To be a Beast is to be a part of nature, a part of the very world around oneself. While it may be poetic, it's still true in a way-and this understanding of the world teaches you how to live amongst it without forcibly reshaping it. You have a knack for survival in the wild; you can easily find safe food and shelter, ponds and rivers when you're thirsty, and hiding places when you need them. You can live in relative comfort when out in the wild with nothing but your own body and what you find along the way. Walk amongst the world, and the world shall provide.

Human Form Arts -200 CP

-A good rule of thumb is that the longer it takes before a given animal can take a human form, the greater its overall potential is-if it can only take human form once it hits an extremely high cultivation level, then that means that particular animal has an incredibly profound heritage. Despite that, it's much preferable to be able to take human form for a variety of reasons-for disguise, trade, or simply to fit in with others. Opposable thumbs are nice as well. Thus, you have developed a unique technique that allows you to manually twist yourself into a human form; it's not the innately perfect transformation you'd get by reaching a high enough cultivation base, but it gets the job done and only leaves small signs of your animal origins which can be hidden easily enough. The same technique could also be used to twist the body into other bestial or inhuman forms, though with greater strain.

Lightning Swallower -200 CP

-A tricky but potent method of strengthening oneself in the very middle of a Heavenly Tribulation is to swallow its lightning; if you can survive and endure it, your body will be refined and strengthened quite a bit from the experience. Not enough to let you swallow the *next* bolt, normally, but it's by a fair amount. You can apply this principle not only to Tribulation Lightning, but also the attacks of enemy cultivators; if you can endure their attack in the first place, you may instead swallow it and use their power to refine your own body and energies. Take the power which seeks to strike you down, and turn it into your own strength.

Primal Instincts -400 CP

-Beasts can sense disaster long before any human ever recognizes a thing; they feel clearly what humanity has long become blind to. Your instincts are especially keen; with nothing but your primal instincts you can easily detect long-off dangers and avoid the territories of extremely dangerous beasts far beyond your cultivation level. In a fight you'll find yourself reacting and avoiding danger quite literally instinctively, and all but predicting the actions of your enemies through that same power. This is innate to you-not a part of your Holy Sense or the like-and thus it is undetectable and all the more profound for it. Listen to your instincts, and you could be utterly untouchable.

Profound Jindan Refinement -400 CP

-When one swallows the Jindan or Yuanying of an enemy cultivator, they must either choose to directly integrate it into their own cultivation base-introducing impurities and weakening it in the long run-or slowly but steadily refine the foreign cultivation base to remove all impurity and leave only the most pure essence behind. This refinement process removes about 90% of the energy one would gain from consuming another's cultivation base, leaving a paltry though pure amount behind. But you have a secret trick, something that no other cultivator knows of. A secret method of cycling your energy and the foreign cultivation base's energy in such a way that it purges impurities without reducing the overall energy very much at all; instead of losing 90%, you'd perhaps only lose 10% of the energy. This will let you advance your cultivation at an absolutely *absurd* pace compared to others, assuming you can first get your hands on the Jindan or Yuanyings of others. You may also teach this method to others if you wish, or apply its principles in other situations where you need to integrate foreign energies at a loss; this method will let you integrate foreign energies into your body and make them your own with vastly greater efficiency.

Divine Beast -600 CP

-Beasts are the truly dominant species in the Mysterious Purple Planet, but even amongst beasts there's a rare few that are spoken of only in hushed whispers. You are one of those few. You may not have any real techniques to your name or the like, but you have something that other cultivators do not: power overwhelming. You are no ordinary beast, but instead a Divine Beast. Your species is upgraded into a Divine Beast of whatever you choose, your sheer strength and potential utterly absurd in the eyes of others while you also gain a unique talent or special ability which far surpasses even this absurd level of strength. You can thoughtlessly crush anyone in your own cultivation realm and easily compete with those in the realm above you; it'd take ten highly skilled cultivators the same realm as you to be able to simply match you. You are a Divine Beast; show the world your prowess.

Divine Heritage -600 CP

-All the power in the world is pointless if you don't have a method to continue to increase it over time, a path to call your own. Luckily for you something deep within your blood slumbers, just waiting for you to unlock it. You possess something incredibly unique in your blood-the heritage of truly incredible beings, who have left their own legacies written into your very flesh and blood. At first you will grow far more slowly than other animals, but in time you will grow *far* stronger than those around you. It would be a work of just a couple short years to break through into the Xiantian realm with either body or internal energy-and just a half-decade or so for both-from a cold start and with nothing but your body's potential. And the stronger you grow, the more unique and incredible cultivation arts will be unlocked from within your blood-secret attacking arts, unique methods of Jindan refinement which vastly speed up your progress and cultivation potential, soul-training arts, and more. Each of these arts will be quite suited to your own path no matter what path that is-not perfectly, but extremely useful regardless. In your blood lies a roadmap to Immortality and beyond; all you need is to follow it.

Items

General

Basic Cultivation Technique -Free/100 CP

-All the cultivation potential in the world won't do a bit of good if one doesn't have a method for acting on it. Countless cultivation methods have been devised and spread since time immemorial, sharing the same end goal but traversing thousands of different roads to reach that goal-and you have gotten your hands on one of these countless methods. This is a very simple and basic cultivation technique, gathering up the Holy Energy of the world and condensing it within your Dantian at a moderate but steady pace; it will guide you all the way to the Jindan phase of cultivation and allow you to continue cultivating further without impacting your potential, but it will do so slowly and steadily. It may take thirty or fifty years to reach Jindan through this technique, but it will be a safe and steady path. On the other hand, you may instead pay 100 CP to gain a slow but steady technique which will guide you all the way to the Dacheng stage-all the way to Immortality. It will remain slow and steady all the way through, but to have a guide to immortality like this is precious all on its own.

Top-Class Cultivation Technique -100/200 CP

-The difference between having a top-class cultivation technique and a low-class cultivation technique is akin to the divide between Heaven and Earth; one shall let you soar in the skies unbound, and the other limits you to crawling. What you have here is a truly top-class cultivation technique, guiding one to gathering up Holy Energy from the world at a pace that's five to ten times faster than a basic cultivation technique-with it, you could reach Jindan in just five to ten years! That's where it ends for now, though having practiced this technique will still leave you innately gathering energy at a far faster rate than most other cultivators and prepared to easily switch to a different technique as necessary...unless you pay an extra hundred CP, in which case this technique will continue to guide you all the way to Dacheng-Immortality-at the same stupendous rate. With this in hand, you can soar as an eagle amongst cultivators.

Storage Ring -50 CP

-In cultivation, there is a strange but well-known principle: "A grain of sand, a world". These artifacts obey that principle; within a very small space is an extremely large amount of space. Perhaps this is a literal ring, or a bracelet, or a piece of jewelry-in any case, it contains within it quite a bit of space for you to use at your pleasure-about a large house's worth of space, or so. While utterly invaluable for Houtian and Xiantian cultivators, it's not truly worth much in the grand scheme of things-but it will definitely give you an advantage to start out with.

Meats and Wines -50 CP

-As one moves from mortality to immortality, they need certain resources to fuel their ascension. The body is not the best at drawing in Holy Energy without a truly top-class cultivation technique, so gathering it through food, medicine, and wines is actually superior for those who are still in the early Houtian stage...and it doesn't hurt that foods and wines rich in Holy Energy often taste exceedingly delicious. You have a bag containing an endless supply of various fruits, meats, wines, and even medicinal herbs-none of them much beyond the Houtian grade, but delicious and extremely nutritious nonetheless.

Black Iron Knife -100 CP

-It's a dangerous world out there-full of bandits, beasts, and cultivators who would see you come to harm. It's not much in the grand scheme of things, but having a trusty little hold-out weapon just makes sense in the sort of world you're going into. You have a simple but extremely durable weapon, nigh-unbreakable within the Xiantian level of cultivation; it's absolutely nothing special for actual cultivators, but it's a weapon you can trust yourself with in a fight and sometimes that's all you need. While this defaults to being a knife, it can be any simple melee weapon-a sword, a staff, an axe, you name it. You can also freely import a previously owned weapon into this as you please, giving it the simple and unassuming form and durability of a Black Iron weapon.

Secret Xiumo Manual: Nameless -300 CP

-To wield one's soul directly is amongst the strangest and most difficult cultivation arts in the entirety of the world of cultivation. It is lucky, then, that you have attained this. This manual, entitled "Nameless", is a thick tomb of secret techniques from another universe which guide the user to wielding their own spiritual power-their "holy sense". This can allow for such strange abilities as reading the souls of others, telepathy, shielding one's own aura, creating a suction effect and drawing in extreme amounts of holy energy from the environment, and so much more. Further, this Nameless manual will guide the user into strengthening and controlling their own soul-though slowly and step by step. Take heed; this is a most difficult art to practice. Even the most talented are said to take three days to even begin to understand how to achieve the most basic of manipulations.

The Misty Villa -400 CP

-An extremely decadent mountain villa, surrounded by luxuriant and beautiful mists. Whether it be for luxury or training, this villa offers an incredible amount-from the beautiful view of the night sky, the healing hot springs which soothe wounds and slowly erase scars, the massive training grounds and articulating wooden mannequins which accelerate the speed one develops martial techniques, and a massive variety of meats, cultivation medicines, and wines which have miraculous properties to help fuel it all. A hundred people could live in decadence for years in the Misty Villa before its resources were depleted, and it will restock automatically at the end of every month. In terms of space, a thousand soldiers could live comfortably-or ten thousand if notions of comfort and personal space are discarded. Additionally, cultivation within The Misty Villa is vastly accelerated-what would normally take thirty years may only take a single year to achieve.

Peasant

A Cloth Doll -100 CP

-As one transcends their mortality, it is important to remember their roots-remember who they once were and where they started. This simple cloth doll with a little red flower embroidered on its head is that reminder for you; it is nothing but plain cloth stitched by mortal hands, but curiously durable for it. In your hands, it has a unique effect; it calms your heart and eases your mind, allowing you to control the flow of your energies far more precisely. It even seems to slightly nourish the soul-the serenity it brings quite healthy for developing your spirit. For all of that though, it is still a simple and plain cloth doll-take care of it and cherish it, and it will take care of you.

High-class Holy Artifact -200 CP

-You've stumbled upon something truly amazing here: a weapon or piece of armor made of high-class materials, highly valuable for cultivators below the Dongxu stage. It can automatically be absorbed into one's body, and on the offensive one's strength can be multiplied to a degree...but it becomes far more useless as one progresses their cultivation. Further, it is merely a weapon or artifact; the user remains a weak point, and if one is caught off guard it won't be of much help. Merely having it and making it known without having the strength to defend it might make one a target, though if kept secret it can be a valuable trump card. You may freely import a previous weapon or artifact into this, granting it the same properties of a High-Class Holy Artifact.

Cultivator Golem -400 CP

-This is something that arguably shouldn't even exist in the Mortal Realm, yet does so anyways-a strange golem forged from highly precious materials; this creation can mimic the aura and mannerisms of living cultivators. It is fundamentally a puppet, but an extremely lifelike one-and the more power you pour into it, or the more powerful the materials you power it with, the greater the power it can wield. Pushed to its absolute limits, it might even be able to mimic Golden Immortals for a time-but it would take truly immense power or incredibly valuable materials to allow for that. With this alone you could conceivably conquer just about any planet you set your eyes on in the Mortal Realm...as long as you're careful and don't give the game away of its nature as nothing but a golem.

Lei Mountain House -600 CP

-A technological spaceship literally ripped straight from a sci-fi universe; the Lei Mountain House is by default managed by an absolutely loyal AI named Starlet whose holographic form is a silvery cat, though you may import any AI or companion you possess in their place. Functionally unbreakable within the Mortal Realm, this ship possesses all sorts of high-tech amenities and resources which can vastly aid one in their cultivation-though the greatest resources will only be made available after one proves themselves of sufficient strength to prevent them from being stolen. Ores, storage rings, treasures-anything and everything non-perishable can be provided for by the Lei Mountain House, which continually restocks itself and always holds materials precious to whatever realm of cultivation you're at. It additionally contains all sorts of information and texts-both on matters of cultivation and the sciences of a highly advanced sci-fi universe. It also contains training rooms, dedicated forging rooms, and even a teleportation room-though it can only allow teleportation from set beacons or teleport specific energy signatures to itself. The one thing the Lei Mountain House lacks is creature comforts or truly advanced technology-its creator was a consummate xianxia cultivator, and disdained such things.

Noble

Noble Attire -100 CP

-Being a Noble-nay, being an *Immortal*-is about more than just power and status. One truly important aspect of nobility is both quite complex and can be summed up in just a single word: *presentation*! You have managed to attain a unique mystical artifact which encompasses that principle; a complex cabinet which contains anything and everything you can imagine that will help you look utterly amazing. Luxurious robes, sashes, footwear, shirts, dresses, suits-the clothes is only the beginning. Makeup, jewelry, hair-care products, creams and lotions, perfumes-the list goes on and on. The cabinet never seems to run out...and when you attune it to your own cultivation base, you will find that as your own power rises, so too do the beauty, sophistication, and style of the outfits rise as well. It won't protect you or even be particularly valuable if you sell it, but it will always make you look incredible and ever more so as you grow stronger. Even without this, though, everything within is enough to bring one to the peak of mortal fashion and beauty. Now go forth, and show why Immortals are the absolute standard of beauty and refinement in the world.

Transport Beast -200 CP

-Thousands of Lis to the north, to the south, to the east and west-the Qian Continent is impossibly vast, and thousands of Lis are barely a drop in the bucket. You could traverse a million Lis through the Immense Wilderness and never reach its heart, or travel millions of Lis through the ocean to the south and never reach the end. To be a Noble often requires one to govern or even travel stretches of land larger than any mortal could possibly walk in a single lifetime-and not every Noble can be blessed to become an Immortal. Hence, this; a beast of burden which is extremely swift; it can traverse thousands of Li in extremely short amounts of time, never seeming to tire particularly. Though it is strong enough to carry several people on its back, it is at the same time rather frail-easily slain if brought into direct combat which it cannot escape from. If slain it will revive within a week, good as new-and if you should begin to walk the path of cultivation then you will find its speed and strength growing as yours does. It will always remain frail in combat against enemies of your realm but incredibly swift, far more so than its cultivation base would suggest, making it an excellent vehicle of travel. This beast may be anything you desire-a horse, a bird, a semi-aquatic animal, whatever you wish while retaining the previously stated properties.

Heaven Vanquishing Army -400 CP

-To be a Noble is not to merely command wealth and status-it is to command *power*. Connections and reputation only go so far; in the end, the only thing the world truly respects is one's martial forces. In the absence of a unifying immortal at the head of one's Nobility, an army suffices; what you have here is an army to call your own. One hundred thousand mortal strong and possessing all the spacing and amenities necessary to support them, this army is yours to command and loyal unto death in your name. Every member of the army is moderately to extremely skilled in combat, and varies around the low to mid Houtian range-low to mid superhuman, in essence. It would be outnumbered by the armies of any of the Vanquishing Princes by six to one, but numbers aren't this army's truly defining trait. Their true strength lies in the heaven-shaking potential of your army; in just five years of training five thousand talented soldiers will break through to the Xiantian realm, and this potential will continue to maintain itself into later cultivation realms as well. Considering how there are perhaps only a thousand or so Xiantian cultivators in the entire Qian Continent, and in time this army will truly deserve the title of "Heaven Vanquishing".

Red Flourishing Pills -600 CP

-Where an army represents diverse martial might great enough to hold a territory, this seemingly unassuming red-cloth bag represents absolute, overwhelming might. It is representative of the absolute foundation of a clan, something that can make or break Nobility. Within this cloth bag are three pills which, when ingested, can grant enough energy, healing power, and spiritual growth to immediately catapult one up to a higher cultivation realm. Which realm? Every realm...with a caveat. First, the user must attune themselves to the bag itself-cycling their energy and meditating with it on their person for a full week. Doing so will adjust the potency of the pills, attuning them to the user's cultivation base and making it so they can improve one from mortality to exactly a single realm above the user's own cultivation base; if the user is a Xiantian cultivator, these will allow one to become a Jindan cultivator, if a Jindan cultivator, then they will become Yuanying. The bag can only be attuned to every half-decade, limiting how fast one can grow using it, and only restocks on the first day of each new year. Finally, it only provides the energy, materials, and spiritual growth necessary to reach the next Realm-it won't provide external factors such as comprehension of the laws of the universe or approval of greater powers, should those things be necessary. Despite these limitations, this bag could drive the entirety of the cultivation world wild-safe and perfect advancement through the Realms every five years is simple absurdity. Guard it and keep it close to you; if the bag is destroyed, it will only reappear on the dawn of the first day of a new year. In other worlds with other energies, the effects will be much the same; allowing the user to grow a full realm of power beyond what they were before or ascending others to the same level, restocking only once a year, and requiring five years before being used once again.

Warrior

Low-Class Holy Weapon -100 CP

-You've managed to attain a powerful, though not especially uncommon, weapon for you to wield. This is a true Holy Weapon, a weapon meant for cultivators rather than mortals...though admittedly it's somewhat low-class. Like all Holy Weapons it can bond to your energies and be drawn into your body at will, emerging in an instant when and where you need it to. Nobody below the level of Jindan can put so much as a scratch on it and through its power alone a Xiantian cultivator could safely navigate their 4-In-9 Heavenly Tribulation to become a Jindan cultivator...but beyond that level it ends up merely being a well-made weapon. In a clash between higher level cultivators, it's liable to shatter like glass; this is mostly a hold-out than a true weapon. It can be any melee weapon or artifact you wish it to be, retaining the previously stated properties.

Black Training Outfit -200 CP

-While training one's internal energy will allow them to continually rise in strength, their body remains excessively frail underneath their energy-it's a well known fact that once a cultivator is depleted of their internal energy, they are almost as helpless as a mortal. Beasts circumvent this through their own unique cultivation which innately trains the body as well, making them terrifying opponents...but the only way for cultivators to make up for their own innate frailty is to both armor and train their body. This outfit is a method to do both at once; it consists of a shirt, a pair of pants, arm, and leg guards all colored a deep black. The material is weaved such a way that it is both hard and soft; while wearing it and moving around will leave it soft and smooth as silk, any impacts or attacks will see it harden to disperse the impact. The true value of this outfit is not in its defensive properties, but its *weight*; it is extremely heavy, and will always remain somewhat heavier than is comfortable no matter your strength. Not only does this extreme weight and density ensure that it grows stronger over time as you yourself do, but it also serves to train and refine your body over time-strengthening it so that it becomes innately tougher so you need not rely on the innate shielding your internal energy provides it so heavily.

Heavenly Net -400 CP

-For all the strength and prowess of a Warrior, they need something more to truly be capable of action; no arrow flies without a bow. The Heavenly Net is that bow; it is a secretive network of spies and informants which spans the *entirety* of whatever setting you are in. Yes, the entirety-limited to some degree if one is trying to pierce into hiveminds, dead zones, or isolationist regimes, but present even so. The Heavenly Net will be hidden in secretive alcoves and marked through a sign that you yourself set; upon entering one of their domains you will be able to set various criteria for them to gather information upon...and begin generating assassination bounties for you as well. These bounties will be assigned based on criteria you set, and offer various rewards based on the difficulty of the target; anything could be offered, from riches, treasures, even unique techniques or materials. You can either take the bounties yourself, or set them into a “public offering” section-at which point anonymous locals will begin to attempt to fulfill the bounty. It might take some time before such bounties are fulfilled, and your targets may even become aware that they are being hunted by assassins-but eventually, depending on the strength of the target and the availability of locals that can defeat said target, the bounty will be automatically fulfilled at the cost of losing the opportunity for you to gain rewards for fulfilling it.

The (Cracked) Meteoric Tear -600 CP

-A strange tear-shaped meteoric rock which fuses with its holder on first contact. One would have to be nearing the Divine realms in one’s cultivation to truly begin to unlock the secrets of the Meteoric Tear, but even as a mortal it holds many amazing properties-primarily, it grants incredible regenerative power. Short of decapitation, the holder will recover from all injuries in just a short matter of time-even using permanently crippling sacrificial techniques or having one’s heart destroyed can be recovered from in just a matter of days, with the Meteoric Tear preventing one’s soul from leaving their body while recovering. Additionally, it vastly increases the amount of Holy Energy one can absorb from the world while cultivating-as much as ten times, even. While normally absorbing vastly more power would tear apart the meridians and veins through which energy flows if done too carelessly, the Meteoric Tear can heal this as well-permanently widening and improving those meridians in the process, something that is typically seen as utterly impossible. Finally, as it heals each injury it will also subtly and gradually strengthen the user’s soul-improving their mind and cultivation. It seems damaged, limited to the previously described effects, but in the future there may be a way to restore it...

Beast

Tea and Cakes -100 CP

-It's extremely odd to see a Beast with such a decadent selection of teas, cakes, and other assorted pastries as you have-but there it is. Whenever you reach where nobody is looking, you can easily pull out a wide variety of light and fluffy delicacies according to your desire-primarily various forms of tea and cake, but any pastry or light drink is possible. It is somewhat baffling that a Beast would have this capability...until one notes that it also includes the capacity to draw out all sorts of narcotics, paralytics, and toxins-which the various teas and cakes are made just right to perfectly disguise the taste and flavors of, so that even expert poison tasters would be fooled. Behind a kind smile can hide extremely sharp fangs; a sweet tooth hides the most deadly poisons.

Tree House -200 CP

-Beasts rarely have homes the way humans do, and when they do make homes there's always something a bit more primal than a human does. This house is built directly inside of a still living tree, yet is entirely comfortable all the same. The house will grow in size as the tree its hosted in grows, and will subtly work to keep itself clean of bugs or messes-barring bugs that would specifically infest the tree it's set into and reduce its health, which you will need to work to clear out yourself. Additionally, when part of a forest, it becomes possible to enter your Tree House from any tree which shares the same species or touches the root system of your Tree House. You may move your Tree House into a different tree or species of tree once a year.

Beast's Territory -400 CP

-All Beasts of great renown end up marking their territory, and this is yours. A large patch of forested land, perhaps a thousand li (300 miles) in diameter; within this area, all beasts acknowledge you as the ruler. Naturally occurring beasts will never grow beyond your strength here, and even other Beasts passing through will remain polite and mostly non-hostile while within this territory. More than that, this territory is extremely rich; within it you will quite often find incredibly nourishing fruits and herbs, beasts whose flesh are incredibly valuable or potent, and a wide variety of ores from which one can make Holy Weapons. The greater your strength grows, the greater the territory you may claim-and by seeding various natural treasures that you do not have into your territory, they will begin to grow or appear within it as well.

Mysterious Black Weapon -600 CP

-When you were young, you stumbled upon something strange and incredibly profound. A mysterious black colored weapon; this weapon is perfectly suited to your cultivation. To all appearances it seems to be perfectly ordinary, but it is utterly and flatly unbreakable-and when wielding it, it fits into your style of combat so perfectly that it almost seems to multiply your power. You may import any previous weapon into this, giving it the properties of the Mysterious Black Weapon. There may be further secrets hidden within this black weapon which will only reveal themselves as you grow stronger..

Companions

-It would be a shame to travel this world alone...hence, a selection of companions. All origins may take **one** companion discounted-not including the Companion Import or Canon Companion options.

Companion Import -50 CP

-If you wish, you may invite your older friends and companions to come with you to enjoy the adventures and wonders of the Mysterious Purple Planet and the multiverse it lives within. For 50 CP, you may import a companion already in your party into the world of Stellar Transformations; they will get an Origin and associated discounts as well as **800 CP** of their own, but cannot take any Companions or Drawbacks for themselves.

Canon Companion -Free/100 CP

-If you should find someone in the world of Stellar Transformations that you bond especially strongly with, you may invite them to join you as a Companion. If they accept, then you may take them along your chain for free. By paying 100 CP, you turn this chance into a guarantee; events will align to give them an overwhelmingly positive impression of you, and they will accept it unhesitatingly if you ask.

Stalwart Sibling -200 CP

-They aren't actually your sibling, though they love to call you such. This rambunctious youth, somewhat younger than yourself, is the child of one of the local mortal townsfolk. From a family of no particular importance and no particular wealth, this youth is eager to play about-whether that be wrestling in the dirt, running around playing tag, or pretending to be an Immortal. Oh yes, this youth's true passion lies in imagining all the many amazing things that go on in the world of Immortals-the flying swords, the demons and devils they battle, the princesses they save and the skies they travel across; all parents tell their children tales about immortals, so it would be an extremely ordinary sort of fantasy and dream for the most part...if it wasn't for a unique little knack this youth has.

-This youth has a unique and innate talent for manipulating Holy Energy; in time, they'll be able to figure out their own way to break through to the Xiantian realm of Internal Energy even if given absolutely no instruction, operating purely on their own instincts. Given decades, they might even be able to carve out their own path to Jindan-a genius in their own right. But that's in the distant future; for now, they've taken a deep shine to you-frequently calling you Big Brother/Sister and Boss, mimicking you, and following after you. They're eager and excitable, but not particularly well educated-though all it'd take is the right opportunities to reveal a genuine spark of genius under the rough and tumble exterior.

-Their exact gender and appearance are up to your choice. Further, they have **800 CP** to spend on perks or items and possess the Peasant origin, with the same caveats as imported companions.

Cherished Concubine -200 CP

-You met in the cover of the night, each seeking to escape something. And that night, the two of you shared something special-much more so than the pleasure and lust that was traded for. You shared a connection, and from that night on you found yourself meeting that wonderful companion of the night over and over again-until it became clear that your paths were intertwined. They are charming, charismatic, clever, and oh-so-seductive, willing to entice and beguile to attain their goals...but they are also quite secretive, holding something close to the chest even as they tease out the secrets and hearts of others with dexterous and exotic skills.

-The Cherished Concubine holds their heart close to their chest, seeming open and honest with seductive overtones when the truth is that they are anything but. They are a slow dancer, preferring a night in the stars and gentle music to a raucous party-fine wine and prepared meals to party platters and frothing beers. Their tastes tend towards the expensive, but they know how to make even small funds stretch outwards quite a bit even as they live up the high life. And while they are no fighter, they do possess incredible skills managing people and, oddly enough, alchemical arts. Deep in their heart, jaded by secrets they refuse to share and a past they will not speak of, lies a wondering romantic who saw something in you-and is willing to follow you to the ends of the earth.

-Their exact gender and appearance are up to your choice, though they will tend towards the softer and somewhat more bountiful side by default-especially in the chest if female. Further, they have **800 CP** to spend on perks or items and possess the Noble origin, with the same caveats as imported companions.

Personal Protector -200 CP

-A soldier bearing a sort of quiet pride and self-confident dignity, the Personal Protector starts out as close to the peak of External Houtian practice; they had managed to get there through grit, will, and Limit Training. Their body is a sculpted marvel thanks to that-not quite as tough as someone who had focused on toughening their body exclusively, or as explosively strong as someone who trained to throw things as far as possible for their External Houtian practice, but all-around extremely capable in a way that no other external practitioner is. In acting as a protector they will be fairly silent, offering their thoughts only when prompted and holding a quiet sort of wisdom within. If you should ask them to train you, they will happily do so-pushing you harder and more sadistically than any other person in the entire Qian Continent would, pushing you to the absolute limits of what Limit Training can even allow without giving a single inch of compromise.

-The Personal Protector doesn't have very much innate cultivation potential, which is why they focused on external practice primarily. Due to this, it will be an immense struggle for them to reach Xiantian on their own, and that may be the end of their road without some form of assistance. If you were to provide them with that assistance however, a unique trait would emerge in that they possess a unique talent for training and developing their body far beyond other cultivators; attacks that would split others in half might only lightly cut the Personal Protector. More than this, they are incredibly skilled in assassination arts and human anatomy; it takes them but a moment to analyze their enemy and mentally cut them apart to slay them in the shortest amount of time with the least amount of effort, and the same sort of focus can be put towards healing if they so choose.

-While the Personal Protector is guaranteed to have a quiet and firm personality and an incredibly developed and powerful body, their actual gender and appearance is up to your choice. They also have **800 CP** to spend on perks or items as well as possessing the Warrior origin, with the same caveats as imported companions.

Beastly Brother -200 CP

-When you were young, you came across an abandoned animal perhaps not even a full week old. You nursed them to health and cared for them, and in return they began to follow you loyally everywhere you went. Unusually intelligent and extremely tough, this beast will eventually grow to attain full sentience upon reaching the Jindan stage of development. They will always remain utterly loyal to you, their sibling and true family, even if they discover who they were born from later on. To others they have an aloof and proud personality, unwilling to interact with them and even somewhat standoffish...but to you, that ice melts away and is replaced with a warm and kind face which deeply enjoys every second spent by your side.

-While ice-cold to others, in your presence they will reveal a both brash and impatient personality, one unwilling to admit defeat yet easily thwarted by simply challenging them to anything that surpasses their surprisingly short attention span. They can even be called something of a hothead, easily riled up by even minor insults and eager to take up just about any sort of challenge or thrill-seeking opportunity. They may joke and tease you quite a bit on account of this brash personality, but in truth they hold you as the most important thing in the world; they are willing to sacrifice their life if it means you live, and wouldn't hesitate for even an instant to join you in facing something which could honestly threaten you. When it comes down to the wire, they can be both extremely serious and focused, their hotheadedness set aside to do their adopted sibling right.

-Their species, gender, and human appearance-when they unlock one-are all up to you to choose, though do try to stick with a reasonable species for your location; it would be extremely odd to find an infant octopus in the middle of the Immense Wilderness. Further, they have **800 CP** to spend on perks or items and possess the Beast origin, with the same caveats as imported companions.

Exalted Elder -400 CP

-A secretive and elusive figure in the Qian Continent; it's long been forgotten just where they came from and who they are, let alone why they're here-but this strange Immortal quietly wanders the Qian Continent, seeming to search for something. They rarely share so much as a single word with others, let alone their name...but when they saw you, something seemed to spark in their eyes. And now they won't *stop* following you. At every moment they can be drolling on with ancient wisdom this, back in my day that-let them ramble and they'll just never *stop* talking, the only consolation being that there's a nugget of genuine wisdom hidden every now and again in their endless rambling.

-Despite the odd demeanor, this ancient Immortal seems to have taken a shine to you and is honestly willing to teach and guide you-up to a point. They'll refuse to fight your battles for you, though if you get into trouble that you absolutely can't handle they'll step in and protect you. They have a number of strange personality quirks to them-you may choose what these quirks are, though they'll default to rambling, drinking, fishing, and puns. Despite that though, they have some truly incredible power backing them; in a straight fight, nobody seems to actually be their equal in the Mortal Realm. More than that, they seem to have some strange powers as well that they refuse to explain...

-Their exact gender and appearance are up to your choice. Further, they have **600 CP** to spend on perks or items; uniquely, you may choose their origin. This will not affect them save for adding a different flavor to the various stories of their long-past youth that they may inevitably tell, but will open up discounts for them. Additionally, you may select any **1** Capstone Perk *within their origin* for them to take for free; this capstone perk *defines* their cultivation path and unique abilities.

Drawbacks

No Drawback Limit; take as many drawbacks as you feel comfortable shouldering.

An Earlier Moment +0 CP

-If you so wish, the moment that you enter this world the wheel of time shall spin back towards an earlier point. Ten years, a hundred years, a thousand-you may start as far back as you like, provided that you must still stay your allotted twenty years. There is no additional cost or consequence to starting at an earlier moment, so if you are prepared do feel free to take advantage of it-perhaps this will grant you the opportunity to avert disasters or prevent tragedies before they are destined to play out?

The Wheel of Samsara +0 CP

-The path of Immortality is a long one-some say endless, even. A mere twenty years is but the blink of an eye for a true Immortal-less than that, even. If you so wish, you may halt your departure from this realm and continue to travel the seemingly endless path of cultivation. Any burdens you pick up for greater power or opportunities will continue for as long as you remain in this realm, mind you-but if your will is great enough, then this shall be no issue.

Realm Ascension +0 CP

-Rather than extending your stay in this realm-if you so please, you may leave even more swiftly than expected. Your condition for doing so is that you reach the Heavenly Immortal stage of cultivation-the peak of the Star stage in Stellar Transformations's own cultivation system, or an equivalent level in any other exotic cultivation form which one began practicing in this multiverse. Once you have done so, you may immediately leave this realm at your leisure-shedding the burdens and curses you'd picked up to attain further power. From there you may immediately leave to the next destination...or you may stay, moving directly to the next step in your cultivation in Part 2. The choice, as always, is yours.

Disfigurement +100 CP

-Perhaps you were injured when you were a child; perhaps you were simply born wrong. Whatever the case, there is something distinctly *disgusting* about your figure; perhaps some quirk of your face or a truly grotesque birthmark. It doesn't actually affect your capabilities in any way; you'll always be able to speak just as normal, see fine, move about fine, all that-but anybody who sees your disfigurement will be instinctively horrified and disgusted by it. While it can be covered up, doing so will instead make people highly suspicious of you-as you'll have to cover up most of your body to hide it. This will make any trust or communication with others quite a difficult prospect.

Venerable Name +100 CP

-It is only right that you adapt to your new surroundings, is it not? Entering this world, you take up a new name to match your surroundings; something along the lines of Long Dong, Mon Qi, Qin Qi, or the like. What are you saying, these names sound odd? Of course not, these are perfectly natural. And of course, everyone will only ever refer to you by this name for your time here. Surely anything odd sounding is purely in your imagination; these names are absolutely natural.

Battle Junkie +100 CP

-There's a spark burning deep in your heart, a spark that's deeply discontent with a peaceful life. When you live on the edge of death, when you push yourself to the absolute limit, that is the only time you truly feel alive. You will feel an urge to seek out battles, to push yourself to the edge of death in training over and over again, chasing after that high that comes from burning at the edge of life. Be careful though; burning at the edge of life might see that life burn itself out if you're not careful.

Honorable +100 CP

-When you choose to do something, you do it in an honorable and straightforward manner; if you must kill someone, you will walk right up to them and tell them you intend to kill them, then wait a few moments for them to prepare themselves before you actually get to killing them. This won't stop you from using underhanded tactics or running away later, but you will be compelled to be extremely straightforward with your intentions whether it be in killing someone or simply interacting with others.

One Sword Training +200 CP

-You are a master of One Sword Training-the premier assassination art of the Qian Continent! Why is this a drawback? Because of the training you had to undergo to master One Sword Training; you were tossed out as a child, abused and belittled constantly for several years...then when you were finally picked up by your clan, you were forced to stab corpses over and over again until they went rotten-only then would the corpses be replaced, and you'd be forced to continue stabbing. This is part of your background in this realm, and it claws at your sanity; the One Sword Training has left a deeply savage and hateful edge to your mind which will not hesitate to kill anyone before you on even the smallest slight. You can repress and pull back this savage mind, but it is exceedingly difficult; it is so easy to give in to what you know and feel familiar with, the blood and stench of corpses...

Hedonistic +200 CP

-Only by rising above the concerns of the mortal world can one truly seek the heights of Immortality...but those mortal concerns and delicacies are oh-so-tempting. The temptation of delicious wines and women alike is incredible to you, driving you to great distraction and wasting your resources if you let it-and it will be incredibly hard to resist. All too easily you can find yourself shirking all training and frivolously throwing away riches for years at a time if you're not careful. It is not impossible to resist, of course, but it will drag on your thoughts and tempt you at every turn; just a little more wine, just a few more delicacies...

Tasty Flesh +200 CP

-Ever since you were young, you'd found that those who would do you harm seemed to come from far and wide to seek you out. The reason for this? Quite simply, something about your flesh calls to beasts and evil cultivators. Perhaps it can be refined into a special medicine which will reduce the time it takes to reach the next stage of cultivation for others. Perhaps it's just that tasty. Either way, expect beasts and evil cultivators to come out of the woodworks-never beyond what you could handle, but extremely frequently regardless.

Abandoned +200 CP

-To be a cultivator-to be an Immortal-is to walk the world alone and aloof...and such has always been your destiny. You walk your path alone. Your family will very rarely if ever interact with you, your friends will leave to wander without you, lovers will only stay the night before either you or they are called away-the result is the same, that you shall walk your martial path alone. You may still receive occasional help or communication from others, but fundamentally nobody will walk by your side for more than a single day a year. Your path is yours alone to walk...no matter the weight of loneliness that may pull upon you.

Twisted Dantian +300 CP

-Your path of cultivation, your opportunity to attain Immortality, was shattered before it could ever begin. You were born with a strange, crippled Dantian in this world; your Dantian is incapable of storing internal energy-instead scattering it as energy passes through it. This will prevent you from cultivating anything save external techniques or the Stellar Transformation technique. This doesn't prevent you from trying to absorb holy energy-it simply scatters it once it hits your Dantian, preventing it from being stored. It would take a truly monstrous amount of willpower and a truly incredible and unique cultivation method to be able to attain any sort of notable strength with this crippling; perhaps it is best if you live a simple, carefree life while here.

Karmic Noose +300 CP

-It is something of an open secret amongst Immortals, but in this Realm there is no such thing as Karma. Evils shall go unpunished by the Heavens, good deeds forgotten-the only justice and truth of this reality is what you carve out for yourself. That said...it will truly feel as if the Heavens punish you for every action you take. You have a habit of getting yourself caught up in battles and grudges that are way over your head, past actions snowballing into future calamities. If you're still in the early-Houtian realm and kill a few bandits, you'll have accidentally killed the little brother of the head bandit-getting his hundreds strong army after you along with the leader himself who is peak Houtian. Kill a random beast, and an army of sibling beasts at a far higher cultivation level will come for you. This will happen over and over again-and the higher your own cultivation level grows, the more absurd your enemies will grow so that you're always the underdog at threat of utter annihilation. It would take truly heaven-defying luck and incredible will to survive-or, a deep resolve of pacifism and great care to avoid the karmic ties that would bring these calamities in the first place.

Disastrous Tribulations +300 CP

-The Heavens have cursed you. You have the deep misfortune of always finding your Tribulations at the very worst times. When someone a cultivation stage above you is desperately trying to kill you, when an army of beasts is baying for your blood, when you've just been deeply injured or are low on energy-*that* is when your Heavenly Tribulations will descend. Worse yet, they will always be of astonishingly great power-far more than they would normally be for any other cultivator. Facing a Tribulation when you are prepared for it and no one is interfering is already courting death...without truly exceptional luck or power, this is surely a death sentence for you. This fate could, of course, be avoided simply by not cultivating...but if you choose not to cultivate, you will instead be hounded by exceptionally bad luck for your time here-as if the very Heavens themselves disapprove of your existence. Everything that could go wrong, will go wrong. Only by embarking on the path of cultivation can this bad luck be warded away...but doing so shall invite these disastrous Tribulations once again.

Waiting My Whole Life (Incompatible with Abandoned) +300 CP

-You will have no memory of taking this drawback, but one of your companions or friends in this jump is a traitor. They've been seeded into your company by one of your enemies here, acting as a sleeper agent; there will be absolutely no hint as to which one of them is a traitor until the very moment they are told to turn coat or are given the absolutely perfect opportunity. You could spend ten, a hundred, a thousand years with them as your closest friend and confidant, and they will be perfectly loyal until the very moment they turn. They might never turn on you, even simply watching and waiting, seeing if you're going to act against their true master...if you ever do so, that will be the moment they activate and turn on you. If you're not careful, you may even die in that moment.

When Gods Battle, Mortals Pray +500 CP

-You've become a pawn between two Godkings, each seeking to prove...*something*, to the other. The first Godking wants to see you fail in your cultivation, fail to reach past the Mortal Realm. The second wants to see you succeed, and climb all the way to the Divine Realm. The second will prevent the first from directly acting against you, but has strong beliefs about how cultivation relies on one's own will and luck-so they won't notice as the first maneuvers lower pawns and obstacles into your path. Tribulations will be somewhat more powerful, incredible enemies will emerge from nowhere for seemingly no reason other than to kill you, natural treasures and riches will be ruined or stolen just before you can get your hands on them...this Godking will do everything they can to cripple your path in cultivation, and see you dead if you fail. On the other hand, every now and again you may call upon the favor of the second Godking if the first is being particularly egregious about their sabotage; they won't help you directly, but will likely gift you treasures or block the first's manipulations entirely for a time. If you manage to make it to the Immortal Realm, then these manipulations will cease-and additionally, the second Godking will owe you a favor and hold you in good regard.

Scenarios

Be Qin Yu - Requires Warrior Origin, Twisted Dantian

-By taking part in this Scenario, your age is automatically set to six years old...and you end up as a very particular person in the Qian Continent. The son of a Noble who is all but abandoned by his father, left to their own life atop the Misty Villa. You are Qin Yu, and if you play your cards right then you could be the very first person in this entire multiverse to transcend it and become a true multiverse creator.

-By being Qin Yu, you will find yourself treading the generalities of his own path; you will find an infant bird bearing a Divine Heritage and nurse it to health, gaining a loyal companion as you do so. You will be kindly exiled to the Misty Villa by your father seeking to protect you from the pains and difficulties of the world. And you will find inspiration in taking up the path of external cultivation and seek to become a Xiantian through such means. Lastly, at the age of sixteen you will find a meteorite landing practically before you while stargazing, carrying within it the Meteoric Tear.

-At the age of eighteen, your father Qin De will realize that he will be undergoing his 4-In-9 Tribulation soon and have the chance to become a Jindan cultivator. Even should you become the world's first Xiantian External Expert he will still refuse to allow you to assist; the only way you would be able to protect him would be to act as an assassin for hire who he will hire for the sake of his own protection, unknowing that it is in fact you. And you *must* protect him-without you there, he will surely perish under the assault of *two* late Jindan cultivators.

-You won't even have the strength to protect him from such a force if you do not first break through to External Xiantian on your own efforts first-an effort which, even with an incredible amount of Limit Training and the Ancestral Dragon Art feeding Internal Energy into your muscles, will still take upwards of a decade-and from there, you must find at least two of the three Trans-Heaven Diagrams and use them to reach the peak of External Xiantian practice. You need not worry about the third; there's a Trans-Heaven Diagram hidden within the Qin Clan's vaults. With all of this, you will be able to succeed in slaying one of the Jindan cultivators...while nearly dying in the process. And in that moment, you will be dragged out to the Immense Wilderness by a teleportation array and granted the full Stellar Transformations technique by the Lei Mountain House.

-In order to survive the trip back to the Qian Continent you'd first need to at least reach the Early Nebula stage of the Stellar Transformations technique-possibly reaching the Middle Nebula stage while you travel. Once you return, you will find that Qin De has gone to war against the Chu Empire-and all but conquered it already, stalled only by the Xiang clan revealing their Honored Ancestor as being a Yuanying cultivator. If left alone, he will stall and threaten the Qin Clan's armies until they are destroyed within just five years-destroying the Qin Clan himself shortly afterwards. With your pet/brother bird's help it should be possible to defeat him already however-if at great cost to your body. And a year afterwards, the greater world of cultivators beyond the ocean will call to you-holding many more adventures, dangers, and treasures.

-This is the path that Qin Yu would have walked had you not taken his place, and it is the path that you are...not quite destined, but certainly urged to walk in taking his place. You will face many dangers in taking his place, similar to but not exactly akin to the drawback "Karmic Noose"-it is not a true drawback, but more of a tendency to attract vastly powerful enemies at the drop of a hat. If you are not prepared and exceedingly meticulous, you may often face Disastrous Tribulations-again, not guaranteed, but instead a tendency.

-In return for walking this path, you will attain all that Qin Yu himself would have attained; the Misty Villa, the Lei Mountain House, the Meteoric Tear, so on and so forth. Every treasure you attain is yours to keep, adjusted to be akin to its purchasable form if inferior once you've completed your stay in this realm. The more you travel Qin Yu's own path, the more you attain, the more you get to keep at the end. Your one condition for all of this is that you survive and make it to the peak of the Star stage of the Stellar Transformations technique-or equivalent if you instead purchase or practice your own unique cultivation style.

Your Own Path - Requires Disastrous Tribulations And Either Jumper's Transformations Part 1 OR A Different Path

-To walk the path of a cultivator is to battle the will of the Heavens...but not all paths are made equal. Some merely inch along, some seek to merely slip past the Heaven's gaze and steal Immortality. Some merely seek a middle road, a path trod by countless knowing exactly where they should step and exactly how far they wish to travel. These paths...they are not your path.

-The path you walk, just this one, has a guarantee attached to it. This path will see you defying the Heavens directly, fighting the very world and rebelling against all reality with nothing but your will and your own path. And by walking this path, you shall climb to the greatest of all heights-every single stage of your own path is guaranteed to be a whole stage above normal cultivator's own strength at their equivalent stage. And where other cultivation paths might have limitations or ends to them, yours will have no such things-you will find that the path you walk can be walked all the way to the Immortal Realm and even further beyond.

-This scenario offers nothing more than this guarantee-that your path is not wrong, that you *will* reach the peak of the world should you only hold fast and keep trying. And once you hit the peak of the Mortal Realm, the equivalent of the peak of Dacheng for normal cultivators...you will stumble across something rather strange. A tattered piece of golden-colored cloth, attached to a broken piece of wood. While the impression of words exists on it, the cloth is too ragged and smudged to read-and no amount of materials or repair techniques can repair it. At the same time though, it seems utterly unbreakable; not even a Godking could so much as lay a scratch on this strange piece of cloth and wood. It's functionally useless to you right now, but perhaps in the future it will have some purpose...

Divine Lover - Requires Meteoric Tear; When Gods Battle, Mortals Pray

-Far away in the Divine Realm, a truly powerful Godking died-extinguished by a great alliance of several Godkings working together to prevent a new great power from emerging. This truly powerful Godking's knowledge surpassed that of others-they were on the verge of attaining Exalted Celestialhood on their own merit, having understood all the Spatial laws and nearly all of the Temporal laws. Before they died, they condensed all their knowledge into a single vessel...and shattered it. Half of this vessel fused itself with the body and soul of another resident of the Divine Realm, while the other half flew down, down, down from the Divine Realm, down through the Immortal Realm, down into one of the countless Mortal Realms...and fell into your hands.

-Whoever possesses the complete Meteoric Tear would be nourished by it, their soul strengthening to incredible levels, until finally it grows strong enough that they could hold all the grand revelations held within it. With this knowledge in hand, the holder would instantly ascend into a Godking-one with the capacity to rival even the great powers of the Divine Realm, all on their own. Because of this, it is deeply sought after throughout the entire Divine Realm. The first shard of the Meteoric Tear is protected by a grand senior, hidden away...while the second is in your hands. And the Divine Realm knows it.

-Only the protection of that grand senior is preventing various Heavenly Deities from descending onto the Mortal Realm to rip your soul in twain and take the Meteoric Tear-they are limited to only sabotaging your cultivation path. Climb fast, climb far, and you just might survive...and if you make it all the way to the Immortal Realm, then you will be free of predations for a time. The stakes haven't really changed for you-you're just aware of what everyone's fighting for, now. But should you succeed, should you survive and reach the Immortal Realm, you'll find that someone has been patiently waiting for you. Not the grand senior of the Divine Realm...but the other holder of the Meteoric Tear.

-They are your other half incarnate, everything you truly love and nothing you hate-with just enough quirks to make them their own person. And since they saw you, it was love at first sight; from that very moment on, they were willing to dedicate the rest of their life to your own existence. They would drop everything in the world to stay with you, fight through demons and gods to be by your side...but for now, they are weak. They're barely a Deity in the Divine Realm, though they also possess a half of the Meteoric Tear. Fundamentally they are utterly invincible in the Immortal and Mortal Realms; they could casually shatter entire solar systems with a wave of their hands and remake them with a breath. Their knowledge of obscure cultivation styles and scriptures is vast, allowing them multitudes of strange powers and spells. And they will dedicate it all to you, forevermore.

-There is just one caveat to all of this...until you yourself reach the Divine Realm through your own cultivation method, you cannot fuse your Meteoric Tear with theirs-or vice versa. Taken out of this Realm, your partner will be incapable of furthering this realm's cultivation-though they will have a definite affinity for life-based techniques and powers. If you wish to become a Godking through the power of the Meteoric Tear, or grant your partner the powers of a Godking, then you must further pursue your path to the very peak of cultivation.

Qian Emperor - Requires Noble, Karmic Noose

-Crushed between the titans that are the Qin Clan and the Xiang Clan are two other Vanquishing Princes, and scattered across the Qian Continent are still plenty other nobilities. And beyond the Chu Empire lay other kingdoms and empires entirely unexplored by those in the Chu Empire. Why, then, must the Xiang Clan reign supreme? Should the Qin Clan pull off its coup, why must they be the ones to restore their ancient Qin Dynasty? Can no other rule in their place? Or are the people of the Chu Empire simply content to maintain one master or the other, ambitionless and happy with their lot in life?

-You simply can't accept that. Why allow the stagnation of the Qian Continent to continue in this way-isn't it long past time something came to shake it up? And who else but you to do that shaking? Your goal is simple; conquer. Conquer what? Everything you can, starting with the Chu Empire. You shall martial mortals, raise up cultivators, and forge an army with which you shall conquer as much as you can-and keep as much as you can stable as well, ensuring that it won't simply fall apart when you turn your back.

-Undoubtedly you will make countless enemies as you seek to conquer the Qian Continent-starting with the Chu Empire's Xiang and Qin clans-and you will have to defeat those enemies either through diplomacy or war as you go. And the more you conquer, the greater the enemies you shall face; soon enough you'll be facing all sorts of strange hidden experts of ever-increasing strengths coming out of the woodworks, seeking to stop your advance and return this continent back to its traditional stagnancy.

-A warning, before you begin; by order of countless Loose Immortals in the far, far distant Chaotic Astral Ocean, the Mortal Kingdoms *must* be ruled by mortals. Any cultivators who seek to conquer the mortal world will see the might of Loose Immortals who far surpass Dacheng in strength coming down on them with full force...with some caveats. This decree does not truly apply to an empire possessing just a handful of Jindan-stage cultivators or a Yuanying-stage cultivator or two; such easily fly under the radar of the Chaotic Astral Ocean. Xiantian-level cultivators can apply their full power and act in utter hordes; they don't count as cultivators for this decree. Second, if one *acts* as a mortal then they will *count* as a mortal; if a cultivator does not utilize their powers and sticks purely to mortal means, then this decree will not affect them. Finally, of course, this decree only applies to mortal kingdoms-all others can be conquered as normal without so much as a peep from the Chaotic Astral Ocean.

-You need only conquer the Chu Empire and maintain a stable reign of ten years to consider this scenario complete, but take note; the more you conquer, the greater your rewards. You shall take the entirety of the land you conquer with you as your reward for this scenario; if you should somehow conquer the entirety of the Purple Planet itself, then it is your just reward. There's only one thing left to do now-go forth, and conquer.

End

Your time in this Realm, for good or ill, has come to an end. Perhaps you have fought against the heavens, crushing all who dared to oppose you. Perhaps you found peace, finding a small parcel of enlightenment to call your own even as you walked further along the path of power. Perhaps you spent twenty years in a hedonistic haze, enjoying all that there was to enjoy of the mortal realm. Perhaps something else-it was your choice in the end, and you made your choice well. And now you have one more choice to make.

Return - You may return home, ceasing your endless journey across countless realities. You will keep all that you had attained up to this point, of course.

Stay - You may stay here, if you so wish. This reality has much to it left to explore-countless mortal universes, multitudes of Immortal universes, and the Divine Realm above it all. Many mysteries could be unlocked here, if you so wish.

Continue - Perhaps the most natural choice-you may continue on, your journey unending as you take this as merely another step in your path.

Notes

Notes about Heaven's Favored Son: If you take Heaven's Favored Son without being a Noble, then your family will still be extremely well-off and well connected; Peasants will end up in a merchant family of great renown, Warriors part of a warrior lineage that stretches back millennia and has legacies to spare, Beasts within the territory and family of an extremely powerful and generous senior Beast who loves to lavish you with gifts.

Notes about Divine Beast/Heritage: If you take Divine Beast or Divine Heritage without being a Beast, the effects will still apply; you will simply be abnormally strong or possess immense potential, unlocking further powerful techniques as you grow in the case of Divine Heritage. Note; Divine Heritage's guidance will peter out around the realm of Godking. In other jumps it will have similar effects of granting various techniques and developmental paths for you and allow you to achieve incredible strength, but will always peter out about a step or two before reaching the peak of the setting. Note; in future settings Divine Beast will give you a Divine Beast form of whatever race or species you would normally end up as.

Note about Heaven Vanquishing Army: Your army's base and default potential is 0.05^X (the number of soldiers in a given cultivation realm) rounded up; this means that out of 100k, 5k will become Xiantian; of those 5k, 250 will become Jindan; of those 250, 13 will become Yuanying, and of those 13, one will reach Dongxu without any extra effort on your part. By default they will advance at a rate of 5^X years, where X is equal to how many cultivation stages they've gone through-and Houtian counts as a stage that they've gone through by default. Thus, it'll take 5 years for them to reach Xiantian, 25 years to reach Jindan, 125 to reach Yuanying, and so on and so forth. Again, this is all the default standard-efforts on your part can and will boost their potential and growth speed if you so wish. While these numbers might seem low or extremely long, this is still representative of the most talented army that could ever exist in this setting; only several hundred Xiantian cultivators even *exist* on the Qian Long continent, and within five years your army will have 5k of them. Normally it might take hundreds of years to reach Jindan or Yuanying-many will never-but your army will only take twenty five and a hundred and twenty five years to reach those exalted levels. Additionally, each realm of your army's cultivators will continue to advance simultaneously; the 95k who didn't advance previously will continue attempting to cultivate over the next five years and result in 4,750 soldiers reaching Xiantian, then 4,513 soldiers the next half-decade, and so on and so forth until every single soldier advances. In time your forces will truly earn the name Heaven Vanquishing.

Note about Stellar Transformations and Jumper's Transformations: Both of these techniques only provide the information for cultivating them, not actually force you to cultivate them. If you so choose, you may pass on that information to others-allowing them to cultivate the Stellar or Jumper's Transformations as you please. Finally, if you purchase both, you may only be capable of simultaneously *using* both if they cultivate unrelated aspects to each other and don't conflict in some way; attempting to cultivate an Internal cultivation technique will conflict with the Stellar Transformations technique, but an External one will not, for example. If they do conflict you'll still be capable of cultivating both, but will only be able to draw on the power and capabilities of one form at a time.

Notes about the Mysterious Black Weapon: As you reach the Immortal Realm, it will begin to help you merge your consciousness with the structure of space-allowing your soul to grow vastly more swiftly and your cultivation to accelerate as a result. This growth won't quite match the growth that the Meteoric Tear would allow its holder, but it will be close-and will be much easier to control than the Meteoric Tear is.

Notes about Cultivation Archetypes: There are three general archetypes of cultivators in the multiverse of Stellar Transformations; Xiuxianists, Xiumoists, and Xiuyaoists. Xiuxianists, or the Immortal Path, is the path of slowly absorbing energy from the world and refining it within oneself, a peaceful path of enlightenment. Xiumoists, or the Demon Path, is the path of stealing the cultivation bases of others to add to one's own; slaying them and consuming their Jindans or Yuanyings to add their energy to one's own. Xiuyaoists, or the Beast Path, is the natural path of beasts which undergoes cultivation as a natural process of their body rather than a specific technique.

It is important to note-it is not one's *actions* which defines their cultivation path, but the *base method* of one's cultivation which defines it. If one's cultivation technique is one which by default slowly and carefully absorbs the energies of the universe, then they are a Xiuxianist even if they frequently hunt other cultivators to consume their Jindans. If one takes great pains to only meditate and absorb energy, they may still be a Xiumoist if their base cultivation technique relies on consuming Jindans or Yuanyings. And simply by being a beast rather than a human, one's cultivation path will be that of the Xiuyaoist as their cultivation is in fact part of an innate biological process for them rather than a specific technique.

The Stellar Transformations technique, for example, is considered largely-though not perfectly, due to lacking a Jindan-a Xiuxianist technique even though the protagonist and main practitioner of the technique primarily advances their cultivation for the better part of the story almost entirely through the consumption of other's cultivation bases as a Xiumoist would. This is because, at its base, it functions via the absorption of natural ambient energies in predesigned cycles and through meditation rather than being designed for preying upon others. This is what defines it as a Xiuxianist Technique, and Qin Yu as a Xiuxianist rather than a Xiumoist.

Note on cultivation base absorption: it's entirely possible to simply eat other's Jindans/Yuanyings with no preparation or the like and add them directly to one's cultivation base, however this will introduce inefficiencies and contaminants to one's own cultivation base-making the user possess a strange aura and slowing down their overall cultivation. Instead, the user must first slowly refine the given cultivation base in their Samadhi/Stellar Flame (more on that later) to get rid of all impurities and personalization from the person it was stolen from, *then* absorb the most pure essence left. This will apparently reduce the total energy gained by 90%, but in return leave that remaining 10% extremely pure and highly potent without causing any issues with the user's own cultivation base.

Note on Holy Sense/Spiritual Energy: When a cultivator's soul grows powerful enough, they will begin to be capable of extending a unique sort of ephemeral energy from their body-this energy is colloquially known as the Holy Sense, and is an expression of the user's spiritual energy. The more powerful the user's soul is, the further one's Holy Sense can reach-further, a more powerful Holy Sense can't be detected by those who have a weaker Holy Sense, even if the difference is extremely minor. As one's soul evolves further, their Holy Sense will evolve into what is known as an Immortal Sense, which is qualitatively superior to the Holy Sense. Finally, it is possible to manipulate spiritual energy for other purposes than merely sensing one's surroundings; from unleashing spiritual attacks, maintaining spiritual defenses, and even enhancing the rate one draws in holy energy from their surroundings, all these are possible...but directly controlling one's spiritual energy is incredibly, absurdly difficult. The absolute most talented person in controlling their spiritual energy was noted to take three days to merely begin to intentionally manipulate their spiritual energy in methods aside from merely releasing or pulling in one's Holy Sense, and a more average cultivator could take a full year to achieve the same. That said, if one possesses the Meteoric Tear, its soul-nourishing properties may allow one to speed up that rate of learning and growth to the point of learning to manipulate their spiritual energy in just two hours, and gaining control over up to 10% of their spiritual energy-an absurdly extreme amount-in just a few days.

Note on Cultivation Flames: In the Stellar Transformations universe cultivation will innately grant the user a form of internal flame; this flame can have many and various names, but is fundamentally extremely similar across cultivation. The strength of this flame can be divided into colors, which themselves generally fall into certain categories; the flame starts out at a Light Red for the Jindan stage, Solid Red for the Yuanying stage, Dark Red for the Dongxu stage, Light Blue for the Kongming stage, Solid Blue for the Dujie stage, and Dark Blue for the Dacheng stage. It goes without saying that higher-ranked colors are vastly hotter and more powerful than lower-ranked colors.

Note on Becoming A Universe Creator: Fundamentally, with standard cultivation alone, it is simply and flatly impossible. The peak and pinnacle of standard cultivation is the Exalted Celestial, which falls far below the power of a Grandmist Controller-the colloquial term for universe creator. You will attain absolute control over space and time, but will still lack the capacity to actually form your own universe-and your power will be reduced to the pure energy density and strength of a Godking when removed from places which lack the Spatial and Temporal Laws you've mastered. In order to actually become a Grandmist Controller, you need to develop some technique, skill, or cultivation method which innately allows you to break through the fabric of the Cosmos and out into the Grandmist Space while simultaneously protecting you from being unmade by the Grandmist. The Stellar Transformations technique does this for its cultivators, and additionally automatically forms a full Cosmos for its practitioners once it reaches the later stages. In universe it is the only known method that one can actually become a Universe Creator through-but absolutely nothing stops you from developing your own cultivation technique from doing the same. In theory advancing other skills could also allow this feat-the Craftsman God Chehou Yuan got close to Universe Creator-hood through artifact crafting, but failed at the end as he hadn't managed to enter Grandmist Space to breathe life into his nascent Cosmos.

Stellar Transformations Cosmology

-In the beginning, there was the Grandmist Space. Grandmist is a unique substance which possesses nigh-infinite potency and potential, and from which entire multiverses may be formed. At an indeterminate location within Grandmist Space is a strange golden banner, which is formed from the condensed and distilled essence of Grandmist. Whoever writes their name on this banner becomes a Grandmist Controller-one who has the qualifications to become a Universe Creator by molding Grandmist to their will. It also grants perfect understanding of the lives and destinies of all living things...save for an incredibly rare few, less than a percentage of a percentage of a percentage and so on and so forth, who themselves have the potential to eventually become Universe Creators themselves. The chances of such a being actually rising up to do so are even more miniscule however, to the point that while there might be millions of such people absolutely none of them have ever succeeded. Within the Grandmist Space is also a multiverse set up somewhat like a pyramid; this multiverse is the Stellar Transformations multiverse. This multiverse was born twelve quadrillion years ago, slowly evolving into its modern form.

-The Stellar Transformations multiverse can be divided into three generalized levels, viewed as a pyramid, which can be categorized by the stability of the universes within it and the potency of the ambient energy within those universes. At the bottom of the pyramid which is the Stellar Transformations multiverse is the Mortal Realm. This Realm contains trillions, perhaps quadrillions of Mortal Universes. Space within a Mortal Universe is somewhat fragile, able to be disturbed or even broken by Loose Immortals wielding their power. The ambient energies of the Mortal Universes tend towards forming Holy Energy-the lowest and least potent form of ambient energy cultivators can use. Mortals, beings who tend towards having a natural lifespan of one hundred years or lower, can be found in abundance within the Mortal Realm-hence the name. Travel between various Mortal Universes is difficult, but black holes act as highly unstable and destructive portals between them. Due to the ambient energy levels of the Mortal Realm, spatial travel is extremely difficult and generally seen as not being particularly worth it; most mortals and cultivators will stay on their home planets until they either die or cultivate far enough to ascend. While far weaker, the sheer abundance of living beings within Mortal universes allows for absolutely absurd diversity of life and an incredible number of cultivators to arise over time. Further, the existence of mortal civilizations allows for vastly advanced inventions and experiences that cultivator civilizations frequently miss out on entirely. On the lower end, mortal chefs and winemakers are frequently complimented by greater level cultivators-all the way up to the Godking levels-for being far greater at their craft than cultivators ever seem to become. On the higher end, a sci-fi universe within the Mortal Realm was noted to create an engine which allows for stellar travel at speeds akin to a highly powerful Golden Immortal wielding Greater Teleportation.

-The second level is the Immortal Realm, also known as the Devil Realm or the Demon Realm. There are hundreds of millions of Immortal Realm universes in existence-while still an extreme amount, it is definitively far lower than the number of Mortal universes in existence. The energy of the Immortal Realm is known as Elemental Energy-it is Holy Energy which has reached a density thousands of times greater than ambient Holy Energy within the Mortal Realms and qualitatively transformed in the process, becoming incredibly useful for Immortal cultivation. Due to the density of Elemental Energy within the Immortal Realm, all life within is automatically born at the Jindan stage of energy accumulation. Without a proper cultivation technique this is merely an “equivalence”; the energy is diffuse and unfocused within the body, leaving them at the peak of Houtian at birth but easily breaking through to Xiantian and Jindan with just the slightest focus. Further low-level growth is similarly boosted for inhabitants of the Immortal Realms; a given child is expected to reach Jindan by five or six years old, Yuanying by ten or eleven, and Dongxu by late adulthood. The materials of the Immortal Realm are just as fantastic as the energy and living beings within; every single rock and planet is vastly more dense and harder than what can be naturally found in the Mortal Realm, leading to incredible natural treasures that are nigh-unbreakable to those below the Immortal stage. Where it would be possible to destroy a small planet in a single strike in the Mortal Realm, it would barely be sufficient to destroy an ordinary mountain in the Immortal Realm. Even the very fabric of space itself is far denser and sturdier; strikes that would previously tear and rend at the fabric of space and lead to spatial cracks will barely produce winds, and to be able to actually create spatial cracks in the Immortal Realm is an achievement reserved only for truly powerful Mystic Immortals.

-Because of the density of energies within the Immortal Realm, each Immortal Realm universe is almost universally a cultivator universe-cultivator societies are the norm, with one’s standing in society determined by their cultivation level. Due to the abundance of Golden Immortals and the like, it’s quite common for one to find wandering cultivators throughout space, and many have made a trade of being “interstellar merchants” who wander from planet to planet to sell wares. Various cultures and arts arise within the Immortal Realm, just as mortals live and progress, though thanks to the far greater base powers and enlightenment of their practitioners they tend towards being somewhat more refined and innately mystical. This is simultaneously countered by an enforced lack of technical progress; as pure strength is considered the absolute ruler and is repeatedly proven when a given Golden Immortal tramples about or a Mystic Immortal kills billions with each action. Further, Immortal Realms will often have to deal with people Ascending to and from them-Heavenly Immortals and Golden Immortals ascending from Mortal Realms extremely frequently and bringing their own cultures with them, and Mystic Immortals ascending to the Divine Realm and leaving behind the world they had shaped. In all, the vast, *vast* majority of Immortal Universes are “cultivator civilizations” who do not progress past a certain point in favor of having their people cultivate instead.

-At the peak of the pyramid is the Divine Realm, the most stable and powerful universe. It is a vast plain of incredibly dense divine energy and matter that far surpasses the matter of lower realms, surrounded by an endless and seemingly empty ocean. There is no sun or moon in the Divine Realm; the day-night cycle is instead maintained by the usage of incredible Grandmist Spiritual Treasures which had been set to activate and deactivate every twelve hours since the beginning of the Realm. A single ant from the Divine Realm will have venom powerful enough and an exoskeleton strong enough to casually slay even ninth-rank Mystic Immortals by pure accident. Space within the Divine Realm is immensely, absurdly stable-and it is impossible for those below the rank of Heavenly Deity to fly due to the sheer pressure of the Divine Realm's atmosphere. In fact, the sheer atmospheric pressure and gravity of the Divine Realm is so great that newly ascended Deities-who can usually resist the gravitational force of Neutron Stars within the Immortal Realm-will be barely capable of standing and walking normally. The density of the materials within the Divine Realm are such that one's Spiritual Sense, which within the Immortal Realm could reach across entire star systems, wouldn't even be capable of leaving the body until one is a Mid-level Deity-and even then, only up to ten meters. This density holds true for every single thing in the Divine Realm-a small pebble being akin to a massive mountain in the Immortal Realm, the very air being vastly denser, so on and so forth. Further, the ambient energies within the Divine Realm are incredibly wild and powerful-nigh impossible to actively absorb save through massive city-wide formation arrays which actively calm them, or through absorbing Divine Spiritual Stones. Beyond the cities of the Divine Realm are also incredibly powerful, though stupid, Demon Beasts whose bodies are forged within the Divine Realm-making them absurdly hardy and powerful. They are only threatening up to the level of Low Heavenly Deity, however-once one becomes a mid-level Heavenly Deity, they are completely safe from Demon Beasts.

-There is only one known Divine Realm universe; it is ruled by the Eight Sage Emperors, who have ruled it ever since the birth of the multiverse. There are eight hundred unique ponds in the Divine Realm known as Ascension Ponds; these ponds are the locations from which all those who Ascend from the Immortal Realm first emerge from. The vast, vast majority of power and law is concentrated into the hands of these Eight Sage Emperors-even the cycle of day and night, which is exactly twelve hours each, is determined by the Sage Emperors. Each city is ruled by the Sage Emperors, who hold immense cost requirements for who may enter or not. Further, a Realm-wide rule for those who recently Ascend is that they are immediately forced to work in the Divine Spiritual Stone Mines to mine stone for free for a thousand years-only after that may they work and live in peace. Divine Spiritual Stones are the currency of the Divine Realm, and buying even the cheapest of houses within the city can cost two million Low Quality Divine Spiritual Stones-an absolutely absurd amount-and then there are regular taxes on top of that-which apply no matter what village one goes to. As can be plainly seen, the Divine Realm is a consummate cultivator realm; science is considered a joke, the only law is the law of the strong and the rule of the Sage Emperors, and its culture, for lack of better description, can be described as consummately "ancient chinese" with the sole twist that it is incredibly stagnant as people can live for billions and trillions of years without any issues.

-The Eight Sage Emperors have also decided certain matters within the Divine Realm which affect the rest of the Stellar Transformations cosmos. First, due to the ever-increasing population of the Divine Realm, the fundamentally static number of cities which exist in the Divine Realm, and the fact that all residents of the Divine Realm are innately immortal, it had been decided early on in the Cosmos's lifespan that a Heavenly War would be held every six billion years in order to whittle down the population and ensure maintained stability. This has backfired somewhat in that it caused the previously harmonious Eight Divine Families-the families of the Eight Sage Emperors-to fracture and form factions. The Duanmu Clan, Tang Clan, and Mu Clan are all in one faction; the Jiang and Shentu Clans are another; the Putai and Huangfu Clans are considered the neutral faction, while the Zhou Clan remains unallied entirely-but is capable of remaining divorced from the conflict due to their clan having produced one of the three existing Exalted Celestials. These factions only truly apply to the Heavenly Wars every six billion years-in other matters, the Eight Divine Families are still capable of cooperating and working together. Second, the Eight Divine Families all hold various duties and administration rights over the Cosmos; the Zhou Clan, for instance, administers all calamities-the Heavenly Tribulations, Divine Tribulations and the like are all recorded and administrated by those of the Zhou Clan. The Eight Divine Families all govern over one of the eight Cosmic Origin Energies through the use of their Spirit Origin Pearls-one pearl to each family. They have done so since the beginning of the Divine Realm.

-Beyond the Eight Divine Families which have existed since the birth of the Divine Realm, there also exists three Ascender Powers-powers born from cultivators who have managed to Ascend to the Divine Realm on their own efforts and merits. These three Ascender powers are the Dual Domains, the Mount Blood Demon, and the Asura Sea-with the Asura Sea being considered as the strongest of them thanks to the Asura Godking being capable of harnessing the incredible power of Time Stop. Normally the Eight Divine Families would directly prevent the formation of any powers which could threaten their own, but these three Ascender Powers were born six-quadrillion years ago and are backed by the Unfettered Exalted Celestial, who prevents the Eight Divine Families from directly exterminating them. Without the backing of the Unfettered Exalted Celestial, the Eight Divine Families would have no issues ganging up on a nascent faction and slaughtering them via freezing space with their Spirit Origin Pearls-which prevent Godkings from teleporting and weaken all usages of the Spatial Laws-and then sneak attacking them as a group. This is how the Godking of Life died in the Heaven Startling Battle manifold millennia ago.

-Lastly, above the Eight Divine Families and the Three Ascender Powers are the Exalted Celestials, the most powerful existences in the Cosmos-though not the most powerful existences *period*. The youngest is the Unfettered Exalted Celestial, a Fiery-Eyed Aquatic Monkey who was uplifted into being an Exalted Celestial six quadrillion years ago. The second youngest is the Thunder Punishment Exalted Celestial, who was ascended from the Zhou Clan twelve quadrillion years ago. Most senior of them is the Floating Feather Exalted Celestial, who was formed directly by the Universe Creator and is considered his disciple; he possesses the unique power to "erase" other Exalted Celestials, thus holding the others in check and ensuring they do not act against the universe creator's wishes.

-All energies within the Stellar Transformations multiverse can be said to be a derivative of Grandmist Energy. The least diluted of these energies is Divine Energy, which saturates the Divine Realm-which itself is a massive step below Grandmist Energy, to the point that one who wields Divine Energy could still easily be ground to dust by mere exposure to Grandmist Energy. Below Divine Energy is Elemental Holy Energy, the energy which Immortals utilize to cultivate. It is vastly, immensely less dense and potent than Divine Energy, but at the same time will not crush lesser beings out of existence with its mere presence. A further step below Elemental Holy Energy is simple Holy Energy; thousands of times less dense and potent than Elemental Energy, Holy Energy saturates the Mortal Realms and is what mortals utilize to cultivate. At a side-grade to all of these energies are various elemental incarnations of these energies; Extreme Heat energies, Extreme Cold energies, Extreme Wind energies, so on and so forth. While useful for extremely specific cultivation paths and generally somewhat more potent than normal energies for their given stages, they are far rarer and ultimately about the same in the long run in cultivation-leading to cultivating them being mostly a sunk cost.

-Grandmist can also dilute into uncountably infinite numbers of materials and substances, ranging from the Heavenly Divine grade materials and substances, the Divine grade materials and substances, the Immortal grade, and down to the Mortal/Holy grade. Everything in the Divine Realm is composed of Divine-grade materials, with the older and sturdier existences growing more powerful and denser over time until they evolve into Heavenly Divine materials. A single rock from the ground or a branch of a tree would be seen as absolutely and fundamentally unbreakable within the Immortal and especially the Mortal Realms. A step below Divine materials is Immortal-grade materials; these ores and substances are extremely potent and can be converted into Immortal Weapons or equipment, or perhaps even the weakest of low-grade Divine equipment with incredible investment. On the final rung of the totem pole are Mortal-grade materials and substances; comparatively, these things tend to be soft and weak compared to higher grade substances.

-It is extremely notable that within the Stellar Transformations multiverse, there is no system of Karma. While incredibly hot or cold substances or locations exist and various strange winds or ores may be found, there are no elemental laws or principles at play. The most fundamental and absolute laws within the Stellar Transformations multiverse are the Spatial and Temporal laws, which themselves can be divided into thirds. To comprehend the Spatial Laws allows one to ascend to become a Heavenly Deity, while comprehending even a single third of the Temporal Laws allows one the qualifications to become a Godking. If one comprehended all the Spatial and Temporal Laws, they would become an Exalted Celestial-possessing nigh-absolute control over the fabric of the Stellar Transformations multiverse. To date, no one has achieved this feat; all existing Exalted Celestials have been granted their understanding and station by the multiverse's creator.

-While a system of reincarnation is in place, it isn't ever particularly elaborated on and fundamentally there appears to be no true difference between a new soul and a reincarnated soul. Souls within the Stellar Transformations multiverse are immensely, absurdly fragile things; they begin as mere wisps of spiritual energy located in the skull of a given being. A sufficiently powerful strike to the skull can thus destroy any person's soul, dispersing it and ensuring they can never reincarnate. This does mean that any effect which would destroy a given person's body in its entirety in an instant would, similarly, destroy the person's soul; when cultivators battle near mortals, mortal souls are destroyed en-mass as the mere shockwaves of the cultivators attacks annihilate the mortals bodies. As said before, there is no system of Karma at play within the Stellar Transformations multiverse. Thus, there is absolutely no consequence to genocide or destruction of mortal souls save for social consequences or those brought about by other cultivators. That also, of course, means there is no intrinsic, heavens-based benefit to killing others.

Typical Cultivation System

Cultivation in General

-Cultivation is the gathering of energy within oneself and refining it, then using that energy to ascend to immortality-or rather, that is “internal cultivation”. Gathering energy within the Dantian and refining it-first into a Jindan or Golden Pellet, then into a Yuanying or Nascent Soul-is, itself, the very path of cultivation as a whole. Each stage of cultivation is defined by the density of energy within one’s Dantian, then Jindan, then Yuanying; each Realm marks a new order of magnitude’s worth of energy...up until one reaches the Divine Realm. In terms of cultivation, there is simply nothing more to the act-gather energy, refine and distill it, and that is all. There is exactly one condition to this cycle-the strength of one’s soul, which dictates one’s capacity to control their own energy. If the soul is not strong enough, then drawing in further energy not only becomes immensely difficult, but also risks causing deviation-which will see one’s cultivation base violently explode, slaying them.

-This is the main qualifier in cultivation, the thing which changes a process of cultivation from something which can be done as swiftly as one can consume energy into something which can take thousands or even millions of years; one’s soul must grow powerful enough to control the energy they absorb, and in most cultivation methods there exists simply no method of actually training or growing the strength of one’s soul save for simply waiting. “Geniuses” are defined as those people whose souls grow far, far faster than normal people-and thus they naturally cultivate far faster than normal people as well. Any treasure or technique which allows one to actively train the strength of their soul-more than merely controlling their spiritual energy, but actively *increasing* the growth of one’s soul-is an incomparably precious treasure which could cause even those in the Divine Realm to go mad with greed.

-A secondary path of cultivation is known as “external cultivation”; it is the art and practice of refining one’s body to grow physically stronger, tougher, and all around better. Those who practice External Cultivation generally have major advantages over those who don’t, with skin, muscles, and bones that can often be compared to artifacts in terms of durability and vastly greater endurance. Their failing is their generally weaker internal energies and lack of long-range combat options; to be an external expert is to dedicate oneself to close range combat and strengthening the body rather than one’s energies. Generally it is strictly superior to be an external cultivator, even granting a moderate advantage to one’s cultivation once one reaches the Divine Realm-though no Ascender from the Dark Star Realm has yet to ever become a Godking, this may be attributed to the sheer difficulty of becoming one rather than this being a deviant path.

-Cultivation undergoes a number of changes once one reaches the Divine Realm, but those will be expounded upon in their specific section; the above serves to explain what cultivation is and how it is done for the vast majority of the Stellar Transformations multiverse.

Houtian - Mortal/semi-mortal, lifespan of 100-200 ish years

-Every cultivator begins their journey at the Houtian stage-essentially, a mortal. In the entire Qian Continent it is unheard of for anyone to reach the Xiantian stage via External Techniques, so this guide will focus primarily on the Internal Path. This path begins by following a cultivation technique to draw in Holy Energy from the world through one's meridians, then convert it into Internal Energy in the Dantian where it is stored away. As one progresses through this stage their Internal Energy will allow them feats such as lifting one-thousand pounds with a single hand, movement faster than horses, and more. It is important to note, however, that Internal Energy can be depleted fairly swiftly at this stage-leaving one as mortal as any other. As long as one's Internal Energy lasts though, the cultivator remains moderately superhuman. This stage isn't considered as a genuine cultivation stage, and so "Houtian" can also be considered synonymous with "mortal".

-In order to transform from a Houtian to a Xiantian cultivator, one must strengthen their soul-through deep meditation and drawing in the Holy Energy of the world, their soul will grow stronger and stronger until it undergoes a qualitative change. This qualitative change has a knockback effect on the rest of the cultivator's energy, moving them from the peak of the Houtian stage to the beginning of the Xiantian stage, transforming their Houtian energy into Xiantian energy.

Xiantian - First step in cultivation, lifespan of 500 years

-The first true step in cultivation, out of perhaps ten-billion mortals only a few thousand will have achieved the Xiantian stage. Upon becoming a Xiantian, the user's Internal Energy undergoes a qualitative change; it becomes far more potent and abundant than before. The user becomes capable of wielding their Internal Energy for strange techniques such as generating extreme heat, limited telekinesis, shunning all air and sustenance in favor of the holy energy of the world without detriment, or the like. While the user's body will have grown somewhat stronger, it is still primarily reliant on Internal Energy to be able to achieve anything of note-and a peak Houtian expert of External Techniques could have a good chance of defeating an early Xiantian expert of Internal Techniques, marking not how strong External Techniques are-but instead, how *weak* a Xiantian Internal Expert's body is without the support of Internal Energy.

-Between the Xiantian and Jindan stages is the 4-in-9 Minor Heavenly Tribulation. The user will be struck with four divine lightning bolts, each one far stronger than the previous one. Each bolt will take more time than the previous to build up, but the whole tribulation experience shouldn't be over the length of about ten minutes or so. Once the 4-in-9 Minor Heavenly Tribulation has passed, the user's Internal Energy liquifies within their Dantian; it is then refined and condensed over and over again until it forms a solid golden sphere known as the Jindan. Once completed, the cultivator will have fully become a Jindan-stage cultivator.

Jindan/Gold Core - First “true” step in cultivation, lifespan of 1,000 years

-Jindan Cultivation is the first “true” step in cultivation, and any who has reached this point is named “Shangxian”, or Immortal, by all mortals as a sign of respect. Their Xiantian energy, now condensed and refined within their Jindan, transforms into vastly more potent Elemental Energy which will naturally and instinctively protect their bodies at all times-making them vastly tougher and stronger than even Xiantian cultivators. Merely causing small portions of their energy to explode is enough to tear apart nearly any Xiantian expert who isn’t blessed with something like a mid-grade Holy Weapon which itself would only be found with someone like a Yuanying cultivator. Further, all Jindan cultivators attain access to a unique power known as the Samadhi Flame-a mystical flame which is more powerful than any mortal flame and is generated from within their Jindan. As the Jindan grows stronger, so too with the Samadhi Flame. Depending on one’s cultivation path, the Samadhi flame can also be called the Devilish Flame-by Xiumoists-or the Demonic Flame-by Xiuyaoists.

Yuanying/Nascent Soul - Edge of mortality, Lifespan of 5,000 years

-Moving from the Jindan to the Yuanying Stage, the user further condenses their Jindan until it develops into a Yuanying-a sort of crystallized embodiment of their cultivation base. The user’s power jumps massively once more in doing this, with average Yuanying cultivators easily trampling over average Jindan cultivators. If a Yuanying cultivator is killed, their Yuanying will swiftly devolve into an inert energy crystal.

-Before moving into the Dongxu stage, the cultivator must undergo their 6-in-9 Heavenly Tribulation. Much like the 4-in-9 Minor Heavenly Tribulation, stormclouds will gather and divine lightning bolts will strike down at the cultivator, escalating in power for every successive lightning bolt. The clouds above must have a certain amount of time to “charge up” their power before unleashing it, thus as the lightning bolts get stronger a somewhat larger break between bolts is allowed to the cultivator...but the whole process shouldn’t take more than half an hour at most.

Dongxu - first truly immortal stage

-Entering the Dongxu stage, the user has truly become immortal; they can live out billions of years without a care, assuming nothing kills them or they don’t go insane for one reason or another. The user’s soul fuses with their cultivation base, and from then on it becomes possible for the user to abandon their true body to form what is known as a “Loose Immortal” body-a body formed from pure energy condensed into a physical form. Such a thing is considered an emergency measure, as a Loose Immortal body is vastly weaker than a true body and thus is considered to not possess as much potential. Despite that fact, it is fully possible to continue cultivating as a Loose Immortal and even reach the peaks of cultivation in doing so, only immensely harder.

Kongming

-Unfortunately, all actual mention of the Kongming stage was skipped over in the novel, and thus there's no actual information to provide here; the best that can be said is that the average Dongxu-stage cultivators cannot resist the powers of an average Kongming-stage cultivator, and that one's cultivation flame continues to grow stronger.

Dujie

-This stage was similarly skipped over in the novel, thus there is an extreme lack of information which can be actually added here; the best that can be said is the exact same as the previous stage-that is, on average eminently superior to Kongming-stage cultivators and continued growth of one's cultivation flame.

-In order to continue on in one's cultivation from this stage the cultivator must surpass the 9-in-9 Heavenly Tribulation, the most powerful and most dangerous tribulation of all in the Mortal Realm. The vast majority of cultivators simply fail entirely and must flee it, becoming Loose Immortals who must instead pursue immortality via surpassing the twelve Loose Immortal Tribulations described later. Those who succeed will become exalted Dacheng cultivators. The 9-in-9 Heavenly Tribulation is different from previous tribulations; amongst normal cultivators it will be almost entirely the same, with nine lightning bolts of escalating power. Amongst Divine Beasts, however, the initial tribulation lightning will be stronger, and the final bolt will contain a core of Heavenly Flame-flames that only Immortals are said to be able to wield. And this adaptation grows greater; the greater one's own power and circumstances, the greater the 9-in-9 Heavenly Tribulation shall become. It may include trance-inducing hypnosis effects into the eighth lightning bolt if one is a Super Divine Beast, and even greater effects.

Dacheng

-Dacheng is the highest level of cultivator one can be within the Mortal Realm-and as one achieves the Dacheng Realm, they will find the energies within their Yuanying refining and transforming themselves automatically into a higher form. This will, at first, seem to have no real effect on the cultivator's strength-but over time, the potency of their energy will rise unceasingly until they hit a critical point. That point is known as Ascension, when the sheer potency of their energy forcibly raises them from the Mortal Realm to the Immortal Realm.

Loose Immortal

-In order to continue on to become a Heavenly Immortal after losing one's true body, a cultivator must undergo Loose Immortal tribulations-twelve of them. The first three tribulations will bring the cultivator up to the strength of a Dacheng cultivator, while successive Loose Immortal tribulations will have the cultivator's power rise up the levels of Heavenly Immortal power. After passing the twelfth tribulation, the Loose Immortal will be comparable to a Peak Heavenly Immortal. Each level of Loose Immortal Tribulation will grow further and further in power, with the number of lightning bolts it brings down being equal to its level.

Heavenly Immortal - Lowest stage of cultivation in the Immortal Realm

-In achieving the Heavenly Immortal realm, the cultivator ascends beyond the Mortal Realm and becomes a true Immortal-their power unmatched by Mortal cultivators. They attain the innate capacity to utilize Teleportation via fusing their spirit with the space around them, allowing them to move instantly wherever their Immortal Sense can detect so long as space is stable in that region. There are nine levels of Heavenly Immortal-levels 1-3 being considered Early Heavenly Immortal, 4-6 being Mid Heavenly Immortal, and 7-9 being Late Heavenly Immortal. While Loose Immortals must undergo Loose Immortal Tribulations to reach through the various levels of Heavenly Immortal, normal cultivators have no need for such-merely condensing and training their energy as normal is enough. Loose Immortals who have undergone the Twelve Loose Immortal Tribulations generally skip this stage entirely, Ascending directly as Golden Immortals.

Golden Immortal - Top experts on low ranked planets, middle of the pack in Immortal Realm

-While Heavenly Immortals are the most powerful of beings within the Mortal Realm-through those Loose Immortals who have equivalent power to them-they are merely citizens and the average cultivators of the Immortal Realm. Golden Immortals are the true average of the Immortal Realm-to be a Golden Immortal is to have strength great enough to sunder mountains and carve rivers with one's might. They are a step above Heavenly Immortals, but like them they also come in nine levels; the strongest of Golden Immortals can even destroy small planets within the Mortal Realm with a fair degree of ease. While powerful, they cannot be considered the true authorities of the Immortal Realms-merely the middle of the pack. In order to grow beyond the Golden Immortal stage, a cultivator's soul must reach a level at which they begin to truly sense the existence of the Spatial Laws-not understand them, merely sensing them is enough. In doing so, they will have achieved the "enlightenment" required to step beyond the Golden Immortal stage and into the Mystic Immortal Realm.

Mystic Immortal/Immortal Emperor - Peak of the Immortal Realm

-Mystic Immortals stand as the peak and the true powers of the Immortal Realm. They are also called Emperors for this reason-Immortal Emperors for the Immortal faction, Devil Emperors for the Devil faction, and Demon Emperors for the Demon faction. Mystic Immortals are differentiated by the innate capacity to wield Greater Teleportation, which allows instantaneous movement across incredibly vast distances, and the power of Domain. Domain is the ability to merge their energies with the fabric of local space, crudely manipulating it so as to slow down enemies, apply pressure, twist space, and various other uses. The range and potency of a Mystic Immortal's Domain grows as their cultivation does-through nine levels, as with the previous two Realms. It is nigh-effortless for Mystic Immortals to shatter planets within the Mortal Realm, and even planets in the Immortal Realm can be destroyed in a single strike by particularly powerful Mystic Immortals. Before one can move from the Mystic Immortal Realm and into the Divine realm, one must undergo a final Tribulation-the Divine Tribulation.

-Once one reaches the peak of the Mystic Immortal Realm, the Divine Tribulation will soon descend on them-though soon is a relative term, as it could be thousands of years after one reaches Level 9 Mystic Immortal. The Divine Tribulation is separated into three stages, known as the Three Great Tribulations. Upon merely manifesting it will form an immense vortex above the user, which itself will form a grand formation array around the user-beginning the First Great Tribulation. Within the space formed by the Divine Tribulation one will be continuously assaulted by illusions-the regrets, debts, fears, and other such "Heart Devils" that one holds within them. If a cultivator is distracted by these things for even a moment, they will face almost certain death. The First Great Tribulation is composed of Dark Blue Heavenly Thunder-the most powerful form of thunder which Mystic Immortals can possibly wield. Further, this lightning is empowered by the heavenly formations of the Divine Tribulation to an incredible degree, focused and refined into a massive millstone which seeks to crush and blast the tribulation taker apart. The average Level 9 Mystic Immortal would be seriously injured, if not blasted apart outright, by this alone. The Second Great Tribulation will see one attacked by a single burst of truly black flames in the shape of a tens of meters-long dragon-Divine Flames, which are so powerful they can melt and refine Divine Artifacts. Merely managing to defend against the Divine Flames a single time is enough to see them disperse, but even still these flames could roast most Level 9 Mystic Immortals to ashes in the span of just a single instant. Lastly is the Third Great Tribulation, which will launch down dull grey streaks of lightning held within a lump of Heart Devil mist. The mist will descend around the Tribulation Takers, unleashing their Heart Devils and attacking their soul directly while the grey lightning within will strike at them unceasingly and repeatedly; this is the most powerful Tribulation of all, and has killed many exceptional Mystic Immortals. The lightning itself is much easier to resist than the Mist-it can only be resisted with the strength of a cultivator's soul directly unlike the lightning which can be defended against with body, energy, or treasures. It is notable that the Divine Tribulation grows more powerful the more people attempt to take it at the same time-exponentially multiplying in power for every additional person.

Deity - non-divine energy is purged from the body, destroying and remaking one's cultivation base to be superior to non-divine beings; considered a peasant in the Divine Realm

-Upon entering the Divine Realm, cultivators will first be struck with a heaven-granted ray of Divine Energy; this energy will pierce into their body and eliminate all foreign energies, replacing them with itself. The stronger one's body is, and the stronger one's soul, the more Divine Energy one will be able to absorb-the destruction of one's Yuanying and energies, however, is incredibly unpleasant to the point of being akin to torture. Afterwards, one's energies will become Divine Energy-but one will not necessarily be a Deity. Until their soul manages to reach the stage of "satisfaction" and condenses into a golden pellet within them, they will not be true Deity. Once the soul has reached this new "Jindan" stage, they will truly become a Deity. Afterwards, cultivation remains as normal for a time-strengthening the body and soul so that one can gather and hold more energy within themselves. However, there remains a fundamental limit of power a Deity can reach, far below what is required to merely be able to fly within the Divine Realm. In order to break past this limit, one must begin comprehending the Spatial Laws.

Heavenly Deity - Mastery of Spatial Laws, considered a citizen/soldier in the Divine Realm

-In order to become a Heavenly Deity, one must begin to comprehend the Spatial Laws of the cosmos; this will allow one's spiritual Jindan to take on the form of an embryo, a "Yuanying" or Nascent Soul. Upon achieving this much one's Divine Energy will transform into Heavenly Divine Energy-a process which may take hundreds or thousands of years-and will also gain the capacity to achieve flight via negating the gravity of the Divine Realm through their manipulation of space. A Low-level Heavenly Deity is defined as those who have comprehended ten to twenty percent of the spatial laws and can thus both fly and distort space in the Divine Realm; a Mid-level Heavenly Deity has comprehended somewhere in the range of forty to fifty percent and can thus form a Spatial Domain for themselves which they can use to control the movements and flow of things within the Divine Realm; a High-level Heavenly Deity has comprehended somewhere in the range of seventy to eighty percent of the Spatial Laws, and can thus destroy space itself in certain ranges on a whim. While Low-level Heavenly Deities are somewhat respected, they are only respected to the degree of basic citizens; Mid-level Heavenly Deities are considered as people of importance or great soldiers, while High-level Heavenly Deities are treated as near-nobility and universally respected.

God King - Limited mastery of Temporal Laws, considered a noble/high-end cultivator in the Divine Realm

-The realm of God Kings is reserved exclusively for those who have achieved mastery over the entirety of the Spatial Laws. This mastery allows them absolute reign over space as well as the capacity to travel to and from any universe they please, their teleportation unhindered by the barriers between universes. Finally, by achieving the peak of comprehension over the Spatial Laws, it becomes possible to sense and begin understanding the Temporal Laws-a set of laws even greater than the Spatial Laws. By comprehending the Temporal Laws a Godking may attain the powers of Temporal Acceleration, which will eventually evolve into Time Stop, and finally-should they comprehend nearly all the Temporal Laws or perhaps just certain specific ones-the power of Temporal Reversal-which allows one to not only instantly undo various actions, but also heal just about anything and return one's opponents to earlier point in time when they were weaker or powerless entirely. That said, no existing Godking has ever managed to comprehend further than attaining Time Stop-which itself, due to their lack of understanding, is incredibly straining.

Exalted Celestial - Complete mastery of spatial and temporal laws, only achieved by being granted the status by the resident universe creator. Can thoughtlessly defeat even God Kings

-The pinnacle of standard cultivation in the Stellar Transformations, to be an Exalted Celestial is to stand at the absolute top of all cultivators. One possesses both complete mastery and understanding of the entirety of the Spatial and Temporal Laws; with just a thought, they can unmake worlds and remake them. With barely a breath, a dozen Godkings die. Time stopping, acceleration, and reversion are all equally effortless for them-the fabric of the cosmos itself is nothing but play-doh to their whims. In theory, all one needs to do to become one is comprehend the entirety of the Spatial and Temporal Laws...however, in the entirety of the twelve-quadrillion years that the Stellar Transformations multiverse has existed, not a single person has ever achieved this on their own merit. Every single existing Exalted Celestial was either artificially created with or artificially granted the understanding of the Temporal Laws directly by the Universe Creator. The only hope that most cultivators possess is the descent of the Exalted Celestial Mountain every six quadrillion years, which will grant the Temporal Laws to exactly one Godking who surpasses its trials-allowing for the birth of a new Exalted Celestial. And while Exalted Celestials are the peak of standard cultivation-they are also the limit. There is simply no way for standard cultivators to grow any stronger, to advance any further. Without pursuing a different path-such as artifact crafting, or practicing an entirely different cultivation method-it is simply impossible to become a Universe Creator through this path...and a Universe Creator can turn an Exalted Celestial into naught but dust with just a thought.

Stellar Transformations Cultivation System

Three Trans-Heaven Diagrams

-In order to merely begin the Stellar Transformations cultivation system, the user must first have become a Xiantian cultivator via external practice-only then will the user's body be tough enough to handle the sheer potency of power they will soon wield. From there, the user must cultivate to the highest level of the Xiantian realm in external practice-this can be achieved via the Three Trans-Heaven Diagrams provided by the Stellar Transformations technique.

-Before beginning the Nebula stage, the user must first overcome their 4-in-9 Minor Heavenly Tribulation-though, thanks to the strength of the user's body, it isn't particularly difficult to do so. Without any usages of treasures at all the body is already tough enough to withstand three of the four Tribulation Lightning bolts.

Nebula

-In the Nebula stage, the user gathers Holy Energy, converts it into Internal Energy, then scatters it from the Dantian-dispersing it into gas throughout and around the body in a specific pattern, forming a "nebula" of energy around their body with the Dantian at the center. This Nebula serves to essentially act as a net for the Stellar Energy of the universe, gathering it up, cycling back into the Dantian, then dispersing back out into a nebula once more-immensely increasing the speed at which one gathers energy. This process also serves to refine the body as it absorbs Stellar Energy, improving it immensely. As this cycle continues the energy the user uses will begin to condense into silvery granules of energy, and within the heart of the Dantian a light blue flame will form. This light blue flame induces a gravitational pull on the user's energy, allowing them to fold it into their Dantian safely and maintain a refining rotational spin which slowly and passively improves the Nebula-this gravitational force even surpasses the scattering effect of a Twisted Dantian, allowing someone who possesses one to at last store energy within their Dantian as long as they follow the Stellar Transformations technique. This light blue flame is known simply as the Stellar Flame, and is itself a great deal more potent than the Samadhi Flames that a normal cultivator may access. Fundamentally this stage is focused on laying the foundation for later cultivation, so in and of itself is not considered particularly strong-but still grants its user immense power akin to the Jindan and early to mid Yuanying stages.

-Each phase of the Nebula stage is determined by the number of silvery grains of energy the cultivator possesses and their density; as one moves from the early stage to the middle stage, each granule will suddenly split in half and then massively shrink down, with this process repeating itself as one moves from the middle phase to the late phase. Via meditative practice, it should take approximately 100 years to go from the early Nebula stage to the middle Nebula stage, however absorbing several early to middle-stage Jindan and a single late-stage Jindan is enough to complete the process within a week-following the method of purifying those Jindan of 90% of their energy to absorb the remaining highly pure 10%. Moving from the middle stage to late stage would require about ten late-stage Jindan following the same method.

Meteor

-Breaking into the Meteor stage, the user condenses the multitudes of silvery granules they have accumulated into singular particles of golden energy; the titular Meteors. This is done by not only gathering up enough energy to do so, but also via absorbing sunlight from the local star, tinting one's silvery granules gold in the process. This is an extremely overt process, and can be detected quite easily-though it can also be done just about anywhere. Additionally, the energy of the user will swiftly and vastly refine the user's body, increasing its strength, speed, durability, and other such parameters by an immense degree simply in the struggle to contain the immensely powerful energy of the user. Finally, the user's Stellar Flame will grow vastly in heat and potency, absorbing the power of the local star to grow ever hotter and more potent. The entire process of breaking through in this manner puts immense strain on the body, usually requiring several breaks before it can be fully completed...but the more swiftly one can recover from it and the more wholly one can regenerate from the heat of their own Stellar Flame and condensing energy, the stronger their body will become. If the user has some method of regenerating in the midst of their breakthrough, it would be possible to attain toughness equivalent to a mid-to-late stage Yuanying Divine Beast at the very outset of the Meteor stage.

-Once completed, the user's first Meteor will form within their Dantian; condensed from the countless silver particulates of the Nebula stage, this Meteor distills and focuses the power of the user to an immense degree, allowing them to unleash incredible force. The user's Stellar Flame will have also grown to an utterly immense degree and have reached the solid blue stage, allowing them to nigh-instantly refine something which would have taken several days of slowly bathing in their flame previously. Merely by entering the Meteor stage and attaining their first Meteor, the user will be at least five to ten times faster than they were at the peak of the Nebula stage-though their growth in strength will be somewhat lesser, in totality they should be to the point of reliably being able to fight early Dongxu stage cultivators even without an excessively refined body. Progressing through the Meteor stage requires further building up the number of silvery granules of energy within one's Dantian while also building up further Meteors-as before, as one accumulates energy the silvery granules will split and double, while the user's Meteor will split into three Meteors as one jumps up a stage. Thus, Early Meteor is defined by possessing a single Meteor, Mid-Meteor is defined by possessing three, and Late-Meteor is defined by possessing nine.

-Before the user may enter the Core stage, they must overcome the 6-in-9 Heavenly Tribulation. Under a normal Heavenly Tribulation, the user will have absolutely no issues with progressing-it would be possible to survive every single thunderbolt simply by taking them on directly. Under a tribulation which is more powerful than normal, it may be important to make some preparations, but unless one is facing assassination in the very midst of their tribulation survival is all but guaranteed.

Core

-Moving from the late Meteor stage into the Early Core stage, the user carefully connects each of their Meteors with golden threads of light-their distilled energy-and brings them together into the center of one's Dantian via a rotational fusing method. This maintains the spin and orbit of the previous techniques and continues to counteract the influence of a Twisted Dantian, leaving absolutely no issues with maintaining such an energy core within one's Dantian. One's Stellar Flame will have grown more powerful once again, reaching the Dark Blue stage-the limit of normal cultivation, but only halfway through the development of one's internal flame for the Stellar Transformations technique. In terms of sheer strength and speed, the user will be vastly superior to what they were in the Meteor stage-easily keeping up with and fighting on the level of normal Kongming-stage cultivators. As the user progresses through the Core stage, their golden Core will seem to cool down and blacken, gathering its energy deep in its depths and refining it to be up to ten times stronger in the late stage than it was in the early stage.

Planet

-To break into the Planet stage, the user gathers up the silver granules they'd been gathering and refining all this time and draws them into their Core all at once-forming a planet filled with vitality and holy energy akin to a planet in the outer universe. Similarly, the user's Stellar Flame fuses directly into the center of the Core, which acts as the heart of this planet, and breaks through to become a light purple-akin to the flames of a weak Heavenly Immortal. Then the planet begins exuding the previously gathered holy energy as vital energy-forming green specks and dots on its surface filled with the innate vitality of life. Forming these green specks vastly refines the user's body, increasing its strength, durability, so on and so forth once again by orders of magnitude. As the user progresses through the Planet stage the core of their planet will grow in heat-growing from a dark red tinge, to a deep red, to a burning fireball-and the surface of the planet will become more and more speckled with green light and holy energy until it is fully covered.

Solar

-Moving into the Solar stage of cultivation, the user refines and strengthens the power of their Solar Core-the core of their Planet. This stage focuses not only on the density of energy within the core but also its purity, refining it to an absolutely immense level. Merely reaching this stage allows the user to fight on par with several Dujie-stage cultivators at once, and even fight a Dacheng-stage cultivator as well. The user's Stellar Flame will also turn a solid purple, rising to around the strength of a mid-level Heavenly Immortal. However, there is a catch here-the user can only progress up to the middle of the Solar stage before facing their 9-in-9 Heavenly Tribulation. Only by surpassing that tribulation can the user continue onwards to complete the Solar stage, then move on to the Star stage. Progress through this stage is judged by how much of the core has consumed one's planet-early it has only consumed a small part, middle it has consumed most of the inside of the planet, and in the late stage it will have consumed the surface of the cultivator's planet.

-In order to continue the Stellar Transformations technique, the user must undergo and surpass their 9-in-9 Heavenly Tribulation. There are a number of caveats to this process, however. The first is simple; a practitioner of the Stellar Transformations technique is incapable of fusing their soul with their core of energy like other cultivators, and thus cannot form a Loose Immortal body in an emergency. This means that there is absolutely no escape from the 9-in-9 Heavenly Tribulation as other cultivators might attempt. The second is how the Heavenly Tribulation adapts to exceptional cultivators; due to the user's own technique they will be seen as exceptional-and thus be struck with a far greater Tribulation than other cultivators will. An average Stellar Transformations practitioner can expect to face a 9-in-9 Heavenly Tribulation on par with a Super Divine Beast-facing Heavenly Flame on the seventh bolt and trance-inducing lightning on the eighth.

Star

-As the user's Solar Core overcomes the Planet's surface, it will swiftly grow vastly more powerful and pure-the user's power likewise instantly surging manifold as their energy is no longer unintentionally restrained by the crust of their own Planet. Within the heart of the user's Star will be a Dark Purple Stellar Flame-comparable to late-stage Heavenly Immortal cultivation flames. This stage represents the peak of the Stellar Transformations technique within the Mortal Realm; to progress further would mean to achieve Ascension and move on into the Immortal Realm. This is not an easy feat however; this stage also represents the endpoint of the instruction granted by in-universe resources. The original creator of the Stellar Transformations technique died before reaching this stage and had only designed the cultivation technique up to the Star stage, which means that progress through the Star stage is as far as one can go with this technique unless they develop the next stages for themselves or somehow attain the knowledge of future stages from Qin Yu's developments in the future.

Dark Star

-In order to continue into the Dark Star stage, the user must first refine and purify the energy of their star entirely-refining it to a level of absolute and complete purity. Once all remnants of the Planet have been refined within the Star's core and the Star itself has reached absolute purity, it will begin to enter the next cycle of celestial evolution; the Star will expand to an absolutely absurd size, though the user's power will only grow slightly as it does. Then, it will contract-falling into itself akin to a star which had gone supernova, scattering an immense amount of heat and energy as it does so. This compression will instantly raise the user's power by hundreds of times even as the user loses most of their energy, instantly launching them into being capable of easily competing with Heavenly Immortals. Further, because of the incredible compression of the Dark Star, the user's power will be hidden to a degree-so deeply compressed that other cultivators cannot easily sense it, if they can sense it at all. As a final bonus, the user will attain a "gravitational force" from their Dark Star-able to pull in immense amounts of ambient energy at will. In order to continue further, the user must consume absolutely absurd amounts of energy, compressing and increasing the density of their Dark Star over and over again until finally it collapses in on itself-leading into the Black Hole stage.

Black Hole

-Once one has fed enough energy into their Dark Star that it finally collapses in on itself, it will form into a Black Hole, the singularity of which will immediately begin to tunnel through spacetime within whatever Realm the user is within and break into Grandmist Space; the amount of stable space the singularity of the Black Hole forms begins as nothing but a pinprick, but will grow more over time. Merely to stabilize the Black Hole Realm requires absolutely monstrous amounts of energy, giving back seemingly very little gain; it takes the equivalent of thirty Level 8 Golden Immortal Yuanyings and ten Level 9 Golden Immortal Yuanyings in order to fully stabilize merely the Early stage of the Black Hole Realm, after which a golden ring will emerge from the singularity and surround the Black Hole. This Golden Ring contains unfathomably dense and pure energy, but is only equivalent to about a tenth of the energy absorbed-the rest goes into stabilizing the area of Grandmist Space that the user attains access to. The amount of stabilized space, emptied of Grandmist so that the user can exist within it, will only be two to three meters wide at most. The user cannot yet step beyond this space or access the limitless Grandmist Energy held beyond it, their own cultivation and energy preventing such a possibility-for now, it is merely an incredibly strange view. Fundamentally, the user's strength should be equivalent to approximately the mid to high levels of the Golden Immortal Realm by Early Black Hole. Additionally, the nature of the user's Black Hole ensures that their energies are perfectly hidden within them, making it impossible for others to judge their power unless they are actually fighting. One major benefit of this stage is that it *immensely* speeds up cultivation; one's Black Hole can draw in ambient energy on the realm of millions of times faster than a normal cultivator, allowing a cultivator with a sufficiently strong soul to literally leap from Early to Peak Black Hole within a matter of merely a few days of focused cultivation. This same suction force can also be used to consume enemy cultivator's attacks-though doing so risks destabilizing the Black Hole if the energy is too violent when consumed.

Origin

-Moving into the Origin stage, the user must comprehend the movement of energies throughout an entire nebula, revolving in a truly mystical and strange fashion. Applying that movement technique to the space within one's Black Hole, it will transform into a Stellar Space-flecks of golden energy forming and revolving akin to a nebula as it expands, drawing in the Grandmist Energy that exists outside of it. Once enough Grandmist Energy has been absorbed and transformed into those golden flecks of energy-about as long as it takes for one's Stellar Space to grow a full kilometer in diameter-they will collapse into a golden rotating singularity the size of a fist which pulls in long strips of Grandmist Energy and continually generates Divine Flames as it does so. Once the Singularity has formed, the user will have fully entered the Origin stage; their strength will grow ten times greater than before, and they will be capable of wielding Divine Flames at will. From now on drawing in Elemental Energy is useless; only through absorbing Grandmist Energy can one continue to advance their cultivation. Early Origin will have an approximate strength of a Level 5-6 Mystic Immortal, though by Mid Realm it would be equivalent to a Level 8-9. While one can use this stage to access and wield incredible amounts of Grandmist Energy, it is impossible for one to remove Grandmist Energy from their Stellar Space-making it so that it can only be used to craft things or refine things within one's own Stellar Space. As one reaches the peak of the Origin stage, their singularity's rotation will unleash spatial distortions which affect the entirety of the Stellar Space and the singularity itself will begin collapsing in on itself at a detectable rate; if one cannot evolve to the next stage of the technique before it undergoes a final collapse, then the singularity will explode and slay the user-this will, however, still take several hundred years past the point one reaches the peak of the Origin stage.

Universe

-In order to continue the technique, one must fuse their consciousness with the singularity at the core of their Stellar Space and then split it in half-forming Yin and Yang, Heaven and Earth. This will give rise to the birth of a primordial and basic universe, with the sky and earth endlessly expanding and increasing at an absurd rate. This primordial universe is under one's absolute control and is shaped entirely by their will-forming mountains, rivers, oceans, forests, and deserts as one wills. It will also give rise to a personal form of spatial energy-which can be drawn out and used in other universes to mimic the usage of spatial laws wherever one goes. In effect, the creator is functionally omnipotent within their own universe-able to control and dictate the flow of spatial energy and laws as they please...though it will take a great deal of time for their universe to develop enough to possess a complete set of spatial laws. It will also give birth to a supply of what is known as Inexhaustible Xuanhuang Energy-which, contrary to the name, is in extremely limited supply. It exists to stabilize the existence of the budding Universe, and eventually Cosmos; its power surpasses Grandmist Energy, but it cannot be used save for being imbued into artifacts until the Cosmos is completed. Finally, in this point of development, one is capable of sending their body directly into and out of the personal universe they have formed-returning either at the point where they left or wherever their Spatial Energy covers.

Cosmos

-As the user's Universe reaches the limits of its expansion, manifold thousands of times larger than even an Immortal Realm universe, it will hit a point where it can expand no more-its consumption of Grandmist Energy suddenly ceasing. At this point the user must collapse their Universe in on itself once more-shattering the Heavens and Earth entirely-then allow it to explode outwards-forming a Cosmos, a nascent multiverse which starts *out* ten times larger and more powerful than its previous incarnation. From there, one's Cosmos will begin forming countless Mortal Universes within its own Mortal Realm-beginning with nine hundred thousand Mortal Universes, and eventually growing to quadrillions of Mortal Universes. Merely by forming this initial Cosmos one's Spatial Energy will grow more than sixteen times stronger than it was at the peak of the Universe stage, and one's soul will instantly grow comparable to Mid-level Heavenly Deities. Additionally, the user will attain access to a unique set of Temporal Laws of their own-though fragile and undeveloped at first, they will still grant the power to accelerate time two-thousand times over. As the Cosmos stage progresses through forming and completing its own Mortal Realm, Immortal Realm, and finally Divine Realm the Temporal Laws will similarly advance, evolving through the stages of Time Acceleration, Time Stop, and finally Time Reversal-until one has a complete and perfect set of Spatial and Temporal Laws.

-At the same time, the Cosmos will give birth to a core of Cosmos Origin Energy-the Primordial Elements of Metal, Wood, Water, Fire, Earth, Light and Darkness, and Lightning to balance it all. At first this Cosmos Origin Energy will be extremely sparse and weak-only coming into full existence as the Mortal Realm of the Cosmos is stabilized. After that it will continue to grow and evolve, eventually reaching the size of a supermassive star of pure elemental energies, so powerful that not even the greatest of God Kings could so much as approach it without being blasted apart-for its creator, however, it will be absolutely tame. The Cosmos Origin Energy will actively guide its creator and holder to easily interpreting and understanding the fundamental Laws of whatever multiverse they happen to be in. Finally, as the Cosmos reaches completion, two things will occur-first of all, half of the user's soul will split and fuse with the Cosmic Origin, ensuring that as long as the Cosmos itself exists the user will never die. Second, the Inexhaustible Xuanhuang Energy will no longer be required to stabilize the Cosmos; it can be directly absorbed into the body, forming a body which is fundamentally so powerful that not even the ravages of the Grandmist Space can harm it in the slightest-an "Inexhaustible Xuanhuang Body". Only 60% of the energy born at the beginning of the Universe stage is required to form this body; the rest may be imbued into artifacts or wielded for other purposes. With the completion of the Cosmos, the user will have become a true Universe Creator, holding the capacity to create life as they please, manipulate the elements and create anything they wish within their multiverse, and determine the fate of nearly all living things in their own multiverse-though without signing the Grandmist Banner, they will not be capable of innately divining the fates of all living beings in other multiverses. Further, exactly ten thousand people every Grand Kalpa-six quadrillion years-will be Fateless, holding the capacity to eventually ascend to become Universe Creators themselves-though whether they fulfill this capacity is up to them, and it is incredibly unlikely that they will.

Changelog

- Wednesday, December 23rd, 2020
 - Added to the Stellar Transformations and Jumper's Transformations note
- Monday, December 21st, 2020
 - Nerfed and clarified Red Flourishing Pills; it only provides the energy and growth necessary to reach the next stage-not external factors like comprehensions of the laws of the universe or the like.
- Sunday, December 20th, 2020
 - Added a quick hotfix to the capacities of the Cosmos stage
- Saturday, December 19th, 2020
 - Completed description of the Cosmos Stage
 - Finished filling out the political state of the Divine Realm
 - Completed the jump; this will, hopefully, be the final update
- Friday, December 18th, 2020
 - Added description of the Cosmos Stage of the Stellar Transformations technique
 - Added description of the political state of the Divine Realm
 - Finished description of God Kings
 - Added description of Exalted Celestials
 - Added note on Becoming A Universe Creator
 - Removed note on Universe Creation; moved it over to Part 2
- Thursday, December 17th, 2020
 - Corrected a fuckup assumption I had in the Cultivation section; external cultivation is not a trap. I swear I remember reading that, but I searched through the novel and couldn't find any note about it...
- Wednesday, December 16th, 2020
 - Added the age of the multiverse to the cosmology section
 - Added description of the Divine Realm to the cosmology section
 - Added a note about Grandmist to the Origin stage of the Stellar Transformations
 - Added description of the Universe stage
 - Added description of the Deity and Heavenly Deity stages
 - Began adding description of the God King stage
- Tuesday, December 15th, 2020
 - Corrected an aspect of the Divine Tribulation that wasn't previously explained
- Monday, December 14th, 2020
 - Added description of the Golden Immortal stage
 - Added description of the Mystic Immortal stage
- Saturday, December 12th, 2020
 - Added description of what cultivation actually *is* to the cultivation section
 - Fixed several grammatical errors
 - Adjusted Red Flourishing Pills so they include spiritual growth in their effects
 - Slightly adjusted Personal Protector so appearance can be adjusted more
 - Slightly adjusted word choice in Beastly Brother

- Added a missing word in the Abandoned drawback
 - Added notes about Deities for later elaboration
 - Added notes about Heavenly Divine Artifacts
- Wednesday, December 9th, 2020
 - Added description of the Black Hole stage
 - Added description of the Origin stage
 - Added description of Heavenly Immortal stage
 - Added description of the Divine Tribulation
 - Added notes about the Mysterious Black Weapon
 - Added further description to the Immortal Realm Cosmology
- Tuesday, November 24th, 2020
 - Added the Dark Star stage to the Stellar Transformations Cultivation notes
 - Added further notes to the Cosmology section
- Monday, November 23rd, 2020
 - Added further to the Stellar Transformations Cosmology section
 - Added notes to the Dacheng stage of Cultivation notes
 - Added the Star stage description to the Stellar Transformations notes
- Sunday, November 22nd, 2020
 - Added notes about the 9-in-9 Heavenly Tribulation in the cultivation notes and stellar transformations notes
 - Added the Stellar Transformations Cosmology section in the notes
- Friday, November 13th, 2020
 - Added notes about Dujie-stage cultivation, Loose Immortal cultivation notes, and the 9-in-9 Heavenly Tribulation
 - Added a bit to Human Form Arts so it grants general shapeshifting and is useful for non-beasts
- Thursday, November 12th, 2020
 - Added notes about the Planet stage of the Stellar Transformations notes
 - Added notes about Kongming-stage cultivation
 - Added notes about the immortal stages
 - Added notes about the Solar stage of the Stellar Transformations notes
 - Deleted the pre-completion changelog to reduce bloating
- Wednesday, November 11th, 2020
 - Added a note about Cultivation Flames to the Notes section
 - Added notes to the Core section of the Stellar Transformations cultivation system notes
- Monday, November 9th, 2020
 - Added an extra condition to the Qian Emperor scenario based on canon; I don't want to add unnecessary limits, that's literally just a thing that's part of canon
- Saturday, November 7th, 2020
 - Picked a little bit at the Yuanying stage notes.
 - Added Loose Immortal back in because it's become relevant as a cultivation stage now that I've read to this part in the story
 - Added notes about Loose Immortal and started adding notes about Heavenly Immortal

- Friday, November 6th, 2020
 - Added notes to the Meteor stage of the Stellar Transformation Cultivation notes
 - Added notes about the Dongxu Stage of cultivation
 - Removed the Loose Immortal stage as it wasn't an actual stage and instead just a thing that cultivators can do after they reach Dongxu
 - Added more notes to the Stellar Transformations Cultivation System notes, specifying about heavenly tribulations
- Thursday, November 5th, 2020
 - Added a bit in the "Realm Ascension" drawback specifying that one needs to have begun their cultivation in this jump then reached a high level in it before moving on; no cheesing it with cultivation from previous jumps
 - Swapped the position of "Black Iron Knife" and "Meats and Wines"
 - Added 300 CP general item "Secret Xiumo Techniques: Nameless"
- Monday, November 2nd, 2020
 - Added a bit to the Stellar Transformations cultivation system notes, specifying how much energy was required to go from mid to late Nebula
 - Added a note on Holy Sense and Spiritual Energy to the notes
 - Added a little extra note about Divine Beasts in the notes section