The Journey To The West

In the beginning, the world was unformed Chaos. Then, as one cycle ended and another began, the heavens were formed as the pure and the light rose upwards. Thus did the sun, moon, and stars come into being. 5,400 years later, the Earth began to form, and another 5,400 years after they fully solidified, marking the beginning of Heaven and Earth. It took another 5,400 years for living things to appear as the essence of Heaven and Earth intermingled, forming the first men and the first beasts. The Earth was separated into four continents; the Eastern Continent of Superior Body, the Western Continent of Cattle, the Southern Continent of Jambu, and the Northern Continent of Kuru.

It is somewhere in the eastern oceans that the Mountain of Flowers and Fruit can be found, and where a particular stone monkey was born. This stone monkey became the Monkey King, learned the Way and became immortal, obtained the Gold-Banded Iron cudgel from the Eastern Dragon's palace, and scrubbed his name and the names of his monkey subjects from the Book of the dead. These acts caused him trouble in Heaven, and after some back and forth he rampaged through the home of the gods, unstoppable until the Buddha himself stepped in and sealed the monkey under a mountain.

Centuries later, the Buddha's disciple known as Golden Cicada reincarnated as a man known as Sanzang. He avenged his father, for a bandit had killed him and taken his place, and became a monk famed in the empire of China. He was later chosen to embark on the Journey to the West, to retrieve a set of scriptures known as the Tripitaka, and given three demons to take on as disciples and redeem, the Monkey King being among them. Their journey is a perilous one, and it took them 14 years for them to reach Vulture's Peak, the monastery of Buddha himself, and finally obtain the Tripitaka to take back to China, a return trip taking a mere 8 days thanks to the Buddha's power.

This world is a large one, far larger than your world, and the monk Sanzang had to cover 36 thousand miles to reach Vulture's Peak. It is filled with mountains, valleys, rivers, and kingdoms, as well as powerful Immortals, demons and celestials alike. Likewise do these Immortals wield powerful treasures, and wondrous magical powers giving them power and influence over the world around them. There are plenty of legends that populate the world, and now you may be among them. You shall stay in the world for as long as the Journey to the West lasts, 14 years, and may have the following budget to determine your position in this world. Good luck, traveler, and may Heaven smile upon you.

+1000cp

Origin

Unbound +100cp

There are so, so many people in this world, and not everyone has the luxury of a powerful position, whether on Earth or in Heaven. Maybe you're a monk hermit living in the mountains, perhaps you're a peasant, or maybe you're just around for no particular reason. Regardless of whether or not you choose to have existed in this world prior to your entry into it, you have little ties to anyone, and might not even be known. If you don't wish for a history in this world, you may be a Drop-In with this option, in which case you'll have been born from Heaven and Earth fully formed, just like a certain stone monkey.

Royal

Immortals may rule the world from Heaven, and demons may stalk the wilds looking for human prey, but still do kingdoms and empires of mortals exist. You might not be part of the Empire of China proper, but you have direct connections to royalty of some form. Or at least nobility, if you don't want the baggage that a royal bloodline comes with. As mentioned you can be a functionary of some sort in the Empire of China itself, or you can also be part of one of the many kingdoms that dot the unmapped parts of the world. You might even be the king or queen of some form of animal in a mountain range, such as being the king of wolves. You are able to pull on quite a few resources from your background, as you could expect, but this also comes with responsibility over your subjects. Although if you have enough power you can likely get away with stuff like vanishing for literal centuries at a time. But surely you're not going to look up to the Monkey King as a role model, right?

Celestial

Heaven is a bureaucracy. Every god living up above has a job that gives them both a responsibility and a salary, and they can be punished for not doing their job, ruining things, or just generally being a flirtatious asshole. You're a minor functionary of some sort, with some trivial but generally large-scale domain to look after, such as the weather in some particular location, the fertility of soil in a region, general accounting of Heavenly logistics, supervising some minor part of Heaven such as the stables, or maybe even being a servant to a higher ranked god. You're not important, is the point, but let it be said that moving upwards in celestial society is not impossible. Not to mention the kinds of resources and contacts you can obtain from the Celestial Bureaucracy.

Race

You are free to pick any age or gender that might be appropriate to what kind of being you are. They are frankly irrelevant to most in this world.

Mortal +200cp

Most of the movers and shakers of the world are immortals; powerful beings with incredible lifespans and abilities that can make the earth rumble and the heavens shake. But a good chunk of them all started out as the same thing. Mortals are the most numerous kind of being in the world, and you would be forgiven to think that they're infinite given just how many man-eating demons there are around. You are one of these mortals, whether a human who has not begun walking the Way or an animal of some sort. Regardless of your choice, you are guaranteed a level of intelligence matching that of humans, as well as the ability to talk normally despite not having human vocal cords. Of course, if you look hard enough it won't take more than half a decade to find an immortal of some sort willing to take you in as a disciple, so nothing is preventing you from going out there and becoming an Immortal the hard way.

Immortal

If you want to be something other than a mortal, this is your option. There are two options here, of which you must choose. You can be a demon, or a god. Both choices get the basic abilities of flight, limited shapeshifting that lets you turn into any humanoid form or into a harmless and immaterial phenomenon such as wind or thousands of sparks, and the ability to enter the dreams of others.

Demon -0/100cp

As a demon, your powers don't rely on your understanding of the Way, but rather on your natural abilities. Your physical abilities are impressive, naturally resting at the peak of human ability even without further training. Your true form can be any living thing, or a corpse, or something weirder if you wish, but even if your true form isn't humanoid you'll be able to shapeshift into a human form for the sake of convenience. On top of that you're incredibly difficult to kill, anything short of beheading being something you can recover from given enough time.

For a small surcharge of 100cp, you receive an additional bonus, as some sort of affinity, such as water, or fire, or light, or wind, or whatever else, that can allow you minor techniques, such as a demon focused on illusions being able to trick the absent-minded with trivial effort, or a water demon being entirely unimpeded by water drag. You may or may not suffer from a craving for human flesh, but if you don't go around harassing people you shouldn't expect to be given much trouble. It is worth noting that you are spiritually impure, however, and abilities that purify will harm you unless you repent and start following the Way.

God +100cp

Finally, being a god is not as strong as you might think from the name. What this means is that you're a celestial being, likely with an official position in heaven. You might be a minor spirit presiding over a natural landmark such as a mountain or river, or a star in the sky, but your raw powers and strength are unimpressive compared to the other options. What you have is power over some part of the natural world, your domain in a manner of speaking, such as some specific star, a mountain, a limited amount of influence over the weather, a connection to a river or lake, and so on and so forth. For example, as a god of rain, you'd be able to bring down light rains, but not much more than that, not on your own at least.

You can dissolve your physical body into whatever part of the natural world you have influence over, and it's highly likely that some minor functionary in Heaven supervises your maintenance of your domain if you're not a functionary yourself, but growing in power isn't impossible. Mortals do it, after all. Do keep in mind that you're one of many celestial beings in the world, and that, generally, imposing your will on others will cause you trouble. Worse still, techniques that call on minor spirits will work on you during this jump, allowing others to bind you just as easily as they bind other small gods.

Learning

Of course, race isn't everything in this world. There is the Way that all beings may learn, and anyone willing to learn may practice their conduct. In this section you may choose whether you're a monk, and of which of the two kinds you are. Notably, monk abilities, whether Taoist or Buddhist, are sourced mainly from one's understanding of the Way, sometimes known as the Tao or Dao, as well as one's spiritual enlightenment. Learning more about how the world works and growing as a person (specifically in more compassionate and humble ways), will result in vastly more growth than simple training and experience, which will only bring you so far on their own. Notably, both the Taoist and Buddhist options turn you into an Immortal, and gain the ability to call on minor spirits to do your bidding, flight, limited shapeshifting that lets you turn into any humanoid form or into a harmless and immaterial phenomenon such as wind or thousands of sparks, and the ability to enter the dreams of others. Should you already be Immortal from the race option, you obviously already have these basic benefits, and they won't be enhanced or anything.

Unenlightened

You are not a monk. You have not practiced your conduct, you have not learned the Way, and you likely don't have much magical power. You could always begin your path on the Way, of course, but you do not begin on it. Alternatively, you might also be a monk of either variety outlined below, but you still haven't been enlightened enough to achieve Immortality on your own merit. In which case you don't really gain anything, and must still learn the Way the hard way and have to adhere to your monastic vows.

Taoist -100cp

Taoist monks have access to the knowledge of alchemy, the science of manipulating the natural world and its contents for various results, as well as acupuncture, letting you manipulate the bodies of others through poking certain points. This works as ancient chinese alchemy and medicine, as you might expect, and anything actually major such as pills of immortality will require not only a very high quality cauldron, but expensive and rare resources. If you have proper tools and resources at hand, however, the main limit will simply be your expertise and skill. To begin with you're simply a beginner, of course, able to do little else than enhance tools or weapons and produce minor magical items, but all masters had to start somewhere, no?

Buddhist -100cp

Buddhist monks focus primarily on the spiritual side of the world. Aside from what might be a surprising amount of combat skill, your abilities lie primarily in warding, sealing, purification, healing, and other such generally positive or defensive pursuits. As a beginner monk barely starting their journey towards enlightenment you'll still struggle against the average demon that harasses mortals, but as you obtain experience and most importantly spiritual insight, your abilities will grow. Of course, should you violate your buddhist vows, which involve never indulging in earthly pleasures, not eating meat, and never marrying, you'll lose your power until you repent.

Timeline

Given the sheer scale of the timeline, where exactly you begin is mostly up to you. There is, of course, a certain range that you have to choose from. There are two notable "arcs" noted below, and you may choose a starting point anywhere from Sun Wukong's birth to the start of Sanzang's journey. Below is some elaboration on certain dates.

Adventures Of The Monkey King

The earliest you can begin your stay in this world is at the birth of Sun Wukong, the Monkey King, roughly in 353 BC. It takes him a couple of years to find the Water Curtain Cave and become the Monkey King, and about 300 years from his birth to get in trouble with Heaven due to his shenanigans, at around 53 BC, which resulted in his sealing in Five Elements Mountain a couple centuries later, roughly during 129 AD.

The Journey To The West

500 years after Sun Wukong's sealing by Buddha, the latter writes some scriptures and sends the Bodhisattva Guanyin eastwards to find someone to come to Buddha's western abode and obtain the scriptures to share them with the world. The Emperor Taizong of Tang selects the monk Xuanzang, and his journey takes about fourteen years. The latest point where you can enter this world is the start of Sanzang's journey, roughly around 629 AD.

Location

As most Immortals find it easy to move from one end of the world to the other, you may choose to start anywhere in the world. Below are a few notable locations that you might want to be aware of. You may also roll a d5 should you want to restrict your choices a little with chance.

Earth

Eastern Continent Of Superior Body, Pūrvavideha

The most enlightened Earthly continent, the Eastern Continent of Superior Body is perhaps the most peaceful. People are devoutly religious, humble, compassionate, and you'd be hard pressed to find war. Most issues that happen here are the cause of what demons you might find. And indeed are there demons here. The Mountain of Flowers and Fruit is to the east of this continent, in the ocean, and is home to 72 races of demons, one of which are the monkeys that serve Sun Wukong. Most of the time he's busy either causing trouble in Heaven, being sealed under a mountain, or escorting Sanzang to the West, so his presence is actually not guaranteed. Still, there are the other 71 demon kings that rule the other animals.

Western Continent Of Cattle, Aparagodānīya

The Western Continent of Cattle is where Vulture's Peak may be found, the home, in a manner of speaking, of Buddha himself. Surprisingly, while the mortals of this continent are good, no major saint ever appears from them, and they are not quite as enlightened as those in the Eastern Continent despite what you might expect. Aside from Vulture's Peak itself, there's also Wuzhuang Temple, where the Taoist sage Zhen Yuan, who is officially the patriarch of all Immortals on Earth. His monastery has a Manfruit tree, able to give 47,000 years of life to those who eat it. There's also an oddly Chinese India.

Northern Continent Of Kuru, Uttarakuru

Little is shown about the Northern Continent of Kuru in the story of the Journey to the West, as the titular journey never strays there, but from the words of Buddha himself the people of this continent do not have civilization among them, living as tribal nomads. Regardless, the mortals of this continent tend to be respectful and keep out of each other's way. Long ago, the True Martial God garrisoned the North and wiped out the demonic atmosphere of this continent, but those days are long gone, and the True Martial God now lives in the Southern Continent.

Southern Continent Of Jambu, Jambudvīpa

How unfortunate. The Southern Continent of Jambu is the least enlightened of the four, with greed and selfishness being commonplace. It is in this continent that China itself can be found, particularly Chang'an, the capital of Imperial China during the reign of one Taizong of Tang, and where Sanzang lived before setting on a journey towards Vulture's Peak. It is on the border of China, specifically in a mountain called the Double Border mountain, but also Five Elements Mountain, that Sanzang meets his first disciple, Sun Wukong the Monkey King. So too does he meet the White Dragon, which takes the role of his horse, Zhu Bajie, also known as Pigsy, and finally Sha Wujing, also known as Sandy. It is Sandy's river, 250 miles across, that separates the Southern Continent from the Western one.

Heaven

Separated in 36 layers, Heaven is where the celestial bureaucracy resides, and where the gods live. The Jade Emperor rules from the Hall of Miraculous Mist, and even the least food and housing you can find here is as good as the most luxurious palace of the Earth. Once here, you might not want to leave, and the luxury one can live in is certainly inviting. It is worth noting, however, that one day up in Heaven is one year on Earth. 6 months of languishing in Heaven will see almost two whole centuries pass on Earth. Additionally, Heaven has four gates leading to each of the four continents. Do take care to have a valid reason to be up here, as there usually are mortals in Heaven and everything is run strictly.

Perks

All Perks under an origin or race are discounted to that origin or race. Perks without a listed price tag are free, discounts are 50% off.

General Perks

Immortal Timescales

Perhaps you've noticed from the introduction to this world that the timescales that stories tend to take in this world, particularly involving Immortals, are quite long. It wouldn't do if you suffered from boredom or ennui, so as a freebie, you get a mentality that lets you withstand such large stretches of time without issue. Whether out of enlightenment, sheer stubbornness, or something else, your patience is essentially endless, able to meditate for years at a time, wait whole days for small things, and simply live for hundreds or thousands of years with no issue whatsoever. Of course, you're not obligated to be passive during periods of time where nothing's happening, but even if you did you wouldn't find it particularly stressful.

Immortal Society

This world is filled with legends and stories, and notable Immortals number in the thousands. It could be overwhelming to someone just starting to enter the world of Immortals, so here's a little something to help you out. You are now aware of basically everyone important in the world and can name them off the top of your head, from the hundreds of highly ranked functionaries of Heaven to the bodhisattvas and mortal empires that dot the world. You're generally aware of superficial esoterica like how the world was formed and some idea of how the world works, and you're quite well-versed in culture and etiquette. Unless you specifically want to, you'll never cause yourself trouble due to being rude.

Here Is A Poem To Prove It

One of the most common pastimes in this world, especially among immortals, is poetry. From flowery descriptions to educational texts, poetry figures everywhere in this world, and it wouldn't do for you to not be able to engage with such things. With this free perk you become quite good at poetry if you weren't already, able to compose dozens of lines of poetry at the drop of a hat, and easily process even the most abstract and opaque of metaphors. You could become quite famous for your poetry alone, but hobbies aren't everything to this world, so do take care to focus on other things as well.

Fairy -100cp

Walking the Way confers power and enlightenment, influence over the natural world and understanding of it, but one thing it does not grant is beauty. How good one naturally looks is something decided at birth, and while shapeshifting is very common, there's something special about one's true form being beautiful, or at least that's the general sentiment you'll come across. Your own appearance is definitely among the most attractive that can be found, with soft lips and skin, glistening hair, and a body sculpted from stone or jade. Whether man or woman, your mere appearance would spread your name far and wide. Perhaps hiding your true face would be a good idea, otherwise you'll find yourself with hundreds if not thousands of suitors with little effort. That said, should you be open to the opportunity, you'll find yourself with plenty of compatible and wonderful potential romantic partners, beautiful and competent. You'll be guaranteed to meet at least a few of them during your stay in this world, perhaps more. You have no obligation to settle down and marry, but you won't be lacking options if you do wish for it.

Pure -100cp

The metaphysics of this world has a way to separate the evil from the good, that being purity. Being pure is being good and kind, humble and beautiful, while being impure is being brash and rude, arrogant and ugly. There's a lot more to it than that, of course, but if you'd rather not have to bother too much with it, you may have this perk. You are pure of spirit, and your soul shines with a special light that those with exceptional senses are able to notice (although it might be very dim if you're not Immortal). Moreover, you're quite stubborn when it comes to corruption, able to resist even great temptations for days on end. You're not unbreakable, but it'll take a long while for you to succumb to impurity, at which point you probably have some plan to escape or fight back, right?

Mastery Of Samsara -200cp

There are many strange techniques in this world, and some of them allow you to interfere with your own reincarnation to a limited degree. You now know two of them. First off, you are able to separate your spirit from your body, leaving the now empty corpse behind to linger in the world as a ghost. This is not actually death, as you are still technically alive, just as a bodiless spirit. You can do this at will, which might be useful to dodge strikes that kill your body. Secondly, as a bodiless spirit, you're able to reincarnate yourself with your memories intact. The way this works is that you enter the womb of a pregnant woman, turning yourself into the soul of the still unborn baby. You'll retain all of your memories and any of your abilities that do not depend on your body or species, and will obviously become of the species you are now born in. You could use this to be reborn into royalty if you wish, or even as an animal if you want to do that for some reason. You could also try to possess people, but that generally won't go well for you, even against mortals. This is a good technique for obtaining a second life with some control over your origin, or even if you simply wish to elope with someone else you've taught these techniques.

36 Heavenly Transformations -200cp

You now know the techniques of the 36 Heavenly Transformations, allowing you great magical powers, or some equivalent technique. Learning this technique makes you into an Immortal, gaining the basic benefits described in the Learning and Immortal Race sections above. You can shapeshift into any living form, and can also curse others with different forms if they aren't able to shapeshift themselves. So too are you able to manipulate the five elements of the world. You could manipulate water such that it doesn't spill from a cup even as it is poured higher than the cup's edge, call up rain or snow even during drought, and fly quickly enough to travel from one continent to the other within minutes of travel. Additionally, you are quite adept in the Way, able to teach others how to become Immortals with the right conduct and techniques. Lastly, you are adept at combat, such that many of the common weapons of this world feel familiar in your hands, and you're particularly good at teaching others how to fight. It is not a particularly remarkable set of abilities, but they are common and very useful to most Immortals.

Dharma -400cp (Cannot take with Unenlightened)

You have cultivated your conduct and studied the Way, and your power has grown to match. You have mostly shed the need for sleep, able to go a thousand nights without rest, your senses have been sharpened to the point you can see perfectly up to distances of 300 miles, and your powers, whatever they might be, have been enhanced.

Taoist monks learn a great deal about alchemy, acupuncture, and other sciences that allow them to manipulate the world and create great wonders. You could concoct both pills of immortality and soul-returning pills that can revive the dead, cure any non-supernatural disease, diagnose illnesses through strange and esoteric methods, and even Heaven would greatly favor your services. Very little is beyond your ability to create, and your treasures would be legendary in both Heaven and Earth.

Buddhist monks have obtained greater enlightenment, and you can now call yourself a true Bodhisattva, able to smite most demons with ease and relieve great curses. Little lies beyond your ability to heal, and the radiance of your enlightenment immediately marks you as a merciful and powerful being. Additionally, like most bodhisattvas, you are capable of a meditative technique that reveals to you general and non-specific knowledge about the world, which will grow more precise and explicit the more your enlightenment grows. As you are now, for example, you would be able to know if one of your allies would need help in the near future, but no more than that.

72 Earthly Transformations -600cp

Perhaps you've learnt the Way under a mysterious Taoist in the Western Continent, or maybe you've taught yourself this somehow, but now you're now capable of the famous 72 Earthly Transformations, or some other similarly powerful technique. Learning this technique makes you into an Immortal, gaining the basic benefits described in the Learning and Immortal Race sections above. It is not that you can transform into 72 forms, but rather you can transform yourself in 72 different ways. Not only that but these 72 transformations let you manipulate the natural world as well. Your versatility is unmatched by most Immortals, and here will be listed some of your abilities.

You could shapeshift into practically anything at all, from any living form to inanimate materials, to even entire temples, and can even use your shapeshifting to transform others. You could make thousands of weaker clones of your hair, either clones of yourself or other people you know, out of your hair or really anything you can get your hands on, such as tree logs.

You can manipulate the elements, such as kicking up city-wide gales with enough precision to pick up all metal weapons from a city and lay them on a pile next to you, conjure an entire hurricane to destroy whole armies, manipulate the deepest currents of a large river to drive out dragons hiding within, and even repel hazards such as fire from your body or keep water out of your way when swimming.

You could fly so quickly you could cover dozens of thousands of miles in moments, enough to jump from the center of Heaven directly to the edge of the universe, and then back, in less than a minute. You could turn yourself invisible, and could unlock any mundane lock by simply pointing at it, as well as immobilize others with a word.

On top of this, you have a warform that greatly enhances your might, giving you six arms and three heads, and another that turns you into a titan, becoming dozens of miles tall, and both of these transformations affect your equipment as well, duplicating and enlarging them as needed. You could combine these transformations to truly become a force of nature. Needless to say, the sheer range of abilities you now possess make you almost impossible to pin down, and with clever wit you could escape from nearly all prisons.

More than this, your physical abilities have grown in leaps and bounds. You would be able to utilize weapons a dozen tons heavy with deadly effectiveness in combat, and you could lift two entire mountains on your back with great effort, even being able to split one in two if you have proper leverage. Do not let this power get to your head, however. Your might is great, but not peerless. There are plenty of Immortals in this world that will be able to match you in combat, or even defeat you with special techniques. Good thing that raw might is not the only thing you possess, no?

Samadhi Technique -600cp

There exists in this world a kind of technique above all others in destructive potency. Called the Samadhi techniques, sometimes prefaced with another word such as ‘Divine Samadhi’ or ‘True Samadhi’, these techniques allow an Immortal to conjure incredibly potent natural elements to shake Heaven and Earth and smite their opponents. Choose some part of the natural world such as wind or fire, and you learn a technique to summon the Samadhi variant of such an element, being able to call up golden hurricanes or massive bonfires.

Such is the strength of this Samadhi element that a Samadhi hurricane would shake the Heavens and make the Earth rumble for hundreds of miles around, and Samadhi flames would quickly incinerate all but the most durable of Immortals. This Samadhi element is incredibly potent to begin with, but it also scales to your might to a lesser degree. You would need to be on the level of Sun Wukong to begin improving your technique, being able to blind the Monkey King and destroy most Immortals at first, and should you grow stronger you might even be able to harm him, when even the cauldron of the Sage Lao Zi could not.

A Body, Tempered And Refined -800cp

Sun Wukong learned the Way under a Taoist monk, scrubbed his name from the Book of the Dead, ate Heaven's peaches of immortality, drank from its heavenly wine, consumed four gourds of pills of immortality, and was refined in an alchemical cauldron for 49 days. All this resulted in him gaining a body as long-lasting as Heaven and Earth itself. Now, whether or not you've gone through a similar process, you've somehow obtained a body as tempered and refined as the Monkey King's.

Your durability and endurance are incredible, far and above the strength you can exert, and your body is as hard as it is tough, turning away sharp blades as easily as blunt staffs, and able to exert itself fully for days on end without even being winded. Exactly how tough you are depends on your own might, someone as strong as Sun Wukong matching him in durability, but no matter your strength you will always be so durable that you would not be able to harm yourself without treasures or techniques vastly exceeding you in power. Additionally, this durability applies to things stranger than simple force and blade, resisting corrosion, flame, and cold as easily as you resist weapons.

Of course, should you wish for it, you're able to tune down your hardiness somehow. Which leads into yet another boon you now have, that you are now able to survive grievous wounds just fine, such as a beheading. Interestingly, you will retain control of your body, not your head, should your neck be severed. The wound wouldn't even bleed if you don't wish it to, and with a simple shapeshifting trick you'd be able to grow a new head. Your resistance to mere damage is such that you could tear open your stomach, inspect each of your innards thoroughly, put your innards back into your body, and seal the wound with simple shapeshifting with no issue whatsoever. To actually die, you'd have to be turned to pulp, or fall victim to stranger powers such as your spirit being taken from your body outright. What will you do now, that your flesh is no longer weaker than your spirit?

Unbound Perks

Humble Living -100cp

Not everyone has the luxury of having a kingdom giving them high quality food. Some have to live with what they can hunt and scavenge. Should you find yourself in such a situation, you would have no problems with the lifestyle. You're a really good hunter, to the point where even if you ended up making any animal flee at the merest hint of your presence you'd still be able to eat whole meals of meat every day. Living off the land is simply no issue to you, and you could keep up the lifestyle basically indefinitely, somehow not driving the animals you hunt extinct even when you eat them daily. You could find plenty of non-meat foods to scavenge and harvest, too.

If You Don't Fight, You Can't Make Friends -200cp

It's almost bizarre how well the Monkey King gets along with Heaven, despite having wrecked the place. Whatever it is, you can now benefit as well. Beating people up, even to the verge of death, is no obstacle to striking up a friendship. It helps a lot even, somehow avoiding petty grudges and getting along splendidly with your enemies. They might still not like you, but they're still likely to respect you as a friendly acquaintance if not an outright friend. Maybe you're just that charismatic, or maybe your 'friends' are really just terrified you'll beat them up again. Even committing egregious vandalism would be a good way to break the ice instead of souring any possible relationships. Whatever it is, beating people up is an effective way to start friendships now.

Diviner -400cp

Popular in the mortal world, the art of divination is not as common as you might think. It takes a skilled diviner to predict the future with certainty, and fate is not as immutable when one knows what the future will bring. You are an expert in divination, able to predict accurately such matters as where and when to fish for the most catches in a nearby river, which edicts Heaven will pass down, when and how a disobedient functionary will be punished, and so on. Your predictions aren't perfect, of course. If you tell a local dragon king that dislikes you that tomorrow will rain 3 inches of water at noon, the dragon king is perfectly capable of making it rain only 2 inches of water in the late afternoon, even if only to spite you. Perhaps keeping your predictions to yourself would be ideal, but you could make so much money by selling your services, so why not do so?

Deus Ex Celestia -600cp

You are now in the possession, in a manner of speaking, of three celestial boons. They normally take the form of three special but unremarkable looking hairs in the back of your head, or whatever equivalent your form might have, and their effect comes into play when you find yourself in a hopeless situation. Whenever you are faced with an issue that you cannot solve, whether through might or guile, and that you cannot avoid, one of these hairs change into something that will let you prevail. Maybe it'll be a special treasure that will bind a particularly powerful demon, perhaps it'll be a tool that helps you deal with a problem you can't punch away, or maybe it'll just become a horn that will call down an incredibly powerful Bodhisattva to solve the problem for you. As the number of hairs indicate, you only get this boon three times, and they only replenish once a jump ends. Most importantly, the help you get from these boons "don't count" for things like tribulations that you must solve on your own, letting you benefit from them even if you're not supposed to get help from any source. Is this sort of interference even allowed?

Royal Perks

Noble Bearing -100cp

Being a king is more than a position. It is a lifestyle, a bloodline, an innate nobility of spirit. You certainly live up to this, being obviously royalty in bearing and mannerisms, even dressed with the most wretched rags. Your appearance, voice, and the way you hold yourself just scream 'I am royalty, kneel' to even the most dimwitted around you. Even as a mortal king, even the Immortals of Heaven and the Underworld would pay you a good amount of respect, if perhaps not as much as in your own kingdom due to not ruling the place. It is simply self-evident that you are the most fit person for the throne, and while your skill in governmental administration is no thing of legend, your kingdom would not suffer under your rule, not unless you are besieged by demons or punished by heaven at least.

Beast King -200cp

Humans don't have a monopoly on civilization. What human civilization considers the wilds is full of demons ruling mountains and armies of lessers, and some are quite orderly indeed. Just like some demons that might be found, you are quite good at forming a respectable kingdom out of nothing but normal beasts, somehow able to teach them all the basic ideas they need to understand to comprehend what a nation even is, and you are quite gifted at enforcing civilized order even on animals as wild and chaotic as monkeys. The only issue you might have is humans not recognizing the nation you are building, but if you're building a kingdom out of beasts you probably don't care much for humans in the first place, do you?

Advice of Wisdom -400cp

You'd be surprised how little wisdom some of the emperors in this world have. And really, how is a court complete without a competent vizier that dissuades his liege of horrible ideas? You'd be able to fill this position quite well, having some basic common sense, letting you identify that maybe executing people for even the slightest mistakes is not exactly a good way to punish your subordinates. Your wisdom won't fall on dead ears, either, as your wisdom is somehow evident in your appearance, and people are quite willing to hear out your obviously wise advice. You are also quite smart as well, able to figure out fair punishments in case your liege somehow can't come up with any and keeps defaulting to executions for even the smallest crime again.

Rewriting The Book Of The Dead -600cp

When one dies, they go to the Underworld to be judged by the judges of the Ten Kings, maybe by the Ten Kings themselves. Now, the Underworld has what is called the book of the dead, more of an archive really, that has the names and appointed lifespan of every living thing. Or, nominally every living thing. As you might expect, Immortals are scrubbed from these records, as they are in fact immortal. Now, even if you're not Immortal yet, you're able to benefit from this system to a limited degree.

Once per jump, when you die, you will find yourself in the Underworld, where an unimportant functionary will apologize to you, give you a tour of the Underworld that lasts for about an hour, then lead you back to where you entered the afterlife, at which point you'll fall unconscious and then find yourself back in your body, alive and well again. Or at least where you died, should your body have been torn apart. During this tour of the Underworld you'll have an opportunity to look at the book of the dead, and will be able to quickly find the names of anyone you know that is not ageless. In such a position, you'll have the opportunity to tamper with or erase one name from the book of the dead, any more and the people supervising you will realize what you're doing and stop you.

Scrubbing the name of someone from the book of the dead grants them eternal youth, given that they will stop aging at their prime and never die of 'natural causes'. They're still capable of being killed just fine, but death will never come to them on its own. You could also just give them a greater lifespan, able to give more years of life even to those who are already dead (in which case said person will be politely escorted back to the world of the living), or shortening the lifespan of someone you dislike. This is quite a lot of power over the dead, just make sure the Ten Kings never find out that you're doing this, they'll be quite angry, and they won't let you look at the book of the dead again for the next 9 visits of yours.

Celestial Perks

Celestial Bureaucrat -100cp

Heaven is a bureaucracy. You gotta follow the rules, and step out of line even by accident and there's a good chance you'll lose your head. For you, this is no longer an issue, as you are now quite great at anything to do with bureaucracies. From submitting requests, reports, and memorials on time to do your own thing, to knowing what every law is and when you might be about to break one, with minor effort your record would be impeccable. Your ability at dealing with paperwork is truly god-like, able to process the workings of more than half of the Heavenly Bureaucracy on your own if you somehow have the opportunity, and still have plenty of time for yourself. This does not help against violent monkeys, mess with them at your own peril.

It Was Revealed To Me In A Dream -200cp

You'd be surprised how often dreams are used in the operation of Heaven. There's been at least one execution carried out within a dream, and dreams are common ways of transmitting information to mortals. Whether or not you have other powers, you're quite adept at manipulating dreams, able to enter sleeping minds and showing them what you want to transmit them information, or leading the target's dream self elsewhere for whatever purpose, such as being the executioner of a disobedient dragon king. You can also force someone who is awake to fall asleep into a dream you set up, if you're feeling impatient.

Lastly, any dreamers you interact with will be able to recount their strange dreams and will be completely believed. You could safely transmit important information to others through dreams and they will not only remember it but the explanation of 'it was revealed to me in a dream' won't be laughed off and will be taken seriously instead. To be fair, Immortals and the dead sending messages in dreams is a known factor here, but this works in future worlds anyway if you buy this perk.

In Absentia -400cp

There's a frankly worrying amount of times where a celestial functionary or soldier has simply vanished to become a mortal or demon down on Earth, and they always seem to get away with it, if it wasn't for meddling monks. Just like these questionable individuals, if you vanish from your responsibilities one day with no explanation, for some reason nobody will think of checking what you're doing, to the point that few people might even realize you're gone in the first place. If you don't get in the way of those from whatever organization you're hiding from, likely the celestial bureaucracy in this case, you might even be able to hide from your responsibilities for decades on end. Thankfully, no major issues will happen due to you not doing your job. Just make sure to not give yourself away and be identified, that'll result in quickly being seized and forced to go work again.

Redeemer -600cp

The bodhisattva Guanyin converted the demons Sha Wujing, Zhu Wuneng, and Sun Wukong to Buddhism, therefore giving them a chance at redeeming their sins and achieving enlightenment. Save for Zhu Wuneng, both of the other demons did in fact become great buddhist monks. Just like the merciful bodhisattva, you're especially able to grant evil beings redemption. Simply lay your hands on their heads after subduing them, recite a vow to make them promise to seek absolution, and they will find a spark of light within them that might not have been there before, giving them an actual genuine desire for atonement.

From there, it'll be up to the evil being in question, as they might stop at calming down and no longer being violent but still being quite gluttonous and lustful, just like a certain Pigsy. But they will definitely be able to find true redemption should they prevail over the no doubt arduous journey, cleansing their impurity and becoming good beings, compassionate and humble. You might need to guide and help them as they seek enlightenment, should they find an obstacle that they cannot surpass on their own, but as they will still have that inextinguishable spark of will driving them forwards it's almost inevitable that they'll succeed eventually, after many trials. Even the most vile, cruel, and spiritually repulsive being will be able to atone this way, with your help. Truly a blessing befitting a bodhisattva.

Mortal Perks

Simple Passion -100cp

Mortals do not have the great powers of enlightened monks, or the strength of demons or authority of the gods, but they still populate the entirety of Earth. It takes a lot of will to allow such weak creatures to not only survive but thrive in a world where every other mountain range is crawling with man-eating demons. Just like all mortals in this world, you have a driving strength of character in you to achieve your desires, to fight back against danger, and to live and laugh as even the worst this world has to throw at you won't be enough to kick you down. Your life may be but a passing flash to the Immortals of the world, but oh how bright it will be.

The Fisherman and the Woodcutter -200cp

It is a rare life, one which can see the four corners of the world, as well as the heights of beauty and depths of hell. An interesting life may be a bad thing to some, but now you at least have some leeway on the matter. No matter your normal mindset, you're somehow able to find contentment and happiness in simple lifestyles, such as perhaps fishing or woodcutting, and the small joys of life never seem to go away for you. Moreover, regardless of how 'interesting' your life may be, fortune will provide you with plenty of calm and quiet moments, periods of relaxation that let you unwind and rest. You might be one of the most famed Immortals of this world, or lead one of the largest empires, but nothing can get between you and tranquil fulfillment.

The Helpful Monk -400cp

The philosophy of Buddhism states, in rather more flowery terms, that the world is a shithole and you should leave it. This is no easy task, achieving buddhahood, and there are plenty of enlightened individuals known as bodhisattvas that stick around purely to help others that are still trapped in Samsara. You may be simply a mortal, but with the opportunities you have you might be called a bodhisattva regardless. Strangely, it seems that you regularly come across those in need, specifically those that require help that you are able to provide. It might be hard sometimes, but you'll never find yourself unable to help in these chance encounters. Of course, good deeds are rewarded plenty, and those that you successfully help will always have quite the rewards for you. Whether large feasts and comfortable beds, to large amounts of money, maybe even one or three princesses' hands in marriage, helping people will always be a rewarding affair at the end of the day.

Protected -600cp

Mortals are squishy. This is simply a fact of this world. Mortal bodies are too heavy, too frail, too vulnerable, for some of the threats that this world is filled with. You might not be an Immortal, but you certainly have the favor of more than a few. Within your body are now interred two dozen minor star spirits, all experienced soldiers, that are duty bound to protect your life and wellbeing. They're not too notable by the standards of Immortals in this world, but they have plenty of connections, able to call in powerful individuals should you bite off more than your divine bodyguards are able to chew.

And they will be able to call on reinforcements, as it seems that now your luck when it comes to life and death situations is through the roof, almost always surviving long enough to escape and survive. Maybe a demon stalls eating you long enough for an Immortal to rescue you, or perhaps a particularly interested demoness is hellbent on getting your explicit consent for some reason and keeps trying to seduce you long enough to let your bodyguards send in an army to subdue them, you just have a knack for surviving things you really probably shouldn't. Try not to let it get to your head, of course. Luck is infamous for being fickle at times.

Immortal perks

The Human Form -100cp

An interesting trait of this world is that the human form is the most efficient form for spiritual growth. Everything from celestial spirits to earthly demons shapeshift into the image of humanity for a variety of reasons, and now you're able to bring this with you. You know a special technique that you can teach to anything with a mind that will allow them to shapeshift into the form of a human. Their appearance is determined through the technique, but you can also teach it in such a way as for the student to only be able to morph into a specific appearance if you wish. Alternatively, you may use the technique on a target yourself, in which case the target won't know the technique themselves but will still be able to obtain a human form. Of course, you're able to use this technique yourself if you don't already know how to shapeshift.

Reputable Immortal -200cp

Those of great magical powers tend to accumulate tales of their deeds as they live, spreading their name across Heaven and Earth and gaining respect from other Immortals. Should you wish to skip the process of performing great deeds you may opt into this purchase to become known and famed in this world. It'll be up to you what reputation you have, and the reaction from Immortals you meet will be appropriate to such. A demon known for cruelty and viciousness will be met with hostility and offers of redemption under servitude, while a monk that shows a kind heart and helps those in need might even be heralded by the agents of Heaven to advise those in your path to seek for your aid. Legends about you will be spread all over the world, and those well-learned enough might seek you out for tutelage or challenge, again depending on what kind of reputation you have. In future worlds myths about you will be found in old books around the world, particularly in China should worlds you visit have such an empire, and those who possess supernatural power are likely to know of you.

Truth-Seeing Eyes -400cp

Shapeshifting demons, magical illusions, plain old trickery, there is plenty of deception to be found in this world, and even experienced Immortals may be fooled with the right abilities. But no more. You are among the few Immortals that have obtained eyes that pierce through illusion and deception, able to see the true form of shapeshifters. Whether they manifest as fiery orange eyes, a third eye on your forehead, or something else, no form of disguise is able to trick your senses and hide the truth from you. Of course, this ability is rare, so you should probably be careful, or else you might build up a troublesome reputation if you beat up what look to be helpless mortals around those who don't share your ability to see the truth.

Promoted -600cp

No longer are you weak and unremarkable. You have grown from your days of being a two-bit demon or a nameless spirit, and your abilities have grown significantly. You have learned the ways of combat well and your strength is such that you could use weapons that weigh one or two metric tons effectively in combat. Should you take this perk as a mortal for whatever reason you get these basic benefits and nothing else.

As a demon, your natural abilities are enhanced to the point you could wreck towns if you rampage, and are incredibly difficult to kill. You could shake mountains with your strikes and terrorize whole kingdoms on might alone. However, while your resistance to purifying effects is great but not insurmountable, and you'd best be careful around powerful Buddhists. Should you have purchased an affinity, you are now able to stretch it farther, able to learn powerful techniques with it such as a massive cage made of light. Not many are able to tell you what to do, and you are amongst the most free of the demons of the world.

As a god, you have obtained a greater rank in the bureaucracy of Heaven. Techniques and spells that command minor spirits no longer work on you. You command great respect and loyalty, and are given to important responsibilities. You have enough authority to call for torrential rain or hurricanes legally should your position be related to the weather, with other positions yielding greater bureaucratic authority over the natural world.

Additionally, gods obtain a few dozen specialized mystic tools and weapons, not quite treasures, that amplify your control over your domain. As an example, these would let dragon kings, who are in charge of the weather, cause torrential downpours, violent thunderstorms, or strong gales. Other positions you have in the celestial bureaucracy will yield other tools of similar power. They will be useless to anyone else, of course, as they are extensions of your being more than treasures, but it's still possible to lose them whether out of negligence or robbery.

Items

All Items under an origin or race are discounted to that race. You obtain a stipend of 200cp to use only in this section. Properties may be placed wherever you wish, or connected with your warehouse.

General Items

Warrior Garb

Most Immortals know how to fight, and one of the most essential aspects of combat is equipment. For free, you get an unremarkable suit of armor, and a few weapons such as swords, spears, and bows with plenty of arrows. They're not much, and are made of normal steel, but they are reliable, and will do just fine in a pinch.

Treasure -200cp

Might and enlightenment are some of the most powerful tools at the disposal of Immortals in this world, but their equipment plays a large role as well. Treasures can come in many varieties, practically any kind of magical item you could think of, and this option allows you to obtain some for your own. You can purchase this item multiple times, of course. It bears mentioning that most treasures are utilized through spells, as in, special incantations that activate the treasure's effects. This is not always the case, of course, but it's commonplace.

A base purchase will allow you a treasure with one simple effect. You could obtain boots that let you walk on clouds, a weapon that changes size from smaller than a needle to larger than mountains according to your will, a weapon that weighs a few tons (yes that counts), a circlet that shrinks itself to the will of the owner, causing pain to the wearer, a headband that roots itself in the head of those who wear it, perhaps a gourd connecting directly to the ocean letting you dump entire lake's worth of water on a region, some other kind of gourd that seals targets that respond when called, maybe a large cover that is fully fireproof, a fan that can conjure and manipulate flame, a ring that can act as a portal, or a rope that can bind or loose according to your will, and these are just some examples of the almost endless variety of treasures you might obtain from this option.

Notably, should you be unsatisfied with a magical treasure with only one effect, you may spend an additional 100cp to add a second effect, or yet another 100cp for a third, and so on, with the only limit being what you can afford. Additionally, you can spend an additional 100cp to greatly enhance one of the magical effects of your treasure, however you may only do this once per effect. To utilize the examples used above for how enhancing an effect would look like, cloud-walking boots would let you walk on any air, a shape-shifting weapon could hold Heaven and Earth apart as a cosmic pillar by growing large enough, a heavy weapon could weight almost a dozen tons, a circlet could tighten with such force that even the Monkey King would be tamed by it, a gourd connected to the ocean would be able to retrieve all of the poured water by simply turning it back upright, a sealing gourd could seal even Immortals as strong as Sun Wukong without issue, a fireproof cover could withstand all fire but the mythical Samadhi flame, a fan able to conjure flames hotter than any mundane fire, a ring that can suck objects around it into its portal, a rope that could bind even Sun Wukong and those on his level, and so on. In case of doubt, make sure that the enhanced effect is still recognizably the same as its non-enhanced variant.

Additionally, you may also use this option to purchase magical plants, such as trees whose fruits grant increased lifespan or even immortality when eaten. These work slightly differently, in that they may only have one effect that their fruits or medicinal properties confer, but may be enhanced three times. To use the benefit of lifespan and immortality as an example, the base purchase would allow you a tree of Manfruit, a tree whose fruits increase the lifespan of those who smell it by 360 years, and grant an additional 47,000 years of life when eaten. The first level of enhancement would allow you the lowest quality of the peaches of immortality of Heaven, ‘merely’ granting those who eat the peaches immortality and the capability to practice the Way, if they couldn’t before. The second level of enhancement would allow you the middling quality of peaches of immortality, who on top of immortality and capability to practice the Way, grant the consumer innate flight and eternal youth.

Lastly, the third level of enhancement allows you the highest quality of the peaches of immortality, who on top of the benefits of the other qualities of peaches, that make those who consume the peaches ‘as eternal as Heaven and Earth, as long-lived as the Sun and Moon’, meaning that it not only makes them significantly tougher and harder to kill than normal, but also lets them transcend the passage of time, not degrading in body and mind even through multiple cycles of Samsara. Of course, you’re not restricted to immortality granting fruit trees, any form of magical plant-life is a valid choice for this. It is worth noting, however, that all magical plants take thousands of years to grow and ripen their fruits, and further levels of enhancement will make it take even longer to grow, reaching ten thousand years at the highest level. As a special consideration, the plant you purchase will be already filled with ripened fruit, ready for immediate harvest. And, of course, as these are magical plants, you can use the seeds of its fruit to plant more of them. When in doubt, follow the example given above as closely as possible for whatever effect you’re choosing to give your magical plants.

And finally, if you don’t want to process magical plants yourself, don’t want to bother with magical gardening, or simply want magical medicine outright, you may buy such things, whether magical pills or spiritual waters. Of course, just like the magical plants offered above, they may only have one effect, that you may enhance three times. To use a different example than a pill granting immortality, the base purchase would allow you spiritual water able to bring back to life any dead mundane mortal when soaked with it. The first level of enhancement would let you revive powerful mortals that haven’t quite attained Immortality, and Immortals that are on the weaker end of things. The second level of enhancement would let your water revive all but the most powerful of Immortals and magical plants, and finally the third level of enhancement would let you use the water to revive even ancient and incredibly powerful magical plants. Do be careful to not anger the Ten Kings of the Underworld too much by bringing things back to the world of the living. For this option of treasure, you will receive a gourd filled with one hundred doses of whatever pill or medicine that you purchase, that refills one year after being emptied.

Unbound Items

Simple Attire -100cp

What's a mendicant monk to wear, when you have not a yuan to your name, and have vows that prevent you from skinning animals for their hide? Well, thankfully there are plenty of people who donate to monks, and now you have in your possession several outfits made of silk and cotton. They're not very high quality, and they're quite simple in design, but they will keep out wind and rain, and some magic imbued in them repairs them when torn and cleans them when dirtied. Should you wish, you can also receive outfits made of leather and fur with the same benefits.

Village -200cp

Villages of mortals dot the world, and are sometimes preyed on by demons. They don't tend to have very robust defenses either. This village is no different, benign relatively nearby to where you start or one of your properties in this world, it's just a few hundred families of mortals that make a living through farming and trade. The only real notable trait, in a manner of speaking, is that in every generation of this village, there's at least half a dozen 'fairies', that is, incredibly beautiful women, sometimes more even. What you do with this information is your own business. Also, the flesh of every single mortal in this village is delicious, the fairies most of all. This isn't exactly important though. What are you, a demon?

Idyllic Home -400cp

Sun Wukong was born in the Mountain of Flowers and Fruit, an earthly paradise of a mountain found somewhere in the Eastern Sea. Now, you find yourself owning a similar mountain, somewhere else. It might even be on land if you wish. This mountain is lush and full of beautiful plants, most of which bear delicious fruit. You could live entirely on the fruits and berries you may find by scavenging around, and strangely, the flora of this mountain is incredibly resilient, nothing short of the entire mountain being burned down even making a dent in how lush and filled with fruit this mountain is. On top of that, this mountain is inhabited by 72 species of intelligent and talking animals, each with a (weak) demon king of their own. From monkeys, lions, bulls, panthers, and lots of other animals that are probably supposed to be from wildly different climates and biomes. Another interesting feature is a picturesque waterfall, hiding a surprisingly furnished cave able to house tens of thousands of individuals comfortably, that also has an indoor river of its own somehow. You could live a life of leisure even without wrangling all the animals on the mountain into a beast nation.

Sealing Mountain -600cp

The Five Elements mountain was used to seal Sun Wukong for wrecking Heaven, and it was later renamed to the Double Boundary mountain due to being on the edge of China. Should you have another uppity monkey you can't otherwise deal with or just want a way to seal particularly troublesome individuals, you may have your very own Five Elements mountain. It doesn't really exist until you call it down on someone, and through some strange trick you can transport anyone to anywhere you wish when you call it down, being able to trap someone under a mountain in the Southern Continent even if both you and the person you sealed were up in Heaven, for example. After this, a special paper will appear at the top of the mountain, which is what gives it its sealing properties in the first place. It's fully resistant to natural weather, and will stay on place without issue indefinitely. Unlike how it looks, it'll also be impossible to remove unless you allow someone to do so.

The mountain is also weirdly resistant to damage while the seal is in place, so you won't need to worry about someone tearing it apart to free the prisoner. As a side note, it doesn't really matter what abilities someone has, as long as they do not match or surpass you in power, they won't be able to do anything once sealed. You can also let them be beneath the foot of the mountain, with their head and maybe their hands sticking out. This won't compromise the security of the seal in any way, but it does let the prisoner talk with people who come near.

A few caveats. You only have one mountain, and it only works on one person. Any more sealed beings will be able to escape without much issue. You cannot move the mountain once it's placed without lifting the seal, it'll stay pinned in place for better or worse. The seal does nothing for its prisoner's needs, so they may well starve if not fed. Undoubtedly not an issue should it matter. The mountain isn't particularly big, but it's still a mountain. If you drop it somewhere populated it will crush anyone in its radius. You cannot summon the mountain without a target to seal. And finally, once the mountain is summoned, you cannot unsummon and summon it again immediately, you must wait at least a year.

Royal Items

Wealth And Riches -100cp

What kind of royal personage would you be if you were poor? You have a frankly arbitrary amount of money. It comes in any currency you have access to, unless said currency is innately beneficial in any way other than economical. You can plop it down as a gigantic pile somewhere, or only summon mere coins at a time if you don't have a secure location to store it. Even if you splurge on absurdly expensive festivals and national projects every day, it'd take you a whole century to spend it all, and it replenishes back to full at the beginning of every new jump. Spend it wisely, please, there's so many tales of poor kings and emperors that you really should know better.

Fertile River -200cp

Why? You are now the official owner of a large river, of clean water and large fishes. It's not just a mundane river, however. Anyone who drinks water directly from the river, whether woman, man, or animal, will immediately become heavily pregnant. The water has to be drunk directly from the river for it to work its magic, but it looks like completely normal water, so tricking people into drinking from it might not be difficult. You could easily maintain a whole kingdom composed of nothing but women with no issues on producing the next generation with this river. Additionally, you also possess a natural wellspring of water hidden in a cave somewhere relatively close to the river (as in, ten miles away), that immediately and painlessly aborts any pregnancy of whoever drinks it, even if the pregnancy is natural instead of produced by drinking the water of the river. You should be careful no one drinks more than a few sips of this abortion water, though, as that can be very lethal. Not that you're under any obligation to show people where this wellspring is.

Dreadful Connections -400cp

Some mortals really move up in the world. You find that some deceased subordinate of yours has obtained a high ranking position in the Underworld, and they not only have plenty of influence in the afterlife but also still have some lingering loyalty to you, their former liege. You have quite a lot of leeway in asking them to do things for you, as long as it's somewhat reasonable at least, and you'll be able to communicate with them to find out hidden conspiracies, thorough information on matters of cosmic importance, or even such petty things as being able to have a talk with someone who has died. You can also ask them to send punishments to your enemies if you're able to provide a good explanation as to what said enemies did wrong, and your Underworld contact will be able to pull some strings to cause natural disasters in the world of the living. Do remember to invite them to tea (in a dream) sometime, they are really loyal and dedicated and would love to hang out with you.

Kingdom -600cp

This world is a large one, with large stretches of unsettled wilderness that hide all manner of demons. Ever since ancient times mortals have organized in societies to protect themselves from the dangers of the world, and now the world is dotted with all manner of kingdoms and empires. Now you are one of the many kings that can be found in the four continents. Yours is a kingdom that is neither too large nor too small, covering a few dozen miles of land in all four directions from its central capital, housing a few hundred thousand subjects in total. You have a decently sized army, enough to defend your home to start with, although expansion will take a toll on your kingdom. And of course, given you're the king, you have a harem of more than a hundred beautiful maidens as concubines and a Queen or three to rule alongside you.

It is, of course, a mortal kingdom, but as you are officially the reigning monarch here you can expect most Immortals who visit to offer you proper respect, although fighting back against demons is a problem you'll have to deal with yourself. Perhaps relying on the charity of wandering Immortals is enough, but there are enough stories about demons terrorizing kingdoms to inform you how that might work out. Of course, should you expand the kingdom into an empire, you'll get to bring along your conquests with you.

Celestial Items

Spiritual Attire -100cp

You are a functionary of the bureaucracy of Heaven, and you'll be damned if you don't look the part. You have entire wardrobes full of supernaturally fashionable attire, from otherworldly silks to unmoving starry sky patterns, and with any of the outfits you now own you would definitely look like a god. Should any of the outfits be torn, dirtied, or sullied, or whatever, you'll find them repaired and cleaned good as new the next day. Additionally, should you be particularly fond of one of the outfits, you can obtain another full wardrobe filled with dozens of copies of said outfit, half of which will have minor variations that never seem out of place in the attire. Maybe you could start a trend or two in Heaven's banquets and galas

Celestial Banquet -200cp

No food on Earth is able to compete with that of Heaven. Even the least heavenly snack is incredibly delicious. Now you have a reliable source of heavenly food, as a kitchen stocked with any kind of food you can imagine, all beyond the highest quality that mortal food might achieve. From fruits, vegetables, meats, drinks, practically any food at all can be made in this kitchen, with its neverending stock of celestial ingredients. The kitchen comes with about a dozen minor spirits to take care of the cooking, but if you wish you can dismiss them and cook food yourself. Even if you're inexperienced in the culinary arts these minor spirits will be eager to teach you all they know. Oh, yes, a minor note, all the celestial ingredients in here make those who eat it eternally young. It's the food of the gods themselves, what did you expect?

Divine Minister -400cp

If you're not satisfied with being at the bottom of the Heavenly Bureaucracy but don't feel like you have the time to seek promotions the normal way, with a purchase of this item you may rise in rank to roughly the middle of the hierarchy, being among one of hundreds of important ministers of Heaven, but still not quite among the elites of the bureaucracy. Nonetheless, it does mean that techniques and spells that bind minor spirits no longer work on you, and you now possess a great deal of influence in Heaven, having quite the library of favors and blackmail on other Heavenly bureaucrats that you may use to exert some of your will on the workings of Heaven. It might be the world of the gods, but a bureaucracy is still a bureaucracy in the end. In future jumps this will manifest as an important but non-essential position in the most powerful government in the worlds you go to, if there is one, and a similar level of favors and blackmail on other members of such a hierarchy. You could also apply this to a specific organization if you wish.

Heavenly Army -600cp

Oh, general, I didn't recognize you. Whatever you were before, you find yourself with some authority over Heaven's armies. Numbering in the millions, and composed entirely of minor (and not so minor) spirits and gods, the armies of Heaven are truly a force to be reckoned with. You have a small part of the army, about 50 thousand strong, under your command, and may summon them wherever you wish to ruin the day of all but the most numerous and powerful of mortal armies. While they begin simply as they are, equipped with 7th century Chinese military equipment, they will keep their gear up to date with any jumps that you visit. Of course, while in this world you'll have to be careful in how you use your army. The Jade Emperor might not like such a large force mobilizing out of nowhere, after all, and his punishments aren't light. Post-jump, you will be able to expand your army by recruiting mortals and others, turning them into minor spirits and giving them a minimum amount of physical capability expected of the soldiers of your army.

Mortal Items

Humble Abode -100cp

It ain't much, the life of a peasant. Get up in the morning, wash yourself, do your work, do whatever during your free time, and go back to sleep at dusk. Thankfully, you have a roof to sleep under, and a bed to rest on. You own a small but sturdy house, only a few stories high, that's already decently furnished. It might have some decorations if you have a background in this world, but the house is yours and yours alone. It may be in a city, or in the wilds. Sadly it does not have any servants tending to it, but maybe what you need is a quiet spot to hide away in. In such a case this home will definitely deliver.

Monastery -200cp

While being a monk does not guarantee Immortality, there are still plenty of men of faith in this world. They tend to gather in monasteries, keeping to themselves, accepting charity, and generally spreading the good word of whatever philosophy they believe in. You are now the proud Abbot (as in, the owner/patriarch) of a monastery of your very own. It is large enough to house a few thousand monks comfortably, and has plenty of spaces to discuss philosophy and practice religious rituals. It may be of buddhism or taoism. Which one it is doesn't change much beyond the temperament of the monks and what vows they keep to, as they're all mortals either way. Alternatively it may be of some specific legendary figure, such as the bodhisattva Guanyin, or some other ideal that you want to spread to the world. Do be kind to the monks living here.

Small Shrine -400cp

You now have a small shrine in your possession. It's barely two meters tall and one wide, and you could place it in any small corner that you wish. It looks unremarkable, and for the most part is unremarkable. It may be dedicated to whoever you wish. There is one thing that makes this small shrine special; it lets you benefit quite a bit from one single trait of this world. Sacrifices. Specifically, sacrificed representations of mundane things, such as paper ingots or small sculptures of beasts. When you sacrifice a small representation of a thing to this shrine, you must choose someone, anyone at all, and a real (although mundane) version of whatever the object you sacrificed represents will appear somewhere close to the target. The special benefit that this shrine provides is that it may send sacrifices to those in the world of the living, such as perhaps yourself. You could build up a fortune by burning paper ingots (origami of painted paper essentially) of gold and silver, could create loyal and strong (by mortal standards) beasts, and even make whole banquets' worth of food. Be responsible, please.

Scriptures Of The Way -600cp

One of the most valuable treasures according to some, you now have in your possession a set of scriptures. Written down in a few thousand scrolls that are repaired and brought back to you should they be ruined or stolen, what these scriptures allow is one simple but quite potent thing. Those who study these scriptures, and meditate on the meaning of its texts, may, should their mindset be right and their will steadfast, achieve Immortality. Choose one of the monk options in the Learning section, whether Taoism, or Buddhism. These scriptures are, essentially, religious texts that work just as advertised for the philosophy you chose. It's no guarantee that someone of wicked heart and impure thoughts will be able to achieve the vaunted goal of eternal life, but it is a very real chance and opportunity to do so. Those who reach Immortality will be at a level described in the Learning section as appropriate, and will need more enlightenment and practice to grow. You could bring the Taoism or Buddhism of this world to others, truly a mission that the Sakyamuni Buddha himself would approve of. Of course, the power to achieve Immortality lies in the texts themselves, not the scrolls, so you are perfectly capable of copying the text and spreading the texts wherever you wish. You may purchase the other type of scripture for an additional 200cp, should you wish to spread both philosophies to future worlds.

Immortal Items

Mist-Veiled Immortal Abode -100cp

Immortals live in mountains and rivers, demons more than anyone else. You're no difference, and you have a mountain, or a river, to call your very own. It's not particularly lush, even if it might have a forest or two around it, there's no mortal settlements particularly close to the abode, but it will serve you well as a quiet place away from civilization. Of course, the place is quite livable, with furnished caves if you've chosen a mountain and an otherwise unremarkable underwater palace if you've chosen a river. Should you make any modifications to this abode, they shall remain across jumps, should you wish to decorate or improve the place to higher standards.

Servants -200cp

When an Immortal grows powerful and famous enough, they begin to attract the weak, whether out of a promise of protection or teachings. Likewise do most famous Immortals have dozens of servants to carry out their will. You are now among these Immortals, and have a sizable group of subordinates that are unfailingly loyal. They'll be monks if you're a monk, demons if you're a demon, and spirits if you're a god. Sadly, they're unremarkable, and not actually Immortals themselves. Monks would be simple human monks, demons would be relatively weak goblins and the like, and spirits will be quite minor. Of course, nothing's stopping you from teaching them the Way and how to fight, but such things will be of your own effort. Their gender is entirely up to you, but female servants will be generally quite good-looking, if perhaps not to the level of the Fairy perk above.

Eternal Materials -400cp

How does one make long-lasting buildings and tools when most Immortals can dent iron with their bare hands and outlive entire Dynasties? Turns out, inanimate materials can be given longer lifespans or even immortality as well as living beings. This results in significant increases in toughness, to the point that they might be almost indestructible. You don't need to worry about how to get your hands on such materials, as now you get access to shipping of up to two tons of materials of your choice.

Simply write on a paper which kind of material you want, such as dirt, iron, steel, wood, porcelain, gold, marble, pearls, crystals, straw, cotton, silk, yarn, or really whatever mundane material you could think of, note down how much of it you want (do keep in mind you're limited to two total tons at a time), burn the paper, and then after a whole week has passed you'll find a shipment of such goods appear somewhere convenient for you to pick them up. Immortal dirt would be unfazed by stone-pulverizing force, and doors made of immortal steel would be able to stand undented even from forces able to split mountains in two. Additionally, these immortal materials are in fact immortal, never degrading, rusting, or rotting with the passage of time, not without concerted and conscious effort by intelligent beings at least. These are just raw materials, of course, so if you do not possess some method of working them they might not be of much use to you. As a small side note, these materials may be some supernatural version of mundane materials such as sky iron or heavenly jade or some such, as long as it doesn't confer any actual benefits outside of the increased toughness and possibly some fancy aesthetics.

Trigram Cauldron -600cp

One of the most common processes of alchemy is manipulating the basic elements of objects. Reducing something to its base components, refining those components for long periods of time, and then putting back those components as something else, usually with some magical effect or other. You are now in the possession of a very high quality cauldron, inscribed with all manner of sacred symbology such as the Eight Trigrams. With this cauldron, you are able to extract the most basic elements of what you put in, able to refine anything that you have the power to refine, and with the right alchemical knowledge and resources, can be used to produce any sort of wonder you have a formula for, such as pills of immortality. In future worlds, you'll be able to use this cauldron to obtain raw alchemical resources even if you have no other source of them, just by throwing enough mundane material into it and refining it for months, not to mention being able to enhance magical items through slow and thorough refining. The cauldron of Sage Lao Zi in Heaven would be comparable to the one you have. It will serve you well.

Companions

Create or Import -100/200/400cp

Would you like to import some of your Companions into this jump? If so, this option is for you. For 100cp, you may import up to 2 Companions, for 200cp you may import 4, and 400cp grants you 8 imports. Each Companion receives 800cp to spend as they will, are able to benefit from the Item stipend, and can take any of the Drawbacks that they want. You can also use this option to create Companions outright, in case you don't like any of the characters that already exist in this story and wish to make up a person to exist in this world according to your own image.

Travel Partners

Do you like someone in this world enough to want to bring them along with you to future worlds? If yes, this is your option, in a way. You don't need to 'purchase' this free Companion option, as it's more of a guarantee. Should you manage to convince someone to come along with you as a Companion willingly, you get to bring them along as a Companion at no extra cost. Most people have some level of attachment to this world, but not everyone, and you might even be able to bring a bodhisattva with you if your tongue is charismatic enough. Of course, given this is specifically ancient Chinese myth, should the timeline be right you can Companion any existing Chinese mythological figure you are able to meet and convince to become your Companion, even if they don't explicitly appear in Journey to the West proper.

Draconic Mount -100cp

Far be it for a dignified Immortal to settle for mundane horses. Nevermind the fact you can literally fly everywhere, with this purchase you are given ownership of a colorful horse, by default white of skin and golden of mane, although you can choose their colors yourself. This is in truth a dragon shapeshifted into a horse, ready to serve as your mount through even the most arduous environments. Their Immortal powers are unremarkable, but they do have them, and they'll be able to quickly heal from most wounds. Of course, they are also able to shapeshift into their true draconic form, should you wish to ride them that way instead.

Dear Sibling -100cp

Even demons have families, you know, and one of the biggest sins in this world is unfilial behavior. You have a brother or sister now, your choice, that shares your Race, if perhaps not your Learning. Mortals get a mortal sibling, demons get a demon sibling, and gods get a god sibling. They do share your Origin, at least, so you won't find yourself torn apart by your positions. They are quite remarkable in power, roughly equal to the Promoted perk whatever they might be, but they do have one special trait. Perhaps it's something in the blood you share. This sibling of yours will scale to you, as in, they will match you in raw power, if perhaps not in versatility. They will happily spar with you, and are very loyal to their own family, which of course includes you, but beyond that their personality is mostly your choice. Do be supportive of your supportive sibling, will you?

Heart-Struck Demon -200cp

Just like the scorpion demoness that hounded Sanzang in one stretch of his journey, so too it seems that a demon has looked upon your countenance and decided that they wanted you. Their power is incredible, able to match up against the likes of the Monkey King, although the versatility of their abilities is simply average. They are of your preferred gender, whatever that may be, and can be whatever kind of demon you wish. They are also incredibly attractive regardless of what they are, equivalent to the Fairy perk above. Perhaps you'd like a young scorpion demoness like the one that hounded Sanzang, or maybe an old fox demoness already with sons of her own would be more your style. Should you accept their proposal they'll insist on consummating the marriage immediately, and you'll generally find yourself dragged to the bedchambers at least twice a day, sometimes with more frequency. You'll be offered all the most deliciously cooked human meat they'll be able to procure, vegetarian food if you have vows against meat, or simply cattle meat if you do not wish to eat humans, and will stand by you come hell or high water. If you reject their proposal, well, we are talking about a demon after all. Expect frequent and violent kidnappings, and a lot of collateral damage. But surely you wouldn't spurn such a surprisingly sincere suitor, would you?

Drawbacks

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

Timespans Of A World Of Immortals +0cp

What's the point of becoming an Immortal if you don't get to enjoy a life longer than any mortal's? With this option, you may extend your stay in this world up to a thousand years, enough to begin at Sun Wukong's birth and end at the conclusion of the Journey to the West proper. A lot of things happen during the 500 years that Sun Wukong was sealed, after all, even if the story doesn't cover such things as they are unrelated to Sanzang's journey. If you care for mortal matters, the earliest starting point available to you will be during the reign of King Xian of Zhou, and you will be able to see the Dynasty of the Eastern Zhou fall, replaced by the Qin Dynasty, which itself would be replaced by the Western Han Dynasty, and so on and so forth. The Dynasties will last for so little time you'll even be able to see 37 Dynasties rise and fall, should you pay attention to China. Or perhaps you might start at the beginning of Sanzang's journey instead and see where this world oh so similar to your own yet orders of magnitude larger and filled with the supernatural might develop in the future?

Westwards Journey +0cp

If you wish to be guaranteed a place in the titular Journey To The West, you need merely take this toggle and circumstances will conspire to make you join Sanzang as one of his disciples during the journey. Of course, the farther away you are from the Southern Continent in general and the path Sanzang takes in particular, the more contrived the circumstances will be to let you join early on. The journey will be a perilous one, meeting many powerful demons on the way, and countless weaker ones, but the group will prevail over all of them, especially with your inclusion as an extra set of helping hands.

The biggest reason to do this, of course, is that the journey qualifies as the 81 tribulations that one must surpass to attain Buddhahood. At the end of the journey, Sanzang and Sun Wukong obtain Buddhahood, Sha Wujing becomes an Arhat (not quite a Buddha but having transcended Samsara still), the White Dragon Horse becomes a Heavenly Dragon, and Zhu Bajie, due to not being enlightened at all, becomes an altar cleanser. Similarly will your reward be appropriate to your level of enlightenment, becoming a Buddha if you genuinely grew as a person in the journey, an Arhat if you're grown but haven't learned quite as much, and be given some cushy job with plenty of free time if you're simply hopeless.

This final reward, of course, hinges on the journey being a perilous one full of danger that the group has prevailed over. But surely you wouldn't have trivialized the adventure, nullifying the validity of the tribulations, and preventing anyone in the group from achieving enlightenment, right, jumper?

Right?

Cycles Of The World +0cp

Have you been here before? To mystical China, and its world? If you have, you may revisit it, through this option. The only immutable facts will be the birth of Sun Wukong, his misadventures, and the Journey to the West proper. Should they happen before you begin your stay, that is. Feel free to prevent Wukong's sealing if you start early enough if you wish. Other changes you've made to this land will remain, and you are likely a known figure already. Not much else to this option, really. Be careful if you have old enemies.

Spoken, Told, And Retold +0cp

The story of Sun Wukong and Sanzang is one of the most popular legends in China, and it's quite popular all over the world as well. As you can no doubt expect, many have created their own spin on this tale, whether adding characters, reworking them, or perhaps simply changing the plot entirely. With this option, you may go to one of those tales based on this one instead of the original Journey To The West, whether they be novels, comics, games, or anything else. If it's a direct adaptation or retelling of Journey To The West, it's valid.

Harmonious Dissertation of the Most Irreproachable Poetry Accredited By the Greatly Compassionate Jade Emperor of the Azure Vault of Heaven +100cp

By the illustrious Heavens above, your mind's eye has been opened and your inner spirit has awakened. Your tongue is as agile as the most sinuous rivers, your mind as sharp as a blade and as swift as the wind, your enlightened nature shining like the sun into your mind, your thoughts revealing all. An enlightened poet, they will call you, for your eyes can see into the truth of things and your skill in the arts forming heavenly depictions of Heaven and Earth.

Your passion and love for poetry and the arts shall make you rise like a tidal wave, writing stanza upon stanza and describing the world in thousands of ways, some thought of and some new. Heaven itself should recognize your eminent artistry in the composing of poetry and stories, your prowess sensational and unique such that since the formation of the world no poet as outstanding as you has ever been conceived by Heaven and Earth before your awakening elevated your perspective beyond that of Heaven itself, looking down on the world with a clarity of understanding and wisdom that uplifts the whole world with your verses and ballads.

You are like this now. You're obsessed with Chinese poetry and think you're hot shit. Try not to piss people off too much.

Bounded Disciple +100cp

How did you end up in this situation? Like a certain stone monkey, you've been bound to a monk of the buddhist faith, and shackled with a golden headband you cannot pull off no matter how you try. You must follow the monk's teachings, adhering to Buddhist vows and renouncing earthly pleasure or attachments, and you will only be freed once the jump ends. Should you disobey your new master, they shall recite a spell, and your headband will contract, and will also inflict incredible amounts of pain to you. Pain that will only intensify the longer the monk recites the spell, with no limit. Well, as bad as this sounds, it isn't as much. The monk is a mortal, and while a devout Buddhist, they are simply too compassionate, and can easily be convinced to stop should you do what you're told. Even then, should you go off the handle too many times they might just resign themselves and stop punishing you for petty slights. Have fun.

Ugly +100cp

Some Immortals are beautiful, with a face able to move Dynasties. Even some mortals can claim this level of beauty, as rare as it might be. You, however, are quite unfortunate in this regard. You're ugly, real ugly, downright terrifying even. The mere sight of you could cause weak-hearted men to collapse, and everyone will assume you have malicious intent and goals, even those who know you well will sometimes slip and think worse of you due to your appearance. You could always hide it if you can shapeshift, it'd be easy, but every time you do so around people, circumstances will sooner rather than later conspire to make you reveal your true form. Maybe you get too drunk and lose all control of yourself, maybe you startled by something to the point of dropping your shapeshifting, or maybe a clever Immortal dispels whatever illusions or shapeshifting you are using. Needless to say, you will have few good friends, if any.

Uppity Inferiors +100cp

Oh no. Just like a worryingly high number of Immortals, you've found yourself with a cursed bit of luck. At least once during your stay, a pet or subordinate of yours will figure out a way to transform into a human form, will steal some of your treasures, thankfully no more than one or two, and flee to become a demon somewhere on Earth, likely far away from you. You somehow will not notice this happening, and nobody will notice anything wrong somehow until someone comes across the demon and comes to you to tell you what they've been up to. Thankfully, they're just going to be normal demons, nothing too egregious like the Monkey King, and you won't need more than a stern reprimand to cause them to kneel in submission and return to their proper place. Still, it can be quite annoying, having to wrangle those under you like that.

Schizophrenic Karma +100cp

Some of the punishments in this world are more than a little bizarre. Three years of separation from loved ones because your father accidentally hunted an animal he had no way of knowing was actually the son of a bodhisattva? That happened. An arduous journey of 81 trials lasting 14 years because you didn't listen in class? Look at the title of this jump. Sadly, you now have to suffer this absurd ratio of wrongdoing to punishment, and will be guaranteed to suffer at least one horrible and wildly overblown retribution, whether or not you realize you did something wrong in the first place. I'd tell you to watch out, but not even that is going to help you.

Crawling Out Of The Mountain Range +200cp

Is your flesh famed for granting immortality to those who eat it or something? Once every few months, sometimes more frequently, some sort of demon will cause you trouble. They might trick you into staying at an Inn that they burn down while you sleep, scam you of your money, or maybe even just beat you up and rob you. They're generally not that strong, if still dangerous due to their spiritual abilities, but occasionally you'll come across a more dangerous one, with either stronger abilities or some strange magical treasure that they can leverage to great effect. And once in a blue moon you'll come across the really dangerous demons, those who can fight toe to toe with the Monkey King himself through might, trickery, or potent secret techniques. Thankfully there'll always be some way of defeating them, even if you might require allies or even just calling some Bodhisattva to help you take care of the problem. Usually they'll be alone, but sometimes they'll come in groups of two or three, and they'll usually have whole groups of underlings. Being a demon yourself won't help you against the hostilities, sadly. Where are these demons even coming from, anyway?

Impure Conduct +200cp

Unfortunately, it seems that your conduct has been impure as of late, and this has affected your powers severely. You are a mere shadow of what you once were, and even then the weakened abilities you still possess are inconsistent, sometimes not even responding to your will. Any of the weaker abilities you used to possess are seemingly gone entirely. However, this is not a permanent state of affairs. Just as incorrect conduct left you in this state, proper conduct can let you recover your former power. Should you find an immortal willing to take you in as a disciple, you'll be able to slowly recover your abilities over the course of a decade of following their teachings. If you're familiar with the Way, of course, you likely already know proper conduct and won't need a teacher. You should be careful, however, as straying from the rightful path will simply see you fall once more.

You've Got It All Wrong +200cp

Magical powers and amazing strength is quite a thing to have, and some people let it get into their heads. Just like them, now you're incredibly arrogant, although you won't stand out that much honestly. You think you're the best thing since sliced bread, and while you can recognize when you're outmatched if someone famous shows up, you'll still boast and insult a lot if you don't recognize who's in front of you. Insults will rile you up quite quickly, and you can't be truly content without at least some power over others around you, whether that be with loyalty or intimidation. You might be able to rein yourself in if you believe yourself above such petty things as wanton violence, but your ego is quite fragile, as big as it is. Also, yes, chances are you'll say "you've got it all wrong" at least once if you think someone wrongly believes to be stronger than you.

Supervised +200cp

Oh no, jumper, what the hell did you do? Due to some fuckup on your part in the past, or maybe some other bizarre reason, you are now under supervision. Somewhere in the world there exists a Bodhisattva who is able to shut down all of your abilities, and is strong enough to beat you up after doing so. You know who they are and where they tend to hang out, and so do they know who you are and where you tend to go. The reason for this is that they are assigned as your supervisor, meant to stop you and punish you if you cause major trouble again. They won't kill you, but they will make sure that you regret being a troublemaker if they get their hands on you. In case you're not sure what would get them to punish you, anything that would be considered heinous in this world, such as killing and/or eating people, terrorizing kingdoms, and causing trouble to respected Immortals in general would all be off-limits. Pulling a Wukong and wrecking Heaven would obviously cause them to give you the beating of a lifetime. Not very restrictive to good people, but would you really have gotten in this situation if you were a good person?

There is a catch, of course. The Bodhisattva, as powerful as they are, is not omniscient, and they have things to do outside of supervising you. They won't actually keep direct track of you, so as long as you make sure to be on your best behavior when they're on one of the very rare visits to check how you're doing, you'll generally be able to get away with doing whatever you want. Do watch out, of course, as they are well connected and quite famous among Immortals, so if anyone rats you out you will be punished. Don't think that you might be able to abuse your knowledge of them either, as they generally tend to be busy with something they can't leave alone anytime you try to ask for their help, even if they somehow always have the time to punish you if you go out of line. Just try to be a good person, and you'll be fine.

Mortal Blindness +400cp

Mortals are said to be blind, because their mortal eyes cannot see through deception and disguise. Whether or not you're a mortal, you now have the condition of 'mortal blindness'. It's incurable, sorry, you'll have to wait until the jump ends. What this means is that you're kinda gullible in general, and cannot see through illusions or shapeshifting in particular. A demon disguised as your significant other will raise no alarms in your head, you'll believe that one supposed Taoist who just said you had to tear out the hearts of more than a thousand children to make you a potion of immortality with exactly zero suspicion, and frankly you're easily led by the nose overall. The only real silver lining this might have is that you believe the truth just as easily as you do lies. Not that you can tell them apart.

Exiled +400cp

Oh dear, what have you done? You've been reduced to a fraction of your normal power, barely enough to fight the average demon in this world and even less if you were not powerful, you were forced to reincarnate as a demon yourself, mutated into an ugly countenance, and worse still every week a flying sword appears out of nowhere and stabs you in the chest a few hundred times, only leaving once it is done. What did you do to merit this punishment? As a Celestial, you're an exiled god, who knows what happened if you're a demon, and mortals have it the worst. The only way out is to dutifully become a monk and follow the Way. Once you do this, you will not be harassed by the flying sword any longer, but recovering your power will be a time consuming and difficult affair.

Thunder God +400cp

Thunder god as in a very loud spiritual being, not as in an actual god of thunder. You'll find yourself with such a title quite quickly after beginning the jump, as you're very loud and very rash. Most of your self-control is out the window now, resulting in being a very impulsive individual, and you find it incredibly hard to truly respect others, leading to you being very rude to basically everyone around you. You have exactly zero qualms about killing people, so expect to rack up quite the kill count during your stay in this world. Just like one very infamous stone monkey, you are prone to making terrible decisions, lying about it, and then only begrudgingly solving the problems you yourself caused. It's not hard to enrage you, and you're quick to jump to violence when angered. It's not impossible to grow better as a person, of course, but it'll be a long and arduous journey.

Celestial Criminal +600cp

Just like a certain stone monkey, you've gotten in trouble in Heaven, and the celestial bureaucracy wants you either locked up or dead. They will arrest you, and if you comply you'll be thrown into a cell and the key melted. In case you might be thinking of doing this, know your chain will fail if you are still captured by Heaven by the end of this jump. Should you resist, well, they'll send the armies of Heaven upon you, as well as some of their most powerful warriors.

It's not impossible to fight them off, but Heaven will be persistent, and nothing short of rampaging in Heaven itself will make them stop, and doing that will result in them calling the Buddha, who will be able to seal you like they did the Monkey King. And as mentioned previously your chain will end if you are still captured by Heaven at the end of the jump. It's not impossible to get out of this, but it will be difficult.

Return To Monke +600cp

Now you've done it. You've somehow gotten to the top spot in Sun Wukong's personal shitlist, and they will not tolerate you continuing to live. They'll work all their tricks to try and kill you, and they will learn what you can do the more they face you. Should you kill them or take them out of the picture, somehow, another stone monkey will appear, calling himself Wukong Sun. They will be exactly the same as Sun Wukong, it might even be the same monkey taking the piss at you, or it might not. Should Wukong Sun die or find themselves indisposed in some way, Sun The Wukong will appear, totally not Sun Wukong with another fake name. Wukong The Sun, Wu Sun The Kong, Kong The Sun Wu, Sun Kongwu, so on and so forth will an endless stream of annoying and very dangerous monkeys pop up to deal with you should the previous one have died or become unable to kill you, each claiming to be called an increasingly bizarre corruption of Sun Wukong's name.

Don't think your starting time may save you. Should Wukong be sealed or indisposed by following Sanzang to the West, you'll simply find Wukong Sun appearing anyway. Worse, should you have killed or somehow non-lethally gotten rid of even one stone monkey, they will appear in the last month of the jump to gang up on your ass and give one last try to kill you. Try not to die.

The False One +600cp

Oh no. You've found yourself in quite the troublesome situation, jumper. There is a double of you out in this world, utterly indistinguishable from you in appearance, abilities, and general temperament. They match you exactly in raw power, being an identical copy of you, and the only real difference they have is that they are slightly crueler than you, and unwilling to grow as a person. If you're already like that, then it'll be impossible to tell you two apart, even by those who know you intimately. Only the Buddha himself would be able to identify the doppelganger, but your copy might not be content with simply being revealed as a fake. If left alone, they'll generally copy what you are doing, such as making a few demons shapeshift into your companions, and their cruelty will tarnish your name greatly. Should you confront them, they'll want to kill you, asserting that they are the real you. The one possible silver lining to this is that they are alone. They might match you in basically everything you can do, but they'll have to create copies of any allies you have the hard way to imitate your friends. You should probably deal with the fake as soon as possible.

Supposedly Equalling Heaven +600cp

You have eyes, junior, yet you cannot see Mount Tai. The world turns out to have been bigger than you expected, maybe, as during your stay in this world you will regularly meet those who match you in power and capability. They will have their own abilities, whether focused on might, guile, or special techniques, but you will have plenty of peers. Moreover, you're guaranteed to come into conflict with some of the beings that match you for some reason, circumstances twisting to cause grudges or petty arguments often. Should you have allies and powerful treasures you'll be able to prevail, but wit alone will only bring you so far against peers, especially those who learn of your tricks.

Not just peers though, but also superiors, those who outright surpass you, some only barely, and some overwhelmingly so. Thankfully, these beings superior to you are generally indifferent to your existence, and unless you cause trouble with them of your own volition you'll have no reason to worry about them. If you mess with this world too much, however, you will have to contend with those who have their own plans, as well as those who simply like the world as it is. The nail that sticks out is hammered down, after all. That said, unless you're upending Heaven and twisting the natural order to your own ends, you're unlikely to be able to perform such a great deed that you would attract the attention of those with more power than you. What will you do, when the world is filled with those able to contest you?

Scenario

Journey To The West

Z

(Requires Westward Journey)

It looks like the journey didn't end at simply obtaining the scriptures from Buddha's abode. Normally after that the group would be given their rewards and have a vastly more peaceful journey back to China to spread the scriptures, but if you choose to take on this scenario then circumstances will change it.

Before you bring the scriptures to China and enlighten the Southern Continent, and before the group are given their rewards, Buddha wants Sanzang and his disciples to seek out a Buddhist monk that journeyed even farther westwards in order to spread knowledge of the Way, as they have disappeared with no sign of where they went. Your stay in this world will be extended if it isn't already so that the jump doesn't end until you complete the scenario. Notably, even if you fail to fight against some of the threats you'll come across, you must fail at least three times before you are allowed to ask a bodhisattva for help.

First in your journey you will come across three violent monkeys, first one, then two, who are quite strong, but not particularly impressive compared to some of the more powerful demons you faced in your previous journey. They are some of the last survivors of the Mountain of Flowers and Fruit, which had been burnt down by the god Erlang some time after Wukong's sealing, and will openly mock the Monkey King for his absence in his domain, which will cause Sun Wukong much grief and despair. You must not only defeat the monkey demons without Sun Wukong's help as he will be too busy weeping for his kingdom, but also console the Monkey King.

Next you will hear of a set of treasures that are famed to summon a wish-granting dragon, and of a terrible demon who is seeking these artifacts to become invincible. Crossing through strange lands reminiscent of ancient Russia in your home world, you will fight the demon's subordinates, each quite strong in their own right, in order to finally be able to fight the demon. This ice demon is quite strong, possessing several transformations that increase his power, the last one making him half again as strong as Sun Wukong. Take care however, for if you kill the ice demon they'll simply rampage through the Underworld before returning to fight once more, so you will have to use the seven treasures to seal the ice demon under a mountain. You could simply collect the treasures directly if you wish to avoid fighting the ice demon, but as the demon is looking for the treasures as well, avoiding a fight might not be feasible.

Next you will come across a pair of homunculi, artificial humans, who are not very strong but have spent years terrorizing several kingdoms that might remind you of medieval feudalism from your home world. Merely passing through their territory will cause them to attack your group, and you will have to fight them off. However, after you do, another artificial human will appear, and consume the two other homunculi, absorbing their power by utilizing a magical choker, and increasing his power to match Sun Wukong. They will reveal that they were created in the image of the members of the group, wielding Wukong's strength, Sanzang's purity, the White Horse Dragon's agility, Sha Wujing's resistance to impurity, and Zhu Baijie's stubbornness, as well as one trait from you. You must fight the tricky opponent off, which will be quite the ordeal even with Sun Wukong due to the homunculus' many tricks and techniques. If you care to look, you will find the alchemist that created these homunculi, although aside from an odd amount of expertise on the creation of living beings they're not particularly remarkable. Who knows how they managed to create such powerful demons.

Finally, once you reach a large empire as large as China, Rome, you will find out that the monk you were looking for was imprisoned and sealed by a mad Taoist, angry that an old kingdom called Persia that he lived in was destroyed and conquered by Rome. The Taoist used the scriptures of the monk to awaken an ancient and powerful demon and commanded them through special techniques and treasures to force the empire to hand him wealth and concubines, as well as simply causing wanton destruction in the Empire. The demon itself is twice as strong as Sun Wukong himself, and fighting them will be an arduous affair. However, you might also be able to force the Taoist to hand over the techniques and treasures that they use to keep the ancient demon under his thrall, and use it to seal the demon once more. Take care, however, for the Taoist possesses many strange techniques to manipulate demons, and you might be forced to fight Sun Wukong himself should you force the Taoist's hands. After sealing the demon and freeing the monk, your journey will finally be over, and you will obtain plenty of material rewards from the Empire of Rome, as well as more spiritual rewards from Buddha himself.

Aside from the normal rewards that the group would obtain from their previous journey, you will be given a reward as well. You'll learn that your journey served as the 81 Trials that all beings must face to achieve enlightenment (assuming you hadn't trivialized it). If you haven't grown much as a person, you'll 'merely' gain great power and merit, marking you as a great and virtuous person to those who can tell such things. But if you have truly achieved a measure of wisdom and personal growth, you might get the same reward as Sun Wukong; Buddhahood. As a peer to Buddha himself, you would be one with the universe, and possess unparalleled powers over it, as well as great amounts of wisdom and understanding of the Way, able to wield Buddhist powers to a greater extent than even the greatest Bodhisattva. Still, do not forget that only Sanzang and Wukong were rewarded with Buddhahood, of the four that composed the group originally. As you can no doubt imagine, it isn't easy to achieve enlightenment, even when on a journey devised by Buddha himself. Lastly, you will be able to bring your four traveling partners with you as Companions, to spread the word of Buddhism to other worlds. The journey back to China, mercifully, will be a calm one.

Notes

On timekeeping

Time is separated in cycles, each 129,600 years long, with each cycle being separated in 12 phases that last 10,800 years each. The day is also split into 12 phases in imitation of grander timescales, the sun rising in phase 4, reaching noon in phase 7, lowering below the horizon in phase 11, and finally going back to phase 1 when midnight comes.

On Immortality

In this world, immortality is of the ageless variety for the most part, but also makes your body tougher and harder. Stacking several immortality granting methods made Wukong so tough he could tank lightning bolts and sharp weapons with no damage.

Additionally, being immortal apparently does something to your body beyond the powers. A dragon peeing into a river would lead into the fishes drinking that piss and turning into dragons themselves, for example, or peeing in a patch of grass would lead to magic fungi growing that could be harvested for longevity or immortality. Fanwank responsibly.

On flight

Flight tends to form a cloud under you when you fly. It's not essential to the flight and it's more aesthetic than anything else. Should you be a demon, it'll be 'inauspicious' clouds, and if you're a god, a monk, or have the Pure perk, it'll be 'auspicious' clouds. What this means, I don't know, but it might affect how people view you as you fly. The more enlightened/powerful you are, the more auspicious or inauspicious this cloud will be. Fanwank responsibly what this results in for you.

On gods

Gods aren't impressive in this setting. They have some power over their domain, but it's limited to natural phenomena such as rain or fire or mountains or whatever, not to mention that it's tuned towards manipulating the world on a large scale instead of quick combat techniques. More often than not, gods are punching bags to monks and demons. Be responsible when choosing your domain. No bullshit like time or gravity, think of a pre-modern perspective of the world when figuring it out.

Being of higher rank in the celestial bureaucracy gives you subordinates and responsibility, although without making them Companions or getting the Servants item you won't get to bring them with you after the jump. A good example is a local dragon king being in charge of deciding when exactly the day becomes cloudy, when it rains and when it storms, and even exactly how much precipitation a particular storm brings down to the millimeter, and enforce this decision by ordering their subordinates. An example of a low rank position's benefits would be mortal horses being terrified of the Protector of Horses that tends to the stables of Heaven. Fanwank responsibly what kind of benefits and authorities other kinds of positions give you, and keep in mind you should be deciding it from the perspective of a bureaucracy first and foremost.

On celestial position

Both Promoted and Divine Minister give a significant promotion to your position in Heaven. Both combined would make you one of the highest ranked gods in Heaven, perhaps part of the Jade Emperor's court or maybe in charge of one of the four continents. Adding Heavenly Army would make you one of the top generals of the army of Heaven.

On powerlevels, Promoted, and Dharma

72 Earthly Transformations makes you an equal to Sun Wukong. Promoted, as a demon, lets you keep up against the Monkey King well enough he'd need to use trickery or transform into an asura or a titan to fuck you up, essentially the deck is stacked against you but it's close. Promoted, as a god, lets you give Wukong a good fight but you'll ultimately lose without potent treasures or other techniques. Neither Promoted version gives you the strength to be able to actually hurt Wukong after he gets refined for 49 days, this is all just comparing combat ability.

As either type of monk, Dharma doesn't let you fight Wukong in a fair duel, but you have tons of ways to make the fight an unfair one with some preparation.

On Eternal Materials

For the purposes of the Eternal Materials item, if you picked the Immortal race or purchased the Dharma perk, you can safely assume you have some method of working the materials into a finished product. You might need help depending on your choices though.

On death

Death isn't exactly permanent here. People dying and then coming back to life by either beating up the bureaucracy of Hell and leaving by force or simply presenting their case that they should keep living for a while longer to the judges of the dead and the Ten Kings of the Underworld is a common occurrence. As a special consideration, as long as you are outside of the Underworld when the jump ends, death won't be the end of your chain here. Try to not get locked up in Hell. Don't worry about how to leave it if you're storming out, after you go far enough you'll fall unconscious and find yourself back in your body.

If you're given an official position in Hell then you'll count as alive as long as you're still officially occupying that position when the jump ends even if you're in the Underworld.

Le Fanfic Toggle

Spoken, Told, And Retold lets you get to fanfic of JttW, essentially. Stuff like Black Myth Wukong is fine, stuff that is very loosely based on JttW like Dragon Ball Z is not.

Warning

Sun Wukong is one of the more powerful Immortals around, but he's not at the top, and the gap between him and weaker Immortals is not as large as you might think. Special treasures and techniques can and do bridge the gap and let weaker Immortals beat Wukong. Take care.

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