

Library Of Heaven's Path



Welcome to the Master Teacher Continent, a world much like all the other cultivation worlds barring one thing. In this world, there exist occupations, blacksmith, apothecary, soul oracle, appraiser, physician and most importantly, Master Teacher. You arrive on the day when Zhang Xuan the reincarnated soul accepts his first student and unlocks the Library of Heaven's Path and begins his journey to becoming a legend known through the Master Teacher Continent, the Azure and the Firmament.

You will stay here for 10 years.

Gain 1000 CP

Origins

Kong Shi: You are not just a normal cultivator, you are one who has made it their life's mission to enlighten and bring knowledge and learning to others. You are a Master Teacher; an occupation that teaches other cultivators, helps them to find their path and makes the roughest of stones into the smoothest of diamonds.

Reincarnated Soul: As the name states, you are a soul not from this world but born into it all the same. Your history is that of the body you possess, their name, your name, their history, your history etc. Make of this new life what you will.

Student: You are a young cultivator about to start their journey into the cultivation world. What path you walk and what choices you make are your own.

Drop-In: You are an anomaly, you possess no history or anchor to this world, you are a stranger to the Heaven's and the Earth, a new piece to this world's chess match.

Otherworldly Demon: You are not human anymore (can be alt form or change your base form or just acquire the abilities) or maybe you never were. You are an Otherworldly Demon, a species hated and feared by all beings in the Master Teacher Continent.

Location

Can choose for free, where you start.

Tianxuan Kingdom: The home to the Hongtian Academy where currently one Zhang Xuan resides. This kingdom is known to the Ancient Clans as ruins; as a result of the vastly reduced spiritual energy, low level cultivators and backward traditions. You arrive in front of Hongtian Academy. Those who choose to import into Zhang Xuan start here.

Tianwu Kingdom: A Tier 1 kingdom and neighbour to the Tianxuan Kingdom. This country is home to powerful cultivators, occupation guilds and a Master Teacher pavilion. Within this kingdom lies Red Lotus City, even though it is part of the kingdom it is more or less a free zone. The reason being that it is controlled by the thirteen Herb Kings who in turn are controlled by the Poison Hall; if you wish to acquire poisonous materials and the like, this is the place to be.

Xuanyuan Kingdom: A Conferred Kingdom and home to multiple 3-star master teachers. As a Conferred Kingdom, it possesses a gigantic transportation portal to trade with other countries and is a trading hub, with its national power on the constant rise.

Hanwu Kingdom: A Tier 2 Kingdom and part of the Myriad Kingdoms Alliance. There is not much of note here, but is an excellent location for a weaker individual to start their journey

Honghai City: A large city within the territory of the Myriad Kingdom Alliance, with its scale being on par with the capital, Myriad Kingdom City. It is a trading hub where merchants from all over the Myriad Kingdom Alliance, Goods tend to fetch a higher price here, so the merchants from the various Conferred Kingdoms export their goods here to earn a greater profit margin. As a result, only Spirit Stones are used here but on the bright side, you can get anything within reason here.

Huanyu Empire: A Tier-2 Empire, and under it are the four Vassal States: Hongfeng Empire, Fengyuan Empire, Qianfeng Empire, and Zhuyue Empire; conferred to the four brothers who fought alongside the Founding Emperor The Four Great Vassal States have many smaller empires under them and govern the Myriad Kingdom Alliance, Fleeting Cloud Sect, and so on.

Subterranean Gallery: The passageway connecting the Master Teacher Continent to the otherworldly battlefield. Currently, there are quite a few Otherworldly Demons living here waiting for the time to once again invade the continent.

General Perks

Cultivation (Free): In the world of the Library of Heaven's Path, there exist seven major realms of cultivation; Fighter, Transcendent Mortal, Saint, Great Saint, Ancient Saint, Immortal & God. The Fighter, Transcendent Mortal & Saint realm consist of nine layers. For example, the Fighter realm is made of Juxi, Dantian, Zhenqi, Pigu, Dingli Pixue, Tongxuan, Zongshi & Zhizun and upon reaching Zhizun, the cultivator can attempt to advance to the Transcendent Mortal realm. Great Sage, Ancient Sage, Immortal & God consist of four layers.

You start in the Zhenqi realm with Heaven's Path Zhenqi (the energy cultivators use; yes it is the same name as the realm. The grade of Zhenqi a cultivator possesses is dependent on their cultivation techniques and if low level techniques are used than regardless of what grade they possess earlier; their energy can lower in grade so if I were you, I would stay away from low-level cultivation techniques if you want to keep your Zhenqi at Heaven's Path grade). All Jumpers start with a Soul Depth of 3. Further Details are present in notes.

Flipping (100 CP): If you are going to take Heaven's Imperfections and let us be honest all of you Jumpers are going to take it; then this is for you, the great flipping method. Allowing you to read books just by flipping through them to the level where you could read five thousand books within two hours with no problem. Enjoy. Also comes with a perfect tamper proof memory letting you remember everything with no problem.

Connate Sainthood (200 CP For Otherworldly Demons/300 CP For Everyone Else/Discounted To Heaven's Imperfections & Heaven's Order): Connate Sainthood is not an ability or title, it refers to a person born intrinsically with Saint realm cultivation; for example, Zhang Xuan before his bloodline was stripped from him was born a Saint and did not require any time to reach that stage. Upon his birth into the world, he already achieved what most cultivators would never reach. And you, are now also like him a born Saint-realm cultivator and for free, you gain a Second-Grade pinnacle Origin Core. Enjoy!

(There are three kinds of Origin Cores. If a cultivator cultivates normally, they will gain a primary Third-Grade Origin Core. Second-Grade Origin Cores require an immense amount of resources and the guidance of a skilled teacher at least tenfold

what a Third-Grade core requires and is highly demanding on a person's psyche and First-Grade are known to exist only in legends). You also have Heaven Path's Zhenqi. **If this perk is taken with Celestial Master Teacher (either tier) and Saint Ascension Decipher, you will for free become a Celestial Saint** instead of a normal one and you will gain a perfect Origin Core; a grade above a First-Grade pinnacle Origin Core. Can be double discounted.

Earth Transversing (200 CP): An ability unique to a specific bloodline which as you can imagine is confusing on how you got this; you know, being Jumpers and all. Anyways, the ability grants one's body the ability to travel freely underground like a Primordial Spirit, never hindered by anything in one's path. A useful power when it comes to scouting.

Innate Soul Depth (400 CP/Discounted To Reincarnated Soul & Kong Shi): A Master Teacher cultivates both Zhenqi & their mind. It is high cultivation in the mind that allows Masters Teachers to guide their students and find flaws in theirs and others' cultivation. It is the Soul Depth that determines the talent of a Master Teacher. The higher the value, the more one is able to peer into the essence of things, the higher the heights one could reach, an increase in Soul Depth also causes thought processes to become swifter and clearer and causes comprehension of battle techniques and cultivation grows clearer. Furthermore, those with a high Soul Depth can perform Impartation of Heaven's Will; so long as the content of their words are logical and without flaws, they can infuse their Soul Depth into their words to beguile others to do things they might never have done so long as their SD is higher than those they wish to beguile. Additionally, SD is required for a cultivator to advance as a Master Teacher; with a SD of three being required to become a One-Star Master Teacher with an increase of three being required for further ranks. For example a SD of six for Two-Star, nine for Three-Star etc with a max rank of Nine-Star Master Teacher with a SD of twenty seven. **For 400 CP, you, much like Kong Shi, possess an Innate SD of twenty seven** meaning that unlike the vast majority of cultivators; you were born with a high Soul Depth and did not require cultivation or training to enhance it. (This adds to the soul depth you had before). **Further increases in Soul Depth can be purchased for 50 CP** with their begin no limit. With every purchase, increasing depth by 3. P.S, a Soul Depth of thirty is one of the requirements to become an Ancient Sage and there is no limit to what Soul Depth you can purchase.

Connate Great Sage (400 CP/Requires Connate Sainthood/Discounted To Heaven's Imperfections & Heaven's Order): There are different classifications for a breakthrough to that of Great Sage. An ordinary breakthrough to Great Sage rank 1 requires a cultivator to temper their Spiritual Perception into a more refined and powerful form. This breakthrough isn't too difficult, but it is an inferior method otherwise known as the low-tier breakthrough method. There has only been one person on the Master Teacher Continent who has managed to design a superior method to achieving a breakthrough to Great Sage; Kong shi. When he was at Saint 9-dan pinnacle, he drew the heavenly flames into his body to temper his Spiritual Perception; through its searing heat, he made it far more resilient and stronger than before. Due to that, he became far stronger than an ordinary cultivator after making a breakthrough and the capacity of his zhenqi and the strength that he wielded were unmatched by any normal Great Sage. By taking this perk by itself, you will be an ordinary Great Sage, **by taking the Four Seasons with this perk, you will become a Superior Great Sage like Kong Shi.** Can be double discounted.

Kong Shi

State Of Mind (100 CP): The Will of Mind is something all cultivators must temper continuously. The **Heart of Tranquil Water** is the level that all One-Star Master Teachers possess. In this level one is able to control their mind allowing them to focus their entire attention on a single task without any influence from external factors as well as being able to discern truth from falsehood.

The realm above that is '**Vanquishing Facade, Lucid Mind**', when this is reached, one would be able to peer through chaos to see the crux of the matter, at the same time, with a clearer mind, one's analytical power would grow substantially stronger. At this state, one could easily deduce the motive behind facades. For example, if one were to set a question, this state would allow one to deduce the motive of the one setting the question and the content which the question was trying to assess a person on. By seeing through all the facade, one is able to provide the most accurate answer.

The **states after are Unperturbed Spirit, Impervious Will, Impregnable Heart, Uninhibited Psyche and Incorruptible Soul**; although what exactly these realms bestow are unknown but judging by the first two, I would wager that it increases the analytical ability of the cultivator allowing them to see and analyse more. You start at the level of Heart of Tranquil Water and for **50 CP, you can unlock higher realms. 50 per realm.**

Celestial Master Teacher (200/500 CP): Ordinary Master Teachers are those acknowledged by the masses; a Celestial Master Teacher is one acknowledged as a teacher by the Heavens. Despite the long history of the Master Teacher Continent, only Kong Shi has ever succeeded in being acknowledged and is currently the only Celestial Master Teacher to have existed. And you are now the second. Firstly, you, much like Zhang Xuan, have received five acknowledgments of a Celestial Master Teacher **elevating your Soul Depth by 12**. Secondly, as a Celestial Master Teacher you now possess an Eye Of Insight; an incredibly powerful ability normally limited to Six-Star Master Teachers; an Eye Of Insight allows one to peer into the essence of all things, with a single look, they could see the forging process of an item, with just a gaze, they could see through the problems and ailments of a person. As you and your Soul Depth grow stronger and your knowledge broadens, your Eye will continue to grow more and more formidable and with your fourth acknowledgement as a Celestial Master Teacher; you gained the ability to conceal the Eye Of Insight completely. Thirdly, as a Celestial Master Teacher you possess the recognition of the

heavens and now possess the aura that carries with it the might of the world, forcing all beings to submit to you.

Lastly, as you are a Celestial Master Teacher, normally, you would be shackled by the heavens preventing you from growing stronger than it and stopping you from comprehending any ruled that surpass the heavens however, this does not affect you, you gain the benefits without the negatives.

For **500 CP**, instead of a Celestial Master Teacher you are now the second World Teacher on top of the benefits of a Celestial Master Teacher (which you keep besides the aura part) you gain the ability; Word Of Law. The ability comprehended by Kong Shi during his ascension to the World's Teacher with which one can turn their words into laws of the world, compelling the elements of the world to obey one's commands. Before the Word of Law, all temporal and spatial laws mean nothing at all; for example, you could utter the word stop to a person and their movements would come to a complete halt. The act of stopping would become a new law of the world, forcing one to abide by it. Finally, for free you gain an additional benefit; upon reaching Ancient Sage, your cultivation will ascend to Ancient Sage 3-Dan Blood Reincarnation realm and when you wish you can release an aura far greater than the one possessed by Celestial Master Teachers and by releasing it; people will know exactly what you are. And before you ask, this does not stop Zhang Xuan becoming a Worlds Teacher he will just be the third.

Lastly, There are five different realms/levels of the Eye Of Insight, you start out at the first realm; **Discerning Facade** which allows you to see through all disguises, letting one see an object right at its core. **For 50 CP, you can elevate what level you start the Jump in.**

- The **second realm** is **Infinitesimal Keenness**. In this realm, one is able to see through the weight, size, material, and the various other details of an object with absolute precision.
- The **third realm** is **Origin Tracing**, and it allows one to peer into the origin of a matter and determine its crux. Upon reaching this realm, one is able to peer into the very fundamentals of artefacts and battle techniques and even uncover disappeared traces. For example, no matter how well a person covered his tracks up well, they are bound to leave some traces of his presence behind. Thus, those whose Eye of Insight have reached this realm will be able to see these traces and track that person down. And those of the same cultivation realm will be unable to hide any secrets; with just a glance, you will be able to tell if an individual is lying or holding back some critical

information. More importantly, one is able to accurately assess the potential of a cultivation technique as well and can start practising optic arts.

- The **fourth realm** is called **Demon Vanquisher**. Once mastered, one will be able to tear apart even the space of where they lay their eyes upon.
- The **fifth realm** is **Phantasmagoric Construct**. An illusory world created through the eye, this technique allows one to plunge even experts surpassing Saint 9-dan into a living hell, a nightmare that they will never awake from. In the past, an Ancient Sage used this to eradicate over a million Otherworldly Demons with just a single glance! Under normal circumstances, it's impossible for a being to comprehend this realm without being in the Ninth Netherworld Dimension but obviously, you can purchase it here. (Regardless of the canon level, this eye will increase in power as your SD and knowledge increases).

Faithless Student (200 CP): The bond between Teacher and student is a precious relationship. The teacher guides and nurtures the student while the student looks up to and remains loyal to the teacher. However, it is never that simple with many students betraying and backstabbing their teachers later on or as soon as their teachers have taught them all they know; killing them and moving on. Not for you though, the problem of students betraying you is moot because any person you teach will always feel an unbreakable bond towards you to the point where if they were to hear that you were in danger they would mobilise whatever forces and powers they possess to come to your aid without a moment's hesitation.

Heart Of A Teacher (300 CP): Much like the Eye of Insight, this is a unique ability that only Master Teachers have comprehended. A person with a Heart of a Teacher is no longer confined by the boundaries of race; their importation of Heaven's Will would be effective on savage and spirit beasts, Otherworldly Demons, Plants etc so long as something is said to have consciousness one can turn them into students; teaching them and helping them advance their cultivation as they would do a normal human.

Dictum Of Absolute Truth (400 CP): Legend has it that while Kong Shi was travelling around the world, he stumbled upon an old tree that had withered to death. Out of compassion, he held a lecture beneath the old tree, and not long later, the old tree was born anew. Strength and vitality returned to its trunk, fresh green leaves began sprouting on the branches, and fruits grew from blossoming flowers. His lecture had ushered in a new spring. He had taken a tree that was already dead and brought it back to life. His knowledge and speech capabilities were able to literally

change the laws of nature and caused the tree to be born again. Ever since then, this ability was never seen again with Kong Shi being the sole wielder. But like all good things, that has come to an end and another has been granted this gift; you. Like Kong Shi, your impartation and lectures can bring dead and injured vegetation back to life and restore them to what they once were. For free as you are paying CP, if your ability and skill were to reach a high enough level, you could even bring animals and all other manner of sentient beings back to life as Kong Shi did with the tree.

Simple Words Of Profound Wisdom (400 CP): In essence, simple words of profound wisdom is using the simplest words to depict the most profound logic; the blue sky, the four seasons and so on there are many phenomenon that are natural but when you try to put it into words, you are unable to verbalise them in a manner that is understandable.

The crux of SWOPW is not to tear down a concept into bite-sized pieces so that even a child could comprehend it. Rather, it serves to deliver a profound concept in an easier to understand way while still evoking deep thoughts within the listener, allowing them to form their own perspective and viewpoints. For example, within the temple of Confucius at specific times a phantasm of Kong Shi activates and conducts the same lecture over and over to apricot trees. Even though the trees have listened to the lecture many times over, they are still able to gain new insights from it each time around while at the same time preventing the lessons becoming too detailed; and ensuring the content is not filled with the speakers interpretation of the topic; this stops the listeners from adopting the speakers line of thought and emulating their cultivation style. Letting them formulate their own interpretation of a topic through the knowledge the speaker has imparted.

That is what you can now do, break down complicated and profound concepts and information and projecting them in a way that allows listeners to form their own interpretations without your opinions and cultivation styles affecting them.

Nine Star (600 CP): For a Master Teacher to reach Nine-Star; barring a required Soul Depth & cultivation level a Master Teacher must reach Nine-Star rank in nine different occupations. As you can imagine, this takes a long period of time and immense work to achieve with there being very few Nine-Star Master Teachers in the history of this continent. And you are now spitting in their faces because unlike all of them; you have acquired information of nine different occupations to the level where you can reach Nine-Star in all of them with no effort whatsoever far exceeding the typical geniuses of this world; equalling the original founders of the

paths in skill and potential. Choose Nine Occupations and you will be Nine-Star for all of them with more than enough room to grow. **More occupations can be chosen for 100 CP per occupation at the exact same level and potential as above.** To reiterate, you will not have an increase in cultivation and for Soul Oracles you will not have Soul cultivation when you enter you will have to cultivate your soul yourself this gives you information and skills so for example, for Alchemy you will gain all the info a Nine-Star Apothecary will know and their pill making abilities as well.

Heaven's Order (600 CP): The first fragment of the heavens that fell during the attack on the Firmament and was acquired by Kong Shi. With this fragment, Kong Shi gained the ability to define and dictate the very laws of the world and control the building blocks of reality, forcing all existence to conform to his will. Through changing the order of the world, Kong Shi is able to maintain absolute dominion around him and cause objects and people around him to bend to his will. However powerful as the ability seems, altering the long-established laws of the world shakes the stability of the world, causing the order of the world to waver. If taken with Heaven's Imperfection the two fragments will fuse together so instead of having two fragments, you will possess one containing both Heaven's Order & Heavens Imperfection; the exact appearance of the fragment will be your choice. Also, the Heaven's Order will not limit what cultivation realm you can reach nor will it limit you or force you to fight other beings who wield Heaven's fragments. Basically, you have the good without the bad and before you ask, this is not the original fragment.

Reincarnated Soul

Mouth Arts (100 CP): There is the art of cultivation, there is the art of the spear and the art of the sword, there is the art of formations and there is the art of the mouth. The ability to insult people to the level where you could quite literally cause them to vomit blood with a single word and shame entire crowds with a single phrase. This also gives you an immunity to the insults of others allowing you to be heckled 24/7 with no issue.

Perfect Consonance Of Body & Soul (200 CP): At Transcendent Mortal 5-dan, a cultivator would be able to harmonise their body and soul as one. This consonance would refine their control over their strength and body, allowing for more precise movements. Rumour had it that if this consonance were to reach the level of perfection, one would be able to look inwardly into one's physical body and repair the damaged regions, their body would be able to become as flawless as a piece of white jade and their soul no matter how large it becomes would fit in their body with no problem. However, this realm is incredibly rare with not even Transcendent Mortal 9-Dan being able to achieve this special state; so enjoy.

Golden Tracker (200 CP): Every pupil Zhang Xuan took on were legends; the combat master Hall for example found a talented genius worthy of becoming its next hall master who was Zhang Xuan's student. The Poison Hall found a person who possessed the Innate Poison Body who was also Zhang Xuan's student. The Spirit Awakener Guild discovered a genius who managed to clear the Spirit Awakener Tower and become their next head and she was Zhang Xuan's student. The Glacier Plain Court stumbled upon a prodigy blessed with the Pure Yin Body; Zhang Xuan's student. The Yuan Clan had located an offspring who possessed an exceptionally pure Emperor's Bloodline which you can guess was Zhang Xuan's student; and the Zhang Clan finally birthed an offspring with a bloodline of absolute purity and wait for it he was Zhang Xian's student. He somehow was able to locate pupil after pupil which either possesses amazing talent toward an occupation, a natural aptitude of combat or an innate constitution and bloodline. Luck which you now seem to possess; allowing you to now and in the future come across young geniuses and diamonds in the rough without needing to actively look for them almost as if an all-powerful being is actively guiding you toward them.

Is It Really Him (300 CP): Throughout his adventures, Zhang Xuan found himself taking various different personas and personalities in order to achieve his goals. While in these personas, he became akin to a different individual utilising different mannerisms, phrases, voice patterns in essence, he became another individual entirely. I hope you like this.

Beast Pummelling Method (400 CP): Created by Zhang Xuan to tame and strengthen beasts; this method worked by injection of Heaven's Path Zhenqi into the target, increasing the bloodline purity of the savage beast and elevating their cultivation. You however possess a similar training method with you literally beating strength into them with your very fists. And because you are paying CP, you do not require Zhenqi to work and can be used on anyone, not just savage beasts. However, this does not mean that people will appreciate you beating them up.

Eight Tones Of Heavenly Dragons (400 CP): Otherwise known as the true voice of dragons, with just these eight tones, the Dragon Tribe can easily express countless different terms via a unique combination of tones. Under the long heritage of the dragons, their language has grown to be far richer than even humans with their being countless combinations to the Dragon Language. Finally, the power of the eight tones is such that any being who possesses the bloodline of a dragon (including an actual dragon) is restrained. If not obvious, you now possess absolute fluency in the language of the dragons.

Second Chances (600 CP): Not everyone is lucky enough to have a second shot at life, not everyone upon death is lucky enough to be reborn in the body of another, not everyone is Zhang Xuan. Unless of course you are Jumpers who can purchase another life for 600 CP. You gain another life every jump.

Heaven's Imperfections (600 CP): The second fragment that fell when the Firmament was attacked. This fragment contains Heavens Imperfections, taking the appearance of a gigantic library this fragment allows an individual to view all the imperfections that exist beneath the heavens for examples, imperfections within techniques and martial arts, formations, potion recipes and methods, food and drinks, even Lightning tribulations, so long as something exists beneath the heavens, it's flaws and ways to fix them can be seen by he/she/they who wields the fragment.

The way this works is different depending on who's/what's flaws you are attempting to uncover. For cultivators, their flaws can be uncovered either by the

cultivator/person performing an attack sequence even something as simple as a punch or knocking the person out (you don't have to knock them out yourself they just have to be unconscious) and touching them for example; on the arm. When that occurs, a book appears in the library detailing their history, abilities and flaws. For things such as formations and pill forging, a single look is all that is required for a book to be created. For artefacts and non-living objects/entities only a look is needed. The books will also contain ways on resolving smaller flaws.

When it comes to books, simply by looking at them and willing it (that is the upgraded version which you get), copies of those books appear in the library where they are free to browse and even compile those books together creating new cultivation techniques and arts with fewer if any flaws present in them. Also, so long as you pick up a book in the library with the intention to read it, the content will be automatically imprinted onto your mind. For things such as food, just by eating it, you will be able to see it's flaws but with the upgraded version, you just need a look.

The library also contains within it a chamber that just so happens to resemble the shape of a massive book. Within the chamber, the flow of time is altered compared to the outside so 1 second in the chamber is 10 seconds outside.

However, as powerful as this is; it does possess several limitations. One is that it only grants you knowledge of what you are in direct contact/line of sight with, unless it forms a larger system. Secondly, when it comes to things such as formations, the fragment is only able to discern the inner formations unless you have an overview of the entire larger formations. Thirdly and this is a limitation that does not apply to you, is that normally the limitation of the fragment to see flaws would be an Ancient Sage; but, you have no limitation; meaning regardless of what cultivation a being is at, you will be able to see their flaws perfectly. Lastly, the fragment is limited by the world that it is in so for example, if you were to create a technique with no flaws in the Master Teacher Continent in another dimension such as the Azure; flaws may appear in the technique, this is because the Azure (in this case) is a higher dimension and it harnesses a bigger trove of information for cultivators to work with in order to perfect their arts; it is because what the fragment holder has learned is being applied to a greater world. For example, using scientific knowledge there is no doubt that newer and more complete theories are eventually formulated but it does not render learning the theories in the past meaningless.

Finally, the fragments of Heaven's Imperfections has the power to create golden pages from earnest gratitude from the fragment holder's students. The page has multiple different functions,

First, is that it can be used to enhance Soul Depth by 5 (and there is no limit to how high you can enhance your SD unlike in canon).

Secondly, the page can be used to assimilate the content of all of the books in the library instantly (but because you get the upgraded version that Zhang Xuan would later gain, you don't need to use it for that).

Thirdly, the golden page can be used to seal objects and living entities and store them in a book. The page can also temporarily materialise the book to destroy others.

The final use is that the page can purify the bloodlines of others.

One last thing, the golden page harnesses the power of the heavens and by going to different dimensions with different heavens, the fragment can steal a fragment of their power, significantly enhancing the might of the golden page.

If taken with Heaven's Order the two fragments will fuse together so instead of having two fragments, you will possess one containing both Heaven's Order & Heavens Imperfection; the exact appearance of the fragment will be your choice. Also, the Heaven's Imperfections will not limit what cultivation realm you can reach nor will it limit you or force you to fight other beings who wield Heaven's fragments. Basically, you have the good without the bad. Lastly, if you insert as Zhang Xuan and as you are purchasing this with CP, the original fragment of the Heavens that would have merged with Zhang Xuan is returned to the Heavens instead healing it at least partially with those in the know knowing that it was returned by the holder willingly. But this is only for the Heavens Imperfections as the canon Heaven's Order is with Kong Shi.

Student

Tranquillity (100 CP): You know what's coming, you have to know what's coming. You have to know that this perk bestows an extreme beauty that assaults and mesmerises others, you have to know this perk bestows a presence that seems to bring about a soothing aura to your surroundings, as if a calm painting. You have to know this perk bestows the ability to bring tranquillity to others around you. You don't know, do you!

Crimson Heart Realm (200 CP): This special state of mind is similar to the Will of Mind of a Master Teacher; the difference between that and this is that this special state is sided more toward the practicality in combat allowing a cultivator to toss aside miscellaneous thoughts allowing them to focus their efforts on cultivation. In such a state, their cultivation is several times more effective than usual and would only grow faster and faster. Quite a gift wouldn't you say.

Thousand Knives Slicing (200 CP): Ever heard the saying no pain no gain, no? Well Jumpers do tend to have perks to stop themselves feeling pain so wait, you don't have one; that's great it just so happens that I have one that lets you stop feeling pain when you want to, comes with a toggle.

Yes Teacher (300 CP): People say Zhang Xuan was insanely lucky and they are right but, it is not just Zhang Xuan who is lucky his students are as well. I mean, they gained a teacher who was willing to go to hell and back for them, fight entire sects for resources to help in their cultivation, who with just a few lessons was able to erase errors in cultivation and help them advance entire stages with no problem. Yes Zhang Xuan is lucky but his students were the real lucky ones. And now, so are you. In this and future worlds, you seem to stumble across powerful entities who for one reason or other will wish to take you on as a pupil teaching you everything they know and willing to go the extra mile in order to help you grow.

Combat Master (400 CP): Sometimes, beings are born that can transcend cultivation, beings that are hard wired for combat, that have mastered battle techniques to utmost perfection in days and weeks, who in the middle of battle adapt and shore up weaknesses, who learn their enemies arts just with a mere look. And with 400 CP, you are one of them.

Bloodline (400 CP): When a cultivator reaches a certain stage, they require comprehension of a part of the world in order to advance; what they comprehended would then turn into a bloodline once they advanced further along the path of Ancient Sage allowing their descendants to utilise that ability. The three most common forms of 'bloodlines' would be the Time Quintessence of Compression of the Zhang Clan, the Spatial Quintessence of Sealing of the Luo Clan and the Soul Quintessence of the Jiang Clan. With the Luo Clan, they are able to manipulate and comprehend the laws of space. With the Zhang Clan, they could accelerate their own time, allowing them to move at speeds faster than anyone else. With the Jiang Clan, their Soul Quintessence the exact ability is unknown. There are also other Time Quintessence but are not bloodlines so if you do not want the Zhang Clan bloodline or want other quintessence you can purchase them. These are the Time Quintessence of Deceleration and Time Quintessence of Freezing; the former allows one to decelerate their time allowing them to increase their longevity and the latter allows one to freeze time and is the most difficult to comprehend. You may choose one of these bloodlines to acquire; can be purchased multiple times. Also, unlike the canon clans, you will not be limited by your bloodline; meaning you will be able to advance beyond your ancestors' cultivation stage with no problems or issues or anything. By purchasing the respective bloodline; you can choose to be a member of that clan and your bloodline will be of the utmost purity equal to the first of your bloodline.

Heavenly Bodies (600 CP): There are quite a few remarkable constitutions in this world that grant those blessed a number of incredible abilities and immense advantages in the path of cultivation. From the Pure Yin body that enhances beauty and affords the ability to create frost over ten thousand li with just a wave of one's hand. To the Emperor Bloodline whose bearers possess impenetrable bodies and ferocious strength. To the Innate Poison Body which grants one incredible sensitivity to poison, extraordinary resistance towards it and even the ability to absorb the energy contained within poison to raise their cultivation and temper their physical body (however poisons that affect the soul can kill a bearer and every time a bearer utilises their poison aura, it will grow a little and accumulate; leading to a dangerous amount of aura accumulating in their bodies causing loss for power and backlash). To the Poison Soul Constitution which grants one's soul perfect immunity to all poisons as well as having their soul possess lethal poison. To the Purebloods Dragon Body which gives one a body incomparably close to a pure blood Dragon and the ability to have their cultivation and bottlenecks to be non-existent. To the Discarnate Constitution of Divination which allows one to divine the future and reveal the

secrets of the heavens without having to face the punishment of the heavens. And finally, to the Combat Soul Constitution though one developed after a life-and-death experience granting a soul equal to a Sage (if this is purchased, you get a soul equal to a Sage regardless of what it says in canon).

For heavenly bodies that require awakening such as the Pure Yin/Yang bodies, Emperor Bloodline or the Combat Soul Constitution you get them fully awakened but not the cultivation stage that comes with it but for example with the Emperor Bloodline you will get the increase in durability and strength.

Altered Meridians (600 CP): When Zhao Ya's meridians were shattered; Zhang Xuan utilised the Dongxu Gourd to reconstruct their meridians into a new meridian network; one greater than even an Ancient Sage. As a result of that network; Zhao Ya gained the overwhelming aura of an Otherworldly Demon and gained the ability to assimilate energy into her body at a far greater rate than other cultivators allowing her to absorb the blood of an Ancient Sage with ease as well as absorb the mercury energy of Azure. Congratulations, you will be able to advance your cultivation in leaps and bounds far beyond any cultivator. You can choose to have the altered meridian network without it being made of the Dongxu gourd and it being natural.

Drop-In

Memories (100 CP): When Zhang Xuan was reborn, he gained the memories of the original body from life to death; everything. Like him, when you reincarnate or possess another body; you will gain the full memories of that body.

Pill Poison (200 CP): All medicine possesses poison, and the same applies for pills as well. Be it Formation or Perfection level, considerable amounts of impurities remain in the pills. Without pure zhenqi to wash away these impurities, it is very easy for the pill poison to accumulate and block one's acupoints, slowing down the rate of one's cultivation. Except for you, your body almost by magic rids itself of all impurities preventing any negative effects occurring from taking too many pills.

Breaking Bonds (200 CP): Like with all cultivation novels, deals and binding oaths exist and dear lord is it annoying. I mean, think about it, a cultivator beats the living crap out of you and forces you to swear an oath to obey him and because of the laws of this world you will therefore have to obey him for eternity due to the nature of the vow. I mean, it is not as if some incredibly handsome entity is going to offer you a chance to become immune to binding oaths and contracts and/or the power of entities who would punish you for breaking such bargains for just 300 CP.

He Is Fucng Crazy (300 CP):** One way of strengthening yourself through a tribulation is to swallow the lightning produced and if a being can survive it; they can not just strengthen their physical bodies but also absorb the energy of the tribulation and use it to enhance their cultivation. Taking this perk makes it incredibly easy for you to do so; maybe your body is incredibly resistant to electricity or maybe the Heavens of all worlds favour you and wish for you to grow but for whatever reason, whenever you swallow tribulation lightning; the damage that could potentially occur is reduced by 90%. Get tasting.

Back To The Beginning (400 CP): Honestly, my voice is getting a bit tired so I am going to rest for a bit and just tell you that this purchase helps you to heal from injuries, be cured from viruses, bacteria etc and passively unravel curses and spells that would do you harm. For example, if you were to have your meridian network broken, it would begin to repair itself, cursed by a God that curse would begin to unravel. The speed of this perk is dependent on the difference in power between you

and the aggressor the more powerful the aggressor compared to yourself; the more time it would take.

Invisible (400 CP): Because of the Fragment of the Heaven's Imperfections, all who exist in the Heavens are not immune to having their flaws read and their histories unveiled. No one is immune, no God, no Immortal no one. But, for 400 CP, you are now invisible to the Heavens themselves; so no power, no ability, no item or library can see into your past, no book can see into your flaws, now and forever more, you are invisible.

Looking Out For Me (600 CP): The classic luck perk. The perk that helps a cultivator find treasures and come across opportunities with ease that others would sell their souls for. The type of luck that makes cultivation less of a hassle and struggle and more of a journey with a walking distance end zone. Hope you like it.

God-Treasure (600 CP): You are quite lucky aren't you, normally having your body destroyed in the void between realities would be the end of anyone; but luckily for you, your Benefactor is under a contract to ensure your survival during Omniversal travel. Anyways, it seems they took some inspiration from the Nine Heavens Lotus Embryo, a god-tier object that Zhang Xuan used to create a clone, though you are lacking at least two things that his clone had. First of all, you do not possess the immense strength that the clone had nor do you have the increased cultivation talent. But what you do have; is that first you no longer have to breathe, eat or drink, secondly, you are now indestructible; flame and water cannot impair you, swords and sabers cannot wound you and if you were to be reduced to a pile of mud you would easily be able to recover; even the combined might of two saint realm cultivators could not threaten your life. But any injuries incurred would require a long rest to recuperate and that is just as you are now at the 3-Dan true essence realm as you increase in cultivation and strengthen your body, your durability will increase and your regenerative capabilities as well. Thirdly, your body is now extraordinarily flexible allowing you to fit your soul into your body regardless of how large it becomes (fiat backed) and lastly, you possess the innate ability of flight.

Otherworldly Demon

Otherworldly Demon Physique (100 CP): Otherworldly Demons before they became what they were today were former residents of The Firmament named the Spirit Tribe. When it was attacked and the Heavens shattered; the tribe was forced out of the Firmament and the energy of the enemy which damaged the Firmament continued to plague them, slowly devouring their strength until they became what they are today. However, they still retain a portion of their once formidable strength.

Firstly, an Otherworldly Demon upon birth is born at the Transcendent Mortal realm with a lifespan far exceeding the 1000 years of human saints with the majority of demons living tens of thousands of years. This is mainly because Otherworldly Demons possess a more 'evolved' meridian network than humans.

Secondly, unlike humans, Otherworldly Demons utilise their own version of Zhenqi called the Zhenqi of Slaughter; an exceedingly violent energy. The greater the purity of the energy, the higher the ranking of the Otherworldly Demons; with the Emperor Stratum having the purest bloodline, followed by the King Stratum, the Marquess Stratum, Noble Stratum and the Mortal Stratum. Each stratum is further divided into several classes, and the strongest one within the Emperor Stratum is the Grand Emperor Class. You begin with Marquess Stratum level Zhenqi purity.

Purity (200 CP): With this purchase, your Zhenqi of Slaughter is now the most pure Zhenqi possible equal to the royalty of the Otherworldly Demons allowing for you to command other demons with just your bloodline.

Slaughter (200 CP): The classic killing intent perk, that makes others freeze up in terror, others flee for their lives, makes the very air seem heavier, that kind of perk.

Racism (300 CP): It is incredibly rude when others judge on things outside of your control such as your gender, the colour of your skin or even your species. I mean, okay you are an Otherworldly Demon but that does not mean that you are evil, want to eat cultivators and are a savage I mean they don't know you. But thankfully you have this perk preventing anyone from judging you based on your species, age, gender etc and making them judge you based on your actions alone.

Honour (400 CP): To put this simply, this perk allows you to challenge others no matter their species, rank, power level etc to honour duels with them being forced to abide by whatever rules were put in place before the confrontation. So for example, if you challenged them and the winner would get a treasure then if you won, they would allow you to have it without an argument.

Human (400 CP): There are some among the Otherworldly Demons who are capable of hiding their true natures and changing their forms allowing them to walk among mankind without an issue. This perk allows you to use a similar ability regardless of cultivation letting you shapeshift into a human form so for example, if you had a form that turned you into a Kaiju, this would allow you to gain a human form based off of that.

Slaughter (600 CP): You represent that very thing, On battlefields you are capable of massacring entire armies; so long as you are capable of slaughtering every single person one on one, you are capable of slaughtering them all.

Vicious (600 CP): The strongest Otherworldly Demon to ever live is Vicious, the degree of strength he reached was such that even when he was divided into multiple different pieces, he still lived and those pieces were sealed away to stop them coming together and resurrecting him. And you possess vitality equal to Vicious meaning that even if you were to be separated into countless fragments, each fragment will develop a consciousness and try to reunite you into a whole being once more. As an add-on benefit, all of your pieces will share a hive mind and be under your full control.

Occupations

25 for every two stars and 100 to gain the ninth star.

Appraiser: As the name states, Appraisers are capable of identifying treasures with 1-Star appraisers only being capable of identifying some of the more common and simpler treasures. The main responsibility of an appraiser was to determine the identity of an artefact and its background; an appraiser is capable of identifying weapons, Paintings, antiques, medicinal herbs, and even cultivation techniques and battle techniques, they are well-rounded.

Apothecary: This is basically the Alchemist Job just another name for it. The different categories of pills in this world are formation, satiation, perfection and inscribed pills; this isn't the same as the different grades of pills so for example a 1-Star Apothecary can only forge a Grade-1 pill but there is nothing stopping them from forging a Grade-1 Inscribed pill comes with Heaven's Path Apothecary at nine star level.

Beast Tamer: As the name implies, a Beast Tamer is one that games beasts nothing more, nothing less. The stronger the beast tamed and the greater the knowledge of the tamer such as the characteristics of a beast, their food, habitats etc, the higher the rank of the tamer.

Blacksmith: The art of using flames, ores and metals to create tools and artefacts. Blacksmiths can also tell the flaws and strengths of artefacts. All equipment can be divided into five levels, God, Saint, Spirit, Phantom, and Mortal. Each of these levels can be split further down to four tiers, low-tier, intermediate-tier, high-tier, and pinnacle. Comes with the Heaven's Path Smithing Art at nine star level.

Celestial Designer: Also known as master mechanic, this is an occupation of the Lower Nine Paths. They are skilled in designing mechanical systems and specialise in designing the world's most exquisite weapons and traps. The artefacts designed by celestial designers are incredibly complex and exquisite and are capable of incorporating mechanical systems into artefacts, thus crafting tools capable of slaughtering experts easily. Furthermore, these artefacts don't need to be powered by spirit stones. Comes with a Heaven's Path art tailored to this at nine star level.

Demonic Tunist: An occupation that specialise in soul attacks with a high enough Demonic Tunist being able to create an army army or a destructive tempest with just a slight flick of their zither, they can create tunes that can target souls directly. A Tunist can also create resonance which is using resonant frequencies to target certain materials. Comes with the Heaven's Path Demonic Tunist art at nine star level.

Disguiser: An incredibly formidable job not really seen today; this allows one to impersonate anyone they come across perfectly. Comes with mastery of Heaven's Path Disguise art at nine star level.

Formation Master: A formation master is one as the title says, creates formations, formations can do anything, from absorbing spiritual energy, to imprisoning others, to taming beasts, to creating hostile environments. All formations have their strengths and flaws, the most common one being that if the flow of energy in a formation is disrupted, the formation is deactivated. The first step one should do before setting up a formation is to study the surroundings and measure the positioning of the formation. Through this, a person can able to tap into the natural flow to generate energy for the formation. Only then would one set up the formation accordingly to gather that energy. Secondly, they have to take out a compass to measure the magnetic field and the concentration of spiritual energy in the air. Next, one has to measure the size of the formation and deduce the various problems that could occur when the formation fuses in with the surroundings. Finally, one has to calculate the specific locations which the formation core and flags had to be placed at before proceeding on to set up the formation and then place down the formation. The degree to which a formation can synchronise with the environment is unimagatively dubbed synchronisation, the degree of which lies in how much they complement the environment and how much they can borrow from the surroundings. Formations that reach a synchronisation rate of twenty percent with the environment are termed as Initiate. A formation of this level can be successfully activated to do whatever it is intended to do. Only when one can prepare a formation of this level can one be considered an official formation master. At a synchronisation rate of forty percent, the formation will be able to borrow a portion of the energy from the surroundings to augment the might of the formation. At this level, one is normally a 4-star formation master and even then limited to normally setting up a grade-2 formation. At a synchronisation rate of sixty percent, the environment and formation can be considered to be complementing one another already. This is what is called a high-tier formation. Occasionally, when setting up a grade-1 formation, a

4-star master can reach this level. At a synchronisation rate of eighty percent, it wouldn't be wrong to say that the environment is what is driving the formation. A formation of this level is able to tap into the natural energy contained in the surroundings to create hurricanes, storms, trap beings, and leave them in distress. At 100%, a formation perfectly harmonises with one's environment such that when it's in a dormant state, it will not cause any disturbances to the surroundings, and is termed 'Absence of Ripples'. But, the moment it is triggered, the environment will be completely changed. The formation will become the environment, and the environment is the formation. Formations can also be carved into a formation plates allowing from them to be 'carried' of course, the higher the grade of a formation, the greater the requirement on the quality of the formation plate. If the formation plate is too weak, it will crumble even before the formation is triggered. The way this works is that formations are compressed into a plate. Lastly, 8-star Formation Masters are capable of creating a teleportation formation. Comes with complete mastery of Heaven's Path Formation Art at nine star level.

Landscaper: A landscaper is a profession that is able to assess the geographical terrain, geomancy, and other environmental factors to design structures, be it residences, sects, formations, or mechanisms, and fuse them perfectly together, to the level where they complement one another to exert the maximum power possible. However, it is an extremely rare occupation, and it doesn't have a complete heritage. Comes with a complete Heaven's Path tailored to this at nine star level.

Painter: As the name implies, a painter is one who paints. There are many levels to painting in order they are Reality Depiction, Spiritual Canvas, Infused Intentions, and Breathtaking Verisimilitude. Reality Depiction means basically the recording of what the painter sees in reality perfectly; this is the lowest level of a painting. Spiritual Canvas is the level where the scenery and objects the painter draws comes alive through the infusion of spiritual energy. The entire painting will look as if it is a living scenery. For example, if a fish is drawn, the viewers would feel as though the fish is alive, and that it would leap out from the canvas at any moment. The third level, Infused Intentions, is to the level in which the painter is able to infuse their intentions into a painting! For example, the viewer would feel as though the paintings are unfolding before them, as though they have been pulled into its world. The fifth level is Spirit Creation! A painting that has achieved such a level possesses the breath, spirit, and soul of a master painter. As though it's being granted a soul, the painting obtains the ability to absorb spiritual energy. When a painting reaches the fifth level, as long as the creator touches it, the painting will automatically form a

spirit. Above Spirit Creation, there was still a sixth realm, the Spiritual Wisdom. It is said that all of the animals in a painting of this level would possess their own intelligence, and were able to absorb spiritual energy to maintain their form outside the painting for a short period of time, creating a mystical sight. The seventh level is Enlightened Spirit. At this level, all of the living objects within the painting will come to life, and they will possess their own intelligence and they can acknowledge their own master. In fact, those in the painting can even leave the painting and they wouldn't disappear even after a day or two. The eighth level is Suspended Imagery? Upon reaching this realm, a painter is capable of producing their work in mid-air, painting their picture and words without anything to serve as a medium. The ninth level is Evocative Vividness and is the ability of an 8-star painter. Those who have achieved this realm are able to produce paintings that are incredibly lifelike, making it extremely difficult to discern it from reality. A painting that has achieved such a level is capable of absorbing spiritual energy in order to sustain the spirit within and they can even cultivate. With sufficient time, they may even be able to exit the painting and exist as an independent lifeform! The tenth level is World Composition! A level where even humans can enter and live within the painting, Luo Xuanqing said. Comes with a complete Heaven's Path tailored to this at nine star level.

Physician: Basically Doctors, the higher the level of a doctor the greater their medical knowledge, the quicker they can diagnose and treat the myriad conditions and obviously the more conditions they can treat.

Poison Master: As the name states a Poison Master is one that possesses absolute knowledge of all things poisonous able to use them to either kill, maim or cure.

Seer: An incredibly dangerous profession, a Seer is one who divines the future but that very act is equivalent to revealing the secrets of the heavens, and very naturally, seers have to suffer the retribution of the heavens for their actions. If a Seer was to just divine small affairs, they may be able to avoid the notice of the heavens. However, if they attempt to divine something that would affect the trajectory of the world... they will find the very rage of the heavens directed against them. As such, Seers must use unique means in order to conceal our presence from the will of the heavens, thus leaving the retribution of the heavens nowhere to strike. Of course, if one were to have the Discarnate Constitution Of Divination then all of that can be avoided. Comes with a complete Heaven's Path tailored to this at nine star level.

Spirit Awakener: As the name suggests, spirit awakeners have the ability to enchant spirits! For example, there are some cultivators who might find it hard to advance to the Consonant Spirit realm because they reinforced their cultivation too much. In such circumstances, if a spirit awakener assists in guiding the soul along, the cultivator will be able to achieve a breakthrough smoothly. Another example are weapons, when weapons lose their spirit, spirit awakeners can enchant a new spirit into it, thus breathing life into the weapon once more. Spirit awakeners are also able to guide souls into a unique state of mind that makes it easier for them to be refined and tempered. In essence, it is an occupation that is centred around support! Now, while other occupations range from 1-star to 9-star, spirit awakeners have to take the 4-star examination right after their apprentice stage, spirit awakeners are divided by low-tier, middle-tier, and high-tier. Low-tier spirit awakeners range from 4-star to 5-star, middle-tier spirit awakeners range from 6-star to 7-star, and high-tier spirit awakeners range from 8-star to 9-star. Since the occupation dealt with spirits and souls, the minimum requirement to become a spirit awakener would be to possess a cultivation of Transcendent Mortal 5-dan Consonant Spirit realm. At such a level of cultivation, one could already be deemed to be at 4-star pinnacle or half 5-star in other occupations. There is however a tenth level which is the highest level achievable. This is the level of aptitude of the founder of the Spirit Awakener Guild, known to the world as the Fairy of Spirit Enchantment, possessed an aptitude above ten in spirit enchantment. Comes with a complete Heaven's Path tailored to this at nine star level.

Soul Oracle: A unique occupation that has existed in ancient times. A Soul Oracle is a master of all things souls and unlike other cultivators; Soul Oracles cultivate their souls. Comes with the Heaven's Path Soul Art to the God Monarch level.

Tea Master: An occupation to do with brewing/producing tea. Brewing tea can help one relax his state of mind, helping him to achieve tranquillity with formidable tea masters being able to brew tea that is capable of calming another person's state of mind, allowing them to achieve calmness upon consumption. The Way of Tea is similar to pill forging in some ways. The same tea leaves, if brewed using a different technique, can have differing fragrances, textures, and colours and a good brewing technique can unleash the full fragrance contained within the tea leaves, nourishing the spirit of those drinking it. There are four known levels to the Way of Tea (there are nine with the ninth being known as Congregation of the Hundred Birds). The first level, Redolent Hue, refers to the level where the tea one produces has reached a certain level of mastery in terms of aroma and colour, making it pleasing to the eye

and the nose. In order to reach it, you need to have a clear understanding of the amount of water and tea leaves you must use, as well as the state of the art tea set. The second level is called Essence Restoration. At this level, a master infuses the art of tea brewing into their bones, granting them the ability to pull the most basic fragrance of the tea leaves out, allowing others to taste the most authentic tea. The third level, Infused Intentions is similar to that of the level of the same name in painting. The tea maker understands the very essence of the Way of Tea, reaching the level where they are able to infuse their own artistic conception into the tea they brew. Those drinking it can experience the emotions of the tea maker through the tea he produces. The fourth level is Diffusing Fragrance. At this level, one can allow the fragrance of the tea to travel vast distances, such that people within several thousand li can smell it. At the same time, they can also confine the fragrance of the tea to the cup, making it linger within the cup. Those drinking such a tea can feel as though they were drinking a heavenly elixir. Upon reaching this level, not only will one be able to experience the full fragrance of the tea, the tea will also be warm no matter when one drinks it. It won't turn cold with the passing of time, which would affect its taste. It is also said that a grandmaster tea brewer can see through the flaws and problems within a tea just by looking, smelling, and tasting it. From there, they could offer the other party instruction, allowing the person to refine their skills.

Terpsichore: Basically dancers, through aligning their dance with nature, they can enthrall their target/s with their elegant movements, drawing in spellbound birds and bewitching even experts. Terpsichorean arts, much like the soul techniques of soul oracles and the Impartation of Heaven's Will, are offensive techniques for dealing with souls. But what makes them different is that terpsichores utilise their dance as a medium to amplify the effectiveness of their offence. Comes with a complete Heaven's Path tailored to this at nine star level. Comes with a complete Heaven's Path tailored to this at nine star level.

Items

Azure Spiritual Energy/Aura Of Divinity (Free): This is spiritual energy from Azure, one of the things a cultivator needs to break through to Ancient Sage. You get a font for this energy which will allow you to absorb it (safely) when you decide to enter Ancient Sage realm. When you reach Immortal realm, this will also become a font for the Aura Of Divinity allowing you to try to breakthrough to Semi-Divinity and Divinity realm. The reason this is free, is because these are just prerequisite 'materials' for you to reach cultivation stages you will have to work hard regardless.

Nine-Star Token (Free For Nine Stars Perk): By taking this, you are fully recognised as a Nine-Star Master Teacher and a Nine-Star is all of the occupations you have picked. Does not have to be taken if you don't want but if you want to reach Nine Star in jump, you can get a Jade identity token which will allow you to take the One-Star Master Teacher examination. Or you can just ignore this and decide not to take any of them.

Pure Spirit Stones (100/200 CP): The classic cultivator item with which they can absorb spiritual energy. Unlike the ones in canon, the energy contained in these stones contains the purest spiritual energy and most importantly, this energy can be absorbed and used to cultivate. You get a million of these, and when one is used, it regenerates within 24 hours. For **200 CP**, you get Condensed Earth Essence essence that boasts the most purest spiritual energy in the entire jump.

Tianchen Wine (100 CP): Known to be the finest wine to ever exist and an extremely precious commodity.

Book Of Empty River (200 CP): Created by an 8-star master teacher ten thousand years ago, it harnesses a function to search one's soul. As long as a person places their hand on it, it'll determine the weight of the knowledge they have accrued within a certain period of time: weighing their knowledge. The book will emanate different colours depending on the quantity of knowledge.

Saint Ascension Decipher/Four Seasons (200/300 CP): To make it short, this decipher contains the method to becoming a Celestial Master Teacher. If you pay **300 CP**, you also acquire the Four Seasons method which will let you become a Superior Great Sage.

Seven-Coloured Honey (200 CP): From the Cloud Mist Mountain! It is said that the Zongshi realm savage beast Heaven Snow Bee concocts this honey from nectar gathered from seven different colored flowers allowing it to nourish and expand a savage beast's meridians! The Honey can do the same for a human as well, expanding a humans meridians allowing the cultivator to increase the quantity of zhenqi they can drive within a specific period of time as well heal their wounds and surpass bottlenecks. Get a limitless quantity of this.

Dragon Scale Amulet (300 CP): This can ward off an attack of a Transcendent Mortal 9-dan expert three times and return the force from the other party's assault back to them in the form of a backlash. Once you have reached Transcendent Mortal 9-Dan, this can block the attack one entire realm higher than you so for example if you were a Transcendent Mortal 9-Dan this can block the attack of a Saint at the final realm.

Dongxu Gourd (300 CP): A treasure of nature. Using the earth veins as its roots, it can absorb the essence of the sun and the moon, with it taking ten thousand years before it flowers, and another ten thousand years before it bears fruit. And if one can cultivate it and fuse it into one's body, the chances to achieve a breakthrough to Saint 8-dan will be increased by at least 50%!

Unbounded Voyager (300 CP): A book consisting of five dans. If a being were to reach the fifth level, they will be able to disregard the confines of space itself and travel to where we they want in the shortest time possible.

Time Artefact (300 CP): This can be imported into or you can create a room and place it in a location of your choice. A year spent inside this room translates to a month outside.

Heavenly Art Of Dimension Unravel (400 CP): This art views the space of heavens and earth as two separate entities, and allows for the manipulation of the two. Like the Unbounded Voyager, this is divided into five parts these parts are Compress, Traverse, Control, Creation, and Destruction and grants one the ability to manipulate space, and to fully master the art, one would be able to manipulate space and traverse through it freely; allowing one to cover a distance of over a hundred million li within a single day. One who master the first part are able to compress space, allowing one to cover a distance of a hundred metres in a single step and when

mastered gives the ability to carry out near-instantaneous movement within a radius of hundred metres, as if teleportation as well as compress space and hasten their movements. Traverse is a deepening of the concept of Compress. Through a greater understanding of space, the user can execute movements reminiscent of teleportation, covering a distance of several hundred metres in an instant. The third level Control allows the user to manipulate space. Upon reaching this realm, folded space and the sort will no longer be able to trap one. In fact, they will even be able to tap into the strength harnessed within these spaces to suppress one's opponent. The level of Creation allows for the creation of new spaces, but it is limited to creating small folded spaces. On the other hand, Destruction is at a different level. It is about tearing through space to achieve true freedom. To put it in simpler terms, a cultivator who has comprehended Destruction will not only be able to traverse freely with their soul, even their body will be able to tread through space freely! And if you purchase Spatial Bloodline, you can master this quicker.

Vitreous Heart Tempering Sutra (400 CP): Upon reaching Major Accomplishment in this technique, one's heart will be unblemished like a transparent glass, leaving one impervious to the temptations of the inner demons. At the same time, their Primordial Spirit will also become more wholesome, enhancing their strength! Unlike the original sutra yours do not possess any flaws. So this can be used by any cultivator and will not cause inner demons to appear in their minds and will not cause their cultivation to go berserk.

Divine Eyes Of The Ninth Netherworld (400 CP/Discounted To Celestial Master Teacher/World's Teacher): An optic technique built upon the foundation of the Eye of Insight, the way this eye works is to make use of the lines of insight within the Eye of Insight to form formations. The more lines of insight one has, the more capable one is in seeing through the essence of objects, and the greater prowess the Divine Eyes of the Ninth Netherworld can wield. This art consists of three realms.

- The first realm is **Gaze of Deities and Demons**. With just one look, one is able to crush the mental state of a cultivator, rendering them incapable of fighting! With just one look, one's enemies will feel as if they are standing before deities and demons alike, crushing their spirit entirely, rendering them incapable of retaliating at all. Once one's spirit has been crushed, no matter how powerful one is, there will be no chance at victory at all. However, for the attack to reach its target, one must first absorb a hint of the target's soul energy in order to lock the attack onto the other party's Primordial Spirit. However, if the target is aware of this aspect of the technique, they can use it as an

opportunity to overwhelm the user with their soul energy and even if the target isn't aware of this opening, if the target's Primordial Spirit is far stronger than the users, a forceful attack can inflict significant damage upon it!

- The Second realm is **Asura's Wrath**. Once one has mastered the second realm, with just a glance, one is able to bring scorching inferno to the lands; channelling a raging inferno upon one's enemies. Upon reaching Major Accomplishment, the flames are able to cleanse all impurities and torch everything down into cinders.
- There are **seven other realms**.

Normally, cultivating Asura's Wrath would result in weakening the user's Primordial Spirit; however, there are no drawbacks to cultivating this eye and this includes any other side-effects and drawbacks of cultivating as your benefactor is giving you a drawback free technique.

Infernal Black Saber (500 CP): A Half-Ancient Sage upgradable artefact. To upgrade this, one only needs fresh blood or souls.

Stone Of Divine Crusade (500 CP): This stone harnesses concentrated soul energy and uses that to raise one's soul cultivation. This stone uses the souls of others and converts them into purified soul energy. And before anyone says anything, it is not a one time use item.

Sevenstar Immortal Grass (600 CP): A material extremely effective in nourishing one's soul. Even just cultivating near it, even without a soul cultivation technique should not be too difficult for one to achieve a breakthrough in their soul cultivation! Just one leaf can allow a cultivator to advance from Ancient Sage 1-Dan to True Immortal first realm and three more leaves can allow a cultivator to advance directly to Heavenly True Immortal realm.

Heaven's Path Golden Body (600 CP): A body refining manual that allows you to refine and cultivate your physical body to a level beyond God Monarch and most importantly, all without requiring outside materials; only spiritual energy.

Pathos Of Jumper (600 CP): A technique that transcends the heavens and is beyond the understanding of the heavens. With this technique, (regardless of whether the original can do so or not) you can go beyond God Monarch and reach previously

unknown cultivation realms (and it will continually evolve to allow you to reach further realms as you advance more and more and it will update in future jumps).

Breakthrough Pill (800 CP): A pill effective on all cultivators regardless of their cultivation realm. Be they a God or a God Monarch or even beyond, so long as they have reached the peak of their current cultivation realm, consuming it will increase their chances of making a breakthrough by fifty percent. And yea, this means any cultivation realm no matter how advanced. You get ten pills that regenerate every ten years.

Companions

Import Companions (Free): Can import any of your companions. Can choose an origin and gain 1000 CP to use.

Canon Companion (100 CP): Can choose any canon companion to take with you.

Students (100 CP/5 Free For Reincarnated Soul): What is a teacher without students? For **100 CP**, you acquire a student of your very own. This student will possess immense talent for cultivation, limitless potential for one occupation equal to the Founder and the Student Perkline with the discounts. These students will never betray you and will treat you with absolute loyalty. But do not abuse this trust as the relationship between teacher and student is practically adopting them into the family. They also receive **1000 CP**.

Respected Teacher (Free For Student But Not Compulsory): Your Teacher, a wise and powerful Nine-Star Master Teacher who will treat you as their own child and will teach all they know.

Loyal Slave (100 CP/Free For Otherworldly Demon): This is your very own slave captured by you. They are incredibly loyal to you maybe because you broke them down or maybe because they live in fear of you but regardless, they are forever yours. Their exact personality and appearance are yours to decide as well as their species. They receive **1000 CP** and one origin to choose.

Drawbacks

Beyond God-Monarch (+0 CP): You cannot leave this jump until after you reach the cultivation level beyond God-Monarch. If you can't, you are free to choose to fail this jump and return to your original world.

Reincarnated (+0 CP): You self insert as Zhang Xuan. For female Jumpers, Zhang Xuan becomes female.

Arrogant (+100 CP): You are a classic arrogant cultivator, getting angry at the simplest provocation and believing all to be beneath you.

Bird (+100 CP): It seems that you accidentally pissed off a very angry bird when you entered this jump. Now this bird isn't incredibly strong or anything but it does possess immense speed; speed it uses to poop on your head 2-4 times everyday and escape successfully each time. And, before you ask, moving or running won't work.

Filth (+100 CP): Oh God you stink, I mean I have smelled terrible things but this takes the cake, it is as if it's seeped into your skin and pores. Have a bath please.

Without Words (+100 CP): You cannot speak.

Colour Blindness (+100 CP): You are colour-blind.

Blood Calamity Spider (+200 CP): A unique type of savage beast around the size of a human's thumb. This beast feeds on the blood of the and carries within it a lethal poison. If a cultivator were to fall prey under this spider's poison, they will not die immediately; instead, the venom will numb their nerves and cause a change in their personality. They will become violent and an urge to battle with others will overwhelm them. The actual condition is presented as a trace of redness within the eye. Within three months of falling prey to the poison, those suffering will die. If not obvious, you have been inflicted with the poison and have three months left.

Divine Ghost Heart (+200 CP): You have been afflicted with the Divine Ghost Heart Beguiling Poison! To live, you need someone to willingly transfuse their fresh blood into you. Otherwise, within a 30 minutes time, you will die from excessive blood loss from your seven apertures, with not even the Gods being able to save you!

Petrification (+200 CP): You have been turned into stone.

Boreal Fire Poison (+300/+400 CP): It's called a flame but in truth, it is as cold as ice. Once it acts up, the surface of your body will become as cold as ice, but your insides will burn as magma. Before long, your zhenqi will be burned dry, and your dantian crippled. For **400 CP**, your poison has started to develop its own consciousness and will begin to consciously avert any suppression you try and will now also cause your physical condition to further deteriorate as well.

Contract Gu (+200/+400 CP): A special practice used when making a deal with someone, and one of the means unique to a poison master. To summarise, it is like a life and death contract used in xianxia novels. Once established, it is equivalent to becoming a loyal subordinate to the other party. The moment the contract is established the victim's life and death are no longer within their control and if they were to disobey the will of their master, they would suffer the ache of thousands of bugs nibbling at his heart. And, once the master dies, the subordinate will not live for long either, and will die soon following their master. For **200 CP**, you were implanted with the contract gu but luckily or maybe unluckily, your 'master' died and while that was good and all, the contract gu is now killing you and within a few days if you do not remove the gu you will die. For **400 CP**, your master is still alive and you must now find a way to kill them and remove the gu and prevent them finding out your plan; otherwise, they will activate the gu and you will die.

Demonhound Affliction (+200 CP): A bizarre disease rampant in this time; those bitten by a hound-type beast will begin shedding their skin and growing fur within three months. A few days after the transformation begins, they will lose their rationality and turn into monsters that will bite anyone they see. And those bitten by the infected would be inflicted with the Affliction as well. What makes this worse is that the disease is so potent that not even Saint realm experts can suppress the symptoms and there is no cure, once the first transformation has occurred; there is no turning back however, the sufferer can be cured before the first transformation which is roughly three months. So you have until then; good luck.

Deficiency Of Spirit (+300 CP): Meaning that one's spirit, soul, and blood are impaired compared to an ordinary human. Often, this is a result of a problem in the development of the foetus and it is difficult for a person suffering from such an illness to survive due to their spirit, soul, and blood being too weak to sustain their

core bodily functions. In fact, more often than not, a foetus suffering from such an illness will not survive until childbirth. Yet, somehow you survived, a miracle in itself. However, over the years, this matter has evolved beyond a simple Deficiency. Your bodily functions are destroyed on top of that, your soul is slowly growing weaker with time. You only have a few weeks left before you go and are too weak to even move. Good luck.

Innate Narrowed Meridians (+300 CP): As the name states, INM is a type of disability; there is no way to cure it and those who possess it suffer from reduced cultivation speed. To explain this, while other cultivators on an eight car lane, you are a bicycle track. With such narrow meridians, every time spiritual energy flows through them, it will feel like your body is ripping apart and your cultivation speed is incredibly reduced, creating an upper limit for your future.

Night Terror Affliction (+300 CP): Your soul has been damaged, making you feel exhausted and lethargic at all times. On the bright side, it doesn't have much of an effect on your physical body.

No Powers (+300 CP): No out of jump powers.

No Items (+300 CP): No out of jump items.

No Companions (+300 CP): No out of jump companions.

Evil Spirit (+400 CP): Not that it is surprising, but Soul Oracles are skilled in attacking the souls of others and Oracles in danger, can utilise their knowledge to possess the bodies of others and those unlucky few, find their soul suppressed. And you are now one of those unlucky few; your original soul has been suppressed and a Soul Oracle soul has possessed your body. If I were you, I would bring some companions with me, because you are quite useless right now.

Gu (+400 CP): You have a Gu implanted into you; an entity absorbing the quantity of energy you absorb and cultivate because of that, the Gu will relentlessly devour all of the energy you use to cultivate, strengthening itself and preventing your cultivation level from increasing.

Five Declines (+500 CP): Your arrival in this world while successful led to your physical form being destroyed. Now, good thing is your soul survived and there exist

items in this world that can help to restore your physical form. Bad thing however is that until you do regain your body you will not be able to do anything and possessing others will make you subject to the five declines. The Possession Decline will cause all of your powers to be reduced. The Senescence Decline which will cause your soul to slowly deteriorate with time. In order to maintain your strength, you can only continue cultivating frenziedly. The Combat Decline which will cause your cultivation to decline if you use soul energy to fight though if you don't utilise soul energy to fight then this won't really affect you. The Searing Yang Decline which will weaken your soul if you come into contact with elements rich in yang energy. And the Senses Decline which will strip you of your emotions.

Inner Demons (+500 CP): Every person has Inner Demons, during a tribulation especially that of the Heart Ordeal. Inner Demons will sprout within one's mind and assault their weaknesses. Even the strongest of experts will find it hard to withstand the beguilement of the Inner Demons. You however are a unique not in the case that you have no Inner Demons but in the case that you have thousands of them and unlike with other cultivators these Inner Demons are always present and nattering away within you 24/7 and unlike with Zhang Xuan, you cannot rid yourself of them or turn them into your students.

Feral Poison (+700 CP): A unique poison that is planted into the body of a pregnant mother. The poison then fuses with the foetus within her before it is born and causes an innate lack of Foetal Vitality. Those who have been inflicted with this poison rarely live beyond thirty (though yours will activate in 9 years time), and this constitution is also termed as the Constitution of Premature Death with there being no cure for it; well, that is not technically true, there's a way to cure it and that is for a Master Teacher to become a 9-star master teacher and undergo the Tribulation of Heavenly Flames. If they can draw the flames into their body and use the heat to sear the poison aura, they will be able to resolve the poison easily. Of course, the heavenly flames are incredibly violent and dangerous and the slightest carelessness can result in the teacher being reduced to ash. However, unlike with Zhang Xuan, when you burn the poison out it will not create a poison aura; it will fully disappear.

Vicious (+800/+900 CP): The Otherworldly Demon Vicious was beaten by Kong Shi and split into hundreds if not thousands of different parts. For **800 CP**, you have been split into hundreds of different parts, for **900 CP**, it's thousands of pieces. Each piece like Vicious has a piece of your own consciousness and will try to merge to

fully revive you but if you don't fully come together in less than 10 years; you will fail your scenario.

End

Stay: Gain 1000 CP.

Go Home

Go To Another Jump

Notes

Cultivation

The first cultivation level is the Fighter Dan, there are 9 levels. The Zhizun is the limit of the human body and the pinnacle of mortal's cultivation.

The second level is the Transcendent Mortal realm above Fighter. A Transcendent Mortal has their lifespan increased greatly. A characteristic of this realm is the ability to draw support from the surrounding environment and transfer all origin energy to themselves to use, increasing their battle strength by several fold. This too has 9 realms.

Third realm is the Saint realm above Transcendent Mortal. In order for one to fly they must be a Saint or at least a Half-Saint. After becoming a Saint, one's lifespan is extended to 1,000 years (for most Saints).

Fourth realm is the Great Sage realm this realm is divided into only 4 levels. To be promoted to nine-star, one must realm the first level of Great-Sage. The lifespan of a Great Sage is 1,500 years. Using their Fighter Realm, Transcendent Mortal Realm, and Saint Realm foundation as a basis, one must find their own path

towards Great Sage Realm. In other words, the cultivation techniques at this level must be created by the cultivator themselves. Cultivation techniques created by others can only be used as reference.

Fifth is the Ancient Sage. The lifespan of an Ancient Sage is 2,000 years.

To become an Ancient Sage, requires:

1. Cultivation to reach Great Sage 4-dan Consummation.
2. One must accumulate Aeon of Ancient Sages/the energy of the Azure. This step is essential and is the main reason why there are no new Ancient Sages now, as the Aeon of Ancient Sages has vanished from the Master Teacher Continent's world.
3. Soul Depth must reach the minimum of 30.
4. Soul span must reach one million kilometres.
5. Understanding of any aspect of the dao must surpass Heaven's Path.

Sixth level is the Immortal realm. The lifespan of Immortals in Azure is 300 years (1 day in Azure is 10 days in the Master Teacher Continent). This realm has four levels with the last level being the Semi Divinity level; a transitional realm between the Immortal realm and God realm. After achieving Semi-Divinity, one's lifespan is increased to 500 years. However, to breakthrough from Semi-Divinity to Divinity realm, requires the Aura Of Divinity.

The Seventh Level is the Divinity realm and the realm where one can enter the Firmament the highest part of this jump. Divided into four levels and they are divided into low, middle and high grade God. The second level Celestial Gods have a lifespan of 1,000 years in the Firmament. Third level God Kings are divided into ordinary God Kings and Conferred God Kings.

Ordinary God Kings only have a lifespan of 10,000 years while Conferred God Kings have a lifespan of 100,000 years in the Firmament and only God-Kings and above can fly in the Firmament. The fourth level is God-Monarch, the strongest current cultivation realm; as of now, there are 10 monarchs in The Firmament. To become a God Monarch, one needs to challenge another God Monarch to be acknowledged. God Monarchs are assumed to have limitless lifespan.

Heaven's Path Zhenqi

The Zhenqi possesses the ability to cleanse the bloodline of any savage beast, rejuvenate the spirit, energy, and soul of others inducing a complete recovery and because it is so pure, it is impossible for anyone to see through the bearer's cultivation.

The purity of the Heaven's Path zhenqi makes it an unparalleled tool in healing injuries, rejuvenating one's one's stamina, augmenting one's life force, and inducing a breakthrough in cultivation. The zhenqi is also incomparably pure, as a result of that, it demands an equal quality of the spiritual energy it absorbs as well with it refusing spiritual energy with the slightest bit of impurity in it. Lastly, the Zhenqi can destroy the internal structure of a formation and possesses no attribute whatsoever while at the same being able to neutralise all types of attributes and fuse with the zhenqi of any other attributes and emulating its properties.