

I Shall Seal The Heavens

Mountains and Seas

Jumpchain CYOA

Version 1.0

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“What I want, the Heavens shall not lack!”

“What I don’t want, had better not exist in the Heavens!”

This is a story which originates between the Eighth and Ninth Mountains, a world in which the strong prey upon the weak.

“My Name is Meng Hao! The Ninth Generation Demon Sealer, I shall seal the Heavens!”

At least, that’s the idea. You’re going to a world of myth and magic, of cultivation and wondrous achievements. Taking place primarily in the Nine Mountains and Seas, *I Shall Seal the Heavens* is the story of the young scholar Meng Hao. Forcibly recruited into a sect of immortal cultivators, he’s in for a rude awakening to a whole new dimension of life where the strong prey on the weak, and the law of the jungle prevails.

And now he’s not the only one. Will you be a good influence on him and the world, or will you ruin lives and worlds for your own selfishness? Whatever you do, these **1000 CP** should come in useful.

You will stay here for 30 years.

Locations

You can start in any public place on any of the Nine Mountains and Seas. Certain places are, of course, more conducive to participating in the plot than others, but that remains a choice for you to make.

The jump begins on an April afternoon as a young man called Meng Hao sits at the top of Mount Daqing, lamenting his failure to pass the Imperial exams for the third year in a row.

Origins

Drop-in

You have no memories and no background. It's as if you just appeared out of nowhere. Perhaps you're from an age past? Or maybe you were trapped in a mirror? Numbered title optional.

Scholar

What's all this about cultivation? You just wanted to sit the examinations and be a rich official! Well, maybe that path isn't yet closed completely.

Chosen

This is a life that comes with a lot of privileges, but just as many challenges. You are a treasured seedling in one of the major clans or sects of this world.

Privileged, talented, gets lots of attention and resources from clans or sects that they belong to.

Senior

Not all who practice cultivation go all the way to the top, though that remains the general idea. You're an old hand at both cultivation and sect politics, being a powerful and influential elder in one of the innumerable powers around here.

Species

Human - 0 CP

A bog-standard human at the bottom of the cultivator ranks, you have little innate power but virtually unlimited potential.

Spirit - 200 CP

You're more than flesh and blood now. A form of spiritual being, you're as much energy and metaphysics as a physical existence. You might be the spirit of a sea or a mountain, or even things more esoteric.

Demonic Creature - 300 CP

Well, not exactly. No hell or devils involved. Rather, you're one of the many and varied non-human beings that exist in this world. You can be a great big dragon, a turtle bigger than most islands, a tiger or a hound... basically any animal-like being with thematic powers and abilities, probably with a bloodline that would help humans too.

While this can give you a fair amount of power up-front, you are a young member of your species, and your ability to grow further takes a hit compared to humans.

Perks

Each origin receives their **100 CP** perks for free and the others at a 50% discount. General perks are not discounted.

General

Cultivation - free

The basic ability to grow in power, which forms the bedrock of civilization around here. You are now a real, proper Cultivator, and a rather good one at that. While nothing that would be all that notable, being honest, you have excellent potential and talent for cultivation, good enough to stand out among any crowd of common cultivators.

What is unusual is that you will be able to cultivate past the ninth level of Qi Condensation to the true peak at the thirteenth level naturally and without problems.

After this jump you will be able to awaken the potential to cultivate in others with an effort of will.

Snow in Summer - 100 CP

"Snow will only appear during winter," he said quietly, "and can only exist in the cold wind. Therefore, its life exists only during the depths of winter." "Snow can only live in the winter. When it nears a fire, it dies. That is its life. It may yearn for summer, but... it can only desire it. "Yearning for summer," Zheng Yong murmured to himself, "but only able to exist in the cold of winter. Only able to look off into the distance... that is snow."

In much the same way, humans change with every moment, and the man that is can only ever stare wistfully at the man that was. Unless it's you. Because in you there remains something altogether... stronger, something deeper. No matter what you undergo, how many trials or tribulations you endure, there remains a clump of snow that just *will not melt*. There is a kernel of you that remains *you*, come hell or high water, or the end of all things.

This is not to say you can't learn from life's lessons, or that you can't change or grow. But no amount of change will ever erase the base of what makes you, *you*. No curse will snare your mind for very long, and no experiences will make you give into despair or drive you insane for any meaningful duration.

That is, all those things might still happen, this perk doesn't make you immune. What it does is to make sure you always, *always* recover from any such things. No matter how far gone you

may be, such is your mind that you'll *always* rise again, refined and improved by the experience.

Blood Demon - 100 CP

You have the ruthless bloodthirst and sheer ferocity that would make you fit right in with the Blood Demon Sect.

When you want to be, you're an incarnation of slaughter and massacre given form, a murdering, slaying demon who could kill hundreds or thousands without a hint of hesitation or scruples. Going into this mode is a mental switch for you to flick, and even in the depth of your madness you retain enough rationality to flick it back, but until you do... worlds beware.

As a direct effect, you also gain an aura that follows you, a subtle yet overwhelming air of blood and death, inspiring terror and awe in all that behold you. The more you kill and maim, the stronger this aura grows, until you could start subduing nations and ending wars just by showing up.

Sever Away the Perfection! - 200 CP

In life, as well as in cultivation, hope is never *really* lost. Not if you know the right stuff or know people who know it. Even if you achieve a Perfect Stratum after untold toils and some asshole just happened to rip it out of you... hope still endures.

Especially for you. With this perk, any and all progress you make in your powers is a cosmic fact, something that can be suppressed, that can be made to slow down and otherwise... but never *really* taken away from you.

No matter what, how, or who it is trying it, your powers and abilities, from those acquired through cultivation or other means or those innate to you, are rendered inviolable with this perk. While they can be temporarily affected, you always *always* recover them all, and even to hamper them temporarily it takes untold amounts of work from people *stupidly* more powerful than you.

Needless to say, this also works to prevent your skills and abilities against the simple ravages of time. No matter how long you go without fighting or exercising, none of your muscles atrophy and none of your skills fade from your memory in the slightest.

Plants and Vegetation - 200 CP

You have a boundless talent for alchemy, the making, invention, refinement and improvement of pills, potions, elixirs and all related things. Not only do you have an innate, encyclopedic knowledge of any and all herbs and materials out there, you have an instinctive grasp for the right way to prepare useful items out of them.

It would be a rare recipe that you couldn't perfectly make at first try, and most times you can come up with off-the-cuff improvements that trump what most 'top' alchemists could do after decades of study.

Finally, you're also immune to all poisons and venoms out there, all the better to ply your trade.

Bloodline & Legacy - 200 CP

As good as earned power is, there's a lot to be said about the inherited form, too. This is that! While the details are left up to you, this is a strong, powerful advantage, perhaps something like a Rain Dragon's blood heritage, the teachings of some ancient and wise senior or an inheritance from some long dead sect?

As said before, you can sort out the details yourself, but this is always a pretty sweet advantage to have in your corner.

Treasure Designer - 300 CP

There are a *lot* of treasures in this world, and the sheer variety of amazing things they do is mind-boggling. Except to you, I suppose. You are a real, proper artifice genius now, with this perk.

From Weapons to Protective and Movement Talismans to Formations, you have an instinctive grasp of the art of craftsmanship, creating impossibly powerful effects with even the simplest devices. You can reverse-engineer any and all magical items or fields you see, no matter how complicated, and understand how to copy the effects and methods used to make it. You can combine principles from multiple devices, or even embed cultivation insights into them to make better ones.

Demon Sealer - 300 CP

There are many inheritances, groups and mysterious alliances in the Nine Mountains and Seas, but none more mysterious, old and powerful than the League of Demon Sealers. Some of the most powerful beings to exist in the history of the realm, these beings shaped entire eras around them, especially the Ninth.

Well, that might actually be in question now. You are now a candidate for the position of the Ninth Generation Demon Sealer, having all the relevant talents and potential for the position as Meng Hao. You will encounter similar opportunities *in terms of the Demon Sealers*, don't take this as protagonist perk, and even start with one of the previous Hexes already learnt. You haven't quite mastered it yet, but you're a good way there.

You can get more of the hexes with additional purchases, up to eight of them.

Regarding Meng Hao, the two of you can come to an agreement and be the Ninth and Tenth Sealers, or you might have to take him out, all up to you. You *might* even concede the status to him, in which case you'd get it back after the jump... but this is Xianxia. Who *does* that?

In future jumps too, you can get either the membership of a similarly mysteriously powerful and old group local to the setting, or some version of the Demon Sealers in the setting, again up to you.

Those Who Exist in Jumper's Memories -400 CP

Cannot have their Karma severed by the Heavens of the Ji clan. Or any other clan, for that matter. Your nature as a being beyond worlds grants you a very real power now. You are an anchor, an immovable pole around which the waves of reality and unreality must maneuver, because nothing can move you directly.

While this does nothing to protect you from having a direct attack destroy you or a monster eat your face, you're entirely and absolutely immune to attacks that target your karma, or ones that try to destroy you by rewriting the universe, or erasing your concept, or something like that.

Not just that, though. While you yourself are immune, you can also lend this out as a kind of... resistance, to others, limited only by the power differential between you and the attacker. You can protect any number of people from anyone weaker than you or your equal, and even people only a little stronger than you. But when it comes to people dramatically more powerful than you, the bigger the difference the fewer the number of people you can protect thusly.

Fate -400 CP

Love him or hate him, one has to appreciate that there's something funky going on with that Meng Hao. From coming across priceless, utterly unique items in what's basically the Sect's trash heaps to making friends, enemies and would-be lovers out of exceptional people left and right, Fate's touch is on him in a very special way.

Just the same way as with you, actually! You now have the same kind of fortune and luck as the protagonist of the story, with everything that that entails. Wherever you go, opportunities for adventures and profit blossom. The things you do may be good, or bad, but they're never boring. You come across the most beautiful women, the worst enemies and the best friends. Simulations of the past can end up with actual effects on history when you're around, and the universe basically holds its breath when you're not!

And even beyond those things this fortune and luck means that you will occasionally run into opportunities that most people wouldn't encounter if they waited a billion lives. If you were capable enough to take advantage of them those opportunities would quickly catapult you well past the level of your peers and beyond.

This final effect also applies, though to a much lesser extent, to those who share a positive connection to you. Similar to how the moon reflects the light of the sun, your friends and loved ones will have the opportunities they need to grow enough to at least contribute in some minor way to your current challenges.

Allheaven Bloodline - 500 CP

You are the inheritor of the most exalted bloodline in this universe, which originates from the supreme being of the Vast Expanse. And this bloodline represents a gateway to great powers that can shake the world and overturn the heavens and the earth.

The first of these powers lies in the Nirvana Brand, a heaven defying innate magic that is symbolized by a green mark on the hand of its bearer. The Nirvana Brand allows one to undergo Nirvanic Rebirth up to four times, which allows them to immediately reincarnate with their identity intact without needing to go through the cycle of reincarnation and birth in between.

Each time a bearer of the Nirvana Brand goes through a Nirvanic Rebirth they produce a Nirvana Fruit, up to a total of four. Nirvana Fruits are a great source of power, valuable even to Transcendent cultivators, but their true worth can only be displayed by their owner.

While it still counts as a form of reincarnation, undergoing Nirvanic Rebirth through your Nirvana Brand will not end your chain.

The second power granted by the Allheaven Bloodline is that it makes it possible to achieve the three special stages of True Immortality; the Immortal Emperor, Allheaven Emperor Immortal and Allheaven Dao Immortal realms. These stages are possessed of such power that they could allow one to overthrow cultivators entire cultivation realms above them with brute force, and completing all three would establish a near unprecedentedly powerful and stable foundation for future progress. Because of this perk you will only require a fraction of the effort and resources that it would normally take to reach these realms, which could have been ruinous otherwise.

Finally, this perk grants the power to awaken the potential to achieve the three special stages of True Immortality in anyone connected to you by blood by creating an Allheaven Dao seed within them. This can be done individually, in groups, or to everyone linked to you through blood all at once. You can remove the Dao seed from anyone you have granted it to and, once you step into the Allheaven Dao Immortal realm, control the life and death of anyone with an Allheaven Bloodline awakened by you with a thought.

As a precaution, your bloodline connection to Allheaven cannot be used against you in any way.

After this jump your Nirvana Brand will renew its ability to perform four Nirvanic Rebirths at the beginning of each new jump or every ten years, whichever comes sooner.

Drop-in

Easily Amused - 100 CP

There's a saying that goes something like "Small things amuse small minds." Regardless of the size of your mind, however, this now applies to you. You can amuse yourself and pass time with absolutely no stimulus for years on end. You are effectively immune to boredom.

Ultimate Vexation - 200 CP

That's a pretty good name for you, yes. Maybe not *quite* as much as Lord Third, but you have a talent at, in essence, pissing people off. You only have to look at someone and you can tell what will make them raging, spitting mad, and how to do it most effectively.

Even without really focusing on it, it's something you can just instinctively do to individuals or groups, so much so that an afternoon with you would have the kindest, most wholesome people trying to strangle you and each other with their bare hands.

You can even apply this talent to break down the will of anyone you can get to listen to you for long enough without being able to escape or retaliate.

I'm Going to Screw it to Death! - 200 CP

Is something that should *really* be questioned more than it is. Unless you have this! Just like the Lord Fifth, you have the terrifying ability of people close to you just not caring what you threaten to do to people who are not them... or even the things you actually *do* to people who are not them.

So long as it's not directly against them or their close friends or family, no one seems to see any of your actions as bad, wrong or even untoward. This doesn't stop the people you mistreat from coming at you in any way, but you can be pretty confident they'll be alone.

Friends and family don't find issues with you doing fucked up shit to other people.

Shake Those Butts! - 400 CP

So places like this are usually about individual power, one man reaching beyond the masses. Well, this lets you subvert that. You are terribly good at making bizarre techniques that can be used by large groups of people, with a greater number of people translating to the techniques being more powerful.

The moves might be weird, the accompanying phrases might be silly and embarrassing, but these are immensely, undeniably effective techniques all the same. And if enough people participate, they could bring down beings that would normally be able to effortlessly mow them down like a scythe through a field of grass.

I'm Lord Jumper, Bitch! - 400 CP

Not for you, the solemnity and decorum of a veteran cultivator. You find that shame and manners are things that only ever hold you back. With this perk, the more outrageous, hammy and just plain *loud* you act, the more powerful you become.

This isn't a permanent powerup, growing as you continue to act out and receding when you stop, but the more funny, ridiculous and absurd your behaviour, the more powerful you become, ad infinitum.

Of course, there are 'types' of outrageous behaviour. But while this perks for basically all kinds of it, you find that relatively 'harmless' forms serve you the best. That is, this isn't a perk for getting berserker powerups. Can't make people cringe if you kill them, after all.

Have Faith In Lord Jumper - 600 CP

You are a vulgar, immoral creature, the kind of disgusting fiend that anyone would look down upon. So how do you keep getting people to do what you say? How do you get them to worship you and debase themselves with stupid chants and dances?

It's because you possess a wild, terrifying kind of charisma that can bend the will of even the most powerful and prestigious figures, so long as you have the time to talk them around.

Hordes and hordes of weaker cultivators can be won over easily, converted into fanatically loyal followers that will obey you to the death while cooperating with each other perfectly. Even convincing sea demons to sing a song proclaiming themselves to be "seafood dishes" wouldn't take very long.

Scholar

Scholar At Heart- 100 CP

Many people might try to become a scholar, a person of knowledge and learning, but not many would become truly noteworthy as such. The people who become famous scholars though, they all share a certain thing. A love of learning and understanding things.

Now you have this as well. Learning new things, discovering new concepts and understanding how things function is fulfilling for you on a deeply profound level. Even if you have nothing else in life that brings you joy, you will always have this love of learning and understanding.

Of course, enjoyment isn't everything. You need a good memory too, to remember all of the things you will learn. You will never forget anything and all of the information you absorb will be perfectly sorted and effortless to recall. Of course, if you feel the need to forget something for whatever reason then you may still choose to do so.

Biting Tongue - 200 CP

Some people might call it insolence, but certainly it's just your blinding wit? You have a devilish tongue now, Jumper. A mind quick as lightning, you can come up with painful, stinging insults for anyone and everyone, and have a grasp of debating and logic that always leaves people frustrated.

More than that, you have an indomitable will that would hold out even against the literal will of the Universe around you, and a mastery of logic and arguing tactics that allows you to hold your ground against the best and the worst with equal ease. They might be able to kill you, but they'll never be able to out-argue you.

Bashful Smile - 200 CP

You have that certain *je ne sais quoi* about you, that draws people to develop deep, immensely strong attachments to you. It isn't any kind of strong charisma, mind you. Don't go expecting to pull crowds. Indeed, it's entirely possible for a lot of people to dislike or even hate you.

But for the people who *do* like you, they like you a *lot*. All your friends tend to be true friends, loyal through thick and thin so long as you're loyal too, all romantic relationships burn with an intensity rarely matched in all the cosmos, and even other kinds of companions are true ones.

Certainly, they're not your slaves, they might argue with you and even fight, but when it *really* matters, you can count on them without question or concern.

Conforming to Convention is Emptiness - 400 CP

No matter what happens, you have a sheer, sticky stubbornness that means you *just won't quit*, no matter what. Be it fighting fellow cultivators, or quite literally *arguing with God*, you won't be the one to back off, in the end.

And this pays off, too. There's a strange phenomenon that occurs whenever you get into any conflict. The longer you can retain the advantage, the longer you can stay on the attack and keep the initiative, the easier it becomes for you to continue as such. In both combat and argument it becomes harder and harder for the enemy to fight back the longer you manage to keep hammering them, be it with your fists or your words.

Mind you, at some point they might just get frustrated enough to do something crazy to get rid of you, so there's that. This works on a longer, more permanent basis too, since the more often you seize the initiative and win conflicts this way, the better you become at doing so in the future, at rates of improvement that are well and truly supernatural.

Defeat someone enough times and, even if they sacrificed everything to successfully become many times more powerful than your current state, crushing them would be like taking candy from an infant.

Power of Comprehension - 400 CP

Comprehension matters a lot when it comes to learning and mastering skills, and it would be hard to find powers of comprehension better than yours. Your mind works on levels entirely unimaginable to most people, now. Not only can you replicate just about any technique you come across just after seeing it once, you truly *understand* all the things you see, down to the purpose and meaning of every little component of it.

So good is your understanding of such things that you can find ways to use techniques, both actual attacks and tiny, seemingly irrelevant things like the specific ways one shapes a fireball, to create effects that should really be quite beyond them. Simply by layering small incremental boosts, or by combining two trash techniques, you can come up with moves that wouldn't be out of place in the hands of a true genius beyond geniuses.

Nor is your talent limited to modifying or better using existing techniques. You have a penchant for inventing new ones, refining and combining your insights into new techniques and methods as good as, if not better than anything found in ancient jade slips. You don't start out being able to redesign cultivation for everyone, but if there was ever anyone who *could*, it would be you, since your talent for comprehension and creation is just that great.

Finally, you also have an immense capacity for enlightenment, wherever it's needed of you. It comes both in the actual mystical and spiritual form, and in the form of a constantly working mind that allows you to better combine systems, magics and techniques to make them all better.

I Shall Steal The Heavens - 600 CP

At least, that is what seems to be your motto. You have an eye for opportunity and profit that would do the greatest of businessmen and thieves of any universe proud. No matter where you are, what you're doing and how one might ordinarily react, if there exists any possibility of getting some item, money, favors, or anything at all in any situation around you, you always just happen to have a plan ready to go; as easily and autonomously as breathing.

When it comes to people, you have the devil's own cleverness, with a talent for fooling them, exploiting their good or bad intentions for profit, and all around making them grit their teeth while forking over fortunes to you.

And it's no less effective on inanimate things. The insides of a house are cursed? Peel off the roofing tiles. Karma is required to take things out of a treasury? Create fake Karma threads. Simply put, if it's at all possible for a material advantage to be extracted out of a situation you'll know just how to do it in the best, safest and most profitable way.

And better still, you have the sheer, barefaced *audacity* to pull it off. No matter where you are, who you're talking to or what you're saying, you can do it boldly and convincingly enough to convince anyone watching that doing what you're saying is probably the best thing to do, even if moments later (or even at that exact moment) they end up cursing your name for it.

This natural tendency also gives you great insight into danger and how to avoid it. You have an inborn instinct that warns you of danger and allows you to navigate even the most perilous situations and environments like a fish swimming through water when most others would be destroyed without even knowing how they died.

Chosen

Cultivating Confidence -100 CP

There is a lot of philosophy regarding what cultivators truly cultivate. The obvious answer is that they cultivate their bodies and their souls, to achieve ultimate power and immortality. But some say that what cultivators actually cultivate is confidence.

If that were true, then you've already reached the peak. You are perfectly confident in yourself and your capabilities, without being overconfident. Your Dao-Heart can never be shaken by attacks on your confidence and standing or displays of power and might.

I Want To Start A Clan -200 CP

If you actually do have such an absurd ambition like that, well... You're certainly well equipped for it. Regardless of your appearance, you have an absolutely astonishing ability to seduce people you are attracted to and have them fall in love with you.

Of course, that's not nearly enough to start a proper clan, no. Your raw magnetism doesn't diminish regardless of how many people you are currently in a relationship with, allowing you to easily start more and more relationships wherever you go.

What's more, the people you enter relationships with will come to a harmony with one another and resolve any issues before they even begin. Those with compatible orientations might even begin relationships with one another as well, though you'll remain the nucleus of the entire web.

You could start and maintain a harem of 500 people while easily remembering all of their names and details while ensuring none of them feel neglected. You'll even remember all of the names and details of their children, grandchildren and great-children.

Jade Fist - 200 CP

In a world all about personal power, there's a surprising amount of utility to be had from connections and contacts. Especially by someone like you. You're a genius of what's called Social Combat, able to manipulate, pressure and dominate others through avenues few in this setting are equipped to handle, the social scene.

Even if someone is several cultivation levels higher than you, you have a peerless talent for leveraging the power of whatever sect or clan or elders you have behind you to break and beat them, wielding your backing as a club to beat down others every bit as effectively as others would use their own personal power.

You rapidly develop an intimate grasp of the social situation of any place or group you wander into, and grasp the points through which to exert pressure, who can be relied upon to give up their 'face' and who will try and protect it even to their detriment... everything you need to establish a dominant position,

Of course, keep in mind that in a world like this one, all this goes only so far. All it takes is pissing off someone sufficiently powerful and all social manipulations come to sudden and violent ends.

Attention Magnet -400 CP

The only thing worse than lacking talent is having it but never been recognized for it. Elders with vested interests, arrogant seniors or just the twist of fate has prevented many a rare seed from being recognized for themselves and being nurtured.

Nor a concern you need to have. You find that your superiors and seniors always tend to view you with extremely benign eyes, even when they shouldn't. Any talent you have is rapidly recognized, and people all but line up to give you the resources to properly develop and harness it.

Rewards, favorable treatment and opportunities for advancement shower upon you, so long as you maintain even a modicum of humility and respectful treatment for your patrons. Wherever you go, unless you set out to pick a fight, the Old Monsters of the world seem to come to see you as a favored grandchild, doing everything they can, within reason, to help you along.

This doesn't just apply to 'normal' cultivators, mind you. Long-gone shades, gods of different worlds, ancient nation-sized monster turtles and grand beasts... somehow they all like you to weird extents.

Silkpants - 400 CP

The Silkpants lifestyle is regarded by most to just be a fancy way to say 'spoiled rich'. And that's mostly right, yes. Yet, it would be inaccurate to say there's *no* use in such a thing. You have a talent for it now, a taste and skill at everything that comprises the 'party boy/girl' lifestyle.

You have the ability to just 'let go', to forget about the worries and the grind of the cultivation rat race, and while away your days partying and just having fun. You know your alcohol and your fashions, and your mind-altering drugs if you're the kind to use them. And you find that doing so actually helps you. Stress and tension melts away, and your comprehension soars as your mind explores new horizons.

More than just being able and good at the Silkpants lifestyle, perhaps your biggest talent is the ability you have to tempt *others* into it. No matter how fastidious or devoted they might

normally be, all you need is the slightest chink in their armor, the slightest hint of a vice, and you know how to draw upon it and ensnare them into this same lifestyle. It wouldn't be easy, but you could turn a millennium old, utterly devoted ascetic into a drunken whoremonger in a matter of weeks, if not days.

You could use these skills, with a lot of time and effort to design a whole cultivation style around hedonism and teach it to others, or you could use them to just ruin promising geniuses so that you shine brighter. Either way, it should be a lot of fun, yeah?

Perfect Latent Talent -600 CP

Your talent is instead absurdly, outrageously good, almost as if an immensely powerful 9 Essences Paragon meticulously designed you, body and soul, to be the most talented person in the entire Vast Expanse. You are like Meng Hao's clone Fang Mu late in the story, with the most perfect bones, soul and blood, and all the other factors that matter in determining latent talent.

Such is your talent that, with access to sufficient resources, you could achieve Foundation Establishment in one year, Core Formation in another, and keep this going much in the same way Fang Mu did. You could become a True Immortal within a decade of starting cultivation is what it means.

And in all future worlds too, your talent in just about anything you try your hand at remains similar, adapting to the local cultivation/magic/whatnot.

Note however that this does not conjure knowledge out of nothing, it merely increases the rate at which you grow and improve, and it is still possible to advance in the wrong direction if you don't know what you're doing.

Senior

Respect - 100 CP

The best thing about being an elder is how rare it is for you to actually end up having to fight. Word is out about your skill, and often the mere mention of a name is enough to avert fights and battles alike.

Your myth is well spread in the lands around this world now, tales of your deeds in other worlds, and entirely fictional accounts that nonetheless perfectly fit what you would be able to do if you wanted. People know you, and they fear and respect you for good reason.

Even as you move through the 'levels' of this world, you find that you soon come to fit into stories about previously unknown figures, granting you similar levels of respect and fear, while scattering around accounts of your deeds in the world.

A Ruthless Heart - 200 CP

As an elder cultivator, you've surely seen many things in your time. You're certainly made some difficult decisions too, the kinds of things that would haunt a man forever. But it's never kept you down, never touched your heart.

When you choose to, you may make decisions in a purely rational, utterly ruthless manner. Killing your children to advance your cultivation, allowing your entire clan to be annihilated so that the pain that their deaths bring allows you to break through a bottleneck, planning for 99% of your entire world to be killed so that the remaining 1% can survive and thrive...

All of these things and worse, you can do without hesitation or regret if you wish. This is purely voluntary and won't affect your decision making or personality.

Just An Old Painter -200 CP

How could anyone ever imagine that your seniority was anything but the failing life force of an elderly mortal? Not a shred of power, cultivation or profundity to be found. And yet... That's not true at all, is it?

You can completely control any and all traces or signs of power and significance that you might emanate. Even before mighty Immortals and Paragons, you get to choose exactly what you will appear as, be it nothing but a mortal man, completely devoid of any power or relevance, your true strength, or something in between.

Imparting the Dao -400 CP

The Dao is an intensely personal thing, and beyond some advice and help, there's only so much any teacher can do. Unless they're someone like you, that is.

You're not just a great teacher, you're an *amazing* one. Once someone acknowledges you as their teacher, they find things coming to them so fast as to be unbelievable. The comprehension abilities of your students rapidly grow to absurd heights, improving more the more you interact with them.

One word of advice from you could clear away millennia old bottlenecks and grant insights into the Dao people half a dozen cultivation levels above you would cherish, while more personal attention sees results proportionately greater.

Indeed, it seems as if under your tutelage there is no such thing as a lack of talent, as even the worst, least capable students of yours explode into beacons of talent to match the finest seedlings any storied sects or clans have. While they don't gain any unique heritage or bloodline, constitutions change and foundations deepen, and by the time you're done with them any of your students could be regarded as a once-in-a-lifetime talent, a diamond of the first water.

Sowing Karma -400 CP

In this world, karma is a tangible force that has effects on the world. Some cultivators, the Ji Clan being most prominent, are capable of manipulating this force to achieve various ends. You don't have any innate ability to manipulate karma, at least not with just this, but instead have the ability to ensure that when debts are incurred to you, they're acknowledged not only by your debtors but also the Universe.

Whenever your actions benefit another, threads of karma will be formed that denote their debt to you. They will instinctively recognize this and be aware of the need to repay you, and in general make a good faith effort to repay you as best as they can.

If they don't repay you in a timely manner then they'll find themselves suffering increasingly drastic bouts of bad luck. These spells of bad luck will inevitably benefit you, as well.

And even if they don't, debts owed to you always have metaphysical components that you can draw upon as soon as you learn how.

Architect of Destinies - 600 CP

It's well and good to be the hero leading the charge, or the cultivator whose name makes the skies shake. But every now and then there emerges the need for people to manage such

occurrences. Clever, capable people who pull strings and set these sons of heaven on the right paths.

That's where you step in, now. You have a breathtaking capacity for long and short-term planning, being a schemer and influencer utterly beyond compare. A planner, charmer and manipulator of unimaginable skill, you can predict how people will react to any given situation, alone or en-masse, and know exactly what to do to set up the reactions you need.

You always have the right words to talk people into and out of just about any course of action, and your plans could stretch across millennia, call for several reincarnations and otherwise have circles within circles. But no matter how convoluted they get, at no point would you lose your ability to manage and maintain them, being able to chart the course of entire planets and untold numbers of people with utter ease.

Items

All origins get their **100 CP** item for free, and their other items at a 50% discount. Wherever relevant, you may import an existing item at no additional cost.

Everyone receives a stipend of **400 CP**.

If you wish you may decide to make it so that you will receive any or all of your purchases in-jump instead of starting with them, in which case you will be guaranteed to receive everything you bought and chose to receive later at the most auspicious possible times and you will intuitively recognize your bought items when you encounter them.

General

Cultivation Scripture (free)

Cultivation techniques are an absolute necessity if you want to progress anywhere, because blindly flailing will result in imperfect foundations and flawed progress if not outright death.

These techniques will take you to the peak of Foundation Establishment, albeit without the best results, if you simply follow them to the letter.

Spirit Spring - 200 CP

Spiritual energy is one of the most vital things to your progress as a cultivator, among other things, and making sure that you have enough of it will be a constant endeavour. Or would have been, as the case may be.

This is an inexhaustible spring of the purest spiritual energy, easily enough to support your progress. What's more, the amount of energy that it can produce will increase to remain useful to you as you climb the Steps, as will the types of energy that it can produce.

It is, by default, attached to your Warehouse, but can be made to appear in any property you own or any immortal cave you dig up.

Eyeless Larva - 300 CP

The Eyeless Larva, also known as the Celestial Larva, is a part of the remarkable bugs list, with it being ranked fourth. Once it is born it will raise its voice only once during its entire lifetime, a voice that only immortals can hear. With this voice it steals one breath from all living beings, giving it an immense life force. The Eyeless Larva possesses a thread that can not be broken, nor can the larva be destroyed.

The Eyeless Larva has settled within you and rather than being a parasite the Larva offers very potent advantages for its host.

The lesser advantage is the use of its indestructible thread. While the thread of the Eyeless Larva is finite it is extremely long, enough to form a cocoon around you no matter how large you are, and it is utterly unbreakable to anything. The second, much greater advantage is its ability to prevent the soul of its host from dissipating. So long as you are the host of the Eyeless Larva your soul can never dissipate or be destroyed.

You may transfer the Larva to other people and have them become its host but you are its true owner and therefore always possess full control of it and can take it back with but a thought.

Copper Mirror - 600 CP

This is a simple, plain-looking copper mirror. No aura of power radiates from it, and indeed, it doesn't seem special in any way at all.

To the ordinary eye, that is. This is in fact exactly the same as the mirror found by Meng Hao, a device that can perfectly replicate any and all items set down on it, needing only to be fueled with some energy. This is most often in the form of spirit stones, but can be other forms too. By purchasing this Mirror here, using the duplication feature will cost one tenth as much energy as normal.

Replicas created through this mirror are perfectly identical to the original object in every way, shape or form. They have all the powers of the original, even if they're supposed to be absurdly unique or rare,

In addition to that, you can define a certain set of features that this mirror is absurdly hostile to. Like how Meng Hao's mirror can destroy anything that has feathers or fur, light reflected from your mirror will destroy anything bearing the features you choose. They must be similarly uncommon as 'feathers', mind you. No choosing 'eyes' as the feature.

As you become more proficient with the mirror, you find the other features it holds within it, one of which is an immensely old, very powerful Spirit Beast. This is a being as old as this universe, and indeed, possibly even older. Possessing prominent idiosyncrasies that are intimately connected to whatever feature you chose the mirror to destroy instantly, his personality is largely up to you to define. But either way, he'll be entirely loyal and a true companion to you for all time.

Or, alternatively, you can get the actual mirror that Meng Hao would've gotten. Him lacking it will derail the story by rather a lot, but who cares, right?

Drop-in

Eyepatch -100 CP

What you have here is what appears to be a simple strip of black cloth. But in truth, it is far more than that. This innocuous strip of cloth is the perfect size for using as an eyepatch, or a blindfold I suppose, without regard to your size or shape.

And when you wear it like this? It makes you look like a badass. Even if, or perhaps especially if, you're a luridly colored parrot.

Fluffy Pet - 200 CP

A faithful beast with truly beautiful fur or feathers, or both. This creature is an intelligent follower that will faithfully serve your will without complaint.

They will grow with you, always being powerful and resourceful enough to keep up with you and meaningfully contribute in your endeavors.

Pile of Spoils - 400 CP

This pile of stuff is the drop-point for a particularly spirited horder. You'll never actually meet them, they might not even exist, but regardless of their existence or lack thereof, you have the freedom to root through their kleptomaniac shrine.

The things in this pile of refuse range from the useless to the truly, unspeakably valuable, and what you get depends on how long you're willing to spend looking through it, and your luck. You could find artefacts that old monsters would go insane over sitting next to a sword that a Qi Condensation expert would turn their nose up at.

Indeed, it might not always be limited to objects just in this pile, mind you. You could find maps to other sites, keys to long-lost locks and so much more. But one thing that exists in this pile, the single most valuable object in it that would take even the luckiest son of heaven to spend months rummaging through it, is a single, pure drop of blood from a Paragon.

Gain Eternal Life! - 600 CP

There is a reason why the mere awareness of the Copper Mirror drives the greatest powers in the Starry Sky crazy, after all. This is why. It seems you did a great service to some unspeakably powerful being, and earned from them a chance to gain all you desire through a Wish.

Much like how it would work with a Genie, all you need to express what you want, and it shall be granted to you... within certain constraints. You can't just wish to be made a Fourth Step cultivator, after all.

Put simply, the magnitude of what this Wish can grant you is limited by what Step of cultivation you happen to be in. A complete rookie could ask for anything that a Peak First Step cultivator could do and get it, while someone who just transitioned into the Second Step could ask for anything a Peak Second Step cultivator could do... and so on.

Come what may, the power of this Wish cannot exceed what Allheaven or End-of-story Meng Hao can do. You get one Wish every jump.

Scholar

Theftless Bag -100 CP

This unassuming cosmos bag is not like the others. Within its strange depths, it can hold limitless amounts of whatever you care to store in it and can expand its opening to incredible sizes for storage of particularly large or unwieldy items.

What's more, this bag is truly indestructible, cannot be seen through or stolen from and will always find its back to you if it gets lost somehow.

Personal Armor -200 CP

Not necessarily a set of armor. This item is an outfit that can take whatever form you wish, within reason, becoming clothes or armor according to your wishes with an effort of will.

What makes it special is that it will always offer as much protection for your level of power as high quality steel plate armor would offer an ordinary human, regardless of its appearance or how much of your body is covered.

Promissory Notes -400 CP

Ordinarily, this stack of crisp white notes wouldn't have any power to enforce the debts that they entail, no more than a man could move mountains. But these aren't any ordinary promissory notes, instead these are similar to the kind created by Meng Hao's Writ of Karma technique.

If the signatory of the promissory note, who needn't have signed the note, doesn't pay back the debt entailed then they will suffer increasing difficulty in anything they attempt to do. This is most evident in cultivation, but applies in all areas of life, such as finance, romance or stranger.

The debt must be true for this to work but as long as that condition is fulfilled then you're free to start collecting.

Immortal Dao Transference - 600 CP

You have received something precious beyond words. While this is lacking the transference of cultivation base and life force, something arguably far more precious was successfully passed on: Boundless understanding of the Dao of Heaven, complete mastery regarding cultivation bases, and deep comprehension regarding countless magical techniques. All of this and more is held in a mental library that you can access at will, either browsing or intuitively finding whatever you may be looking for in an instant.

This mental library could be considered a compilation of the entire body of knowledge related to cultivation that exists in the entire Mountains and Seas realm, in fact it contains all cultivation related knowledge once held in the Paragon Immortal Realm.

It contains even works such as the Three Classic Scriptures. The Sublime Spirit Scripture, which contains nine manuals, details the method to create a perfect cultivation base in each of the seven stages of the Spirit Realm in order to achieve Immortal Ascension. The methods found here even mean that building a perfect foundation would not make you incapable of absorbing ambient spiritual energy despite the Laws of Lord Ji.

The second of the Three Classic Scriptures, which focuses on developing and strengthening the spiritual sense, would teach you to absorb spiritual sense attacks, taking them into your body to permanently improve your own and working best when used in combat, with merely the first of nine manuals.

This is the legacy of one of the greatest superpowers to ever exist in the starry sky. And it is yours, no one else can even perceive or interact with it, even in your memories.

In future jumps this will update to contain a compilation of knowledge as close as possible to the scale of this one, starting the knowledge held in your starting location and expanding outwards until it finds enough or there simply isn't any more knowledge to find.

If you'd rather have a physical library rather than this you gain it as a warehouse attachment instead. As a matter of fact this is an ongoing effect, meaning any knowledge added to either of the libraries automatically updates in the other.

Chosen

Allowance -100 CP

What's the point of being from a rich clan if you don't get an allowance big enough to feed a small town for a year? This is an allowance deposited every week into your warehouse, the equivalent of a large fortune of spirit stones, enough to buy a *whole* lot of things.

As the stages on which you operate rise, this allowance grows proportionately to let you be one of the most absurdly wealthy people around in just about any group of your peers.

Flying Sword - 200 CP

A treasure that is both vehicle and weapon. And not necessarily a sword. You can choose the appearance and magical abilities of this item. Perhaps it is a drum that summons lightning when struck or a large fan made of blades in the shape of feathers that can separate individually or in groups to fly around and attack or defend remotely.

Regardless, it will always be a suitable means of transportation and combat for your level.

Single-Use Stash -400 CP

Whether you were given this by the elders of your clan or you found it in the legacy of a fallen ancestor, you have a truly excessive collection of single-use treasures stashed away. From talismans that massively increase your speed for a time to jade slips that can block or create attacks from a realm above your own, even pieces of jade that can teleport you to safety in a pinch or bring you back from the brink of death.

The former are far more numerous than the latter, though your collection hardly ever runs dry anyway, so I'm sure you'll be fine.

Prince Jumper -600 CP

Or just Clan Heir or Young Master, one supposes. You belong to an immensely powerful faction now, a clan or sect that is a notable force not only in one Mountain or Sea, but is noticeable even in the entire Mountain and Sea realm.

A clan with status somewhere between the Fang Clan and the Ji Clan, you have thousands of servants, whole teams of immensely powerful old monsters at your beck and call, mountains of resources, treasures by the thousands, and just about anything else one might care to have.

In future worlds the clan will follow you, either existing in a pocket dimension or being physically located somewhere in the universe, and all clansmen will retain their abilities and powers, along with any improvements you may have made. When entering a new setting your choice of members is able to be reborn as locals, gaining brand new alt-forms while keeping their memories and abilities intact.

Senior

Old Associates- 100 CP

One thing successful Seniors share is a wide net of connections with useful and interesting people and organizations. This is just such a thing.

You possess a large list of friends, associates and contacts to rely on that you can use to trade for information, resources and favors for practically nothing in return. This net of contacts naturally grows on its own as its members meet new people and you can help grow it yourself with casual ease by meeting useful people and networking in your travels.

As you rise through the world and become more powerful, meeting and getting to know more powerful people and organizations, the level of this network will naturally and organically grow with you.

Mountain Peak -200 CP

Whether or not this place is actually at the peak of a mountain or not, it remains a workshop fit for even the greatest of masters. Whether your craft is alchemy, smithing, formations or stranger, the tools and facilities inside will be of the highest quality possible for your level and suited perfectly for your current task.

What's more, if you desire different tools or to try something else you can simply exit the workshop and close the door and when you open it again all you require to work will be inside.

Medicine Garden - 400 CP

Within a hidden dimension, attached to your Warehouse, is a bountiful realm equal to the Violet Fate Sect's treasured Medicine Garden. This realm contains massive and pure flows of spiritual energy perfect for nurturing the growth of any plant you could think of.

What's more, the garden can adapt itself to suit any necessary conditions and can expand to hold any amount of growing ingredients that you can provide.

And best of all, the garden is rife with mindless servitors who perfectly maintain the garden and look after everything for you. Without even an ounce of effort from you, the entire garden will function at perfect levels for eternity.

True Spirit - 600 CP

Oh, wow. You are now the proud master of one of the precious few True Spirits that exist in the universe, a being of mysterious, unknowable powers and abilities.

Much like Night, this True Spirit has a multitude of powers, all of them equally strange and shocking. While it can do virtually nothing to assist you in actually fighting, that's not where it's abilities lie at all.

A being attuned to the cosmic flows in unique ways, the Spirit has the ability to make time itself reverse, simply through dreaming. Whenever this spirit dreams, it's possible to transition into the far, ancient past, to see how things once were, to speak to souls long dead, and even to receive knowledge and advice from them.

All you need to do is to bring this Spirit to any place and let them sleep, and as long as they remain asleep, everything for a vast area around them reverts to any point in the past you would like to visit. The lands are restored, the people live again, and dead things find themselves enlivened.

This is not a true life, however. Things born of a dream, even a spirit's dream, can never be fully real, so don't go thinking you can mine or farm these dreams just like that. Well, unless you *can* make dreams fully real on your own. But what you can do is to gain *knowledge*. People live again and can be learned from, destroyed libraries are restored, and so much more.

More than that, while for most people this world would be fake and transitory, the people in it being mere memories, *you* and those you allow actually *do* travel to the past as depicted here. Every interaction you have is real, and traces of your actions remain even once the dream ends. You can only act in the region reverted in time by the spirit, however. Leaving the region that's encapsulated by the dream simply brings you back to the present.

Mind you, even this limited travel has its own dangers. This is the real past, so if you do something that would cause effects large enough that your existence would be in danger... well, this doesn't protect you from paradox. Fortunately, the spirit will warn you whenever you're on the verge of doing something like that.

Now normally this dream would be an obvious thing that anyone in the vicinity could notice. But buying this here means that you get to cheat on this. You can choose from the actual area around the spirit being reverted, or a pocket-space being created that holds the past version of the place that only you and those you allow can see and interact with.

Companions

You may spend CP to increase the budget of companions who have them at a 1-to-1 ratio. Companions cannot buy other companions and may only take drawbacks that solely affect themselves.

Import/Creation - 50 CP

Import a companion or create a new one for **50cp** or pay **200cp** for a set of eight. You can define the appearance, personality and history of created companions however you wish, though their abilities will be determined by their purchases, even to the point of making them perfectly loyal. Imported and created companions get **800 CP**.

Canon Companion - Free

You may take anyone you can convince to come with you as a companion.

Beloved - 200 CP

In this cold and cruel world, it's rare to see a true relationship survive the rigors of cultivation and survival. The reasons are many, be it simple danger, unfaithfulness or worse. Danger and every alternative can't be accounted for, but this companion will never be unfaithful. This individual of your preferred gender is a perfect partner for you. Everything about them complements you, slotting into all the empty spaces you didn't even know you had.

They are naturally and effortlessly such an exquisite match for you that you could happily live out the rest of eternity if you had nothing but them and you will naturally and effortlessly find yourself just as well matched for them just by being yourself.

They have **1000 CP** to be spent on perks, items or an origin.

Monogamy isn't a strict rule in the cultivation world, though multiple Beloveds is a bit uncommon, so you may take this as many times as you care to. They will all be compatible with each other, though what this means is up to you.

Best Father in the Multiverse - 200 CP

You have a supportive father who loves you unconditionally and understands you without you having to say or do anything. He is extremely cool and will move heaven and earth for your sake while only interfering and giving you a kick in the pants when you need it. He shamelessly dotes on you to ridiculous extents.

Unfortunately not all is well. While he is extremely powerful on a local level, being at the peak of the Dao Seeking realm, he is also at the end of his lifespan. While he can continue to prolong

his life for a long time as long as he refrains from using as much of his power as possible his remaining vitality will be greatly drained by even relatively small efforts.

He can at most help out with a handful of smaller problems or with one thing that requires his full strength before needing to immediately go into hibernation to prevent his death. And if he has to push through beyond that... he will unfortunately not be able to return to life until the end of the jump, though at that point he becomes a more standard companion and his longevity stops being a problem.

There is hope here in the present however. He will completely regain his vitality and be released from these restrictions as long as you can help him achieve Immortal Ascension and become a True Immortal. Just keep in mind that, in his weakened state, he has nearly no chance of overcoming the tribulations on his own and will require you to carry him through the ordeal.

At that point he will demonstrate once more that he is the best father in the multiverse by demonstrating that the apple didn't fall far from the tree: he will quickly shake off the accumulated rust and reveal abilities and talents equivalent to all the perks you purchased in this jump, aside from **Fate**, along with millennia of extra experience employing them.

Drawbacks

Same Scenery But Filled With Strangers +0 CP

This world is vast and its history deep. Perhaps you've been here before? Or maybe you've been here in the far future? The path of cultivation is long and the power it can grant beyond imagining, so perhaps you've left a mark even still...

This makes it so that your actions in this setting carry over if you've been here before. Though nothing you've done will nullify the challenges of the drawbacks and scenarios in this jump.

Mountains Crumble, Seas are Destroyed +100/200/400 CP

If you feel that 30 years is not enough look no further than this. The first level doubles the length of your stay to 60 years for **100 CP**, the second level instead multiplies it by ten, to 300 years, for **200 CP** and the third makes it so you stay until the end of the war against the 33 Heavens for a total of **400 CP**.

Lord Jumper +100 CP

It's a good thing drawbacks don't kick in until after you're done making your choices, I suppose, because you're now incapable of counting beyond a single digit of your choice. If your choice was the number three, like the great Lord Third, then you could only count to three and then start again, numbering everything in intervals of your chosen number.

Of course, afflicted as you are, you can only count three intervals anyway, so it's not like it matters. The very concept of numbers larger than your chosen digit escapes you and even the suggestion that such a number exists is enough to inspire incredulity.

Eccentric Grandmaster +100 CP

Through some recurring twist of fate, your reputation will inevitably expand into something barely indicative of reality. Unfortunately, it won't be the good kind of reputation, but the kind that paints you as some kind of deranged pervert or gibbering moron.

Vexation +200 CP

There is a being in this cosmos that even gods and immortals fear. A creature that inspires such dread, such horror that bloodthirsty demons would shrink back and hide, hoping it didn't notice them as it passed by.

This being is known as Ultimate Vexation and, on top of being impossibly quick and nigh-indestructible, he possesses the ability to talk and talk and talk with such relentless and

tireless energy that even the most venerable immortals could be driven to insanity from prolonged exposure.

You are now its rightful master and, instinctively knowing this, it will do everything in its power to come to your side and stay there. Forever.

While he begins trapped under powerful seals, and it is definitely possible to get some breathing room from him from time to time, it is guaranteed that circumstances will always eventually align to reunite you with the creature.

If you manage to keep your sanity you may take him with you as a companion or follower.

You Owe Me Money +200 CP

You have an obsession. A craving for something that can only be eased but never satisfied.

It may be money, it may be women, or it may be something else of that sort. But the important thing is that you are driven to acquire more of it with an intensity that goes past simply bordering on obsession.

Whatever the focus of this obsession is, it will always be at least partly at the core of your motivations for any action, either directly or indirectly, and you could end up taking risks you otherwise wouldn't have considered to fulfill it.

For better or worse this obsession will be one of your defining character traits for the duration of this jump.

Self Doubt +200 CP

Ask any cultivator what it is they're cultivating and you'll get a different answer from each person. The answer relevant to you, in this case, is that cultivator's cultivate self-confidence. In themselves, their power, their path and so on.

Unfortunately, you have a terminal lack of self-confidence.

I NEED SPIRIT STONES! +200 CP

You never have enough money or resources to fuel your hobbies or endeavours. No matter how hard you work to save up, your wealth will seemingly vanish into thin air if you hold on to it for too long.

Inky +200 CP

What is that? Oh, you poor soul. I see you've picked up a hitchhiker. A terrifying waterlogged corpse is lashed to your back by its long, inky black hair. No matter what you do, you're not going to be able to get rid of it.

If that were all, I'm sure you'd be fine, but it actually begins to howl mournfully when night falls at ear piercing levels. Perhaps you're fine with that as well, but others aren't so certain.

Expect a degree of social isolation and ridicule.

Silkpants +200 CP

You are a hedonistic, narcissistic, wasteful and egocentric young master at heart and you feel genuinely entitled to anything that catches your eye. This doesn't remove your ability to recognize danger or lower your intelligence or common sense but expect your heart to pull you in... *complicated* directions.

Lord Jumper +200 CP

You have an arrogant disposition and abrasive vocabulary on par with Lord Fifth's. You are excessively proud and perverted. It would take careful handling and wording to interact with you without setting you off somehow, a level of care that most won't know or bother to apply.

What Are The Chances? +300 CP

When it rains, it pours. If you run into someone you'd rather not, perhaps a Chosen you've antagonized and allegedly cuckolded in the past, chances are you'll also run into the two other Chosen you ripped off awhile ago. And also the Senior you managed to slight.

The details vary, but your troubles tend to come in groups.

Principles +300 CP

You'd think that it would be difficult to get anywhere in life with a personality like this, but it's actually surprisingly common here. Simply put, you will never let go of any grudge or slight and will inevitably pay it back, with extreme interest, no matter how long it takes you.

Devil Heart +300 CP

A devil has been born within you. Maybe it was always there, who knows, but the effects are obvious for all to see. You possess a vast and implacable lust for blood and violence that longs to be quenched at every moment, requiring an equally vast willpower to hold it at bay and prevent it from influencing your decisions and disturbing your calm.

Sowing Karma +400cp

A Dao Seeking old monster will become aware of you and come to the conclusion that your cultivation is just what they need to get a new lease of life and a solid chance at Immortal Ascension. They will not immediately come after you as they want to harvest your cultivation when it has sufficiently matured, which will be roughly at some point in Spirit Severing, but they will be waiting with bated breath for that moment.

If you begin to take too long for their tastes, then they will start to send threats your way and motivate you towards making progress. Your friends and family could become hostages to ensure your growth.

Reliable +400 CP

How did you get a name like that with a personality like yours? Your personality can best be summed up as “unreliable”. You’re cheap, cowardly, untrustworthy and self-centered beyond belief.

Bolt From The Blue +400 CP

In this world the heavens are a very real, very much alive force that actively punishes anyone it catches trying to go against its laws with calamities and tribulations. These tribulations can take many forms but the most iconic, by far, is tribulation lightning; seemingly alive lightning that will continue trying to annihilate its target and anyone caught in the way until its task is complete or it is destroyed.

You though? It appears you just naturally irritate the heavens just by existing. And thanks to that random bolts of tribulation lightning will appear out of nowhere to attack you from time to time. They won’t be powerful enough to, like, wipe you from existence though... probably?

Silky Smooth +400 CP

There is a being in this cosmos that even gods and immortals fear... at least as long as they are furred or feathered.

His name is Lord Fifth and he is the most prideful and perverted parrot you will ever lay eyes on. He is a being of great focus and determination, a creature possessed of a devilish speed and unnatural toughness to help him achieve his heart’s desire: to screw any furred or feathered creature that catches his eye.

You have the smoothest and most luxurious fur Lord Fifth has ever seen. Even if you don’t actually have any. And the most magnificent and attractive feathers imaginable. Even if you are actually a normal human that is bald and hairless all over.

Better start running, because no amount of words are going to make him pass up a world-toppling beauty like you. Or you could try to fight him off, I suppose.

If you do manage to keep him at bay for the whole of your jump, you can take him with you devoid of any unnatural attraction towards yourself.

“Destiny” +500 CP

I’m not sure what it is about you, but everyone keeps trying to use you to advance their agendas, one way or another. Young or old, weak or powerful, the majority of the people you run into will have some kind of ulterior motive where you’re concerned.

This wouldn’t be an issue normally, that’s just how people work, right? Except their ulterior motive will invariably require using you as a stepping stone. The older and stronger they are, the more likely that this will entail something fatal or worse.

Resurrection Lily +500 CP

You have been afflicted by the poison of a Resurrection Lily. Or you will be shortly after the start of the jump, a few years afterwards at most.

When this poison flares up three times, it forms a complete cycle. After three cycles, the flower will bloom. After it blooms, a demonic face that seems to be both laughing and crying will appear in your right eye. It will come and go depending on your usage of your Cultivation base. If you circulate your Cultivation base for a long time, it will grow more clear. At this stage, the poison will not injure you, and in fact will protect you from all manner of other poisons. However, your desire to kill will grow stronger.

After three more cycles, the flower will bloom again, and when the poison flares up, another demonic face will appear in your left eye. At this point, your desire to kill will be even stronger. You will become incredibly bloodthirsty. At this point, not only will you be immune to a vast array of poisons, you will begin to emanate a poisoned miasma. Your flesh will become incredibly tough, and you will be more resilient than the average Cultivator.

However, you will find that your body is also becoming more and more stiff. Your agility will be reduced, and your life force will slowly become dim. You will often be surrounded by a death aura. After this, the flower will bloom a third time. Your mind will be lost, your life will be gone. Your body will transform into a three-colored Resurrection Lily.

You must suppress and resist the effects of the poison long enough for the jump to end or find a means to get rid of it outright or it will kill you.

Be careful, as this will bypass any outright immunity to poison that you possess.

Rival +500 CP

Somewhere near your starting location there is a cultivator whose fate is connected to yours. They are a talented chosen of their sect or clan and you are destined to meet soon after the beginning of the jump in antagonistic fashion.

Their connection to you will see them encounter trials, tribulations and opportunities that have them keep up their cultivation speed to at least match you in terms of cultivation realm, and indeed their cultivation will be powerful and possess a solid foundation, but who is superior will ultimately be determined by your own efforts.

While it is not set in stone that you will be enemies, circumstances will conspire to see you meet in antagonistic roles when you encounter each other and they themselves will be predisposed to standing against you, as they will naturally discover reasons to be hostile to you over time.

Fate will guarantee that you both will meet at least several times over the course of the jump.

Flawed Rebirth +600 CP

Something must have gone wrong with your arrival to this world, perhaps a misalignment between your existence and your new self, because your powers, items and abilities from other settings aren't available for the duration of this jump.

Enemy Sect +600 CP

You have gone and made an enemy of a local sect, one on par with the Five Great Sects of the Southern Domain in planet South Heaven. Or you will inevitably do so shortly after the start of the jump, a few years afterwards at most.

While they will not immediately commit forces to hunting you down the members of the sect will be on the lookout for you and you will not be able to benefit from services offered by organizations belonging to the sect using your own identity.

That's only when you are small and insignificant though. The more they see you grow and the more of a threat they consider you to be the more actively they will hunt you. If you become a big enough threat the entire sect will put all other matters aside to pursue your destruction.

Xianxia Protagonist +1000 CP

You have been blessed with the fate to live out your own Xianxia story, with you as the protagonist. You will meet the most interesting people, be present for the most momentous events and get to see the most amazing places around. All the while getting into no end of dangerous trouble, just like any other Xianxia protagonist out there.

Good fortune? Lucky encounters? Well, I suppose that if you were naturally lucky somehow you could get a lot out of all the messes you get into but neither good luck nor plot armor is included in this drawback and so no form of reward is guaranteed.

You will still get some downtime from time to time but, inevitably, you will always get dragged back into the dangerous whirlwind of events that is now your life.

Scenarios

Scenarios give you **+500 CP**.

You may take any scenario you wish, or as many as you want, as long as you meet the requirements. But once you start a scenario you must finish it to leave the jump or relinquish all of your purchases from this document to escape.

Incompatible perks or items are effectively dormant for the duration of a scenario. You still have them but you won't be able to benefit from them until the scenario is finished.

Grand Jumper Sect

*Incompatible with **Prince Jumper**.*

All the greatest clans and sects in this world have been in power since the times of antiquity. Many stretching back to the times before the Nine Mountains and Seas came to be.

They are monumental organizations that possess untold quantities of resources, countless experts with heaven-toppling power and hidden trump cards that can reverse the course of fate itself.

You must now try to replicate the feat of making such a monolith practically overnight.

At minimum you must establish your own sect or clan from scratch and make it at least a major power of your starting planet.

As a reward you will get to take your creation with you; along with its land, infrastructure and everything; and anyone that is or becomes part of it is perfectly loyal and obedient to you. Naturally, making a sect of that level is simply the minimum passing grade; the greater and more powerful it becomes before the end of the jump the greater it will be when you take it with you.

If you have **Prince Jumper** you may at any time after meeting the minimum requirements declare the scenario finished. This will end the scenario and grant you back the full benefits of **Prince Jumper** but any further improvements to the Grand Jumper Sect done before the end of the jump will not stick when you leave, although any changes made after the jump will.

Door of Immortality

*Incompatible with **Perfect Latent Talent**.*

Becoming a True Immortal is the dream of every cultivator, albeit one believed far too difficult to ever become possible. The path towards that realm is long, arduous and rife with hardship, but it is one that you must walk.

Until you reach the peak of the Dao Seeking realm, open the Door of Immortality and pass through the Tribulations of Immortal Ascension to become a True Immortal, you will not be able to leave this jump.

If you succeed at this task, you will be rewarded with the Door of Immortality itself as your own Paragon Magic which will let you use its Tribulations as your own weapons or even open the way to Immortal Ascension for others completely at will.

But this is not the end. There are realms even above True Immortality in the Nine Mountains and Seas: the Ancient realm and the Dao realm. And if you were to go above and beyond and achieve those realms the Paragon Magic would evolve to be capable of summoning the doors and Tribulations of those realms as well.

If you have **Perfect Latent Talent** you may declare the scenario complete at any point after achieving Immortal Ascension. This will grant you back the full benefits of **Perfect Latent Talent** but the reward of any level of the scenario you have not fulfilled will be relinquished.

My Mountains And Seas Realm

*Requires the **Demon Sealer** perk.*

It seems there has been a change of plans. While Meng Hao used to be the man fated to become the ninth Demon Sealer and free the Nine Mountains and Seas from the 33 Heavens, you must now take his place. Though, if you wish, you may take his place more literally and self insert as Meng Hao. In which case your starting location is set to the top of Mount Daqing in the State of Zhao of planet South Heaven.

Regardless, you must seek out the existing Demon Sealing Hexes and in the process rise to become the Crown Prince of the Mountains and Seas. For your task is no less than to help the Mountains and Seas Realm, or at least its people, to survive the coming war and escape the seal of the 33 Heavens.

It will be a brutal conflict beyond the imagination of most, and if you tarry the 33 Heavens will receive reinforcements from two infinitely greater superpowers; the Immortal God Continent and the Devil Realm Continent; rendering the war unwinnable for the local forces of the Nine Mountains and Seas. But if you succeed, if you ensure the freedom and continued survival of

the people of the Nine Mountains and Seas, you will have defeated this scenario and receive your just reward.

The Nine Mountains and Seas are now yours, restored to their prime and free from the suppression that made it so hard to cultivate past the First Step, as is Patriarch Reliance; the millions of kilometers wide demonic turtle that was supposed to have been your Dao Protector all along. Rest assured that he will no longer try to run away, having completely given up on the idea after witnessing your accomplishment.

The Nine Mountains, the Nine Seas and all of their Cultivation Planets are now also completely loyal to you and nothing will be capable of making them turn against you.

Choices

Congratulations on surviving this world.
You now face a final choice. Do you:

Go Home

You will return to your home dimension with everything you have earned up until this point.

Stay Here

Oh, you want to stay here? That's reasonable, I suppose. The Dao is infinite and so is this Universe, so perhaps this isn't as much of a confinement as it would be in other worlds.

Move On

Keep walking. The path is long, your future uncertain, but if you continue to move ever onwards, regardless of the troubles you face, perhaps you'll reach the pinnacle one day.

Notes

[Old wip I found](#)

Everything can be toggled on and off.

Cultivation in future settings

In future worlds you will find that places have the energies needed to cultivate in intensities determined by the spirituality of locations and the density and level of the supernatural powers in them. A mundane Earth would struggle to produce even Core Formation cultivators and achieving the Nascent Soul realm could very well be the limit and come at a great cost to the world.

Still, you have fiat backing that as long as you don't personally begin teaching people about cultivation the worlds and locals of future settings will never interact with these natural energies, let alone find out about or make use of them.

This means that while you will find spiritual energy in future settings it will not naturally interact with those worlds or alter them on its own unless you deliberately seed those worlds with spiritual energy yourself.

You can still grant the ability to cultivate to individuals without affecting the world.

Cultivation Realms

First Step

Qi Condensation

Qi Condensation is the first stage of Cultivation. To reach this level a cultivator absorbs the Qi found in the environment through breathing techniques to form a permanent Qi vessel that can hold spiritual energy. At first this is a small thread of Qi that travels through the body but as they advance through the levels of Qi Condensation this thread becomes a constant stream that flows through the entire body, then an internal lake of Qi and finally it becomes a Core Sea.

Stages of Qi Condensation

In modern times there are Nine levels of Qi Condensation but in ancient times there were Thirteen levels.

Special features of the 10th through 13th levels:

- 10th level – Strengthens the body
- 11th level – Refines the Core Sea, allowing for boundless future progress
- 12th level – Creates a sea of perception which leads to more powerful Spiritual Sense
- 13th level – Allows one to steal luck from the heavens by increasing latent talent

Foundation Establishment

Foundation Establishment is the second stage of Cultivation. To break through to this stage the Core Sea of the Qi Condensation stage must be condensed into a Dao Pillar.

Benefits of Foundation Establishment

Cultivators who establish their foundation obtain a spiritual sense, their core sea is condensed into a Dao Pillar which is a hundred times more powerful than Qi, and they obtain a cultivation soul.

Types of Pillars

Depending on the cultivation method used to create the Dao Pillar, the quality of the resulting pillar will vary.

- Fractured – More than Two cracks per Dao Pillar. The worst quality.
- Cracked – Two cracks per Dao Pillar
- Flawless – One crack per Dao Pillar
- Perfect – No cracks at all. Such a quality has not been seen since ancient times.
 - Dao Fruit – Also called the *Supreme stratum*. To achieve it, a Cultivator with a Perfect Stratum must Sever that perfection in the Spirit Severing realm.
 - Eternal – The true pinnacle, above the Supreme Stratum. Requires a form of enlightenment into the concept of what it means to be "Eternal" after achieving a Dao Fruit.

Stages

Advancement in this realm involves the creation of further Dao Pillars to create a solid foundation for later cultivation.

- Early stage – 1 to 3 Dao Pillars
- Mid Stage – 4 to 6 Dao Pillars

- Late Stage – 7 to 9 Dao Pillars
- Pseudo Core Stage – 9 Dao Pillars, “Great Circle of Foundation Establishment” complete
- Perfect Pseudo Core Stage – 10 Dao Pillars “Perfect Circle of Foundation Establishment” complete. To attain this you must have reached the 10th Qi Condensation Level, and all 10 pillars must have a perfect stratum.

Special features of the Perfect Foundation

- Cuts the Cultivator off from the spiritual energy of heaven and earth; they can only absorb spiritual energy from medicinal pills, or other places where spiritual energy has been accumulated.
- Although a Perfect Foundation Establishment Cultivator can cultivate in areas with accumulated spiritual energy, it seems this is not the only requirement. In all situations where Meng Hao was able to absorb spiritual energy from his surroundings, those locations were places that rejected the will of the heavens. It first started when Meng Hao first obtained his perfect foundation at the Blood Immortal Legacy Tournament 8th location. There the Blood Immortal Mansion supplied him with spiritual energy. Then, it was at the Song Clan special domain and inside the painting of the World Tree. The World Tree was a tree that had rejected the will of the heavens.
- Can exert crushing pressure on all other Foundation types
- Once a new Dao Pillar is almost complete, it will suck in energy uncontrollably. If there is no other source of energy, it will absorb the life force of the Cultivator and eventually kill them

Core Formation

Core Formation is the 3rd stage of Cultivation. To reach the Core Formation realm the cultivator must melt all the pillars that were formed in the Foundation Establishment stage to create a single core. This core can store quantities of energy that would have been unimaginable at the Foundation Establishment realm as well as use this energy much more quickly and easily.

Like in the Foundation Establishment realm, the cultivation method you use to form your core determines its quality.

Types of Cores

- Gold (Perfect)
- Violet (Best)
- Orange (upper-Moderate)
- Green (Moderate)

- Crimson (lower-Moderate)
- Mixed (Worst)

Core Qi

Core Formation Cultivators can use Core Qi to make magical techniques reach the pinnacle of power. Different Cores would produce different Core Qi. Of course, the higher the level of the Core, the more likely it would be to produce Core Qi, and sooner. Obviously, the Core Qi would be much more powerful as well. Generally speaking, among Cultivators with a Violet Core, ninety percent would be able to cultivate Core Qi in the early Core Formation stage. For Orange, Crimson and Green Cores, they were monochromatic Cores, and would generally produce Core Qi during the mid Core Formation stage. Regarding Mixed Cores, they contained a variety of colors and were the lowest of the entire stage. Since, a Perfect Gold Core is above a Violet Core the Core Qi produced by a Gold Core must be stronger. Some cultivators are able to bring out the superior power of the Violet Core out of a lower level core such as Orange Core in order to cultivate Core Qi earlier.

Core Qi Techniques

Core qi seems to be able to employ techniques that take on a scenery such as mountains, rivers, and a Starfield such as those employed by Ji Hongdong. It can also use techniques that match the color of one's core such as the techniques used by the Azure Masked Black Lands cultivator. It can also be used by special objects imbued with the power of a person Qi such as the Blood Immortal Mask obtained in the Blood Immortal Legacy Tournament of the Ancient Doom Clan. The Core Qi produced by the mask is red like the color of blood.

Spiritual Sense

There seems to be a positive correlation between Spiritual Sense and Core Qi. When Meng Hao obtained a piece of the Dao Divinity Scripture from the Immortal Choumen Tai he noted that: "The stronger one's Spiritual Sense is, the stronger the Core Qi will be. With Core Qi powering magical techniques, the result will be even more shocking; similarly, Meng Hao's ability to deduce the ultimate form of his techniques far surpassed others." It seems comprehension towards deducing techniques and Core Qi are strengthened with a higher Spiritual Sense.

Stages

Advancement in this realm involves increasing the capacity of the core.

- Early
- Mid
- Late
- Great Circle of Core Formation

Nascent Soul

The Nascent Soul of a Nascent Soul Cultivator is based on the five elements, and is divided into five colors. A Four Color Nascent Soul is actually considered the ultimate. With a Flawless Foundation and a Violet Core, along with a One Color Soul Procurement Pill, then it's possible to add one more element. Only those who have entered the Nascent Soul Stage are able to cultivate Divine Abilities, which are beyond normal techniques cultivated to the pinnacle through Core Qi.

The cultivator's soul is stored inside the Nascent Soul, which means they can survive even the destruction of their physical bodies as long as the Nascent Soul survives.

Stages

- Early
- Mid
- Late Nascent Soul
- Great Circle of Nascent Soul

Spirit Severing

Spirit Severing is known as a process in which Dao enlightenment grants you the ability to sever something from your soul. It can be love, your body or daytime. It is known that you can sever your soul up to three times. After the third severing, if you are successful, you will officially step into Early Dao Seeking. If you fail you will either die or if you survive you will be stuck at the Third Severing until your longevity runs out.

Stages

- First Severing
- Second Severing
- Third Severing

Severing Type (Type of Dao)

What was severed in Spirit Severing can determine how powerful that person will be within Spirit Severing.

- Regular/Mortal Blade(Normal Dao)
- Heavenly Blade (Great Dao)

- Mist Blade(Own Dao).

After severing a Dao from oneself one can use a domain related to said Dao. Each Severing can come with a Sever Treasure if the Dao severed is profound enough.

Stratums

- Dao Fruit — a superior foundation born when a person with a Perfect Foundation at Foundation Establishment severs their perfection.
- Eternal — the peak among Stratums born when someone with a Dao Fruit Stratum understands the concept of "Eternity", such as when Meng Hao fused his Dao Fruit with the Eyeless Larva who cannot die. This foundation cannot be destroyed by the Heavens and grants an 'Undying' body and soul, making the possessor essentially immortal.

Dao Seeking

After gaining enlightenment for your Third Severing and successfully severing it you will step into Early Dao Seeking. The Dao Seeking stage involves seeking to further understand the Dao one has been enlightened on in Spirit Severing. Dao Seeking cultivators are capable of summoning natural laws related to their Dao and utilizing it through their abilities.

Stages of Dao Seeking

- Early
- Mid
- Peak
- Half Step to Immortality(Generate Immortal Qi)

Special Type of Dao Seeking

If your Third Severing is a Mist Blade Severing then you are at Early, Mid and Peak Dao Seeking, and Half Step to Immortality at the same time.

Second Step

Immortal Realm

Types Of Immortals

- **False Immortal** - A False Immortal is someone who has chosen to worship a True Immortal to gain power from them, allowing them to step into the Immortal Realm. If

the True Immortal that was being worshiped were to die they will experience a drop in their Cultivation base; they also are inferior in power to True Immortals and can't cultivate Immortal Meridians.

- **True Immortal** - A True Immortal achieved Immortal Ascension via Immortal Destiny (Violet East/Pill Demon), an Immortal Illumination Vine (Sect Chosen) or forced their own Immortal Ascension via Dao Corroboration.
- **Ancient Immortal/Immortal** - Must force their immortal Ascension (Corroboration of one's own Dao) and have 123 meridians. Each additional Meridian above 100 is an extra Immortal Soul. 123 Immortal Meridians is Perfect with 33 Immortal Souls
- **Immortal Paragon** - Ancient Immortal with an Immortal realm Fleshly Body.

Ways to Reach True Immortality

- Using an Immortality Illumination Vine to trick the heavens; This is something which most people do to reach True Immortality.
- Fighting for Immortal Destiny, which only comes every 10,000 years.
- Corroborating your own Dao and forcing the heavens to accept you.

If you have successfully fought for Immortal Destiny and opened the Door of Immortality, Immortal Qi will swirl and you will hear the music of a great Dao. The immortal Qi will transform your body into that of a True Immortal and a life force pill Qi, which is even better than an Immortal Pill will be formed.

Dao Corroboration

This is the true way of becoming a True Immortal. It does not require waiting for immortal destiny or tricking the heavens with Immortality Illumination Vines, but it is by reaching immortal ascension on your own and forcing the heavens to accept you.

Stages of True Immortality: Meridians of True Immortality

True Immortality is different than anything in the Spirit Realm as there are meridians instead of a core or pillars. The soul is grouped into three spiritual aspects and seven physical aspects; a total of ten vessels. The meridians are organized into groups of ten, each of which form a vessel to total of 100 meridians.

1. Stage 1 Immortal: 10 - 19 Meridians
2. Stage 2 Immortal: 20 - 29 Meridians
3. Stage 3 Immortal: 30 - 39 Meridians
4. Stage 4 Immortal: 40 - 49 Meridians
5. Stage 5 Immortal: 50 - 59 Meridians
6. Stage 6 Immortal: 60 - 69 Meridians
7. Stage 7 Immortal: 70 - 79 Meridians

8. Stage 8 Immortal: 80 - 89 Meridians
9. Stage 9 Immortal: 90 - 99 Meridians
10. Stage 10 Immortal: 100 - 122 Meridians
11. Great Circle of True Immortality: 123 Meridians

Allheaven Realms

These are the three Realms of True Immortality that only someone with an Allheaven bloodline is able to achieve. You advance through these realms by consuming divine treasures, pills and utterly immense amounts of energy.

- **Immortal Emperor:** The Immortal Emperor is the first of three special stages of True Immortality that only someone with the Allheaven bloodline can achieve. One who becomes an Immortal Emperor can fight Ancient Realm cultivators with up to 6 extinguished soul lamps.
- **Allheaven Immortal:** The Allheaven Immortal is the second of three special stages of True Immortality that only someone with the Allheaven bloodline can achieve. Once one becomes an Allheaven Immortal all their meridians that they have will merge into one meridian, and that single Immortal meridian will form a framework inside of them that was a perfect circle. While their fleshly body will experience an explosive growth.
- **Allheaven Dao Immortal:** An Allheaven Dao Immortal is the third and final of the three special stages of True Immortality that requires someone with the Allheaven bloodline. The Allheaven Dao Immortal was the ultimate and absolute peak of the Immortal Realm. It was a Realm that could overthrow experts at the peak of the Ancient Realm, and even shake powerful experts of the Dao Realm. Throughout the entire history of the Immortal World, there had only ever been ten individuals to achieve this stage.

Ancient Realm

The Ancient Realm is the cultivation realm above the Immortal Realm. Only a cultivator of the True Immortal Realm can ascend to this realm.

Cultivators stepping into the ancient realm must strike the Bell of the Ancient Realm gaining one soul lamp for every five meridians they have with the theoretical maximum for someone with one hundred meridians being twenty. Each of these soul lamps contains power equal to the cultivator at the moment they broke through to the Ancient Realm and all the power in a soul lamp is added to the cultivator when it is extinguished.

The potential of a cultivator in the Ancient Realm therefore depends on the number of Soul Lamps one can create after ascending and the power gained depends on the number of Soul Lamps extinguished. To progress further in their cultivation Ancient Realm cultivators have to extinguish each soul lamp using their life force, each subsequent lamp being increasingly more

difficult, until they reach the great circle, at which point they can attempt to step into the Dao Realm.

Since every person has a different amount of Soul Lamps; each person at each stage of the Ancient Realm will have differences. That said this realm is still divided into **Early, Mid, Late** and the **Great Circle (Peak)** of the Ancestor Realm.

Seven Desolations

Every five soul lamps extinguished brings one Desolation.[1] Few people experience the Fourth Desolation, and even rarer is the Fifth Desolation. Some people only experience the Third Desolation The further along you get, the more dangerous they become.

Known Desolations

1. Desolation of Delusion
2. Desolation of Fleshly Body
3. Desolation of Heart
4. Desolation of Soul

Special Realms

- **Anti-Ancient Realm:** The Anti-Ancient Realm is a special realm for an Ancient Realm fleshly body. It is a realm that is the complete opposite of the Ancient Realm where the person instead of having to extinguish their Soul Lamps have to ignite them. Since there is little information about others who have stepped into the Anti-Ancient Realm it is unknown if it is like the Ancient Realm in that anybody who steps into it will have a different amount of Soul Lamps.
- **Quasi-Dao Realm:** Quasi-Dao Realm is the realm someone is considered to be in whenever they fail to step into the Dao Realm, and will forever remain half a step away. Because of their failure to step into the Dao Realm, Quasi-Dao Realm experts will have their life spans shortened exponentially, to only a few dozen years. Due to this most Quasi-Dao Realm experts tend to go crazy, and since they are still able to wield a certain level of Essence power lower level people fear them even calling them 'Quasi-Dao Realm Paragons'.

Soul Lamps

Soul Lamps are the objects that are cultivated during the Ancient Realm. After acquiring their Soul Lamps, they will start out lit. The cultivators will then have to work on extinguishing them.

Prime Lamp

The Prime Lamp is what the very last Soul Lamp that a cultivator just stepping into the Ancient Realm will ignite — excluding the Paragon Lamp which is virtually impossible to ignite without the blood of a Paragon.

The Prime Lamp is different from the other Soul Lamps as it is also the most powerful one. It is colored blood red.

Third Step

Dao Realm

The Dao Realm is the realm after the Ancient Realm. This is the limit of most people in the Vast Expanse, with only a few people having broken past it. During the Dao Realm cultivators attempt to comprehend and control Essence. Any cultivator can have up to a total of nine essences and the number of Essence under one's control is what stage they are determined to be at.

Tribulation

There are a total of nine tribulations when stepping into the Dao.

1. Lightning Tribulation.
2. Weapon Tribulation.
3. Mountain and Sea War Generals
4. The Five Elements Tribulation
5. Unknown
6. The sixth tribulation emerge in the form of a single character, the character Dao (道).
7. The seventh tribulation is that of the copper coins.
8. The eighth tribulation is a massive finger that stretches out from the vortex. It emanates a vast pressure, and apparently contains the amassed power of the Mountains and Seas.
9. The Deva Tribulation — the blight of Deva is an invisible tribulation; anyone who attempts to step into the Dao would have to undergo the three blights of Heaven, Earth and Man.

Stages

- 1-2 Essences: Normal Dao Realm Cultivator
- 3 Essences: **Dao Lord**
- 4 Essences: **Dao Sovereign** - Although they are known as Dao Sovereigns, they are not true Dao Sovereigns.

- 5 Essences: **Dao Sovereign** - Although they are known as Dao Sovereigns, they are not true Dao Sovereigns. Most of the current lords of one of the Mountains and Seas are at this level.
- 6 Essences: **Dao Sovereign** - The current peak of the Mountain and Sea Realm. The **peak** of the **6 Essence** level is also called **Imperial Lord / Quasi-Paragon**
- 7-9 Essences: **Paragon** - The peak of the ancient Paragon Immortal Realm.

Essence

Essence is the specific practice of a cultivator to comprehend and master an aspect of the world itself through Law. It is necessary to comprehend at least one essence to reach the Third-Step. As Essence is a Celestial power achieved through the world's Law, Essence Cultivation relies on a cultivator's enlightenment.

Types of Essence

There are three types of Essences: Corporeal, which relates to observable forces in the universe, such as fire and water, Ethereal, which relates to non-observable phenomena like karma, and Special, which are unique like Slaughter and Restrictions. Corporeal Essences are far easier to grasp and can even be enhanced through exposure to said phenomenon. Ethereal and Special Essences, however, are much stronger but harder to cultivate.

Known Essences

- Sword
- Fire
- Earth
- Water
- Wood
- Metal
- Lightning
- Wind
- Darkness
- Light
- Reality
- Karma
- Space
- Time
- Death
- Life
- Reincarnation
- Plants and Vegetation
- Black Rain
- Mirror

- Slaughter
- Blood
- Land
- Curse
- Power
- Extermination
- Self
- Emptiness
- Thunder
- Rain

Fourth Step - Transcendence

Daosource

The 4th step, Transcendence, is the realm after Dao Realm, the 3rd step. Depending on what path of cultivation is taken, it can either be called **Daosource**, **Heaven Trampling**, or **Boundless Dao**. A Transcendent cultivation base is the minimum requirement to leave the starry sky of the Vast Expanse.

Stepping into Transcendence

When one's cultivation base reaches Peak 9-Essences Paragon level, one can attempt to become a Transcendent being, with the result being either success or death due to failure. Or one could choose to stay at 9-Essences level and have virtually limitless longevity, but one will experience Vast Expanse Tribulation every 10,000 years.

For someone to truly Transcend they have to Transcend in three aspects. Anyone who Transcended in even one of those areas would be referred to as being half a step into Transcendence.

Aspects

- **Fleshly Body:** When Fleshly Body reaches Transcendence even if Heaven and Earth rotted away, the body would not.
- **Cultivation Base:** When the cultivation base reaches Transcendence, the person becomes completely independent of natural and magical law. Such cultivators form their own natural law, and give birth to their own Essence.
- **Soul:** Theoretically the most difficult aspect to reach Transcendence in, Divine Sense of this level is capable of reaching the very ends of the cosmos, though whether the cosmos

has a True end is debatable. A cultivator with a Transcendent soul can sense if something so much as thinks their name.

Paths of Transcendence

There are three known ways to Transcend :

- **Daosource** (Mountain and Sea Realm / Paragon Immortal Realm)
 - The **Demon** transcended as Daosource
 - The **Ghost** transcended as Daosource
- **Boundless Dao** (Devil Realm Continent)
 - The **Devil** transcended as Boundless Dao
- **Heaven Trampling** (Immortal God Continent)
 - The **God** transcended as Heaven-Trampling
- The **Immortal** Path corresponds to the Daosource but it is forbidden in the Vast Expanse by Allheaven.

Ancestor Realm

The Ancestor Realm is the realm after Transcendence. The hallmark of the Ancestor Realm is that a starry sky, a world, will appear within one's own body.

Stages of Transcendence

- Early Daosource
- Mid Daosource
- Late Daosource
- Great Circle (Peak) Daosource
- Half - Ancestor
- Early Ancestor
- Mid Ancestor
- Late Ancestor
- Great Circle (Peak) Ancestor

Five Entities

The Ghost, Devil, God, and Demon paths are "special" types of Transcendence. They are unique, which means there can only be one Ghost, one Devil, one God, and one Demon. All other transcendors transcended the "normal" way.

In particular the Demon, and therefore the Immortal, are important here.

The Immortal

The Immortal is one of the five beings; alongside the God, Devil, Demon and the Ghost, that can single-handedly shake the entire Vast Expanse. He is the true self of Allheaven but his identity remains a mystery.

Righteous and noble, calm and otherworldly. His gaze seemed warm, but in truth, it was utterly cold. To him, it was as if everything in Heaven and Earth were beneath him, the only Immortal in the world.

The Immortal is neither heartless nor affectionate. He was neither selfish nor selfless. He is unaffected by his own past, and seems to be separated from it.

The Immortal's magic is not a divine ability or a magical technique but instead comes from Essence. It is crushing pressure that can crush anything not Immortal.

The Demon

The Demon is an entity borne from the rage, sadness, and madness of the Immortal, all because of Allheaven. He forces the ones who are about to become the Immortal into becoming a quasi-Demon before they are eventually absorbed by Allheaven to strengthen himself.

The Demon is multifarious and bizarre. It is exactly because of its multifariousness that made it Demonic. Changeable. It is not righteous and noble like the Immortal. It possessed a blood-thirst, a desire to kill that was not deranged nor mad, but cold and calculating.

It is both ferocious and benevolent. It seemed to possess a thousand faces, a thousand emotions, making it impossible to ascertain as to what it truly feels.

The Demon is a master of spells.