



Immortal and Divine Realm (Part 2)

By Nyanko-Anon

It has been more than a hundred years since a young noble boy named Qin Yu was born in the lowest realm of the multiverse, in a distant galaxy, on a strange purple planet. The boy has become a man, and the man has cultivated incredible power within himself-power enough to breach the divide between the Mortal Realm and the Immortal, ascending beyond this dimension into a realm that lies above this reality.

In every possible way that matters to a cultivator, the Immortal Realm is fundamentally *greater* than the Mortal Realm. The density of Holy Energy is thousands of times greater than even the richest natural places in the Mortal Realm-so dense it condenses into "Elemental Energy", which possesses potency magnitudes above Holy Energy. The fabric of spacetime is vastly more stable; what would shatter space in the Mortal Realm would only create a strong breeze in the Immortal Realm. The very nature of matter is vastly denser than in the Mortal Realm; even small mountains in the Immortal Realm possess density akin to average sized planets in the Mortal Realm. The most meagre of fruits and meats of the Immortal Realm are filled with vitality that would make them holy treasures in the Mortal Realm, and the basic weapons and armors are unstoppable forces of destruction in the Mortal Realm.

Above even this, however, is the Divine Realm. The Divine Realm is to the Immortal Realm, what the Immortal Realm is to the Mortal Realm; even a small rock from the Divine Realm contains mass akin to a planet from the Immortal Realm, and such is the pressure of the Divine Realm's energy that those grand titans who stand at the top of cultivation in the Immortal Realm can hardly stand straight when they first ascend to the Divine Realm.

The universe Qin Yu has entered is a universe of gods and monsters, titans who can have entire planets burnt to nothing but liquid the size of a basketball. This is a world where even the infants hold power that transcends mortality, and one is considered a failure if they are not immortal by their twentieth year of life. This is a world with strange flows of natural energy flitting between the stars, celestial phenomena obeying the will of gods, and an endless path which may rise beyond even the heights of the Divine.

You take your first step into the Immortal Realm on the day that Qin Yu transcends the Mortal Realm. You have 1000 CP to prepare yourself for the world you shall spend the next ten years or more in.

Origins

Wanderer (Drop-In)

The Immortal, Devil, and Demon Realm is one of hundreds of millions of Immortal Universes, and yet still is incredibly vast-many corners of it have never been explored by cultivators, even after billions of years. It doesn't help that cultivators from hundreds of millions of Mortal Realms ascend all the time into the Immortal, Devil, and Demon Realm-a constant influx of new cultivators all over the place, bringing with them their own cultures and goals.

A single new arrival without history or backing is so mundane as to be entirely unnoticeable in this environment. You will have no friends or advantages outside of what you buy here or what you might have previously cultivated and carried over into this jump, but you will also have no enemies or obligations save for those you make for yourself. No matter where you have come from, the destination remains the same: higher, up to and beyond the Divine.

Craftsman

So many cultivators chase after the countless treasures and bounties to be found in the world...and only such a small portion of those treasures are ever made by nature. The rest were made by other cultivators, who sought a different path to immortality than the average cultivator. Rather than a martial path, they sought a path of refinement and creation, art and science mixed into one. To be a craftsman amongst cultivators requires that one possess countless skills and dedicate oneself far beyond even the strictures of many martial paths, but the rewards would see one's status rise massively above the strength of their cultivation, if their skill can deliver.

You are a craftsman of some moderate skill, capable of making basic Immortal artifacts if you have suitable materials. You also have some skill with arrays and pillmaking, but said skill is lesser and subsidiary to your main crafting techniques. Finally, you possess a bountiful but limited supply of general Immortal materials-not particularly rare, but suitable for basic artifacts and perhaps one or two more advanced projects. Should you wish for more materials, you must either seek them out yourself, negotiate with other cultivators, or purchase them later in the item section.

Immortal

Whether they follow the Immortal, Devil, or Demon path, almost all cultivators of the Immortal Realm follow the generalities of orthodox cultivation-despite the name, each and every ascended cultivator is an “immortal” in this Realm. They gather energy within themselves, cultivate the strength of their soul through enlightenment and understanding of the Spatial and Temporal Laws, and seek to transcend the final vestiges of mortality they still possess and ascend beyond even the Immortal Realm and into the Divine Realm.

You are one of countless general cultivators throughout the Immortal Realm, and may freely choose to be a minor member of either the Immortal, Devil, or Demon factions depending on the nature of your cultivation technique. There is very little that truly unites cultivators aside from their species and the nature of their cultivation techniques, but in the end they all follow the same path: the path upwards, beyond mortality and reaching ever higher.

External Cultivator

Before the path of enlightenment and gathering energy into the Dantian was realized, there was a simpler-though much more difficult-path that the original natives of the Immortal, Devil, and Demon Realm followed. That path was the refinement of their naturally immortal bodies, stressing and challenging themselves against each other and the environment to increase their physical strength to levels that let their skin and bones match low-level Divine Artifacts and allow them to ascend to the Divine Realm purely on the merit of their bodies.

You are a follower of this ancient path, and simply through the merit of the superior body you were born with, your strength will grow to that of a Heavenly Immortal by the time you reach maturity even without any training whatsoever. Further, as you do not practice orthodox cultivation, you will face none of the Heavenly Tribulations cultivation would normally bring save for the Divine Tribulation, which is required to temper your body one last time so that you may ascend to the Divine Realm. For all of these boons, there are certain difficulties you must face as an External Cultivator as well; external cultivation is painful and much more difficult than internal cultivation, requiring facing dangers and stresses that would physically rip apart other cultivators regularly just to make small increments of progress.

No matter your origin, you may choose to be either human or any ordinary animal species for free. For 100 CP you may either be a moderately advanced beast species, possessing a unique advantage and disadvantage at your choosing, or import an animal form you possess from a previous jump.

You may choose your age freely; physical age is near-meaningless amongst cultivators, and serves ultimately purely aesthetic purposes. Likewise and for the same reasons, you may freely choose your gender.

Starting Location

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

1. Maple Leaf Planet - Hidden Emperor Territory; A simple and ordinary planet where Qin Yu will end up ascending to; very little of note actually happens here. There is a popular tea house which stocks a rather delicious tea that has a slight nourishing effect on the soul, but otherwise the only thing of note is the Teleportation Array this planet holds, which can allow access to other planets throughout the galaxy.
2. Fish Sun Planet - Mystic Emperor Territory; The planet where cultivators of the Xiuxianist practices tend to ascend to the Immortal Realm, this serves as part of the core territories of the Mystic Emperor's territory. As much as the Xiuxianists preach enlightenment, it is important to remember that they are still cultivators-and thus ruthless and oppressive as cultivators.
3. Blazing Sun Planet - (Future) Flame Emperor's Territory; Some thousands of years from now, a golden dragon-type Divine Beast will take the throne as the current Flame Emperor, and this planet will be the core of their empire. For now Guan Sheng wanders about with a good friend of his named Jun Louyu, and his father rules.
4. Black Crow Planet - Demon Peng Emperor's Territory; This planet serves as the heart of the empire that bird-type Divine Beasts rule over, currently led by the Demon Peng Emperor. Said emperor typically rules somewhat fairly, but as soon as Xiao Hei ascends he will seem to have been overcome with madness and constantly hunt down this singular ascended Beast.
5. Empty Edge Planet - Dark Star Realm; The Dark Star Realm stands apart from the rest of the Immortal, Devil, and Demon Universe as it is populated purely by the universe's original inhabitants. They are all External Cultivators who harness either Gold Attribute energy, Cold Attribute energy, or Heat Attribute energy to refine their bodies to achieve divinity. This planet is simply exactly as described; an empty planet on the edge of the Dark Star Realm. The cultivators within will violently attack any who are not their own, so it may be best not to enter without an external cultivation technique which makes you look like one of their own.
6. Angelica Dahurica Galaxy - Cyan Emperor Territory; Aside from the Immortal, Devil, and Demon empires, the Cyan Emperor's territory also stands apart from the others. The Cyan Emperor himself is powerful enough to be viewed as undefeatable, and prefers to maintain peace in his territory; as long as you remain in the Angelica Dahurica Galaxy, you will remain safe from the other factions and their politics.
7. A Meteor Ride To Anywhere - Free Choice; You may freely choose from any of the previous choices, or any location not specifically protected from intruders in the Immortal, Devil, and Demon Universe.
8. Dinosaur Realm - A Different Cosmic Space; Functionally this acts as a secondary free choice, but on a multiversal scale; you may freely start in any of the hundreds of millions of Immortal universes that exist, such as the Dinosaur Realm, or any of the quadrillions of Mortal universes-such as the Sci-Fi Realm. Or you may, once again, choose any location in the Immortal, Devil, and Demon Realm that is not specifically protected against intruders. You may not start in the Divine Realm.

Perks

General

Immortal Realm Descendant -Free

-There is a world of difference between cultivators native to the Mortal Realms and cultivators born in the Immortal Realm; those born in the Immortal Realm were nurtured by the Elemental Energy that pervades it since before they were born. From the very moment they enter the world their body is already innately filled with energy, enough that even the slightest instruction would see them swiftly break through to the Xiantian and Jindan stages of cultivation. The nurturing of Elemental Energy is so profound that achieving the Dongxu stage of cultivation by twenty years of age is almost a certainty, assuming one's cultivation isn't crippled in some way. As a cultivator's power grows towards the Heavenly Immortal stage this nurturing effect begins to fall away and the cultivation speed of both Mortal Realm and Immortal Realm-born equalizes, but you will maintain a moderate advantage up to the Golden Immortal stage.

-This perk represents that innate nurturing effect; your cultivation in the native cultivation techniques of this multiverse is massively sped up until you approach the Immortal stages, and remains somewhat enhanced until the Golden Immortal stage. Should you not already possess the capacity for cultivation, this perk also fixes that issue-granting a perfectly standard Dantian, Meridian system, and soul structure suitable for an average cultivator. Even with these advantages it would still take approximately a hundred years to reach the Heavenly Immortal stage with normal cultivation practice and meditation, though other perks, items, or your own efforts and circumstances may change that.

3-in-9 Soul Refinement Technique -300 CP

-It is common knowledge amongst cultivators that the strength of one's soul is critical for the development of one's cultivation; one can only control energy up to the limits of one's soul, and attempting to reach beyond this limit will destabilize one's energy and see the cultivator explode. Despite that, actually developing one's soul intentionally is considered an outright impossibility; certain experiences-such as tea, friendship good food, or meditation-can help one's soul grow slightly faster than normal, random chance can see one enter a trance state where one's soul grows thousands of times faster than normal, and comprehending the Spatial and Temporal Laws can immensely nurture one's soul...but these are the only known methods for actually increasing the development of one's soul.

-But with this technique, that is no longer true. The 3-in-9 Soul Refinement Technique allows one to utilize a combination of visualization, meditation, and mudra to directly train the strength and potency of one's soul-massively increasing their cultivation speed hundreds of times over. It still would not equal a natural born genius's innate speed, but would be faster than anything short of that. The limits of this technique only allow for the development of one's soul up to the Divine Realm, but further stages may be developed with time and effort as long as one has mastered all previous stages. This technique will also help for cultivating other spiritual powers or abilities, though to a lesser degree.

Complete Stellar Transformations Technique -500 CP, Free if bought in Part 1

-Develop the Jindan, cultivate the Yuanying...is this the only path for ascending beyond mortality? Lei Wei denied this, and began to forge a new path forward. Qin Yu took up his legacy and, over the course of tens of thousands of years, would complete this path outwards to break through the Cosmic Space and out into the Grandmist Space, becoming this multiverse's first Grandmist Controller. And in a flash of divine inspiration, the complete form of the Stellar Transformations has now been carved into your mind.

-From the Three Trans-Heaven Diagrams all the way to the Cosmos stage, you possess an innate knowledge for the cultivation and development of the Stellar Transformations-a knowledge that can guide you flawlessly through completing each and every stage of this technique to become a Universe Creator. Despite the endpoint and potency of the technique, with standard talent it would take millions or perhaps billions of years to cultivate to the Cosmos stage, barring truly unique and incredible circumstances. But with this alone, nigh-omnipotence is your birthright. Given enough time, energy, and effort, you are *guaranteed* to forge your own multiverse, equal in size to the Stellar Transformations multiverse, and possess omnipotent control over said multiverse through this technique.

Complete Jumper's Transformations Technique -500 CP, Free if bought in Part 1

-But is the Stellar Transformations the only path that allows one to become a Universe Creator in this omniverse? No other method currently exists, true...until you chose this. Within your mind is a pathway, a diagram, a dream, a spark of divine inspiration, guiding you to a path of your own making. A perfect path, guaranteed to be at least equal to the potency of the Stellar Transformations technique at any given stage, and leading to the same endpoint: a multiverse of roughly equal size to the Stellar Transformations multiverse. What is unique about this path is that the entirety of its details are up to you.

-You may choose how one steps onto this path, though it must be at least as difficult on its user as becoming an external Xiantian expert before ever cultivating internal energy. You may also choose exactly how this technique is cultivated, *what* is cultivated, what unique properties it has...everything. Its general power level will remain roughly equal with the Stellar Transformations at comparable stages, but otherwise you are free to design this technique in any way you please. While the Stellar Transformations technique will end with the construction of a multiverse extremely similar to the Stellar Transformations multiverse (possessing an Elemental Core, three layers of Realms with quadrillions of Mortal Realms, hundreds of millions of Immortal Realms, and a single Divine Realm), you may freely choose the end result of your multiverse's form and any energies or byproducts of its creation it forms-such as the supply of Inexhaustible Xuanhuang Energy the Stellar Transformations technique forms in the Universe stage. It may still take millions or billions of years to cultivate to completion with standard cultivation, but your multiverse is your birthright now, and it will take the form you choose for it to take.

The Smiling Heavens -800 CP

-Ni Yang of the Immortal, Devil, and Demon Realm was a strong believer that luck was a major portion of one's own strengths and cultivations-and with how great his own luck is, and how far it had propelled him, it's hard to argue with. Ni Yang was an otherwise normal cultivator who had stumbled upon the Bewitching God Painting, a unique diagram which would guide its holder safely through the illusion arrays around the Bewitching God Temple, allowing Ni Yang to become almost incalculably rich by collecting countless Divine Weapons from the temple's outskirts. It was pure luck that he stumbled upon it and gained such a treasure, and pure luck that saw him attaining many friendships and great boons upon his cultivation...and in the end, it was simply bad luck that he stepped upon the corpse of a bug from the Divine Realm and was poisoned with a venom that destroyed his soul.

-Your luck surpasses Ni Yang's, verging on truly being a supernatural force-as if the very heavens look upon you and smile. You stumble upon natural treasures and forgotten legacies each time you go out of your way to search for them. You will find every natural advantage you need, immense veins of spiritual ores or unique spiritual fruits, and rare crafting materials with the same effort that others might put towards jogging. Where the average cultivator must scabble and scrape for every advantage, it will practically be handed to you. This luck is so great that it even becomes a contributing force in battle; your enemies will trip and stumble at critical moments, you shall dodge deadly strikes by pure happenstance or avoid assassination through sheer good fortune. This luck, however, is neither invincible nor infinite. Luck is merely a single factor in one's strength-a powerful one, but not the only one. As long as you remember that and do not rely exclusively on it to see you through, your path shall remain blessed by the heavens.

Wanderer

Sense of Direction -100 CP

-In general, it can be said that there are two types of wanderers: those who wander by choice, and those who do not. Quite luckily, you are the former rather than the latter. Your innate sense of direction and orientation is impeccable, allowing you to easily find your way even with your eyes closed. As long as you have even the smallest clue as to where you are, getting lost is a forgotten dream. So great is this sense of direction that it becomes a sort of intuition-a wanderer's sense, if you will. If you focus on a material goal-a location or item which currently exists that you desire-and allow this sense to guide you, you will find yourself wandering loosely in the direction of your goal. It can't be said to be particularly reliable when used in this way-leading to many twists, turns, and detours...but if you keep wandering, you will eventually find what you're looking for.

Across Countless Realms -100 CP

-In a given Mortal Universe, there could be upwards of two-trillions galaxies, full of life, treasures, cultures, and more. Immortal Universes are, if anything, vaster-though the core of the Immortal, Devil, and Demon Universe is a series of dozens of galaxies roughly in the same neighborhood. And in a given galaxy, there could be over a hundred billion different planets-and even if only a tenth of them were populated, that would still be an incredible number of cultures, societies, and the like to explore. That's not even mentioning shifting gravities, terrains, atmospheres, stellar phenomena, and more. But you have experience for adapting to these things; as long as it's not innately harmful to you, you can easily adapt to the strangest and most varied of environments in a short period of time. You are also a social chameleon, easily figuring out how to fit into new cultures and societies with less than an hour's observation-sliding in as if you've been a part of it your whole life.

Traceless Steps -200 CP

-When one wanders the universe, sometimes it's best that one's wandering is left unseen. This is a combination of skill, instinct, and power that allows you to easily duck under attention; so long as you do not wish to be discovered and others are not specifically looking for you, you are practically invisible to attention. Even if people are looking for you, it is difficult for you to be found-it takes both great intelligence and willpower to see through this skill of yours. And this applies on a grand scale as well as a personal one; as long as you do not take major, world-shaking actions and seek to keep your presence hidden, you will remain quite invisible to records and history-your steps utterly traceless.

Forgotten Face -200 CP

-In your many wanderings, you may have noticed something rather strange about the people of this multiverse. They have a certain shared culture, a tradition of Face, where truth is a secondary social concern, where bribery and threats are standard operations, where ruthless exploitations and ceaseless flattery are used hand in hand. A “might makes right” mentality which considers nothing about a person save for their strength compared to others, shortsighted and utterly ruinous to advanced civilization that locks this cultivation culture in an endless medieval stagnancy. Thanks to your travels, you have developed a unique answer to this issue: the logical and social equivalent of a punch directly in the face, stripping away this “face culture” and might-makes-right mentality until what is left is simple logic, rationality, and acceptance of civilized debate. This won’t give basic morality to those that utterly lack it, but it will remove insane cultural barriers and irrationality to make way for logical argument and discourse. Further, this is a social argument-this won’t be effective on those who are utterly unwilling to talk in the first place. If you could force others to listen to you in some manner, that might work-but it won’t stop someone from attempting to kill you in the moment. Finally, the greater your target’s will and the greater their power compared to yours, the less effective this social argument tends to be-your own lack of status compared to theirs invalidating it. On the other hand, the stronger you are and the greater your own status, the more others may be willing to listen and move towards logical discussion.

A Still Void -400 CP

-There is an empty space inside of you, deeper than a cultivator’s Dantian. At will, you can draw your cultivation base into this space-the further you draw it in, the more you suppress your own energies, until they are completely and utterly hidden away. Doing so will leave you almost completely without its energies or benefits, leaving you essentially a mortal, but will also hide your energies from any other observer-nobody would be able to note you as anything *but* a mortal. You can of course release your energies back to full strength any time you desire with no negative repercussions, and can even use this technique on other powers or perks you might possess-weakening or sealing them away entirely at will. Interestingly, this can also be used to “soft-reset” your cultivation base; if for some reason a transition to a new cultivation base would require you to expel all your previously gathered energy to remake your core with a new form of energy-such as the ascension to the Divine Realm does when it replaces cultivator’s energies with Divine Energy-you can instead choose to hide away your previous cultivation base. This will leave you especially open and prepared for such a transition, getting massively more benefit than normal as it is as if you cultivated the new way from the very start, while leaving the previous cultivation base as something you may fall back on in an emergency.

The Unbowed Soul -400 CP

-It takes a truly incredible level of willpower to progress very far in cultivation, the sort of willpower that the vast majority of beings simply don't possess. It takes a similar level of willpower to leave behind everything you know time and time again, facing the strange and unfamiliar things of the universe unflinching, diving through countless ruins, seeking endless treasures, and never stopping. You possess this sort of willpower, and more besides. Your heart is sturdy and unbowed, unable to be shaken by the heart devils that plague other cultivators and weaken their will and soul. In the face of utter oppression and limitless danger, your soul remains strong and your will unflinching. No matter the level of pain, you can never be convinced to sign your soul away. Even on the verge of death, your willpower is such that-for a time-what ought to kill you simply will not. If you steel your heart, for a short period of time you simply will not die when killed. This does not nullify damage or the like-you simply keep living through sheer willpower when logic and the universe say that you ought to be dead. This time will not last very long-and if you can't recover from a state that would normally mean your death in time, that will be the end of you-but it may mean the difference between victory and defeat.

The Silver Strength -600 CP

-All other cultivators look down upon technology, spit in the face of advanced society, and believe that it is a path that has no potential in the long run. No AI could ever match the ability of a simple puppet made by a Divine Craftsman. No technological storage device could ever match the storage capacity of a simple jade slip. No starship could ever travel faster than an Immortal using Greater Teleportation. No communication technology could match the power of a simple communication bead, allowing for telepathic connection across a galaxy or even an entire universe. And even if they could-it will never be able to directly add to the power of a cultivator or empower their soul, so what's the point? A useless path that could never reach the peak of the Cosmos, or so many believe...

-But you can prove them wrong. You don't have the skill that a divine craftsman has, or the power of a Godking, but you don't need it. You have something better: a spark of true genius and inspiration that no other cultivator could ever understand. You have a skill for making tools to make tools, for making technology, for harnessing the laws of the universe to create mechanical marvels. More than that though, you have a certain intuition for how to harness mystical energies and forces in your technology-they are simply laws of the universe like any other, and they can be exploited as such. You can create technologies to wield Elemental Energy, sensors to read the Spatial Laws, computers to calculate formation arrays-the skies are not the limits, merely the beginning of a new Realm. A Realm that is yours and yours alone to explore and conquer. The strength of one's cultivation does not need to be the end; show them all the strength of your mind, and the silver strength it has brought forth.

Fateless Potential -600 CP

-Over the course of six quadrillion years, throughout the entirety of the Divine Universe, the hundreds of millions of Immortal Universes, and several quadrillion Mortal Universes, exactly ten thousand unique beings will be born. On the surface absolutely nothing distinguishes these ten thousand beings from any other lifeform in the multiverse, but viewed from outside the bounds of the Cosmos and the truth becomes obvious: they possess no Fate. No destiny binds them, and no karma can touch them. It is this unique quality that grants these ten thousand beings a capacity that uncountable numbers of other lifeforms will never possess: the potential to eventually, one day, with great luck, effort, and time, become Universe Creators. Most will never fulfill this capacity, and will die without ever knowing just how unique they truly are.

-Merely jumping the Stellar Transformations jump grants you this qualification, but by taking this perk it evolves in a truly grand way. Your fate is utterly shattered, your destiny broken entirely-you are free of the shackles of karma and predestination, utterly unpredictable through any form of precognition, fate manipulation, and the like. It wouldn't matter if it's a mortal sorcerer or a multiversal god-no one decides your fate save for you, and in this way you are utterly inviolable. This is, if anything, the *lesser* of the two effects this perk grants.

-The greater effect, facilitated by the previous, is that you possess an innate potential to achieve the impossible. Just as fate has been shattered, "impossibility" is also broken for you-allowing you to achieve feats and abilities which break the boundaries of what is possible within a given cosmos. If one can only become so strong within a given universe, you are capable of shattering that impossibility and becoming stronger than the universe allows for. If the universe decrees that things can only move so fast, then you can shatter that impossibility to move faster. It is not any *easier* to achieve these feats, mind you-only possible. You must still train harder than anyone else has ever trained to achieve feats that no one else could have ever achieved-and if it's *innately* impossible for you to achieve simply through lacking some qualification or the like, then this cannot change that fact. This is a power which breaks the constraints of the *cosmos* around oneself, not one's *own* constraints-you cannot grant yourself more power than you already have, just break the limits imposed by reality on how much power one may possess. In the Cosmos, it is an impossibility to become a Universe Creator; no amount of unique materials, craftsmanship skills, or energy will allow one to craft a Cosmos of their own. But by breaking the boundaries of the Cosmos, what is impossible becomes possible.

Craftsman

Specialization -100 CP

-While it is possible to generalize and craft a thousand different things with equal skill, there is something to be said for focusing your efforts into a single path and bringing that path to its peak. You specialize in one form of craft, or crafting one form of thing; this can be anything from “alchemy”, “weapon crafting”, “armor crafting”, or can be even more specific such as “Robe Weaving”, “Healing Medicine”, or “Sword Forging”. The more specific this specialization, the greater the edge you gain in actually focusing on it-though even when it’s as general as something like “artifact forging” you’ll do half again as good as you might otherwise by working within your specialization.

The Beauty Of The Craft -100 CP

-While it is good to not judge a book by its cover, it is often a mark of a craftsman to make their artifacts as ethereal or beautiful as they can without impacting its actual quality and functionality. You possess a unique skill in molding the appearance of your craft; at your discretion, you can act to customize the appearance of your creations as much as you’d like-making them heavenly artifacts of great splendor, dread creations of brutal elegance or crude power, or simple and unassuming creations which appear as mundane as a mortal’s craft...at least until their true power is revealed. This will have no effect on their functionality, allowing you to customize appearance entirely as you please.

The Rewards of Careless Excess -200 CP

-Is it a mark of genius or madness to waste a hundred times the resources you’d need to craft a single sword in order to make a magical weapon which can shapeshift into nearly any form? Considering such a weapon was still firmly below the quality of an Immortal weapon when a more skilled crafter could have made at least a dozen Immortal Weapons, probably madness. And yet, this madness has gripped you as well; through the careless spending of resources, you can improve your artifacts by granting them unique abilities. Instead of a normal sword, you could spend ten times the required materials to forge a sword which can effortlessly extend itself for miles, buzzes like a chainsaw, or bears an innate poison. For a hundred times the materials, you could create an artifact which reforms itself into any artifact you desire at will; a floating cloud, a toothpick, a black shirt, a broadsword, a tower shield, a chain which extends as far as your energy allows, anything at all as long as its powers aren’t truly unique. This rewarding excess can be used to develop strange and esoteric powers for your artifacts, but specifically cannot actually improve the overall quality and durability of a given artifact; no matter how many strange abilities you give your artifact via utterly excessive crafting techniques, it will never make up for the simple skill with which you forge it or the fundamental quality of the materials you use.

The Riches Of A Craftsman -200 CP

-While there are millions upon millions of treasures throughout the universe, the greatest ones always bear great costs to acquire-either through dangers or money. And as a Craftsman, you benefit from this fact-in the Divine Realm, a single Heavenly Deity was able to accrue wealth to rival a full Divine Family. Echoing this fact, you gain two intertwined skills. First, a sense for how marketable your own skills are-not just how much you can charge for them, but how much you can *overcharge* while still making your customers believe they are getting a bargain. Second, a weak instinct for actually *finding* the opportunity to sell your skills; while treasures and formation arrays may always find a market for cultivators of all stripes, other skills can be much more difficult to sell. In time, you may become one of the richest beings in the entire universe-all through the skill of your craftsmanship, and the deals you make for the sake of crafting.

Spirit Awakening Excellence -400 CP

-The crafting of artifacts is a threefold process-first, the refinement of materials. This may take the form of simply forging, smelting, and purifying materials, or require stripping away impurities, alchemically baptizing unique materials, drawing out innate energies, or more. Second, the shaping of the "Artifact Embryo" which is the formation of the basic shape and form of the artifact. Finally, the Spirit Awakening process-wherein the craftsman imbues a unique or personal formation into the artifact-granting it great power and enhancing its every aspect. It is this third step which is often considered the most difficult; formations are incredibly difficult to design and wield, such that deploying a single one may take thousands of years, and even then a single mistake in the process could ruin everything.

-Like Qin Yu, however, you have found a loophole for this step; by imposing a formation formed from your understanding of reality and the strength of your soul, you can achieve Spirit Awakening near instantly on any artifact which has not yet been Awakened. The strength of such awakenings and the supernatural qualities it grants an artifact will vary depending on the quality of the artifact, its materials, the strength of your soul, and your understanding of reality. This skill can allow you to qualify as a prodigy amongst craftsmen, utterly unmatched by your capacity to seemingly effortlessly bring artifacts to their peak of power.

A Craftsman's Myriad Skills -400 CP

-More than simply crafting objects, to be a true artificer requires countless other skills as well. You must be proficient in wielding flames, must have incredible carving and calligraphy skills, have great talent in medicines and brewing, understand countless formations and arrays, so on and so forth. A crafter is never merely a crafter-always having dozens, possibly hundreds of other skills which blend together to allow them to craft whatever they seek. You possess an innate talent in manifesting this principle-developing countless skills at incredible paces which synergize to reinforce your main skill or talent. A swordsman would find themselves practicing and perfecting countless movement skills, sensory skills, timing techniques, medicinal techniques-all so they could perfectly control their body to strike at the exactly right place at the exactly right time. Each skill you develop alone may be somewhat shallow or narrow in focus, but taken with several others they will allow you to achieve incredible results in your endeavors.

Immaterial Matters -600 CP

-The fundamental curse of a craftsman is one of materials; there is only so much one can do with poor or common materials, and oftentimes so very little is left after materials have been refined into something workable. Thus, to be a craftsman is a deeply expensive profession, burning through riches at rates that would bring lesser cultivators to their knees in despair. This is a fundamental truth and bane of craftsmen, echoing back through to the beginning of reality...but it is a truth you have defied. You are capable of doing more with less; your sheer craftsmanship will substitute for material costs and requirements where necessary. It is more mentally, physically, and even spiritually draining to do so the less and worse materials you have to work with in favor of pure skill, but if your skill is up to par then you could craft even an Exalted Celestial's artifact using nothing but the materials of lower Realms-though doing so might leave your very soul on the verge of shattering from the sheer strain if you are unprepared.

The Perfect Moment -600 CP

-In order for a craftsman to craft their best works and achieve the best results, they must wait and adjust their mentality until it reaches perfection-a process which could take hundreds of thousands, even millions of years. Some craftsmen can only reach that perfect state once in their entire lives, crafting only a single glorious treasure in several billion years. You can cheat-once a century, with just a few moment's focus you can reach that state of absolute focus, purity of essence, and nigh-enlightenment that turns the impossible into the just-barely-possible. While in the perfect moment, your actions are sublime; you will innately take the most perfect action in whatever endeavor you act towards, not even needing to know what you're doing to do it. If normally you're only capable of producing a Mid-Level Heavenly Divine Artifact, in this state you would be able to produce a High-Level Heavenly Divine Artifact-or even a Grandmist Treasure if you had the materials. You could take a novelty of a cultivation system and transform it into something which achieves levels of power and development unseen throughout the entirety of the cosmos. This doesn't grant you any actual enlightenment-merely the application of all that you possess to a given goal to greater-than-perfect results.

Immortal

Enlightened Beauty -100 CP

-The art of cultivation is one which elevates its user above mortality, refining their body, mind, and soul into that of an immortal-and later, into a god. And as part of that refinement, one's beauty and appearance grows and becomes more perfect. This is an innate aspect of cultivation, but you have tapped into a unique facet of cultivation that would usually only be discovered long after one has ascended to the Divine Realm. Through your understanding of reality and the cosmos, you refine your own beauty and appearance. Through your skill in manipulating the fundamental aspects of reality, the refinement of your beauty grows as well. Rather than the crude method of simply becoming more beautiful the more powerful you become, your beauty grows with your knowledge and skill with manipulating the fundamental laws and aspects of reality. Even if you leave the cosmos you understand behind, this will not diminish your beauty-instead opening up a whole new set of laws and aspects to understand and thus refine yourself with.

Transcendent Demeanor -100 CP

-The most powerful of cultivators never need to say a word or make a single gesture to make their intent known-the very aura of their power will speak plenty for them, impressing their will and desire upon reality. From the kind joviality of a peaceful and fun-loving person, to the cold and harsh determination of one who will ruthlessly seek their goals no matter the cost, the callous disregard and aloofness of one who could murder millions without an iota of concern, and the smug and condescending aura of those who *know* they are superior to all they survey, you have mastered the subtle art of radiating your intentions through the gleam of your eyes and the fluctuation of your energies. More demeanors than listed here can be projected this way-such as nobility, forgiveness, and the like; the only limits are your imagination.

Wise Patriarch -200 CP

-The greatest of cultivators are leaders of grand organizations, clans, empires-those who administrate and manipulate the power of thousands of cultivators with but a word. Yet administrating the volatile personalities and great powers which each and every cultivator possesses is no easy task...but it is a task that you are up to. You possess the unique administrative skills to not just manage an extremely large organization or clan, but manage one which is populated exclusively with incredibly volatile personalities and people who possess powers and abilities entire realms beyond what is possible for mortals. Further, you possess a unique administrative instinct; if you are ever about to make a critical mistake which will affect an organization you rule over, a deep dread will run through you and direct you away from that mistake. As long as you heed this dread, you need not worry about accidentally chasing fool's gold and throwing away an incredible boon to your clan that is offering itself directly to you.

Immortal Retainers -200 CP

-The ultimate goal of cultivation is to stand alone above all other things, to transcend reality and stand at the apex. That said, there are many things that one would rather delegate to other, lesser cultivators than manage oneself-and many things that are much more difficult if done alone than with the assistance of others. You have a unique aura about you-an unfelt influence that shall drag those who synergize well with your personality, powers, and needs into your orbit. This influence specifically grows and attracts those whose powers or specialties match your own strengths; the stronger your body grows the more often you will find yourself stumbling upon External Cultivators who may help you with cultivating your body, the stronger your soul grows the more often spiritual and enlightened characters will appear to help guide you. This will even work for non-cultivation matters; if you possess great skill with music and seek out musicians, you will find yourself meeting many musical talents. Each person who is attracted to you through this influence will be highly compatible with you, your desires, and your goals-they will much more often than not fit your ideals of beauty, share your views, and be willing to help with your goals. An important note; this is not supernatural charisma. They will not instantly fall in love with you, or instantly accede to your demands. This is merely a great compatibility; the creation of opportunities, rather than servants handed on a silver platter.

Genius Amongst Geniuses -400 CP

-To ascend beyond the Mortal Realm and enter the Immortal Realm requires truly incredible genius all on its own-as well as great luck and nigh-endless effort. And yet...when faced with the exact same circumstances, the exact same luck, putting forth the exact same effort, there are certain people who will fly through the heavens compared to those who must toil in the earth. Geniuses, they are called; truly unique people whose souls, naturally and for no known reason, grow thousands of times faster than any normal person's. They will grasp the principles of cultivation in a thousandth of the time any other person would, fly through the stages with an effortless ease that drives others to madness, transcend bottlenecks as if they never even existed, and reach heights of power that boggle the mind at similarly impossible speeds.

-You are one of these geniuses-some strange aspect of your soul allows it to naturally and constantly grow thousands of times faster than any ordinary cultivator. Bottlenecks simply do not exist for you-continuing cultivation between stages and realms is as simple as continuing to do exactly what you've always done, no "spark of enlightenment" or unique understanding of the universe necessary. When such things truly *are* necessary, they come to you as effortlessly and simply as if the universe itself told you what to do. And more than just internal cultivation, this genius extends towards the cultivation of any other type as well. External Cultivation comes just as effortlessly to you as internal, and if there were some method of cultivating one's mind then it would come with the same effortlessness to you. Even the growth and development of non-cultivation powers is only slightly slower! You are a genius amongst geniuses, who builds strength upon strength. The only limits you face are the limits of your own dedication.

A War For Peace -400 CP

-There are more forms of genius than those that help with cultivation, of course. There is genius that helps with math, music, fighting genius...you possess a sort of genius in the development of stratagems and in your capacity to take in and organize information. Such is your skill with analysis that-if you had the power-you could continuously scan the movements of every single subatomic particle on a small planetoid to find *exactly* one particle which does not act as it should, revealing it to be a transformed Divine artifact. You could take in information hundreds or thousands of years out of date and use it to divine the location and movements of an enemy of yours, even tracking them down to their current home. And you could put together a system of regular wars designed to whittle down the ever-growing populations of cultivators, and said cultivators will participate without ever realizing the true purpose of these wars-and they will remain stable and functional for quadrillions of years at a time. Of course, these are all things you *can* do, not what you *should* do. Being able to scan a small planetoid's worth of matter and track every single individual subatomic particle will help no one if your enemy escaped by being a speck of dust on your subordinate's shoulder who left a month ago, and certainly there are far better methods of maintaining a stable population than instigating a realm-shaking war every one to two billion years.

To Read The Heavens -600 CP

-You possess a blessing that is beyond genius, a blessing that would guarantee you reaching heights that almost no other cultivator has ever managed to reach. You possess a sort of intuition, an innate understanding and comprehension for the shape of reality and the laws which govern it. The mysteries of the universe open themselves to your mind and soul, allowing you to easily comprehend what others will struggle their entire lives with-to read the laws of spacetime as easily as one might read a book. It will still take great time and effort to comprehend them to their fullness, but with this alone you possess the potential to do something that no other has ever achieved: fully and truly comprehend the Spatial and Temporal Laws, without having them granted to you by the multiverse's creator.

-And this comprehension is not limited to just spatial and temporal laws; in realities where the fundamental laws of reality are not based on such things and are perhaps based on various concepts or daos, your intuition for the shape of reality will guide you to understanding and manipulating those fundamental aspects just as easily as it does the spatial and temporal laws of this cosmos. Further, this innate understanding grants you a kind of genius-not the innate genius of a trueborn genius, but a nurturing born from your enlightenment of the fundamental laws. By comprehending the natural laws of reality you are nourished by them-your soul constantly replenished and nurtured by your own enlightenment and the truth of the laws you have divined. This grants you a massive boost to your cultivation speed, growing greater as your understanding of reality grows. Further, your soul would need to be snuffed out entirely in a single instant for it to be destroyed-anything less, and you would swiftly recover. With this, it is a certainty that one day-thousands, tens of thousands of years from now perhaps, but one day-you may become this Cosmos's first Exalted Celestial to ascend to such a status by their own efforts.

Spiritual Godking -600 CP

-The greatest of all fundamental laws of the Cosmos are the Spatial Laws and the Temporal Laws; by manipulating space one can define a portion of reality as their own “domain”, travelling kilometers with a single step, navigate the space between universes, and destroy portions of reality entirely. Through comprehension and manipulation of time one can accelerate their own movements millions of times over or slow others down to similar levels, shut down the teleportation or escape abilities of others through simply freezing time, and even shatter the boundaries of life and death through reversal of time-reviving even those whose souls have been utterly destroyed. The primacy of the Spatial and Temporal Laws is a fundamental truth of this Cosmos...

-But, some Godkings wondered if perhaps there were other laws. Other principles by which reality operates, principles which could be explored, understood, and harnessed. Twin sister Godkings each moved away from seeking the Temporal Laws, and instead began to explore the nature of the soul; one sister explored the construction of the soul, its birth, its evolution as it grows and one cultivates. The other explored the death of the soul, its weaknesses, how it fell apart and what triggered such things. In exploring the soul in these ways, these twin Godkings discovered unique Elemental Energies that no other being had ever harnessed: the Elemental Energy of Life, and the Elemental Energy of Death. Elemental Life Energy was capable of restoring both body and soul to peak condition in just an instant, healing near-effortlessly what would be unhealable for others and even reviving those who had died briefly. It could even heal injuries of the soul, which normally were nearly unhealable. Elemental Death Energy, on the other hand, could shatter weak souls merely through the lightest exposure-or bewitch them, enslaving them by preying upon the weaknesses within souls. It could directly bring death to incredibly powerful Godkings with just a wave, attacking the spirit and eroding life in ways few others could defend against.

-For their discoveries, these two Godkings became renowned as the Godkings of Life and Death-each amongst the most powerful Godkings in the entirety of the Divine Realm. And now, you possess a certain talent that they had.

-Through the analysis of natural phenomena, you may discover energies and laws that others cannot; through the birth and evolution of one's body, you may gain some understanding of Elemental Evolution, or through the flowing of a river, you might discover the concept of Elemental Flow. The greater your understanding of this phenomena and the manifold ways it interacts with reality, the more powerful and profound your Elemental Energies will become-a shallow understanding of a flowing river will create an Elemental Energy easily matched by other cultivation techniques, but a deep and comprehensive understanding of the life and death of all things would grant you a near-unstoppable and utterly profound Elemental Evolution energy. This is a power which does not analyze the known laws, but analyzes phenomena to discover the aspects of reality-understanding the truth of reality through comprehending its operations. It may still take you millions of years to match the Godkings of Life and Death with this alone, but in time you shall discover things that no other being in the Cosmos has ever realized existed-and through your discovery, gain power no one has ever attained.

External Cultivator

Immortal Fists -100 CP

-A fundamental truth of battle on the scale of Immortal cultivators is that what works nice and well for Mortals is much less worthwhile on Immortal scales. The forces and simple logistics of battling on a mortal scale versus an Immortal scale are utterly divergent; no mortal would ever comprehend the fact that a cultivator's body is generally harder than mountains, or the sheer flexibility and reaction speeds of cultivators. Thus, to fight an Immortal efficiently and effectively, one must have a style of combat suited for such. You possess a unique style of combat that is perfectly adapted to harness levels of physical capability that *vastly* surpass anything a mortal martial artist could ever achieve, and deal with enemies on similar levels. This allows you to make use of your full strength with extreme skill no matter how strong that is, and opens you to combat opportunities and techniques that are trivial or simple for combat where throwing mountains is standard but would be impossible for mortals.

An Open Hand -100 CP

-When one's body can naturally operate in gravity wells so intense that it would rip lesser beings apart down to their atoms, controlling that incredible strength becomes a paramount concern. While it will take a few minutes of focus and training, you can learn to restrain yourself and operate at much lower levels of capability than your peak without fear of destroying the world around you no matter how strong you get. You will never again need fear that your own strength will prevent you from hugging or caring for those who are far weaker than yourself.

Dark Star Body -200 CP

-Within your blood is a legacy that no cultivator who had to ascend from the Mortal Realm to the Immortal Realm will ever possess; you are descended from the original inhabitants of the Mortal, Devil, and Demon universe, back when it was first known as the "Dark Star Universe". You were born on a planet whose gravity was hundreds of times greater than that of Earth's, and born strong enough that you were essentially utterly invincible against mortal forces. Your strength will grow as you age; by the time you reach adulthood, even if you do not train whatsoever throughout your life, your body will be as strong as that of a Heavenly Immortal-and if you do train, you will find an incredible innate talent for External Cultivation techniques. Further, you are naturally and innately immortal once you hit your prime-a footnote considering the population of the Immortal Realm, but still notable. Finally, you face no Heavenly Tribulations save for those required to move beyond one Realm to the next-and as you were born in the Immortal Realm, the only tribulation you need fear is the Divine Tribulation. Many are the gifts of the original inhabitants of this realm...but they were still overcome by Ascender cultivators. Remain vigilant and continue training, for this is but an extra push forward from the starting line.

Natural Born Fighter -200 CP

-As an External Cultivator, you have few if any of the flashy energy techniques or spells that other cultivators may use; all you have is your own sturdy body and your skill in wielding it. It is quite lucky that your skill in turning your body into a weapon is truly considerable; you're a natural born fighter with inhuman talent for all things related to wielding your body for war. This isn't the kind of talent that would let you see a single martial technique and instantly copy it, but it is the kind of talent that will let you puzzle out an enemy's weaknesses over the course of a fight and adapt to counter or even integrate parts of an enemy's fighting style if you've been exposed to it at least a few times. This genius can even be harnessed to greater ends; if you can figure out how to mesh some concept, idea, or practice with your own fighting style, then you'll find that your talent for battle also extends to those things. It's not easy and not a perfect hack-if it's not directly related to fighting, it will always be slower and more difficult-but you truly do have a genius talent for war.

Unending Lifeforce -400 CP

-There are few weapons that can match the strength of an External Cultivator's own limbs, and likewise few armors which can match the sheer sturdiness of their own bodies. Usually such things tend to be at *minimum* an entire Realm above the cultivator's own strength, and thus it's just not particularly worthwhile to go search for such things-not only would they be absurdly expensive, but merely possessing them would lead to no end of trouble. But if not armor and weapons, what is it that an External Cultivator prizes for their own safety? Simply...energy. Where an ordinary internal cultivator in the Immortal Realms could have the vast majority of their body vaporized and swiftly repair it in just a few moments, it would take an External Cultivator several hours to repair a single broken bone due to just how much power is invested into every single aspect of their body. Thus medicinal pills, wines, and the like which are utterly full of energy are more precious than even low-level Divine Weapons or Armors to Immortal External Cultivators.

-This is one thing you need never concern yourself with again; deep within you is a near-endless reserve of vitality, a flowing life force which will constantly heal and restore your body from even the most grave of injuries in just moments. No matter how powerful your body becomes and how much energy you invest into it, this inhuman vitality will never fail to heal grievous wounds in just a few instants-allowing you to push your body and training to levels that not even the most dedicated of External Cultivators would ever dare to. It is important to note, this is a vitality that heals only the body-it cannot shield or heal the soul, like Elemental Life Energy might do. Further, infusing this vitality into medicines or granting it to others is a difficult and grueling process, though a possible one-allowing you to grant your own vitality and healing capability to others in this way. It will never last permanently in others, only healing as much as the vitality you infuse into them, but it is still enough to make you renowned as a healer if you choose.

-It is important to note; as immense as the flow of vitality is, it is not truly limitless. You can only heal from near total destruction so many times before even you must rest and recover.

Nine Steps Dark Gold Body -400 CP

-In a distant Immortal Universe, there are two factions. The Dinosaur Faction, composed of sentient beings who could be described as dinosaur cultivators, and the Human Faction, which is not entirely actually humans but instead consists of all Ascending cultivators and all cultivators who are not dinosaurs. As powerful as the Dinosaur Faction is, the Humans have incredible numbers and techniques on their sides-with more added at all times. To balance against this, they have developed the Nine Steps Dark Gold Body technique; a technique which can near-effortlessly take a Dinosaur cultivator through the stages of External Cultivation with minimal resources, allowing them to consistently match against the Human Faction.

-You now possess this technique; through engraving unique sigils onto your muscles and bones, your body will naturally and innately refine itself with every movement and breath, moving through nine stages of development until your sigils shine a dark golden color on the ninth stage-hence the name. By reaching the ninth stage one's bones would be comparable to mid-level Divine Artifacts, and the user is said to be guaranteed to be capable of overcoming the Divine Tribulation. While merely moving about and daily operation is enough to slowly train this method, actively exercising and training your body will see your development skyrocket-allowing you to reach incredible heights in a short period of time.

-Should you reach the peak of the Nine Steps, then it will be possible for you to continue developing additional steps to this technique-allowing you to continue using it to cultivate your body to higher levels of strength and durability. As a final note, the limit of how swiftly this can enhance your body is the limits of one's own vitality; it takes a great deal of energy and effort for the body to be refined to the levels this technique allows for, and thus even with slow and careful cultivation that its passive growth allows for it would usually take a great deal of time to recover from major jumps in strength.

Undying Form -600 CP

-The body is the greatest strength of any External Cultivator, and some might argue their greatest weakness as well; as powerful as an External Cultivator's body grows, it is incredibly costly to repair it should any part of it truly be damaged. To be an External Cultivator is to shun and ignore nearly all weaponry and armors-for nothing could ever keep up with the strength of your own body. Yet the limits of one's body are quite clear-they will never have the strange effects that various treasures have, or be able to capture a thousand enemies at once like a binding weapon.

-But that's not true for you, and your truly strange constitution. You possess a body which can be described as "indestructible"...but not due to its durability. No, the strength of your body is in its capacity to *break*...and then safely reform a moment later, no worse for the wear. You can dissolve, melt, evaporate, shatter-what have you, break apart-into some near-infinitely divisible material; perhaps you are a living sea of blood, or a freezing mist, or a desert in the shape of a human. Due to your constitution you can spend practically zero effort on recovering your body simply by reshaping it back into being whole; in essence, you regenerate instantly from any physical damage that cannot destroy the *entirety* of your true form in an instant...and that is a very difficult thing to do, as your true form can be as large as an *entire* sea or desert. Further, you will find no need for the vast majority of treasures thanks to this constitution; you can simply reshape your own body into whatever you need or desire. In essentially every way, you are the living pinnacle of External Cultivation-essentially invulnerable to all physical force, capable of instantaneous regeneration with near-zero effort, the capacity to turn your body into any weapon or tool you desire, and even attaining strange powers unique to your constitution as well.

-There is just one vulnerability to this power: the soul. For as incredible as your physical capabilities are, your spiritual capabilities are unchanged-and any attack that could destroy your soul, could easily destroy you as well. This is somewhat troublesome considering that the soul is a fundamental part of cultivation and your constitution-you must keep your soul close to your body in order to maintain control over your true form. Further, you can only shape and strengthen your body up to the limits of what your soul can control. It is possible to all but fly through stages of External Cultivation by straining your body and then simply rebuilding it to be better for you, but only up to the point where your soul can no longer strain to maintain its control over your body. As long as you remember this singular limit to your power, you shall remain a nigh-invincible force against all other enemies.

Variation Super Divine Beast -600 CP

-Amongst Beast cultivators, there are certain species which are quite simply *better* than others-the Dark Electric Great Peng, for example, is famed for its utterly unmatched speed, though it remains somewhat frail for its speed. This trait, along with its hereditary memories which grant it cultivation techniques to bring it swiftly to the near-apex of the Immortal Realm, has given the Dark Electric Great Peng and many other species like it the moniker of “Super Divine Beast”; a Beast not just touched by the divine, but utterly blessed by the heavens for the sheer advantages it possesses from the moment it was born.

-You...are not that. You are greater-a random and near-impossible mutation that may not occur in hundreds of millions of years. You are a Variation Super Divine Beast-a Beast with incredible strength, speed, defensive ability, and even vitality. Where other Super Divine Beasts might have a unique strength and a corresponding weakness, you simply possess no weaknesses-every single trait you possess is superb. You naturally also possess the hereditary memories which guide you to close to the apex of the Immortal Realm-but in addition to that, you possess a loose instinct to go even further, reaching to the very peak of the Immortal Realm and even continuing beyond with ease that would make Super Divine Beasts cry in envy.

-You possess one final gift-a trait that would drive other cultivators mad with jealousy. The strength of your body can influence the strength of your soul; by training your body and developing yourself physically, you can increase the growth and strength of your soul-allowing you to cultivate faster the stronger your body becomes. Even if you do not train a day in your life, you are guaranteed to reach incredible heights in the Immortal Realm-and becoming a Deity is a guarantee if you put forth even a modicum of effort; the innate strength of your body will elevate your soul enough to easily reach those heights. In each and every way, you are a living testament to the unfairness of life and just how incredible some life forms can be compared to others.

Items

General

Low-Grade Immortal Equipment -50 CP

-You possess a small selection of low-grade Immortal Equipment, useful for Heavenly Immortals. This could be a set of Immortal Armor, a weapon, and a storage ring-or multiple immortal swords, or multiple immortal armors. It isn't more than three to five pieces of equipment, and it is only of moderate use to Heavenly Immortals-once you become a Golden Immortal, it's all but useless. But they are sturdier and more powerful than anything that can natively be found in the Mortal Realm, and can grant a useful edge in the beginning of one's career in the Immortal Realm.

Low-Grade Elemental Rock -50 CP

-A small sack of low-grade elemental rock; in the Immortal Realm this is used as currency, and would be just enough to pay for a single usage of a teleportation array if you're good at haggling. It can also be absorbed as energy to fuel one's cultivation, though this is considered tremendously wasteful for all but the lowest-level of Immortal cultivators. This sack will refill once a month if emptied, providing a small but steady stream of Low-Grade Elemental Rock for whatever uses you may need.

Jiang Lan Realm -600 CP

-From the outside and when inactive, it is about a single foot-tall cylindrical pagoda made of bright green jade, beautifully crafted but otherwise seemingly mundane. Within it however are three empty worlds-each the size of a full galaxy. Each of these worlds starts out as an endless grassy plain, but by connecting your energies to the artifact you may freely reshape the world-changing the terrain, the weather, the gravity, even shaping the boundaries of space itself. But...this artifact can only originally be bonded to if you possess power equivalent to a Golden Immortal, and will only access the least of these worlds. That is because, beyond the incredible control over space in this world this artifact grants, each world within also possesses unique properties.

-Within the first world, time is accelerated ten times over compared to the outside and the density of ambient energies is *always* ten times greater than that of the outside world; this may adjust to the conditions of the outside universe freely or act upon a universe it has previously been used within, ensuring that training inside the first layer of the Jiang Lan Realm is always at least ten times better than outside-and may be incalculably superior in lower universes. Within the second world, time is accelerated a hundred times over, and the density of energy is a hundred times greater than the outside world-or the greatest universe this artifact has been used in. Finally, in the third world, time is accelerated a thousand times over and energy is a thousand times denser.

-Even this is not the end of the Jiang Lan Realm's powers; once it has at least been bound to the first layer, the Jiang Lan Realm can never be stolen or violated in any way against your will. You may also freely transform its exterior-from a simple wooden house, a grand immortal mansion, a speck of dust, or even a singular proton, you may reshape the exterior any way you please with just a singular thought. You may similarly enter and exit any layer of the Jiang Lan Realm you have unlocked with just the barest thought, though you may not freely move the Jiang Lan Realm from the inside-only reshape it. Finally, the Jiang Lan Realm is almost utterly invulnerable to all forces. Only power which could utterly reshape and define the entirety of reality at once in a given area-power at least on par with an Exalted Celestial-could hope to damage the Jiang Lan Realm. Only one of this particular artifact should exist at all, and even the Godkings envy and hunger to hold this treasure; take care that your possession of this remains secret.

Complete Meteoric Tear -1000 CP, discounted if bought in Part 1

-Many millennia ago, a Godking closer than any other to becoming an Exalted Celestial on their own efforts was ambushed by a coalition of other Godkings and slain. Before that Godking died, they distilled the entirety of their soul's power, their insights into the Spatial and Temporal Laws, and the last of their hopes, into two jade tears. One tear fell to a dearly beloved relative of theirs, serving as a lifesaving protective treasure. The other tear fell through a spatial crack, never to be seen again...until it fell into your hands. This "Tear of Life", as is its true name, is the last legacy of that dead Godking.

-The moment you touch the Meteoric Tear it disappears, fusing directly to your Truesoul-the fundamental core of your soul. As long as your Truesoul is not destroyed in a single instant, the Tear shall radiate a truly limitless vitality that will allow your entire body and soul to restore itself in a single moment-healing from truly and utterly anything. No poison that does not kill you in an instant can kill you at all, and no force that does not destroy your soul in its entirety at once will be able to permanently harm you. Even if you were to be put in a near-death state, the Tear shall forcibly prevent your soul from passing on until your body and soul has been fully restored.

-This endless vitality also stimulates your soul to a similar degree; through the power of the Meteoric Tear your soul will not grow at similar rates to those vaunted as geniuses...in fact, it will grow many times *faster*. You will master in hours what geniuses would require days to achieve, and advance further in your cultivation than any could ever comprehend. This incredible genius stems from the innate wisdom and experiences left behind by the Godking, allowing you to progress at this explosive pace all the way to the point of becoming a Heavenly Deity...though, due to being only half of the Godking's experiences, this innate understanding will fade away at that point and require you to make the last steps towards becoming a Godking and beyond on your own efforts. The vitality and spiritual support of the Tear of Life will remain however, healing you and aiding your efforts in understanding the fundamental aspects of reality.

-Finally, this Tear is infused with an endless core of "Elemental Life Energy"; by harnessing this energy, one can manipulate and generate an endless amount of life. One could cause a forest to grow from the palm of their hand, and shape that forest into a titanic warrior to do battle with. Or one may grant their vitality to others, healing any and all ailments save for death. If one gains enough mastery over the Elemental Life Energy, then even death may be undone-so long as the Truesoul remains, at least. Harnessing the power of the Elemental Life Energy through the Meteoric Tear is straining; it will act to protect you and help you passively, but actively directing it to help others or out of your body is incredibly difficult. It may be best to harness the Elemental Life Energy internally and to study it, that you may one day replicate its power.

-The Tear of Life is a sacred treasure desired by *every* single Heavenly Deity and Godking who knows of it; take care to keep it secret, or you may find more enemies than you know what to do with. If you so desire, you may import another stone gem-like artifact into this option.

Wanderer

Identification Slate -100 CP

-When wandering from place to place, it's sometimes quite useful to have a little slip that says you're exactly where you belong-an identity card, essentially. This small jade slip is exactly that; it's an identity card which holds your name and a few general details, along with one or more signets displaying your cultivation level. But, here's the kicker. This identity slate has a tendency to shift to fit the expectations of whoever you show it to; show it to a member of the Dark Star Realm, and they'll see an identity slate for the Dark Star Realm. Show it to someone from the Immortal Faction, and they'll see an Immortal identity slate. As a little extra trick, you can decide exactly what details are shown on your slate; you could use a pseudonym rather than your true name, for example, or display a false cultivation level rather than your true one. Extremely useful for slipping into places where you might not be exactly welcome-though it's important to remember that this does not grant any sort of special permissions or privileges, and if you can't back up the info that your identity slate is showing then things might become a little dicey.

Personal Communication Array -200 CP

-Distant communication may seem to be a difficult issue in a world where the most advanced technologies are spiritual practices and the carving of jade in specialized methods, but cultivation makes marvels out of these simple acts. This is a necklace, holding several jade beads and a small jade tag in the center. The tag is covered with an incredibly intricate series of formations which, when combined with the augmentation of the necklace and infused with the user's spiritual energy, allows its user to forge a telepathic connection with anyone who they know the energy signature of. The base range of this communications necklace is the size of an entire universe, allowing one to communicate effortlessly from one end of the universe to the other in real time, but cannot cross the boundaries between dimensions without either some form of direct connection or upgrades. It is important to note; if the pressure and energy density of a given universe is high enough, the range of communication may be decreased; while it will maintain a universal range in the Immortal Universes, in the Divine Realm it may not be able to reach more than a thousand miles until your soul grows strong enough to overcome the oppression of the local energy density.

A Home Amongst The Stars -400 CP

-No matter how far you wander, it is always nice to have a place you may call home for yourself. And thus, you are granted this: an entire planet you own, hidden close to but apart from the action in any given jump. This planet is filled with rural life and peasantry, and will never reach the industrial age on its own-instead its people are cultivators who will cultivate themselves and live for immense amounts of time, utilizing supernatural energy and techniques in place of industrialization. This will leave the planet a beautiful and scenic place, while also being uniquely peaceful despite its population of cultivators. While on this planet few will be able to detect or track you, and you can train yourself freely without concerns for damaging the world around you or being detected-unique arrays prevent energy from leaving the planet, and the planet itself is sturdy enough to handle forces that can shatter even the fabric of space. Said arrays also ensure that the environment remains stable, even if there is no star in the sky; if you had the desire and power to, you could move this planet around the universe with essentially no effects or damage to its environment. And of course, it goes without saying that you are considered the primary authority and ruler amongst the people who reside on this planet. No matter where you go now, you will always have a home of your own amongst the stars.

Personal Prohibited Area -600 CP

-In your travels, you stumbled upon a secret path. This path wound its way through terrifying stellar phenomena that would effortlessly tear apart even a Level 9 Mystic Immortal, and yet it never touched you in the slightest. And at the center of this danger zone was a strange multi-layer arena, holding a resting area, a main arena, and a small residency. The residency is stocked with a seemingly endless supply of delicious foods and wines, and the rest area stocked with all manner of medicinal equipment, but it is the main arena that is the most important. Within this arena will wait a shadowy warrior holding a weapon-what exactly that weapon is depends on either your speciality, or may at your choice be either chosen or randomized. This shadowy warrior will always be exactly half your strength level, but know of highly advanced martial techniques which innately harness the laws of reality in profound and incredible ways that more than make up the difference; if you fight crudely, though this shadow warrior is half your strength they will soundly defeat you every time. Further, the body of this shadow warrior is invincible; they may only be defeated in one of two ways. Either you must manage to comprehend and replicate-not just copy, but truly *understand*-the technique they are displaying, or you must knock the weapon they are wielding out of their grip. Additionally, you may only fight them while wielding the exact same weapon as them. The warrior will only stop attacking you if you manage to defeat them or if they beat you to the verge of death-that, or you escape to the rest area.

-Doing battle in this arena will massively increase your martial capabilities, granting you insight through battle into the nature of reality as well as incredibly profound techniques comparable to divine weaponry in their own right. This refinement through battle will also allow your soul to grow at incredible speeds, as if you are constantly battling on the verge of death. Attempting to enter this prohibited area is impossible for others, though you may allow others to make use of it once per century.

Craftsman

Tools To Make The Tools -100 CP

-At first glance, this leather roll bag seems to contain a set of well made but basic and generic tools for all manner of crafting jobs. Chisels, hammers, files, scissors, magnifying glasses, weights, strainers, a fold-down pill cauldron-all this and more is contained within the manifold pouches held in this roll of leather held together with a sturdy cord. Further, each of these tools is auto-maintained by the leather roll bag itself; simply put them away and close the bag, and once opened all tools will be restored to pristine condition. But it is important to note; these tools are basic and unspecialized. Good for any job, never the best for every job. That said, you will find that these tools are supremely adept at helping you make more specialized tools or simply a better set of your own-and you may freely replace the tools within the bag with the tools you make, "updating" the bag to hold and maintain your own toolset over time.

900 Golden Scrolls of the Array Path -200 CP

-Held within a gold-plated chest are 900 golden scrolls, holding a truly mind-boggling array of information within. But, before understanding how profound this is, one must understand the information retention capabilities of cultivators. In a certain sci-fi universe, the storage drives they have developed could hold truly incredible amounts of information-manifold times more than human civilization has ever produced. An ordinary jade slip, the kind that nearly any cultivator uses, could hold ten thousand times the amount of information those storage drives could hold. A golden scroll, on the other hand, can hold many, *many* times the information that a jade slip can hold.

-Within the golden chest provided by this item are 900 golden scrolls, each and every single one of which is filled to the brim with knowledge of formation arrays. Millions of different types of arrays are recorded amongst these hundreds of scrolls-from simple bewitchments, barriers, reinforcements, elemental manipulations, spatial distortions, so on and so forth. As one progresses through the scrolls, the arrays will grow more and more complex-until one reaches the peak of known formations, a "Level 8 Array", which is so complex that the entirety of its composition is spread across 98 golden scrolls. Through studying and comprehending the countless formation arrays held within, one may be guided into developing a more and more holistic view of formations-perhaps even, if one diligently studies and contemplates the arrays of the golden scrolls, moving to the fabled "Level 9 Arrays" and "Level 10 Arrays", which are said to distill the hypercomplex down to the simple-with Level 10 Arrays able to manipulate every aspect of the universe and requiring only a few simple hand signs to deploy.

Path to Ten Million Universes -400 CP

-Set into your warehouse or some other property you own is now a unique room constructed of black marble, with a jade control array set to one side. In the center of this room is a set of four marble pillars, surrounding and safely maintaining what appears to be a black hole several meters in diameter. By moving to the control array, the truth of the matter is revealed; this is, in fact, a portal room that can lead to any and every universe part of the local multiversal structure. This portal room functions in one of two ways; the first way is to intentionally set the coordinates into the control array. The black hole will orient itself and form a two-way wormhole through spacetime, allowing you to travel back and forth from the selected universe freely as long as you deign to keep the wormhole open.

-On the other hand, you may instead choose to leave the location coordinates blank and step into the black hole; this will fling you randomly through the multiverse. Where you end up will depend on a combination of luck, your current situation, and your needs; you will always end up landing somewhere with both great opportunities and extremely unique crafting materials. Of course, there is absolutely no guarantee that you will end up anywhere safe by doing this, though the portal will remain open wherever you first landed and you may exit through it back to the portal room if the danger ever grows too great.

Temple of the Lost God -600 CP

-Once upon a time there was an unrivaled craftsman in the Divine Realm, a Heavenly Deity who commanded the will and attention of even the Godkings for the sheer skill of his craftsmanship. This...is not his legacy. It holds everything that the Bewitching God Temple-the God of Craftsmen's true temple and legacy-held, but has no connection to Chehou Yuan. This strange and incredible replica of the Bewitching God Temple is held within a painting of a forlorn and melancholic divine figure, and only the one who is bound to this painting could know that it contains such an incredible legacy within.

-An utterly countless number of Divine Artifacts all but litter the temple, carelessly thrown about and left aside. Over a hundred Heavenly Deity-grade Artifacts are held within the armory of the temple-none of them particularly powerful, but each representing some unique quirk of craftsmanship or demonstrating some particular principle for the shaping and creation of artifacts. Within the storage rooms is an essentially infinite amount of low-grade Divine Spirit Stone and other low-grade Divine materials, perfect for endlessly refining one's crafting skills-though only once crafted into a completed artifact can anything from the storerooms be removed from the Temple of the Lost God. Finally is the library, which holds three thousand golden scrolls-each and every one containing information on crafting gathered from throughout the entirety of the multiverse. Crafting methods, material refinement methods, hammer-swinging methods, alchemical recipes, material trait and location lists, and more. Further, this library will update itself with an equally mind-boggling amount of similar crafting information for each new multiverse you visit. And of course, the forges and crafting facilities of this temple are hands-down the best in the entire multiverse; all issues one may face with crafting are eased and simplified within. Notably, these facilities do not improve the quality of one's crafting automatically; only through genuine skill and effort can one advance as a craftsman.

Immortal

Red Leaf Tea -100 CP

-The state of one's soul determines the speed which one cultivates, and thus things which nourish the soul similarly enhance one's cultivation speed. Perhaps that is why you have picked up this unique case of tea leaves and preparation tools, which allow you to make a truly fragrant and delicious flavor of tea-with wonderful notes that feel as if they open up your mind to the possibilities of the world while also melting away your stresses and filling you with a pleasant warmth. The sensation is not entirely psychosomatic; each time you sit down to slowly and genuinely enjoy a pot of tea made from this set, it will mildly speed up the growth of your soul and allow you to gain some minor unique insights into your endeavors. You *must* actually take a moment to prepare the tea yourself and enjoy it quietly to gain its full effects however-otherwise it will simply be extremely tasty tea. The storage box restocks once a week, ensuring you will never run out.

Immortal Robes -200 CP

-For as much as cultivation grants one incredible power, it is still simply good sense to protect one's body. Thus, you have attained a set of high-grade Immortal Armor. This armor is capable of shapeshifting into any type of protective equipment you desire without ever compromising its actual defensive capabilities-from flowing daoist robes, full-body metal armor, a sci-fi skinsuit; anything and everything in-between is possible. Normally Immortal-grade artifacts will steadily become less and less useful until they are all but useless for Mystic Immortals and nothing but rubbish for Deities, but this set of armor is unique; if you feed it a sufficient amount of higher-grade materials than what it is currently composed of-approximately twice as much material as would be required to make a new set of armor-it will upgrade its quality to the standard of the new material. Without actively upgrading its craftsmanship this armor will only ever be "high-grade" for the materials used, never Top-grade, but it is still fantastically useful for a cultivator. You may freely import any armor or clothing you previously possess into this if you desire.

Ten Thousand Beast Atlas -400 CP

-While this may currently be considered as nothing more than an interesting toy in the Divine Realm, in the Immortal Realm it represents a truly incredible force multiplier. The Ten Thousand Beast Atlas is a unique bamboo scroll which holds within it three worlds, separated by cultivation Realms-Heavenly, Golden, and Mystic. Within each of the Realms are enslaved beasts who will obey the user's will without question; the first level contains thousands of Beasts in the Heavenly Immortal Realm of cultivation, the second contains hundreds of Golden Immortals, while the third level possesses only three Mystic Immortal-level Beasts. If you find any interesting beasts or demons, they can be sealed away and enslaved via the power of the Beast Atlas; uniquely, this version of the Atlas can grow a new "level" every ten thousand years or jump, whichever is faster. These new "levels" will not innately hold any new Beasts, but will allow one to seal Beasts of higher or lower levels than the original three levels. The Realm of your cultivation must at least match the strength of the level you wish to generate; the exact level doesn't matter as long as you're in the general Realm.

Heaven Connecting Steps -600 CP

-This is not exactly a stairway to heaven...but in a way, it is close. This is a grand, straight stairway which leads upwards to a cloud with a simple cottage at its peak. The cottage is comfortable enough, well stocked with good food, necessities, and comfortable furniture...but it is barely a secondary concern compared to the stairway. This stairway is composed of 99 steps, each of which are imbued with a mystical force which constantly attempts to knock one off of the staircase. Only by possessing the same mystical force as the stairway and counteracting its influence with your own will and control over that force may you ascend the stairway, one step at a time. Of course, there's a catch; the strength and chaotic nature of the mystical force grows by exactly one percent each step of the stairway; to traverse to the very top on foot requires that one possess truly and utterly perfect control over the mystical force in question.

-By default the mystical force is spatial distortions, forcing one to comprehend and develop their control over the spatial laws to slowly ascend the staircase one step at a time until, by the time they attain perfect control over the spatial laws, they become a Godking. This can be adjusted for other mystical forces or aspects of reality if you desire, however; it could be made to test one's comprehension of the temporal laws, or one's control of Divine Energy, or their control over their spirit, or mystical forces from other realities. In every single case, transcending the staircase on foot will require truly perfect comprehension and control of the mystical force involved-thus, merely attempting to climb the stairway will help cultivate one's control and understanding of that force. Finally, once per jump or per millennia, this stairway will grant the first person to fairly transcend it on foot entirely a unique reward. The quality and nature of this reward will depend on the difficulty of actually transcending the stairway and the desires of the one who has attained it, but it will generally be akin to having a single wish granted. The greater the difficulty of transcending the stairway, the more potent this "wish" will be; if it should be truly and utterly impossible to transcend, then it would be akin to being granted a near-omnipotent wish. If it would be theoretically quite easy to transcend, then the wish would be similarly lackluster.

External Cultivator

Ten Thousand Beast Feast -100 CP

-External Cultivation is highly resource-intensive work, requiring a great deal of energy, effort, and even materials to help fuel the transformation of the body into a force akin to a Divine Artifact. Thus, for those who practice it extensively, External Cultivation can be extremely *hungry* work. It's quite lucky you have this: a unique cast iron cooking pot which, upon opening, will always contain a selection of meats, wines, and other foods formed from animals that can be found throughout whatever universe the user is in. Each of these things is incredibly delicious and extremely nutritious, as well as innately filled with enough energy that the source they came from may be only a single stage below the user's own cultivation level. This grants the food within miraculous properties; some may hold unique energies, others might have incredible restorative vitality within, and yet others might just be supernaturally delicious. The selection of food one attains is semi-random whenever one opens the pot but is always guaranteed to be a complete meal of foods and drinks plentiful enough to take you and any guests you may be feeding from starving to so full you feel as if you're about to pop, and be so delicious you will want to wolf down every single bite.

Dark Star Cultivation Manual -200 CP

-It would be poor taste for an External Cultivator to not possess an External Cultivation technique; thus, you have this: a jade manual for a unique external cultivation technique, as well as resources for practicing it. By generating and absorbing a unique form of energy via a conversion array-which serves to convert local energies into this energy-one's body grows and refines itself to incredible levels; the greater it is stressed and trained, the more energy the user can absorb to enhance their body. This energy can also naturally give rise to strange beings who are animated and fed by the energy, such as beasts made entirely of living metal. By default the energy granted by this manual is one of either Gold Attribute energy, which nourishes the muscles and bones evenly while also granting metallic properties, Cold Attribute energy, which nourishes the bones slightly more than the muscles and grants additional ice-based abilities, and Fire Attribute energy, which nourishes the muscles slightly more than the bones and grants additional fire-based abilities. If none of these appeal, you may decide on your own unique Attribute energy, so long as it remains roughly in-line with the capabilities of the canonical three.

Dark Star Ring -400 CP

-Perhaps you did some life-saving favor for the members of the Dark Star Realm. Perhaps you were descended from one of the leaders and beloved by the others. Perhaps you simply stumbled upon a long-forgotten legacy. Either way, you have come to possess a unique spatial ring which contains within it three unique attribute energies and powers; the first is an ever-restoring supply of Cold-attribute energy which can freeze bodies and even weak souls. The second is a supply of Fire-attribute energy which burns akin to Tribulation fires and would disintegrate weak cultivators nearly effortlessly. Lastly is a unique gravitation field it can generate via Gold-attribute energy, allowing for increasing the weight of a given target many times over in an instant. This ring also serves as a symbol of friendship amongst the leaders of the Dark Star Realm, and will serve as a similar symbol of friendship amongst similar high-tier External Cultivators, Cold-attribute beings, Fire-attribute beings, or Gold/Metal-attribute beings in the future. Additionally, it functions as a very, very, very good storage ring; you can basically hold a whole galaxy's worth of stuff inside of it without issue.

Heavenly Refined Dark Star -600 CP

-An External Cultivator can only progress so far through normal training methods; the absorption of energy, constant battle against foes, regular physical training...it can only do so much if there is not some additional factor to counteract their constant growth in strength. And once that point is reached, normal exercise and cultivation practices are functionally useless-it won't help them grow any stronger as things stand, there just isn't enough *pressure* to force their body to become stronger. The ancestors of the Dark Star Realm knew of this issue, and brought forth the Thirty-Six Dark Stars; a series of Neutron Stars, each with density greater than the last, which their descendents may train upon to refine their bodies to the very pinnacle of what is possible within the Immortal Realm. The Thirty-Six Dark Stars are protected by the Dark Star Realm...but you have the next best thing now.

-You possess your own Dark Star; a unique Dark Star which is both a Divine Artifact and a Neutron Star; its gravity and density can be adjusted from being survivable for even mortals to hundreds of billions of times the gravity of Earth and even higher. The greater the density of energy you pour into it, the greater the density of the Dark Star grows-though paradoxically, it will never become a black hole despite eventually surpassing the density to do so. You may freely shift its size down to that of a single golf ball, or up to its full size as a Neutron Star-though do note that when it is in its shrunken form it requires exponentially more energy to increase its density. Further, due to being bound by you, you may telekinetically move it about within a short radius of your body while it is in its shrunken form-and ride it across the universe when it is full-size. This is a powerful weapon and training tool in one, and with its help you will always be capable of further training your body.

Companions

-To face the difficulties and challenges that the Immortal and Divine Realms hold all on one's own would be a truly lonely existence; thus, consider this selection of companions to accompany you. All Origins may take **one** companion discounted-not including the Companion Import, Canon Companion, or Transcendent Companion options. Companions may not take any drawbacks or choose Companions of their own. Finally, all companions are granted a stipend of **800 CP** to use for their own builds, unless specified otherwise.

Companion Import -50 CP/-200 CP

-If you would like to bring past companions or friends into this grand cosmos alongside you, that may be arranged. For 50 CP each you may import a companion into this Cosmos; each imported companion will receive an Origin and associated discounts at your discretion. By paying 200 CP, you may instead freely choose to import as many previous companions as you please; the multiverse is a large enough place that the appearance of a whole new organization of cultivators will hardly be remarked upon.

Canon Companion -Free/100 CP

-Should you take a liking to a particular character or cultivator in this grand multiverse, you may freely choose to invite them with you on your chain; if they accept, then you may take them along as companions at no extra cost to you. If, however, you feel unconfident about your chances of them abandoning their ties to this world to leave on an endless adventure, you may instead pay 100 CP for them; this will guarantee an overwhelmingly positive impression and unhesitating acceptance of your suggestion to go on a chain. Note, this cannot be used to companion characters whose strength is greater than an Exalted Celestial.

Transcendent Companion -400 CP

-There are certain beings in the Stellar Transformations Cosmos and the greater Grandmist Space which stand head and shoulders above all other existences; the three Exalted Celestials are the ones well-known amongst the inhabitants of the Divine Realm, but even above them are greater entities. The Grandmist Controllers, the Universe Creators, the "Meng" clan. They exist outside the Cosmos in the infinite Grandmist Space, and preside over all things. Hongmeng, who was born directly from the Grandmist itself. Linnmeng, who was born from Hongmeng's Cosmos and became the very first person to become a Grandmist Controller on their own efforts. And one day, Qin Meng-formerly Qin Yu-who developed the Stellar Transformations technique to its pinnacle and became the third Grandmist Controller in existence. If you wish, you may spend 400 CP to companion a single one of these transcendent beings. You may only companion one such being, and they receive no stipend or build of their own-their own power is enough.

Dao Companion -200 CP

-It's a funny thing to note, but Dao Companions aren't actually a real thing in the Stellar Transformations cosmos. The intimate connection of life and soul between two cultivators, sharing everything and perfectly suited for each other...is just not really something that happens in this Cosmos. And yet, for you, it seems as if the stars have aligned and the heavens have smiled upon you. You have met someone who simply...completes you. They are, in every single way, your ideal partner. Their body matches your deepest desires, their personality perfectly complements and synergizes with your own, their desires perfectly align with you-in every single way, they are your other half. Their absolute and utter devotion to you would see them fight against the entire Cosmos if you were ever taken away from them, yet they will only ever act in ways that you approve of and desire-never acting against your wishes or harming you. Even their energy and soul compliments yours; cultivating near them helps smooth the flow of your energies and bolsters your soul, speeding everything up by a substantial amount. Theirs is a love that will outshine the whole of reality-and it is all for you. You may freely choose their Origin.

River And Rain -200 CP

-Even the most meagre of beasts in the Divine Realm are still incredible powers in the Immortal Realm; these twins are a pair of koi from the Divine Realm who were pulled to you upon your entrance into this jump, escaping into the Immortal Realm where they were capable of assuming human form for the first time in their lives. They are immensely grateful to you for that, and seek to act as your servants in all things in return...though at first they will be a bit useless for most matters as they adapt to being human. Despite that they are still Divine Beasts from the Divine Realm; their bodies are absurdly powerful compared to their cultivation level, and their innate talent for cultivation rivals that of a true genius. They will make excellent servants, soldiers, or simply companions. Their exact gender, personality, and appearance are up to you; they receive the "**Wanderer**" Origin and all associated discounts.

Millennial Mannequin -200 CP

-A unique puppet with a fully sapient mind, but lacking a soul and thus incapable of cultivation; this puppet was created by a craftsman many millennia ago, and served as their steward and occasional sounding wall. You stumbled across the treasure which contains them which, by the orders of their creator, makes you their next master. They are powerful in the Immortal Realm, but cannot grow stronger through normal cultivation and are little more than a child's toy in the Divine Realm as-is. That said, they also have a wealth of knowledge on all kinds of crafting techniques, materials, and array patterns-but more than just knowledge is their capacity to interpret such things, actively calculating new patterns and knowledge from the old in ways that will massively help you advance. And beyond that, they are simply an incredible steward of your estate and assistant in just about anything you take part in-managing all things with grace and elegance. Their exact appearance, gender, and personality are up to you, and with enough crafting experience it may be possible to later customize and upgrade this puppet even further. They receive the "**Craftsman**" Origin and all associated discounts.

Mischievous Little Sister -200 CP

-You're not exactly sure where they came from, but what you do know is that they've attached themselves to your side like a limpet. This exceedingly cute and excitable companion-who always calls you Big Brother/Sister, and acts as if they're your little sibling-is always bouncing about and pulling pranks-generally on others, but they do like to pull something over you every now and again. They are incredibly talented with cultivation of all types, and yet incredibly lazy; getting them to actually sit down and train in any way is an uphill battle. They also possess a strange and unique Grandmist treasure, which allows them to teleport, phase through attacks, and warp space around themselves-which they mostly use to pop out of the most unexpected places and set up pranks. In an actual battle they're pretty useless and if they didn't have their treasure they'd be in a world of hurt, but that's why they rely on their big brother/sister! Additionally, their treasure only seems to work for them; in anyone else's hands, it's utterly useless. Their exact appearance, gender, and personality are up to you, though by default they will be a young girl who looks approximately thirteen to fifteen years old, highly excitable, playful, mischievous, and incredibly lazy when it comes to actually cultivating or doing any dedicated training. They receive the "**Immortal**" Origin and all associated discounts.

Dark Gold Warrior -200 CP

-When they were at their weakest after hunting a truly powerful beast, you helped them fight off a rival cultivator and saved their life. From then on, according to the culture of their tribe, they have pledged their life in service to you...or so they say. Maybe you saved them from a beating, but certainly not their life-and mysteriously you can't ever seem to find what tribe exactly they're from to confirm their words, but either way this warrior from the Dark Star Realm is truly dedicated to being a soldier and servant in your command. They aren't particularly skilled with Internal Cultivation, but their talent with External Cultivation is commensurate-alongside their incredible skill in hand-to-hand combat, they are a force to be reckoned with. Their exact appearance, personality, and gender is up to you, but by default they are a tanned and muscular young woman with a lean but powerful build, short hair, and a stoic but earnest demeanor. They receive the "**External Cultivator**" Origin and all associated discounts.

Hidden Noble -400 CP

-You met them in a restaurant, where a whole troupe of high-level cultivator soldiers were trying to kick out every single person so they could have the whole restaurant to themselves. The moment this person appeared those soldiers immediately went silent and still, and this person proceeded to chew out and discipline the whole lot of them at once-then bought free meals for every other person in the establishment. But you-they took a special shine to. Maybe it was something about how you were dressed, or your energy, or maybe something in your eyes-either way, the moment they saw you they seemed to decide that they were now your friend. And a great friend they make indeed.

-This person is the commander of a sizable army of Golden Immortals and Mystic Immortals-and if you reach the Divine Realm, you will find that they even have an army full of Deities and Heavenly Deities as well that they had kept sequestered away. They are strict with their soldiers, but kind as well and willing to care for even a young mortal's wounds with an almost motherly tenderness. In truth though, this facade as an army commander is merely to hide the fact that they are the heir of a truly powerful clan from the Divine Realm; acting as an army general is their escape from the responsibilities of nobility, though they have the skills to act as a perfectly refined and diligent noble as well.

-While their true cultivation level is that of a high-level Heavenly Deity, they very much prefer to act with as little power as possible whenever possible-relying on either skill, their men, or polite discourse rather than overwhelming power. If they were given just a bit of help though, it might be possible for them to swiftly break through to being a Godking in their own right-though they will downplay this accomplishment and attempt to continue living their previous life if given even half a chance. You may choose their exact appearance, personality, and gender, but by default they are a rather beautiful though slim woman who dresses in military armor that disguises her gender as that of a man; she has a kind and gently teasing personality with those she considers her friend, but is absolutely unyielding and stone-faced when necessary.

-As a final note, the Hidden Noble receives only a stipend of **600 CP** rather than the standard 800. This is to make up for their advantages in nearly being a Godking from the start and having the backing and resources of an extremely powerful Divine clan to call upon. You may freely choose what Origin and associated discounts they receive, though her background will not affect the base benefits she comes with.

Drawbacks

There is no drawback limit; you may take as many as you feel you can handle.

An Earlier Epoch +0 CP

-This cosmos is one filled with a rich history long before you arrive, with heaven-shaking battles, incredible discoveries, and wondrously unique experiences that will never be repeated. If you so wish you may take part in these events; you are free to choose to start at any time within the last six quadrillion years-the last time the Exalted Celestial Mountain descended, and the Unfettered Exalted Celestial was ascended to his current status. Your stay in this cosmos will only last for twenty years regardless of how far back it begins.

The Binding Ties of Karma +0 CP

-Perhaps you have already visited this Cosmos, leaving your mark upon it? If you have previously been to this setting, then you may choose to carry over any changes you have made to it; all shall be as it had been the moment you have previously left it, with all the allies and enemies you may have made-or lack thereof.

The Ever-Turning Wheel +0 CP

-A mere ten years is naught but a blink of an eye for a cultivator-to truly make accomplishments in one's cultivation requires vastly more time than the single decade you were originally intended to stay for. If you so wish however, you may stay here as long as you please to continue cultivating and exploring this Cosmos; you may leave any time after your original ten years, or continue to stay almost indefinitely while still continuing your chain. This extension is not without limit...you may only stay for the duration of a thousand Grand Kalpa, or approximately six quintillion years, at absolute maximum. A short time, yes, but you must endeavor to make the most of it.

Did I Switch Translators Again? +100 CP

-Did you hear the legend of the Temple of the Lost God? They say that the Bewitching God Temple holds many Deity-level artifacts. You can find all sorts of God Treasures in the Mourning God Temple!

-You are afflicted with a sickness of the mind, one that flares up every few weeks to several months. It is not a debilitating sickness, but it is a deeply...annoying one; each flare-up, the dialect and terms that everyone speaks in will seem to change, as if some great writer in the sky switched out with a substitute. It will be somewhat familiar and always fundamentally mean the same things, but different enough to require several seconds to puzzle out what was once understandable-and a fast paced conversation will be hell to follow with any ease. This sickness afflicts only your perception; nobody else will notice these changes, leaving you the only one to suffer these issues.

Dishonorable +100 CP

-Why tell the truth when you can instead spin a lie? Why pay with your own money when you can easily steal another's to pay for you? Why keep a promise if nothing enforces it? These are questions you will find yourself asking on a daily basis, never to find an answer-and thus you shall lie, cheat, steal, and break your promises almost reflexively. Giving others your actual name-even when there are truly good reasons to do so-will be nearly impossible for you, and passing up a chance to cheat someone out of something of theirs will be so tantalizing it is akin to water in a desert. Any promise you make that is not sworn to the Heavens is simply destined to be broken or forgotten-and those you are forced to swear to the Heavens, you shall endeavor to stick to only the barest letter of while utterly violating their spirit. As for those who would already be so naturally dishonest, they will face the opposite-they will never be capable of using a false name, never take what is not theirs, and always act to the spirit of their agreements even when nothing enforces them.

To Your Heart's Content +100 CP

-The flavor of food infused with Elemental Energy is simply greater than anything a Mortal Universe could ever produce-more nutritious, more juicy, more flavorful, just *more* in every way. The pleasures of intercourse with a cultivator surpass anything a mortal could ever achieve; more force, more control, more stamina, *more* in every way. The treasures of the Immortal Realm are simply *greater* than anything in the Mortal Realm, and the pleasures are so much greater as well. It's all so addictive, so easy to fall to temptation and *indulge* yourself, more and more falling away from the path of cultivation...

-You will be all but plagued by the desire to fall to these hedonistic desires for the entirety of your time here, constantly tempted by all manner of vices into putting off your cultivation or goals for *just a little longer* to enjoy these things. If you cannot keep yourself focused, you will find yourself making little to no progress in your cultivations or general goals-and the temptation to give in will be truly powerful. Take care; even a little indulgence may descend to acting to your heart's content with just a single careless moment.

These are immortals? +100 CP/+200 CP

-Yes, in fact, they are. You may have hoped that by ascending to the Immortal Realm-or even the Divine Realm, should you manage it-you would escape the petty and idiotic cruelties of the Mortal Realm, but in the end people are the same everywhere-with the same vices, the same desires, the same thoughtlessness, and the same evils perpetuated unto eternity-just with a bit more power behind it. And of course, you will find yourself running into the same old scum you've always had to deal with-bandits, criminals, rabid beasts-just with more power to them now. They will rarely be close to your own cultivation level, but they ARE cultivators who are at least of the Immortal Realm-and thus vastly more powerful than any mortal cultivator. Or, for 200 CP, they will be much more dangerous-you will frequently run into scum who possess a similar cultivation level to your own. This is cultivation alone; neither skill, treasures, nor backing are accounted for-thus, they may still be handled...just not with quite as much ease.

Face Off +200 CP

-In a world of gods and demons, of beings who can shatter planets with their will and cross galaxies in moments, what stands as the most important thing hands-down? Not strength, not pleasure, not ideals...No, the most important thing of all is your Face. Reputation is immensely, absurdly important to you-the more people who know about you, the better you feel. If someone gained extreme fame through being highly publicly executed, you'd be deeply envious of them-not caring in the slightest for your life. If someone disrespects you at all even slightly, it will feel as a personal and soul-deep insult that you cannot abide. You will feel a continuous urge to flaunt your treasures, power, status, and more simply for the sake of showing off that you have them-heedless of all the dangers you may invite from doing so

Delayed Retribution +200 CP

-Yours is a revenge which is cold and meticulous; every single slight shall be repaid a hundredfold in the end, but you must ensure that all is prepared just right when the time comes to repay those slights. Merely days after you have been wronged is infinitely too hasty; months would barely allow you to plan things out. If you spent years building up your cultivation, planning everything out, preparing each and every element of your inevitable and divine retribution, then *maybe* you might feel confident...in getting back at a mortal who shortchanged you a snack one time. If you wanted to take revenge on an actual cultivator who did genuine harm or evil upon you-you'd need centuries at minimum, more likely *millennia* before you'd feel comfortable *considering* repaying that karmic debt. Only when someone is attacking you directly with full intent to kill would you actually consider not letting a slight go unpassed until you could plot out and execute your grand revenge a truly incredible amount of time later.

Anything Else Is A Waste of Time +200 CP

-At least once, but most likely several times, you will hit a bottleneck in your cultivation. The only solution to this bottleneck is to go into closed-door training; sitting down quietly in a hidden place and meditating nonstop for absolutely absurd amounts of time. The higher your cultivation level, the longer this training session must last before you break through; at the Level 1 Heavenly Immortal level it might only take a few hundred years, while a Deity or Heavenly Deity might have to meditate for several billion years. Time spent in closed door training will not count towards your time in-jump, and if you fail to break through this type of bottleneck you will fail the jump. You are guaranteed to break through if you meditate long enough, but must meditate the full time in one continuous stretch to break through.

Foolish Apprentice +200 CP

-You picked up an apprentice somewhere and figured they held potential in them-and now, they continually get you in trouble. Perhaps they're an unrepentant womanizer who continually pisses off powerful female cultivators, perhaps they're a true villain who angers the righteous and powerful, perhaps they are a true hero who stirs up the hidden powers of Devil Cultivators-in any case you made a promise not to reign them in for long, and must continually cover up for their actions while they drag you about in causing chaos in their wake. After the jump you may take them as a companion if you choose.

Fragile Roots +300 CP

-You once made an oath to the Heavens that you would guard your family with your life...and now, you must uphold it. You possess extremely weak relatives in this realm, and for other cultivators that's like a giant glowing weak spot to exploit when they wish. Should you become infamous enough others will seek to exploit you through threatening this family of yours-which you must defend with your full effort or face death. They are weak enough that the mere shockwaves of a nearby battle between Golden Immortals will see them reduced to dust. You can hide them away, but trying to hide them away in an Immortal Treasure or any place that is not directly connected to the greater Cosmos will see their health degrade as if they were slowly wasting away, something critical to their life missing. Even if they begin cultivating, they will have extremely low potential for it-taking incredible amounts of time to make the smallest of gains. Finally, should you fail utterly in your protection-should the entirety of your family in this realm die-the Heavens will consider that a breach of your oath and strike you down-ending your chain.

Endless Enmity +300 CP

-There are some people who possess luck which shakes the world, luck which makes it seem as if their every action is watched over by the heavens with a caring and loving smile. You...are not one of those people. Close to the opposite really, at least when it comes to exactly one thing: dealing with enemies.

-If you would defeat or humiliate a Heavenly Immortal, his high-level Golden Immortal senior and said senior's entourage may arrive within hours to smack you down for daring to do so. Stand in the way of a Golden Immortal attempting to rape a woman, and his Mystic Immortal father will come forth to smack you down for the temerity. Defeat a single Mystic Immortal in a battle for your life? The head of an entire organization of near-peak Mystic Immortals will chase you down across the entire universe to kill you. And perhaps you might think yourself safe if you simply do not interact with the world at all-but even then cultivators will almost spontaneously take insult to your very existence and swear to hunt you down and kill you so long as they live. You shall be constantly hounded by enemies at minimum a whole realm of cultivation above your own, and defeating them will only inspire even more powerful foes to come forth to slay you.

Oathbound Devil +300 CP

-You made a promise to the Heavens to spare someone and never kill them, and should you break that promise you will instantly be permanently slain. The good news is that all you need to do is stick to the letter of that oath, rather than its spirit. The bad news is threefold; first, your enemy will never give up under any circumstances, believing wholeheartedly that you were responsible for the death of someone deeply important to them. Second, they have heaven-defying luck which allows them to mysteriously escape seals and traps within a matter of weeks and survive even the most surefire assassination attempts which do not have you personally presiding over them. Lastly, they are a true genius of a cultivator-if they are not slain swiftly, their strength will grow so explosively that by the end of your time here their cultivation base will rival, if not surpass your own.

Spirit Pact +300 CP

-Maybe it was due to extortion, or gratitude, or perhaps part of some greater agreement-the result is largely the same. You have agreed to become the servant of a certain cultivator for as long as they live. This cultivator is much weaker than you, but as the holder of your promise could kill you with just a single intention-they won't do so lightly however. Because of their weakness you are deeply valuable to them, and they will use you to act with impunity and wreak havoc where they go. You must follow their orders, or else risk their wrath-and possibly death. Further, you cannot ascend to the Divine Realm until their cultivation-which is only average-manages to reach their own stage of Ascension. To live the life of another cultivator's Spirit Animal is truly stifling.

The Weakest Bug +500 CP

-You truly are the weakest bug in all the world-or at least, that's how it will seem to all other cultivators. Your out-of-jump powers are locked, and further your base cultivation potential is crippled. At the very best you cultivate at the rate someone from the Mortal Realms cultivates, and your meridians are so weak and thin that you'd be lucky to reach the Jindan stage. Due to your crippled cultivation people will frequently bully and mistreat you; you cannot walk down a normal road without people taking offense to your existence and beating you for daring to exist at such a low level of strength and if it's discovered you hold any treasure others may try to kill you on the spot simply because you do not possess the qualifications to hold on to said treasures. Nothing stops you from actually cultivating to grow stronger, but it will be an uphill battle akin to climbing a sheer cliff compared to the lazy road that others walk. This does prevent your purchases or treasures from this jump from working, mind you-but you will still face truly incredible difficulties in cultivation. And of course, as the weakest bug in the universe, each time you attempt to stand up-others will be ready and entirely too willing to stomp you back down.

Punished By Thunder +500 CP/+300 CP

-Yours is a destiny of suffering, for you have earned the enmity of the young master of the Zhou Clan, Zhou Xian-and there is no one in the Heavens who cares enough or is important enough to stay their hand. Zhou Xian is the beloved young master of the Zhou Clan, and the Thunder Punishment Exalted Celestia's favorite grandson who he would be willing to destroy entire lower universes for the sake of-let alone provide a few treasures or kill a few uppity cultivators. You have this one blessing though; Zhou Xian is proud, and will not initially lower himself to asking his grandfather to have you slain no matter where in the multiverse you may reside. No, instead he will begin with simply sending squads of Deities in his clan's armies to hunt you down and slay you while you still reside in the Immortal Realm.

-Even a single Deity is stronger than any Mystic Immortal could be, capable of destroying planets with a single punch and negating the strongest powers that a Mystic Immortal could bring to bear with a laugh. And you will never face just one Deity; at minimum you will face a full squad, about ten, who have been trained in powerful martial techniques and granted divine artifacts. Powerful, well-equipped, and trained to cooperate seamlessly, this is the *minimum* force that will come for you. Should you survive them, Zhou Xian will not be concerned-he will simply send more. Maybe five to ten squads if one doesn't do the trick-though Zhou Xian has his pride, and will not send anything save Deities at you so long as you remain in the Immortal Realm. All bets are off if you Ascend though, as he becomes willing to throw mid and even high-level Heavenly Deities at you the very moment you've ascended.

-Of course, Ascension is no easy thing-for you especially though, for it is the Zhou Clan which administrates the Heavenly Tribulations of all cultivators. And it would be triviality itself for Zhou Xian to simply increase the difficulty of your own Divine Tribulation many times over, weighting the difficulty as hard as he possibly can against you and taking every single opportunity he can to make things more unfair.

-And should, against all odds, you survive all that? With a word he can have his senior Godkings in the Zhou Clan come down and squash the impertinent bug who dares to continue to bother the young master...and if even *that* doesn't work, then Zhou Xian will simply ask his grandfather to deal with you. His grandfather, the Thunder Punishment Exalted Celestial, who is functionally omnipotent within the boundaries of this Cosmos, able to freely manipulate space and time to his will.

-There is no universe in this cosmos that is safe for you; if you try to hide, then the Godkings of the Zhou Clan will simply open up spatial portals to wherever you may be hiding so that their armies may continue to harass you and strike you down. You may only run, run endlessly away from the cruel gods...or fight, finding power greater than even an Exalted Celestial's before Zhou Xian's patience runs out, and strike down the Zhou Clan in its entirety.

Note: this Drawback will only provide 300 CP if taken with the "Divine Lover" Scenario; see the scenario itself for further explanation.

Scenarios

Beyond Exaltation

Requirements: No Stellar/Jumper's Transformations, Standard Cultivation Technique

-To reach beyond the power of an Exalted Celestial...is impossible within this Cosmos. Throughout the entirety of this grand multiverse, there is no native power which can ever match, let alone exceed, the power of an Exalted Celestial who rules perfectly over both Space and Time. No standard cultivation practice could ever reach beyond this limit of power, and thus it is largely believed that this is the pinnacle of what is possible at all. And yet...there is one greater level. A power that none in the Cosmos save the Exalted Celestials know of: the Grandmist Controllers, who may forge an entire Cosmos or snuff it out to their whims.

-The power of a Grandmist Controller is beyond the power of anything which exists within the Cosmos, and cannot be attained simply through standard cultivation. No amount of comprehension of the Spatial or Temporal laws, or the greater mysteries of Elemental Energies which are fundamentally a part of the Cosmos, can attain this power. No...in order to become a Universe Creator, one must reach beyond what is possible. One must break the bounds of the multiverse, shatter the wall of impossibility, and break through into the Grandmist Space beyond.

-You have attained what at first glance appears to be a strange glass orb, full of white mist; this is, in fact, a self-contained portal into the Grandmist Space. This orb is seemingly soft and incredibly light; no matter how hard you throw it, it will never so much as hurt an insect it lands against. You may squeeze it, twist it, stretch it, pound it-it will briefly deform and stir up the mist within, but always swiftly recover back to a perfectly spherical and placid state of slowly swirling mist. And yet...its surface is as resilient as the boundaries of the Cosmos itself, and will never so much as chip against any force that is within the realm of possibility for the Stellar Transformations Cosmos. Only by harnessing skill which breaks the boundaries of reality, power which defies what is possible within this multiverse, can one shatter the orb and open up a portal to Grandmist Space-where one may then become a Grandmist Controller and freely shape their own multiverse. This scenario only grants you the potential to refine a single skill to this unattainable height, though this skill will be one that most deeply resonates with your soul and who you are.

-You need not open the orb in this jump if you do not want to-in fact you may carry this orb as long as you wish, even leaving behind this cosmos and continuing your chain with it in your possession. It merely represents possibility; as long as you have it, the opportunity to become a Universe Creator remains for you.

Divine Lover Part 2

Requirements: Divine Lover Part 1 Completed, “Complete Meteoric Tear”, “The Binding Ties of Karma”, “The Ever-Turning Wheel”, “Punished By Thunder”

-The source of all your trials and woes within this Cosmos reveals itself to you: Zhou Xian, the young master of the Zhou clan. He, along with several other high-level Heavenly Deities, have known that your love possesses the second Tear of Life this entire time, and have hungered for it-for they have next to no chance to break through to the Godking Realm no matter how hard they try, and so believe that the Tear of Life may allow them to attain the insight they need to break this bottleneck. But your lover possesses incredibly powerful backing of her own in the Divine Realm, and thus Zhou Xian and the other Heavenly Deities cannot simply kill her and take her Tear from her corpse. Instead, they seek to subvert her backing itself-through marriage. By offering treasures, service, and all manner of other favor, they seek to force the patriarch of your lover’s clan to give her hand away to them, where they may then plunder the Tear of Life through Dual Cultivation and toss her aside as they at last ascend to Godking status.

-So far, your lover’s patriarch has stood fast in the face of these advances...by not rejecting a single one of them, but not outright *accepting* any of them either, attempting to gain the greatest possible profit for his clan regardless of his daughter’s feelings on the matter. This is an endlessly unstable state of affairs; the more time your love spends with you, the greater the forces that Zhou Xian will send after you due to his existing hatred of you. The more time you spend apart and she spends in the Divine Realm under her patriarch’s guidance, the less you have to deal with Zhou Xian’s rage yet the closer to being forced to marry one of these loveless suitors your lover grows.

-You must stay in this cosmos until this matter has entirely been resolved...and that doesn’t end simply with marrying your lover. No, your lover’s patriarch will only accept you as a suitor at all if you are a Heavenly Deity who can command the attention and favor of Godkings-a truly heaven-shaking talent, a craftsman of limitless renown, or so on. Even if you should push your hand into this battle, the patriarch will simply declare a highly rigged marriage contest-playing to Zhou Xian’s strengths and connections for each and every event of the contest with nigh-limitless bias. Even if you should unquestionably win every single individual contest, you face one final challenge: the patriarch will utterly discard the contest rules and give away your lover’s hand to Zhou Xian, unless you can promise the patriarch the favor and support of an Exalted Celestial in the upcoming descent of the Exalted Celestial Mountain.

-You may only leave this realm if two things are true: the first, if you have married your lover with her patriarch’s blessings and have no more outstanding commitments such as promises or debts. Second, if every other contestant for your lover’s hand has given up their claim. It must be noted; Zhou Xian will never give up his claim, even on threat of death...though dying does count as giving up. Do not think that killing Zhou Xian is easy however; he is protected by life-saving treasures forged by an Exalted Celestial, and can call upon his grandfather almost at will to defend and act for him...save for during the descent of the Exalted Celestial Mountain, when each Exalted Celestial may only act a single time.

-Once those two things are true, a truly incredible thing shall happen. The Tear of Life within your soul and the Tear of Life within your lover's soul shall resonate, circulating their power between the two of you in a glorious consummation of spirits. All that you are and all that she is will connect, distinct but together forevermore. To one of you shall go the knowledge and powers of the Godking of Life; to the other, the fused vitality of the Tears of Life.

-To be the Godking of Life is to stand head and shoulders above other Godkings, to wield Elemental Life Energy innately and with true genius. A Godking of Life may heal a whole galaxy of mortals with a wave of her hand, and bring back to life the long dead with another. All life bends to the Godking's will; they may reshape the forms and biologies of all living things with an effortless ease, or bring forth entirely new forms of life from nothing but their will. Such is their vitality that it is nearly impossible to kill them; to truly slay the Godking of life would require something at least on the level of energies drawn forth from the beating heart of the multiverse, distilled, fused, and directed by the will of eight Godkings. Even then, it would require a sudden ambush and absolutely nobody to assist them in that one moment; anything less and they would swiftly recover.

-To have the fused vitality of the Tears of Life is to hold the newborn Godking of Life's Truesoul, and share in their vitality. The holder of the Tears of Life would share similar vitality as the Godking of Life, but not the capacity to command life and heal as they might. Instead their power is in connection; wherever the Godking of Life is, the holder of the Tears may appear in an instant. Should the holder of the Tears ever somehow die, they will revive and be reborn from the Godking of Life's energies...and if the Godking of Life were ever to die, they would simply revive from the holder of the Tear's energies in turn. Lastly, as long as their hearts remain open, the holder of the Tears may compel the actions of the Godking of Life-guiding them even from afar.

-You may, of course, freely choose which of you two shall become the Godking of Life and which of you shall be the Holder of Tears.

-Should Zhou Xian or another suitor attain your lover's hand, the shock and despair of it shall resonate through their Tear of Life and shatter it-shattering your Lover's Truesoul in turn. This will resonate with your own Tear, destroying it and you as well.

Ending

So you have reached the end of your adventures in this land of cultivators, demons, and gods. Perhaps you have accomplished much, or perhaps not. Perhaps you have reached untold heights in your cultivation, or perhaps not. Regardless of all else, one final choice remains before you.

Return

-You may return to your original home, exactly as you left it, retaining all you have gained and all those who have come along with you.

Stay

-You have found something worthwhile in this Cosmos, or perhaps you have made your own place amongst the Grandmist. Perhaps you seek endless adventures amongst the countless universes of the Stellar Transformations cosmos, or you seek to make your own home here.

Continue

-The path of cultivation does not end here, even should you have become a Universe Creator. It is endless, beyond even the Grandmist, and so your journey carries you ever onwards.

Notes

Note on Fatelessness: Merely by jumping the Stellar Transformations jumps, you will possess the innate capacity to become a Universe Creator-you possess no fate which can be viewed through the Grandmist Banner. This innately has no other real benefit than to grant that qualification and make it impossible for other Universe Creators to directly affect your fate or destiny, though they can still choose to interact with you and affect you in other ways. Other methods of divining and manipulating your fate or destiny than through the Grandmist Banner may or may not work; no such method exists in the Stellar Transformations multiverse, but this innate qualification may interact with other such methods in strange ways.

Note on Universe Creation: As one's cultivation-whether it be the Stellar Transformations technique, a technique of one's own design, or simply breaking the limits of what is innately possible to achieve with standard cultivation-reaches its apex, one will eventually be able to escape the bounds of the Cosmos-the grand superstructure of the local multiverse-and enter the Grandmist Space. The Grandmist Space is infinite and endless, composed of a limitless well of Grandmist Energy-the fundamental and primordial essence and substance from which all other forms of energy and matter, all laws and superstructures, may be derived. To wield Grandmist is to wield the primordial element of All which can be diluted and transformed into countless other forms of energy, surpassed only by Inexhaustible Xuanhuang Energy which is born in limited supply only at the very birth of multiversal superstructures. No matter where you go, you will always be able to enter Grandmist Space and draw upon its Grandmist through your personal Cosmos-it will always seem to exist just outside of reality for you, though no other can access it save for those you have gifted cultivation methods which eventually evolve to allowing them this capacity. In the Grandmist Space there is also a Golden Grandmist Banner-normally, signing this banner would grant you the capacity to view the fates of all living beings in every existing Cosmos as well as make use of all forms of energy and laws with absolute perfection no matter where you go...however, when you attempt to do so, something strange will occur. The Grandmist Banner will ripple and seem to split in two-one piece being the whole and unmarred Grandmist Banner, while the other is a tattered golden cloth connected to a stick-bearing your name. Afterwards, you will be incapable of signing the true Grandmist Banner, which will stay behind in its home omniverse and native Grandmist Space-however, with every jump you make, your Grandmist Banner Fragment will seem to grow slightly in luster; once you achieve your Spark, it will restore itself in full-granting you the powers and privilege of the true Grandmist Banner. As a final reward for becoming a Universe Creator, you shall attain a small but substantial amount of Inexhaustible Xuanhuang Energy-befitting the birth of your own Cosmos.

Note on Your Own Path: Should you possess the Golden Cloth from the Stellar Transformations Part 1 jump through the “Your Own Path” scenario, then it will fuse with the Grandmist Fragment attained through ascending to become a Universe Creator through the cultivation methods of this jump; in doing so, your Grandmist Fragment will evolve into a semi-complete Grandmist Banner which will grant you the capacity to innately view the fates of all beings no matter where you go-excluding only those whose fates are destined to shake the foundations of whatever multiverse you travel to-the proverbial “main characters”. It is not a matter of strength, but of importance to the greater cosmos-or rather, potential importance. You will also gain an innate talent for comprehending and mastering the energies and laws of whatever multiverse you traverse, equal to the greatest of geniuses in that multiverse-though it will not be a perfect understanding and mastery until you attain your Spark.

Note on Making Others Exalted Celestials: As a Universe Creator, you possess ultimate authority over the laws and concepts which govern your own Cosmos-and thus, it is a triviality for you to grant understanding of those laws to others if you so wish. This will elevate those who you wish to the ranking of an Exalted Celestial in an instant without damage or danger, even if they were a mortal beforehand; they will be able to effortlessly control and wield whatever laws or concepts you have granted to them as long as they remain within the bounds of your own cosmos. At the same time, you may revoke this understanding on a whim-reducing even those who were previously Godkings to simple mortals in an instant.

Note on the Power of Exalted Celestials: Exalted Celestials are, functionally, omnipotent within the bounds of the multiverse they govern...with caveats. They can control anything within the domain of Space and Time within the Stellar Transformations cosmos, but notably do not have the same control over the laws or aspects of a different cosmos or multiverse-without their mastery of those laws, they are functionally Godkings in terms of energy reserves. This makes them immensely powerful still compared to other cultivators, but a massive portion of a cultivator’s power at the Divine level comes from their comprehension of the Spatial (and later, Temporal) laws; if a Godking with no mastery of Spatial Laws fought a Heavenly Deity who had a portion of those laws mastered, the fight would go to the Heavenly Deity nine times out of ten. Within the bounds of a cosmos they wield the laws of, however, they are essentially omnipotent-though their powers can never hope to even scratch a Universe Creator, even a foreign one in their own Cosmos.

Note on Others Becoming Universe Creators: Once you have become a Universe Creator yourself, you may use your personal Grandmist Banner to form orbs to Grandmist Space similar to those described in the “Beyond Exalted” scenario and grant them to those you wish. By holding such an orb a person will become fateless, and through extremely hard work, effort, and luck, may become a Universe Creator themselves through the metaphysics of the Stellar Transformations omniverse. However, there is a catch; in the original Grandmist Space only the first four Universe Creators to sign their names onto the Grandmist Banner may become “First Class” Grandmist Controllers, or Universe Creators. Your personal Grandmist Banner only has the capacity to support a single First Class Universe Creator-yourself. All others who become Universe Creators through this method will be “Second Class”; only capable of forming a cosmos a hundredth of the size of your own. As such, they will naturally only be able to reach a hundredth of your own power through the power of their own cosmos. As a side note, you may create the Grandmist portal spheres without granting them to others, if you so wish.

Note on Hidden Noble Companion: Post-jump the Hidden Noble will retain the ability to call upon their armies and the treasures of their clan; they will simply appear through spatial portals. This may come at no cost or optionally, if you feel it would make for a better or more interesting story, this may have some other cost she must pay or obligations she has to her clan remaining in the Divine Realm of the Stellar Transformations cosmos, no matter where she goes in the chain.

Note on Fragile Roots Drawback: You may freely choose to keep the family granted to you by this drawback should they still be alive by the end of the jump. Their difficulties in cultivating will fade away and they will no longer require a direct opening to the greater cosmos at all times, allowing them to train in various immortal treasures or pocket dimensions freely.

Assorted Disorganized Trivia I Can't Be Bothered To Put Into Actual Notes

- 1 Grand Kalpa=6 quadrillion years
- Grandmist Treasures are a thing; they're treasures which are imbued with Grandmist
 - Separated into three grades; 3rd-Rate Grandmist Treasures are weaker than High-level Heavenly Divine Artifacts
 - 2nd-Rate Grandmist Treasures are equal to High-level Heavenly Divine Artifacts
 - 1st-Rate Grandmist Treasures are greatly superior to High-level Heavenly Divine Artifacts
- The 8 Divine Families of the Divine Realm have the 8 Spirit Origin Pearls, one each, which control the 8 types of Cosmos Origin energies; this allows them to utilize Spatial Freezing, which makes teleportation impossible
- The three Exalted Celestials are the Floating Feathers Exalted Celestial who was created by Linley directly, the Thunder Punishment Exalted Celestial who was uplifted by Linley twelve-quadrillion years ago, and the Unfettered Exalted Celestial, who was uplifted by the Exalted Celestial Mountain six-quadrillion years ago

- Thunder Punishment Exalted Celestial only possesses 2 Grand Kalpa's worth of karma to be an Exalted Celestial; his name is Zhou An
 - Unfettered Exalted Celestial is Hou Fei's father
 - Floating Feathers Exalted Celestial is named Clayweg
- Aside from the 8 Divine Families, there also exists 3 Ascender Powers which form their own faction; the Asura Sea, the Dual Domain, and the Mount Blood Demon. They are able to exist thanks to the backing of the Unfettered Exalted Celestial, who prevents the 8 Divine Families from destroying them.
 - The Asura Sea is led by the Asura Godking, who is capable of using Time Stop and thus slaying other Godkings with ease
 - Mount Blood Demon is led by the Blood Demon Queen, who holds a reputation for endless slaughter but is at the same time incredibly seductive
- The 8 Divine Families are extremely determined to prevent another Ascender Power from emerging, even going so far as to gang up on Godkings who begin to accumulate their own faction, using their Spirit Origin Pearls to freeze space so there's no chance to escape, and killing them.
- Currently, there exists a total of 47 Godkings in the Divine Realm; this number will grow to 50 with the emergence of Duanmu Yu, Jiang Li, and Qin Yu within around 2,000 years of Qin Yu's ascending to the Divine Realm.
- The longer a pregnancy lasts, the greater the innate potential and talent of the child born; before Qin Yu's child, the longest recorded pregnancy was three years and six months, and saw Duanmu Yu born who rocketed up to becoming a High-Level Heavenly Deity in an extremely short period and may have swiftly become a Godking as well if it were not for a messy heartbreak he suffered at the time that blocked his progress for approximately six quadrillion years.
 - Qin Yu's child, Qin Si, had a pregnancy which lasted for thirty six thousand years, and was capable of conversing mere days after emerging from the womb. With the assistance of the Fire Origin Spirit Pearl, he was able to reach High-level Heavenly Deity in just ten years.
- The descent of Exalted Celestial Mountain, which ostensibly will allow an Exalted Celestial to emerge, is in fact nothing but a shell game; in the end the choice is entirely up to Linley and is pre-chosen via knowing the innate fates of all living things rather than something that is up to luck. None of the currently known and existing Godkings in the Divine Realm are fated to become the next Exalted Celestial through the Exalted Celestial Mountain-though of course, this fact is only known to the resident universe creators.
- While no living being in the Stellar Transformations multiverse has ever managed to cultivate up to the status of Exalted Celestial on their own merit, it isn't impossible to do so; a thousand years after the conclusion of the story, Zhou Qing of the Zhou Clan will manage to do so, becoming the first to ever achieve such a feat. It is notable however that Linley had prophesied at the beginning of the Stellar Transformations multiverse that the Zhou Clan would always have the backing of an Exalted Celestial, and had killed the Thunder Punishment Exalted Celestial at the conclusion of the story-so this may have been Linley manipulating Zhou Qing in the background to achieve this.

Changelog

- Version 1.2
 - Added associated discounts to all OC companions
- Version 1.1
 - Added import option to Meteoric Tear
- Version 1.0
 - JUMP COMPLETE!
- Version 0.4
 - Fixed the same minor formatting issues because I'm a dummy who can't help but repeat their mistakes
 - Fixed a typo
 - Added several notes to the notelist for later fluffing
 - Adjusted wording for the "Beyond Exaltation" scenario; replaced "You can only refine a single skill..." to "This scenario only grants you the potential to refine a single skill..."
 - Dark Star Trial scenario removed; couldn't figure out how to fluff it
 - Scenarios fluffed
 - Ending Choices fluffed
 - Lowered the price of "The Smiling Heavens" to 800 CP
 - Wrote up a great deal more notes
- Version 0.3
 - Fixed minor formatting issues
 - Switched "These are immortals?" and "Anything Else is a Waste of Time"'s CP rewards
 - Lowered the price of "Stellar Transformations" and "Jumper's Transformations" to 500; made the discount into a freebie again
 - Added a +200 CP toggle to "These are immortals?"
 - Fluffed the Drawbacks section
- Version 0.2
 - Buffed "The Smiling Heavens"; its luck no longer fades the more you rely on it
 - Fixed a missing word in "Mischievous Little Sister" description
 - Added extreme cultivation talent to "Mischievous Little Sister"
 - Upped the price of "Stellar Transformations" and "Jumper's Transformations" to 600; changed Part 1 freebie to discount
 - Moved "The Smiling Heavens" to general perks, upped price to 1200 CP
 - Added "The Silver Strength" Wanderer Capstone
- Version 0.1
 - Alpha done; all perks, items, companions, drawbacks accounted for. Most scenarios done, may add more later. Moving into fluffing!
 - Fluffed the Intro
 - Fluffed the Origin section
 - Fluffed Locations
 - Swapped "A Still Void" and "Traceless Steps" prices
 - Nerfed "The Perfect Moment" to work once a century
 - Fluffed the Perks Section

- Slightly nerfed Unending Lifeforce
- Removed the General Item “Communications Bead and Array”
- Fluffed the Items Section
- Minor formatting fix to satisfy my autism
- Added the “Transcendent Companion” option
- Fluffed the Companion Section
- Fixed a typo