



The Legend of Zelda Xianxia - Triune Scriptures
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The Story Thus Far

In the time before time, there was Nothing. In a strange sort of paradox this was in and of itself a form of existence, one which the Nothingness rebelled against. And thus were born the Golden Goddesses, Nayru who embodied Mind, Farore who embodies Body, and Din who embodies Soul, so that the Nothingness might have something to contrast itself against - and eventually, to destroy. From here, the Golden Goddesses began to create. The first world to ever exist, the first complete being to exist - possessing a mind, a body, and a soul - and many more things besides. Collectively, this was the First Reality.

It died. As the Golden Goddesses crafted world after world, ocean after forest after mountain, and all the things that live there, an imaginary scale began to tip. As Existence became heavier, the Nothingness began to respond. Thus was born Demise, the first Primordial Demon and the perfect counterpart to Existence itself. The first being, Hylia, warred with Demise, and she lost badly. Again, and again, and again, until the Golden Goddesses finally ceased their frantic surge of creation and noticed what had become of her. They warred with Demise, and he lost badly. From his scattered parts, and the seals meant to keep him down, was born the Second Reality.

This too died. As the Golden Goddesses sealed Demise away, they studied his nature as a Primordial Demon, his power to erase anything that Exists with but a touch, and devised a plan to counter this power. They created the first form of Cultivation in an attempt to generate more Ki, more Magic, more Essence, more power, to keep Demise at bay and perhaps, one day, to kill him. Unfortunately, they made a most erroneous choice in attempting to replicate their own birth, and in doing so invited far too much Nothingness into Existence. During a second war between the Golden Goddesses and Demise, a man named Link found the last trace of Hylia that existed, and forged it into the shape of a sword. He grew in power, and empowered it. It grew in power, and empowered him. Eventually he sacrificed himself to rebuild the seal on Demise, and to form a better, stronger one atop it. Thus was born the Third Reality.

In celebration and sorrow both, the Goddesses swore not to lose themselves to creation a third time, and to never forget that they had lost their eldest child to their own arrogance. From this oath was born the foundations of the Existence as we know it, the cultivation styles we practice, and the Heavenly Laws that guide our path. If one knows where to look, they can see the faint traces of the First Reality, and the echoes of the Second. As for you? You are free to do as you wish in this world, there are more places to go, more things to do, more sights to see, than you could ever dream of. Simply put, perhaps you should go on an adventure?

+1000 cp

The World As You Know It

+200 cp - Bronze World

The nature of the Existence brought forth by the Golden Goddesses is such that there are an innumerable number of worlds that they have personally crafted and brought into being - sadly, you are not from one of them. The world you will begin your time here in is simply lesser than some of the other worlds. Smaller, less vibrant, with fewer quality resources, having more simplistic lifeforms, and in all likelihood entirely without a dedicated society of cultivators. If you're willing and able to put in the extra effort needed to make up for these disadvantages however, you may find the peace and quiet of such a world to be pleasing to your tastes.

Demons are highly encouraged to start here, as Golden Worlds tend to... disagree with their presence.

Free - Golden World

Hyrule is one of precious few universal constants in this Existence, a kingdom that echoes the life and times of a dead but dreaming goddess, copied across hundreds of thousands of worlds. None are quite the same, with sometimes minor and sometimes major variations to the landscape of the world itself or the races that inhabit it, but one thing remains true. These golden worlds, personally crafted by the Golden Goddesses, are absolutely flush with the energies of life, and are ideal for cultivation as a result. That and they almost always possess a princess named Zelda at its heart.

100 cp - Mythril World

It's debatable whether something like this can be considered to be better than a golden world, but there are worlds in this Existence that have managed to fix themselves in place and begun to grow into something more. The Mythril Hand is a society of those who have not cultivated a path to other worlds, but laid it down brick by brick, such that even the weakest among them could walk from one world to another. They possess miracles of technology that even a cultivator of immense power would struggle to overcome, and the vast majority would be willing - happy, even - to part with them for an appropriate price. It's a poor world to cultivate on, as for the most part cultivation does not exist here, but it has almost every material aid you could think of.

200 cp - Gleaming World

Though the Golden Goddesses have created many golden worlds, not all of them are equal. Some possess a mere handful of sentient races, some possess them by the dozens. Some are just coming into their own as cultivators, some have hundreds of established sects. This world is a golden world that has aged like a vintage wine - its myriad energies are full to bursting, it's kingdoms produce great works of art and culture on the regular, and the ambient energy from tribulations both passed and failed means that every single citizen of this world has been born with a higher capacity to cultivate. Every boon a golden world could offer, this world simply has more of.

The Paths To Power

Those Who Walk

Some people are made with a purpose in mind, a path that they have a connection to, a destiny that will lead them down it. Golden worlds are rife with people made in the image of Deities, and so following in the footsteps of their namesake comes naturally to them. You are not one of those people. In the creation of the world, you were likely an afterthought, a minor detail that existed to fill in the background. However, just because you were not specifically meant for greatness does not mean that you are barred from it - you have no particular connection to any path, but that just means that all of them are open to you.

The Path of the Body

Body cultivation is by far the quickest path to power that exists, but at the same time forsakes quite a bit of that power for its speed. If you choose to walk this path, you will never weave great works of magic, or command the mountains to march to your will. The only power allowed to you is your body itself. In truth, this offers the most personal power - feats such as leaping from one end of a continent to the other might be possible with a bit of practice, but you will never fly. Additionally, the primary flaw in this path is pain. The act of forging one's body unto invincibility... well, even children know not to touch fire, let alone to jump into a lit forge. But if you can bear it, then you can do great things.

The Path of the Mind

Mind cultivation styles are without exception, the slowest of all cultivation styles in existence - but in return, they are also the most open ended of those styles, offering immense variability in your power. If you choose to walk this path then it will be at a snail's pace, and you will eternally be fragile in nature. Heavier blows, such as from a Body or Soul style, will simply crush your own techniques. However, designing a specific counter for each and every one of those blows is entirely possible, and would be very Mind indeed. The primary flaw in this path is time - each and every inch of advancement is like taking tears from a stone, a truly painstaking task. But if you have patience, then you can do great things.

The Path of the Soul

Soul, or Elemental as they are also known, cultivation styles serve as a sort of midpoint between the others. If you choose to walk this path then you will find your spells to be more solid than Mind, but less flexible. Your strength might be that of raging rivers and the bones of mountains, but still you will be far less durable than Body. With that said, the primary flaw of this style of cultivation is resources - to work with the elements you must first have those elements, and thus the need to locate forest glades and tumbling waterfalls abound with essence - or you could try to purchase them, if you have the coin. But, if you are lucky enough to find what you need, then you can do great things.

Destroyers of the Path

Demons are an existence that finds flaw with everything - not only with the fact that it exists, but that everything else does as well. The most powerful of demons are specifically born as a sort of balance on the act of creation - Demise was born when the Golden Goddesses was, and he will die once he kills them. Or they kill him, but that seems unlikely. As a demon, you are fundamentally a negative existence in this world. You drain away at it, grow stronger as it grows weaker, and are seen as an aberration by every civilization in Existence. Are you sure you wish to walk this path?

Citizens of the Land

Free - Heavenly Species

The first category of races to speak of are those considered to be Heavenly. They are in most regards, the oldest and personal favorite races of the Golden Goddesses. You can be sure that any world Farore has taken a particular interest in will have the Hylians - the same is true for Din and the Gerudo, or Nayru and the Sheikah. Those three are not the end of the Heavenly races however. Farore's races are the Hylians, who possess a mild affinity for Ki, and Humans, who possess a weak affinity for all things. Nayru's races are the Sheikah, who possess a mild affinity for Mind arts, and the Cobble, who possess a mild affinity for Magic. Din's races are the Gerudo, who possess a mild affinity for Fire, and the Zuna, who possess a mild affinity for Soul arts. Also present, though not favored by any particular goddess, are the Anouki, who possess a mild Water affinity, and the Subrosians, who possess a mild affinity for Earth.

100 cp - Lesser Earth Species

Earth species as a whole are seemingly monstrous in form, though do not mistake that for any sort of connection to Demons - they are each and every one of them a complete existence, as created by the Golden Goddesses. Farore's races here are the Deku Scrubs, the Kikwis, and the Koroks, the first two of whom possess moderate affinities for Ki, and the third a mild affinity for Magic and Ki. Nayru's races here are the Fishmen, the Parella, and the Yeti, who possess a mild affinity for Mind arts and Water, a mild affinity for Magic and Water, and a mild affinity for Body arts and Water respectively. Din's races here are the Mogma, the Tokay, and the Yook, who possess mild affinities for Earth and Fire, a Mild affinity for Magic and Earth, and a mild affinity for Earth and Water respectively. Favored by no particular goddess are the Oocca, the Watarara, and the Automaton, who possess a moderate affinity for Magic, a moderate affinity for Air, and a moderate affinity for Ki.

200 cp - Greater Earth Species

In truth, the only real difference between a Lesser and Greater Earth species is how common they are, and perhaps how much the Golden Goddesses like them. A Lesser species is likely to be a small group, perhaps the personal attendants to a local deity, while a Greater one is likely to be a civilization unto itself. Farore's favored Earth race is the Kokiri, who possess an extreme affinity for Ki. Nayru's favored Earth race is the Zora, who possess a moderate affinity for Magic and a mild affinity for Water. Din's favored Earth race is the Goron, who possess a moderate affinity for Earth and a mild affinity for Soul arts. Favored by no particular goddess are the Rito, who possess a moderate affinity for Magic and mild affinity for Air.

400 cp - Celestial Species

The Earth species trade a unity of form for power. The Heavenly species trade power for the touch of divinity. The Celestial species possess all of these things, being wholly similar in shape if not in size, and possessing great power. Farore's races here are the Fae and the Giants, who possess a strange affinity for Karma itself, and an extreme affinity for Ki and a mild affinity for Body arts respectively. Nayru's races here are the Minish and the Lokomo, who possess an extreme affinity for Magic and a universal talent for crafting, and a moderate affinity for Magic and Space respectively. Din's races here are the Twil and Elementals, who possess an extreme affinity for Light and Dark when in unison and mild one otherwise, and an absolute affinity for one of the eight elements. Favored by no particular goddess are the Dragons, who possess an effectively random extreme and moderate affinity appropriate for the deity they serve and the tasks they are expected to complete.

Special - The Demon Races

Demons are not created equal. Primordial Demons reign supreme over whatever they care to claim dominion over, and lesser Demons either feast on the scraps or get trampled underfoot. However, that does not make them weak. While no type Demon would ever deserve the title of "Heavenly", let alone "Earth", there are rough parallels that can be drawn between those ranks. For the same prices as a non-Demon would pay, you may be a species of monster equal to that price. Better still, you may choose to pay additional cp, up to a maximum of 600 cp, to possess greater and greater amounts of power - more affinities, stronger ones, perhaps even starting the equivalent of a stage higher in terms of cultivation. A true boss amongst monsters, if you would. Sadly, even that much raw power and potential will see you fall short of a Primordial Demon, let alone Demise himself.

On Cultivation Styles

As the basis of the entire document, you might expect that you should be receiving one of these styles for free. And for the most part, you are. The greatest and greatest of these styles, the Triune World As Self Methods - God Body, Divine Delusion, and Soul Compass - are something you will have to pay for, but numerous lesser styles will be described and offered to you at the end of the document, as well as a series of options to effectively build your own style should an existing one not appeal to you.

You do not, strictly speaking, need to buy a style compatible with your origin - if you wish to create a Body style despite being a Mind cultivator, you may do so. Simply pick one of the three and that will determine your discounts in the style builder. In said builder, you receive 800 Technique Points to build your style, and may convert additional cp into tp at a rate of 100 cp to 200 tp. A second style may be purchased/built for 200 cp and a third for 300 cp, both of which will have 400 tp to work with.

Discount Rules

Perks and items are discounted to the appropriate origin.
100 cp becomes free, all else is half off.

Races favored by Din are discounted to Soul, and so forth.
Non-favored races are discounted to Those Who Walk.
Heavenly species give +100 cp if discounted.

Discounts in the Style Builder are per the kind of style you are building, not your Path.

Perks

Those Who Walk

100 cp - Dreaming Of Who You Could Be

To cultivate is to become more. More powerful, more intelligent, even more real in a way that nobody truly understands. To achieve this, you need more than just grit and determination. More than just patience and self confidence. My gift to you is a dream, a whisper of what your life could be like if you had more, a glimpse of peace and tranquility for no longer being bound by things like hunger and old age. My gift to you is hope, the ability to recover from having your will completely broken or your smile shattered. The strength of character needed to pick yourself up from out of the mud day in and day out on the promise that tomorrow you won't have to. To push through these things is admirable. To let them pass through you without even slowing you down is the first step of being divine.

200 cp - Lightning Strike Me If I Lie

The Tribulations of Heaven are myriad and varied, but always have a commonality to them. The search for a weak point, to strike true at cracks in your mind, body, and soul that most would consider to be so minor as to be invisible - and to hammer as much force upon these fracture points such that you either fix them and ascend, or break. To this end, I give you the greatest gift I can think of - the ability to see these flaws. Insight into one's character, both yourself and others, the ability to ascertain the meaning behind a thousand and one warnings with no explanations, and perhaps most important of all, the beginnings of how to fix these things. Understanding oneself can be a task more painful than any torture, but if you can manage it you'll find that the Tribulations will have little to nothing to hold onto.

400 cp - The World Exists In Threes

Perfection is an ideal that many people struggle to reach. The perfect taste for your meal, the perfect colors for your house, the perfect foundation for your cultivation. Most of them fall short. Even the Golden Goddesses arguably do so as well, as they possess a mere one third of everything that exists. To try and outdo them is an absurd thought. Cultivating one's Mind, Body, and Soul in equal measure is a painful and slow process, and yet... You seem to understand these paths to power in a way that makes such a challenge seem trivial. Insights on the Mind flow easier and quicker, the elements needed to empower your Soul are absorbed more efficiently, and your Body begins to learn techniques from the simple act of watching them be used by someone else. Even for arts and crafts you have never seen before, your skill with them is such that you would easily be assumed to have studied them for three days before your first attempt - and perhaps gained thrice as much as a less absurd person would have gleaned from that practice.

600 cp - Uncovering Mysterious Circumstances

Cultivation is fundamentally a path. It is not one that needs to be walked alone. You have perhaps the greatest gift in Existence - the power to connect to people. There exists in the back of your mind the faintest of tugging sensations, one that draws you off into seemingly random directions. Follow that tug, and you will inevitably stumble across someone in need of aid - an elderly woman walking through the woods, a man starving by the roadside, a messenger who was struck down and begs you to deliver his letters, them and so many more. What they have to offer you in return for your help may not seem like much, and in many cases it might not even be worth it. But the longer you follow this instinct, the more that will change. After a year of helping It might suddenly become that the old lady was a masterful witch. After a decade, that the starving man was a Sheikah monk. After a century, that letter will see you drawn into a battle between worlds. And the rewards for aiding under those circumstances? The treasures of a True Deity might even be on the table.

The Path of the Body

100 cp - Weakness Leaves The Body

The path of a Body cultivator is strewn with pain. To become an existence that defies nothingness, an endless number of breakings to build back up will be required. And it will hurt every single time. For this reason, the most useful trait you could possess is the sheer stubbornness to push through these trials. The force of will to stand back up on broken legs to practice another thousand kicks, to withstand a thousand hammer strikes as you forge your bones surpass the strength of steel. Stubbornness, devotion, willpower, this ephemeral quality has a dozen names, and you have it in spades. When the consequences of a single mistake can turn your blood to acid in your veins, most would prefer to advance at a snail's pace, or simply not advance at all. You? You blaze ahead with reckless abandon, and reap the rewards of doing so.

200 cp - All The Fight That Is Left In Me

While true cultivation cares only about how much power one can amass, the expression of that power is a very different matter. One might seek to show off their strength by learning the Titan Hands style, or their skill with the Returning Gale school. Such things are part and parcel to society, a simultaneously simplistic and yet horrendously complicated means of showing off exactly how far your cultivation has advanced. Luckily for you, fate and opportunity have seen fit to arm you with one such style, from Grasping Chain to Leaping Roc to many many more. I leave the choice of what style you may grasp to be up to you, though I will note that eventually, a cultivator's raw power will reach a point where only truly divine skill could make such a style matter.

400 cp - A Body Made For Wielding Weapons

No matter how rich and powerful you might be, if you choose to cultivate your Body you will eventually realize a truth - no sword, no matter how sharp, will be able to keep up with you. Perhaps somewhere out there lies a divine blade, but for now? You might as well try wielding a toothpick in battle. And so martial arts tends to become the ultimate weapon that a cultivator wields. However, what if that were not true? What if you could craft a fighting style of such sublime skill that even a toothpick could lay low a primordial demon, or simply learn to use one's hands to provide the cutting edge such a style would normally need? For you, adapting a style in such a manner flows naturally, accomplishing over the course of an afternoon what others would spend months and years trying to find a way to mesh with their style.

600 cp - A Soul That Is Shining And Fierce

Great parts of the world as we know it - or rather, the multiverse as we know it - are made in the image of things that once were, and are dreamt of being again. This goes all the way from entire worlds, the golden worlds being the most obvious example, to specific people. Each golden world has an echo of Hylia at its heart, after all. However, Hylia is not the only one being echoed. Fi, the Master Sword, seeks to return her former wielder to life through the careful manipulation of the scattered remnants of his soul and his bloodline - and you are her current scion. To have the blatant favor of a goddess is no small thing, and even more so to have those blessings shape you in the image of a true deity. First and foremost, your soul is an echo of Link, the Shining Saint, and your distant ancestor. Because of this, you will find Body cultivation coming naturally to you, allowing you to learn such techniques simply from skimming over a scroll or watching them be used. Additionally, walking the path of the wandering hero as your ancestor did will see you stumbling across folks in need of saving and demons in need of slaying in equal measure - and always there will be a reward for you. Lastly, you are bane and anathema to demons and their ilk - Demonic techniques fail to harm you, Demon Realms fail to bite into you, and even as a mere mortal with no cultivation at all you could fight on par with a Demon a stage or two above you.

The Path of the Mind

100 cp - Only Two Things Are Infinite

An old saying on the nature of the universe - the universe itself, and fools. However, if one wishes to make the most of a cultivation style focused on the mind, then you will need a high infinite amount of a third thing - patience. You are a level headed individual, someone who is perfectly capable of working hard to accomplish little to nothing and remaining calm after such a "failure", and who will not grow excessively frustrated by a seeming lack of progress after months and years. Mind cultivation really does take that long. No matter how much it may seem otherwise or how irritated you may become as it's slowness, with just a moment to clear your head you can cast those irrelevant and quite frankly detrimental emotions aside and get back to your painstakingly slow cultivation. Better still, you're all but immune to attempts to rile you up or insult you - growing angry over something like that is a waste of time. Though, you may wish to remember such things, in case payback at a later date appeals to you - nobody called you a saint after all, and a smidge of spite might help your cultivation.

200 cp - Long Days And Longer Tomes

As one might expect, the more knowledgeable you are, the better off you are when it comes to Mind cultivation. Not only when it comes time to express your power, but the more intelligent and wise you are, the faster you can cultivate. Because of this, and more than a few afternoons wasted in old libraries looking for manuals of power, you have become something of a linguist. You can read and speak fluently in over a dozen different languages, can learn additional ones with ease, and with a modicum of effort could likely craft an entirely new one if you so desired. Let nothing stand between you and your attempts to gather more knowledge, to learn more spells - except perhaps for violence. That's not exactly a speciality of yours after all.

400 cp - Another Kind Of Logic

Magic. A fundamental aspect of your chosen cultivation style, and the manner through which you express your will upon the world. Fundamentally, it is the act of giving form to your mind, of bringing your dreams into reality, of wielding your own nightmares in battle. To that end, understanding yourself means that you understand your spells that much better - and by that same metric, understanding others means that you can follow the dreamlike logic and flow that their own techniques would run on. Observing people and learning their hopes, their dreams, their fears, all the little details that define the way they live their life - to you, this is the same thing as learning how they fight. And by extension, how to turn their dreams into your own spells. This obviously works best at the sedate pace that most Mind cultivations follows, but even attempting to follow the mad logic of another dreamer as they give form to their own mind is something you can do - and once you have done that, it becomes possible to use those things for yourself. Similar feats are possible for other cultivation styles, your ability to understand is barely stymied by the fact you cannot use such techniques yourself - but, well, using them for yourself becomes difficult. Not impossible though. You will simply need to dream bigger.

600 cp - The Silhouette Of A Past Reality

On each golden world there is a princess, and more often than not that princess is made in the image of the goddess Hylia. Hylia, who was the closest thing to a perfect being this Existence has ever seen, even if she fell short in terms of raw power in the end. You are a child of that lineage, bearing faint echoes of the mind and power of a being that tore herself apart to keep the worlds intact, and bearing an echo of that perfection. Things simply come to you naturally, flowing quicker and easier. You are no genius combatant, copying the techniques of masters simply from hearing them described, but neither are you limited in what this applies to. You simply possess an affinity, a natural talent for almost everything that could be asked of you. However, that is as you are, not as you could be. As you grow in power, from stage to realm, closer to the perfection that is your forbearer, you will find this trait growing as well. Or could it be that tasks that once troubled you are now fundamentally lesser?

The Path of the Soul

100 cp - Pride Enough To Fall

To be a cultivator is to become greater - this is not some vague statement of ancient wisdom or even a joke - in a cosmological sense, cultivators quite literally matter more than ordinary people. Combine that with the need for material resources of one kind or another, and Soul cultivators have an unerring tendency to either live like kings surrounded by wealth, or to be utterly broke such that they can barely afford rags because they spent it all on their cultivation. The greatest virtue that you could have in such a situation thus, is ambition. The desire to grow stronger, the push to go from rags to riches, and the strength of will to go back again when you could be living in the lap of luxury. The ability to balance the needs of yourself against a village that you somehow ended up in charge of while seeking some hidden resource that you wanted, and to hopefully bow out gracefully having left them better off than before your arrival... and hopefully not because they chased you out. Keep your tomorrow in mind at all times, and it will see you through many trials.

200 cp - The Peak Of Death Mountain

In order to make use of an elemental essence, there is an unfortunate need to get up close and personal with an element. Rumors exist of one fire cultivator who quite literally lives inside of a star on account of the effectively infinite access to fire essence that it grants - you'd probably burn to ashes if you tried, but when "go jump in a lake" is a perfectly valid technique to meditate on the nature of water, such things tend to happen. Similarly, you're going to end up going all sorts of places in search of the materials and essences that you will need for your cultivation. Luckily for you an old woman from your hometown gave you lessons on traveling and as such you know all the does and don'ts of various climates, and can construct a decently sturdy structure to take shelter in from almost anything and scavenging for a filling meal is trivially easy.

400 cp - Power Will Do As It Pleases

Elemental cultivation is by no means a simplistic or uninspired manner of cultivation, one can perform great miracles and do complex tasks with its aid, but it is ultimately a style that attempts to invoke the sheer weight of a soul that contains mountains and lakes inside of itself to change the world. It is also the most common style to dual cultivate with - if partially abandoning it in favor of Demonic cultivation can be considered dual cultivation. You will find, perhaps in preparation for such a thing, that you have an unusual talent for utilizing your techniques and abilities using what can best be described as ill fitting sources of power, as well as modifying them to accept being used as part of another style of cultivation entirely. It might be that you have grown tired of the illusions born of your Mind cultivation shattering, and so routed a mountain or two of earth essence into them to make them more solid. Or it could be that you seek to use your old style of combat, the elemental fury that you can call forth, despite having become a Demonic cultivator. Both come to you naturally.

600 cp - The Essence Of A Song

Allow me to grant you one of the deepest secrets of cultivating with the elements. An element is not its essence. An element is a physical thing, its essence more spiritual. In a very real sense, essence is the soul of the element - to cultivate, you drain it away and add it to your own. And you have found a way to bypass the need for the physical aspect at all. Through the use of song and music, you have learned to create the idea of an element - the pounding of drums to call forth the roar of the earth, the shaking of beads to bring about the sound of rain, and many more besides. For brief moments, you may create the essence of an element with the playing of a song. A simple tune may only bring forth sparks, while a masters magnum opus may generate enough essence to clear entire realms. It all depends on how good you are - and of course, if you can absorb that essence before it fades away.

Destroyers of the Path

100 cp - The Only Emotion I Need Is Hate

Fundamentally, a Demon is the enemy of everything that exists. Most of them aren't as ambitious as that statement makes them seem, or even as powerful as it would imply. But having said that, it is absolutely true. You see, Demons hate. They hate like a Hylian would breathe, practically a necessity of their existence. It's great motivation, for various reasons. You now find it trivially easy to latch onto people as your enemies - their face is ugly, their style is stupid, and worst of all, they're winning. The more you hate them, the easier it is for you to push more and more of yourself into killing them. Into standing back up on broken legs to stab them with a rib that they broke and you ripped out. Or into laying so utterly still they mistake you for dead, so that you can crawl away and cultivate that hate until you're ready for a rematch. Just be wary - too much hate can interfere with your survival instincts, and it would be a shame for you to die before you kill all the people that you hate.

200 cp - A Hunger To Swallow The World

Demons exist to destroy. To rape and pillage and see entire worlds to consigned back to the void from whence they came. Most of them aren't even aware of this fact, but it comes to them as naturally as breathing nonetheless. And you? You seem to have an endless well of skills at petty cruelty. You know the best ways to string someone up and cook them alive, the exact amount of salt to use to utterly ruin a field for generations, and how to set things on fire that most people would consider to be fireproof. Spite is a hell of a motivator, and nothing in existence is more spiteful than a Demon. They may not have invented the emotion, but I assure you that they have mastered it.

400 cp - Destruction Is Its Own Reward

Not all Demons are Demonic cultivators. Not all Demonic cultivators are Demons. But as one might expect, there is a level of overlap. When a Demon destroys something, they take part of it for themselves. This method is the primary cultivation technique of Demonic cultivators. And naturally, as a Demon, you may wield it. When you kill, a smidge of everything the dead never accomplished is added to your own potential. When you raze a field, a tithe of all the growth that could have been causes your own power to grow. You may even use this endless cycle of reckless destruction in place of whatever cultivation you possess, trading endless hours of meditating on this or that for simply crushing the object of your contemplation under your heel. Of course, it might be too dangerous to take revenge yourself - in that case, you can also use this process to just make more demons. Make no mistake, the world will be less for you doing this, but hey. If you die because you were too weak, it's not like the world will matter to you anymore now will it?

600 cp - The Principle of Opposition

The creation of Demons is a very fundamental flaw in the nature of the world. For everything that exists, there is something that does not exist - and that something is usually a Primordial Demon that wants to commit cosmic suicide and erase its counterpart from existence. You are not quite that powerful, but you do have a specific trait that all Primordials have. Hatred. A singular thing, item, place, or concept, that you loathe with all your existence. Perhaps you exist for the destruction of music, of deserts, of a particular incarnation of Link. Fair warning, Existence is not a valid choice for this. It is, after all, already taken. Still, once your choice is made you will gain a set of powers and abilities that will enhance your ability to oppose your chosen hatred, from sound nullifying and discordance-inducing powers should you oppose music, to grand terraforming through destruction should you oppose deserts. The more of your foe you destroy, the more powerful you will become, until eventually you have enough raw might to erase your hated concept from entire worlds.

General

Free / 100 cp to keep - Heart Containers

Cultivators often measure their powers by Realm and by Stage, but those are vague things that tell you very little beyond a general approximation. There is another measure, however, and an arguably worse one. Simply put, it is a measurement of how “real” someone is. This measurement is impossible to determine but easy to see and if one knows the trick to it, even easier to gain. When one kills a Demon, a fragment of Nothingness that has crawled out from a Demon Realm to try and destroy everything they can, an ephemeral fragment of that Demon, the paradox of its existence, will be all that remains, in the form of a tiny shard of red crystal. With enough of these, they will eventually form into the shape of a heart. Crush that heart and it will be absorbed into you. The benefits of this are numerous, but the most noticeable of them is a small increase to your general health and endurance, and a beautifying effect that will cause you to warp and twist into your own ideal beauty. The more Demons you kill, the more this will intensify.

For now, this effect is simply something that just happens, a natural consequence of clashing with Demons due to their unique nature. If you choose to pay for this perk however, the effect will extend into future jumps - there won't always be Demons, but there will usually be at least some kind of monster for you to defend the world from.

100 cp / 200 cp / 400 cp - A Hand of Mythril

The Mythril Hand is quite possibly the only solid and stable world in Existence. It is not subject to the whims of the Golden Goddesses or the ebb and flow of real and not real, in no small part due to the sheer technological cunning of its citizens. They have quite literally built a bridge into space, and landed upon another world. And another, and another. A shining silver civilization, forged of entire worlds. Whether you are a child of the Mythril Hand, or simply someone who sought to learn their ways, part of their knowledge has been made available to you. For 100 cp you do not yet possess any knowledge of construction or crafting - instead, you know how to defend your mechanisms from the void by imbuing it with metaphysical weight or tricking the void into thinking that the machine is part of you and thus using your own to defend it. For 200 cp, you possess what at base appears to be a trade skill - blacksmithing, carpentry, pottery - that has been elevated to absurd heights. You may never forge a blade to match the Master Sword, but without question it will be a thing of legend in its own right. For 400 cp, you are a scientist without peer - your machines may interact with Karma itself or run on the golden energy that pervades the universe. You may build a ship that sails in the space between worlds, or harness Nothingness to force something into Existence.

Items

Those Who Walk

100 cp - A Vial Of Possibility

A fairly common trick for beginner cultivators is the use of special medicines to augment themselves in various ways. The form of a small pill is most common, and they may contain anything from distilled knowledge of a type of spell or technique, to the essence of an entire forest that was burnt down to make the pill. Such things are wasteful and occasionally harmful to one's foundation, but they are easy. And to some, that is enough to justify them. You however, have come into the possession of a small box of potions, each one containing such things as health, ki, magic, and even elemental essences in liquid form. There are no drawbacks to their use, and there are enough to push a person most of the way through the first stage of any given style in terms of power requirements, but actually knowing what to do with that power is up to you. Additionally, the box will refill once every ten years, or each jump.

200 cp - Those Who Walk The Path

Shortly into your time here in this Existence, you'll stumble across a small compound of cultivators. Notably, the gate for their walls has been removed and is simply laying on the grounds nearby - supposedly this is a statement of openness and how anyone may join their sect. Though, in all honesty, it barely qualifies as a sect. The people here have no unifying theme, some of them use the simplest styles known to cultivation while others possess one, perhaps two techniques from extremely rare and powerful styles. The only thing that they really have in common is that most of them are in the first or second stage, with their 'elders' being in the third. If you should choose to join - that is, to simply walk in - then you'll find that the cultivators have a great deal of advice on their myriad styles, lessons learned from walking their path, and that they will share these lessons freely or for minimal recompense. The resources you'll need to bargain for, but the knowledge is free.

400 cp - A Glimmer In The Dark

Normally an artifact of this caliber would be far beyond you and require some steps into the Divine realm, but it seems you're lucky enough to have stumbled across an abandoned Moon Pearl from a careless Deity. Luckily for you, access to and the use of a Moon Pearl offers a solution to numerous problems that an elemental cultivator might have - specifically, it offers access to a Dark World. Imminently unsafe and crawling with demons of all shapes and sizes, but an entire world full of treasures and essence that you do not need to share with other cultivators. With that said however, a Moon Pearl is a finite resource until you become powerful enough to make another, and overusing it to the point of it breaking is something that could kill the same Deities that make them - it might even be how you came into possession of it. Take what you can, but make sure to keep an eye on any cracks that might form in the Pearl. The more of them there are, the more likely it is to shatter. If you've used it up and are still here after one thousand years, I'll make sure you stumble across another.

600 cp - A Deities Bauble

Dual cultivation is a path that will see you beset by the worst of both worlds. Triple cultivation is worse still. And yet, the Golden Goddesses themselves would encourage such a thing because the one thing they have never managed to make is an equal to their Shining Aeon, and it is only through a threefold path that such a thing could be reached. To that end, you have come into the possession of a device created by a deity who wished to try such a thing - this trio of clear gems, each one larger than the last, can hold within themselves power equal to the mortal realm, the immortal realm, and the divine realm. More importantly, they can hold not only power, but "cultivation". In essence, if a deity wished to become mortal again, they could place their status as a deity inside the gems to reduce themselves. Doing so is in fact their purpose, allowing you to cultivate a second style without fear of unbalancing yourself or having the styles conflict. Once you've worked your way back up, you can simply reabsorb your power and lo and behold, you will have dual cultivated if only by technicality.

The Path of the Body

100 cp - The Initiates Blade

The universe is full of legendary weapons - the Four Sword, the Phantom Sword, the legendary Master Sword... but those blades belong to the warriors capable of wielding them, and you are not quite that powerful or that famous. Not yet at least. No, what you have been given is a simple steel blade. It is acceptably sharp, perfectly sized for your body, requires very little in the way of maintenance, and will never fail you of its own accord. Perhaps a spell to rust things in an instant may take the blade away from you, but anything short of active sabotage will simply not happen to the blade. Most importantly however, is that the use of this weapon allows you to get your blood pumping with ease, allowing you to enter "the zone", a mindset ideal for Body cultivation, without the risk of live combat. If you desire a different weapon, you may also choose to receive another - a simple staff, a polearm of some kind, or perhaps a bow - such a weapon would receive the same benefits as described above, though you will find their use to be a dead end of sorts. There are precious few legendary weapons that are not swords, after all.

200 cp - Nature Provides

Body cultivation is not precisely one of Farore's domains, but it is associated with her rather heavily. For this reason, locations that are in line with her actual domains are considered to be ideal for the purposes of training the Body. While searching for such a place, you stumbled across a small clearing in a nearby forest - the tree's form a roof of sorts, fallen logs provide suitable resting places, and a small stream carries clean water should you grow thirsty. All things considered, it may not have all the modern conveniences that a sect would try to shove into their training grounds, but it is perfectly acceptable nonetheless. Better still, the air here is rich with Ki thanks to the passage of various spirits and their ilk - not only does this provide you with all the Ki an initiate could need, but occasionally you might even be able to beg healing from a Fairy should you push past your limits in a less than stable or safe manner.

400 cp - Trials Of Mastery

The greatest sword ever made isn't something that just anyone can hope to wield, let alone hope to even look upon. To that end, a series of trials were created by the sword itself. In a small temple hidden away deep in a forest lies a pedestal. Sometimes, that pedestal holds a sword. Before you can reach the sword, however, there are trials. Puzzles, riddles, the bones of ancient monsters that will return to life just long enough to test your mettle, all of that await you and more in these hallowed halls. Succeed and the Master Sword will be yours, for as long as you have a need of its power... Or the blade grows bored of you, something that is unfortunately likely to happen as every wielder to date has failed to measure up to the Shining Saint. Fail its tests... Well, there will still be rewards for what trials you have managed to pass, but the sword itself will be beyond your reach.

600 cp - A Shield And A Scroll

The Hylian Shield is quite possibly the sturdiest and most durable thing in all of existence. Every last drop of power a True Deity could muster, even going so far as to build it from their bone and blood and quench it in their very life, devoted solely to the purpose of empowering this shield. Truth be told, for all that it can deflect and block blows on what amounts to an absurd level of power, that in and of itself is not particularly impressive. It does a single thing exceptionally well. The truth of its importance is not the shield itself, but the lessons that went into its construction - and the ones that will be imparted to you as you carry the shield and meditate upon its prowess. This style is known to the greater multiverse as the God-Body scriptures, and has been proclaimed by Farore herself to be a pathway to matching, or even surpassing her own strength. Do keep in mind however, the style can only be learned through the use of the Hylian Shield - try not to lose it.

The Path of the Mind

100 cp - Nice Staff

Mystical rods and staves, while not nearly as famous as the various legendary blades, do exist and tend to exist in an even greater quantity than any other kind of weapon. Rods of fire and ice, of sand and water, even rods that have spells to control the mind woven into them. Sadly, this is not one of the kinds of rod that would be appropriate for a wizened archmage or a great sage of knowledge. No, this is the kind of mystic artifact that a rank amateur would use - which is appropriate, because that is likely what you are. Still, the staff does have the useful trait of tugging slightly upon your magic whenever you hold it. Not enough to drain you of it, but... well, to someone who has never cast a spell, the sensation of your magic wanting to go into the staff would likely be the key to manipulating it into going to other places as well. For now, you will find that the staff wants to channel your magic, and that it will provide a small boost to spells cast using it as a focus. Nothing major, but noticeable.

200 cp - Royal Archives

Mind cultivation relies first and foremost upon the mind - to strengthen your intellect or ability to recall curios is to strengthen the magic that you can call upon. However, dry and withered texts that expound upon the tax rates from one hundred years ago don't tend to be the most useful for that. No, this small corner of the castle library - that I have generously arranged for you to be granted access to - is full of personal journals from kings, princesses, and the odd baker or blacksmith from hundreds to thousands of years ago. Their life and times, the dreams they dreamt and the nightmares they suffered from, the places their mind wandered, and more than a few attempts at poetry. Most of it bad. Still, you'll find that they had a way with words, of looking at the world from a vastly different perspective than your own. And that? That is something you can use, possibly even weaponize.

400 cp - Focus, Form, And Essence

The Master Sword is the greatest of all blades, born from the body of a dying goddess, empowered by her shattered soul, and animated by the remnants of her mind. Once upon a time, twenty seven True Gods banded together at the behest of an Ocean God to forge an equal to that blade, and failed miserably. Still, their creation is no weak thing. While most of its power is locked behind the blessing of the Ocean God, the Phantom Sword still holds enough passive benefits to be worthwhile - first and foremost is its ability to enhance. Techniques used alongside it become MORE - more powerful, more complete, even more real in a way that is hard to describe. They flow easier, hit harder, and seem to lack weaknesses they once had. Better still, wounds caused with the blade are slow to heal, even in the case of Immortals who should have been able to regenerate nigh instantly, something to do with pulling the time out of the wound. There are other powers, but without the blessing of an Ocean God they aren't worth considering.

600 cp - A Mask And A Manuscript

A truly amazing relic, made by a cultivator who obsessively desired to know the truth behind Existence and Nothing. She failed, but left this behind from her willing sacrifice so that another might finish her work. When worn, the mask renders the wearer completely immune to illusions - the Mask of Truth will not allow you to fall to such base treachery. As time passes, lies and deception will practically become visible, and perhaps after a few years of meditation upon the mask, you will be able to peer into peoples mind and know their true thoughts. However, the Goddesses themselves intervened to hide the Mask of Truth away, until you arrived. Hidden inside the mask itself is the cultivation style that its creator pioneered, the Divine Delusion - the style that Nayru herself proclaimed had the potential to match, or even exceed, her own knowledge and power. Do keep in mind however, the style can only be learned through the use of the Mask of Truth - try not to lose it.

The Path of the Soul

100 cp - Step, Shake, Twist, Strike

Cultivating through the use of the elements is a slow and arduous task - not as slow as cultivation styles focused on the mind, but heavily reliant upon an outside source of elemental essences in order to enhance yourself. Eventually one will begin to generate them, but to reach that point you first need to consume several large forests or lakes worth of essence. To ease the task of finding those essences, I suggest taking up music and offer you an instrument of your choice. Playing a song upon it will cause slight vibrations in nearby essence, which helps you find otherwise unnoticeable and miniscule pockets of essence. And, as something of a bonus, your instrument may also serve as a weapon in times of emergency - perhaps you possess a flute that may be used as a blowpipe, or a lute that is just solid enough to smash upon someone's head. In any case, while I wouldn't use it on anything above the Mortal Threshold, you won't be entirely defenseless.

200 cp - Heroine Shrine

During your travels as a cultivator, you stumbled across a small temple hidden away in the cliffs of a maze-like plateau sitting at the edge of a desert. Inside are eight statues of Gerudo warriors several times the height of a man, one of which was heavily damaged. The remaining ones all have their hands outstretched as if to hold a weapon or accept an offering. Further investigation would reveal that the seven intact statues are also putting out small amounts of elemental essence. Upon placing a small trinket into the hands of one of the statues, you would see it dissolve into so much aether and the statue put out an additional amount of essence for a short time. The more valuable the offering and the more suitable for a given essence, the more will be produced. Sadly, the eighth statue is heavily damaged and as such puts out no essence at all. ...Although, perhaps the eighth heroine could be repaired?

400 cp - To Sing The Greatest Song

The Sage of Music is an anomaly of the highest order in regards to cultivation. He never knew a single technique, but still managed to shoot past the entirety of the Celestial realm in mere minutes using the power of song, and lost that power just as quickly. And this is the instrument he used to do it. A simple ocarina that somehow contains no small portion of the power of a Greater Deity. Using that power, however, must be done in tune to the Sage of Music's ideals and commandments - that is, though song. A song of storm could allow you to control the weather, a song of time might bend it to your will. But not only must you possess such a song to play, you must play it well. Mindless pushing of air through the instrument will accomplish nothing. If you have talent, there is much the Ocarina of Time could offer you. If you lack that talent... well, it would probably make a good paper weight.

600 cp - A Sword And A Story

This is a weapon forged by a True Deity - one step short of the Golden Goddesses themselves. Amusingly enough, that deity was both one of the best and one of the worst elemental cultivators the world has ever seen, for they were almost incapable of using the elements but somehow reached the eighth realm anyways - this sword is their answer to that lack of ability. Upon drawing the blade, three clones of you will spring forth, drawn from fire, water, earth, and wind. These clones possess mild abilities suitable for their element, and are always equal to you in power, regardless of if you are a mortal or the Golden Goddesses themselves. Simple, but in a sense it's something that grows with you. More importantly however, is that the power for these clones comes from a strange compass woven into the 'soul' of the blade. Meditating upon that compass will slowly begin to reveal strange techniques that hold immense power, and that you may use for yourself - the same techniques that the goddess Din once prophesied about being able to match her in power. Do keep in mind however, the style can only be learned through the use of the Four Sword - try not to lose it.

Destroyers of the Path

100 cp - Cruel And Vicious Things

A Demon grows in power when things break. To that end, the preferred weapon of a demon is both extremely cruel and oddly fragile. Cruel, in that it is spiked, pointed, heavy, able to break bones with every swing and crush as much resistance as possible. Fragile, because even the act of their own weapon breaking is something that can feed them. Whether you made them yourself or stole them from other Demons, you have come into the possession of a variety of clubs, spears, and vaguely swordlike things that seem to quite literally be made from wood, rock, and bones tied together with various materials. Using them until they break will feed you, breaking them will feed you, and then you may simply take them apart and tie them back into a new form such that they may continue to inflict pain and feed the cycle.

200 cp - Stronghold Of The Dark

For a Demon to make something is truly a rare occurrence, but every now and then it does happen. Unfortunately, this merely enhances their ability to break. Luckily for you however, you've stumbled across a small camp of sorts - the skull of some giant creature, a tree that has been turned into a fort, or simply a ruined town that Demons have taken up residence in. The place is perfectly situated near a town or city, but the local Demon population is too weak to do much more than harass them on occasion. Luckily for you, that same weakness makes them easy to bully into becoming your subordinates. Of course, if you don't care for subordinates, you could simply kill them all, steal what supplies they have that are worth taking, and destroy the rest. Such a thing would likely be a massive boon to your prowess as a Demon.

400 cp - A Truly Monstrous Mask

Primordial Demons are few and far between, and those that last for any length of time are rarer still. By some twist of fate, you have come into possession of one of them. Majora, the dragon of the void, who was sealed away in the form of a mask. Wearing his mask offers you access to most of his powers, but comes at the cost of infecting your will with his - wear it for too long and "you" won't exist any more, lost to the addictive power as Majora rampages freely. Of course, the seal on him isn't that weak, and said rampage will release a second mask from within, that of the Fierce Deity that sealed him away in the first place. I highly recommend not allowing yourself to reach the point where your will is so sapped... or perhaps, don't even wear the mask at all. Allow a foolish subordinate that "privilege", and sit back and watch as they wreak beautiful havoc across the land. Until they die, at least.

600 cp - In The Realm Of Demons

In the space between the worlds that the Golden Goddess have created lie small stains on Existence, miniscule blobs of Nothingness that have formed their own worlds - a Demon Realm. Everything a Demon could ever want can be found here - raw power in the form of the world itself, a thousand things to break, and more than a few Demonic Cultivators who would be happy to share whatever style they practice. Best of all? Merely being here is a massive boon to those Demonic arts, and heavily blunts the use of Saint arts. A home field advantage is not something to be underestimated. Sadly, this Demon Realm is relatively small "only" the size of a continent that might be found on a Bronze World. It can grow as you drain the Existence out of it, but for now it is small. And... as I said, within its heart can be found a small portion of Nothingness. If you were brave and foolish, you might attempt to fish a Primordial Demon out of it.

Companions

100 cp / 300 cp - Those Who Walk Beside You

The spread of cultivation throughout Existence is something the Golden Goddesses have decreed as right and good. Despite their massive failure during the Second Reality they hold true to this fact - though, with an entirely different set of styles. The invention of the Sect is an entirely mortal invention, though not one they find flaw in. To this end, you may bring some of your companions with you into this Existence. For 100 cp you may bring two, for 200 cp you may bring four, and for 300 cp you may bring eight. Each of them gains all the same choices as you, bar the ability to buy companions of their own or take drawbacks, and has 600 cp to spend.

100 cp - Initiation To What Lies Beyond

At the edge of Existence lies the Multiversal Wall, a shield made out of countless Triforces that separates Existence from Nothingness. Nobody, not even the Golden Goddesses, knows what lies beyond that Nothingness. Some can venture out, but never far, and nothing new has ever been found. What lies beyond is a mystery. But not to you. What lies out there is where you came from, and where you're going next. And for a small price, you may take someone from this Existence with you. All you need to is gain their permission, and perhaps explain to them you aren't just going to commit cosmic suicide - there is something out there, and you want to show it to them.

The following are as much story prompts as they are companions.
You may take up to three of them for free.

100 cp - Oracle of Cultivation

The Golden Goddesses walk among us from time to time. Experiencing the worlds they have created up close and personal, taking a step back to see if the places they haven't been to in an aeon or more have created any new great works of art... It is rare, but it happens. Far more common are various minor religions that dot Existence - all of which have a high priestess, an Oracle - named for one of the Golden Goddesses. A bit of vanity, perhaps, or just imitation as flattery. Still, these priestesses are one and all utter geniuses of Cultivation - the Oracle of Ages knows more about Mind cultivation and a thousand forms of minutia that would help with it than anyone you're likely to meet, something about having had effectively infinite time to study them. During your travels, you will stumble across one of these Oracles - Ages, Seasons, or Secrets - and they'll simply... take a shine to you. Perhaps they see a spark of potential in you, that makes you worthy of their lessons. Or, if you'd like to purchase this option more than once, you might potentially meet two of them, or even all three.

100 cp - The Only Blade You Need

There are some stories that make you feel nothing but awe when you hear them, tales of great heroism and triumph. There are some stories that make you feel nothing but pity when you hear them, tales of great pain and failure. This is not a tale of triumph. Once upon a time, there was a young woman who successfully tri-cultivated a set of rare and powerful styles - the Ancient Edge, White Magic, and Eightfold Soul styles - into the Immortal Realm. A young woman who was cruelly cut down the instant she stepped into that realm, her body, mind, and soul warped and twisted against her will. The woman's body takes the form of a sword in a pale echo of the Master Sword. Her mind is shattered, and only dregs of her past and her learnings exist. Her soul is fundamentally damaged, leaving her unable to utilize the vast majority of her power without at least some form of master to command her. The only thing she possesses which she knows to be hers and hers alone is a truly fanatical devotion for the one who rescued her from the forgotten place where she had been left to rot - that is, to you. For the love of all that is golden and kind, I beg you to be worthy of that loyalty.

100 cp - Young Mistress Of Cucco

The Shining Saint has many children, on many worlds, and the goddess Fi has spent an eternity ensuring that his children are fruitful and prosper, and perhaps that they might even reach the same heights he once did. And yet, Fi is not perfect. A single child escaped her notice when she began this task, and they have since had children of their own. The bloodline thinned. And yet, all these years later, on a simple farm not too far away from your own starting point, you will stumble across a young girl who bears an innate potential that matches or even exceeds that of the Shining Saints “true” children, the ones Fi watches over and heaps blessings upon. She is even halfway through the process of creating a nameless Body style through the observation of various birds - the cucco she tends to are her primary inspiration, but hawks, eagles, sparrows, and even the Rito can be seen in various techniques. For now, all that potential is latent. She lacks the spark needed to begin growing, to make her dreams a reality. Despite that, every technique she has made works - or will work, rather - perfectly, if somewhat inefficiently. All you need to do is provide that spark.

100 cp - Who Watches From Afar

Many deities create worlds wholesale for one purpose or another. Searching for artifacts of power, gaining strength from worship, or perhaps even testing a child of their own. However, actually watching over these worlds... Can be somewhat tiresome. And so one particular deity has outsourced the issue, specifically to a Binary Sage of Time and Space. It is her duty to observe a small number of worlds - a mere three - and to attempt to keep them on track for whatever her patron has planned. She fulfills this duty admirably. Or, did. In recent years she's unfortunately grown tired of subordination, and has begun to dip her toes into Demonic cultivation. As a result of this, she's undergoing something akin to the Trial of Tratorious Flesh, but compounded many times over due to the nature of the style she's using. And, perhaps more importantly, one of the world's she watches over is yours, and her newfound lack of self control has led her to personally descend and begin to claim you as her own. It will be small things at first - some essence if you need it, a potion to help with the pain of body cultivation, literally otherworldly tomes to aid your mind, and all with only minor expectations of repayment. Unfortunately, the more she gives the more she will expect from you, and as time goes on the more she will destabilize until all she can really think about is *owning* you. Worst comes to worst, you only need to survive her attentions long enough for her patron to return and strike her down... Or I suppose you could try to redeem her?

100 cp - Heir To A Missing Throne

Sometimes, Bronze Worlds can face an invasion of demons, and without cultivators the results can be dire. Fortunately for one such world, there was a Zelda ready to fight them off – though as she would tell you, originally she was neither a Zelda, a cultivator, or even female. They did possess a kind heart and exceptional talent for cultivation however, and so on one fateful evening when a strange blue haired woman with pointy ears appeared before him and asked them to be the one to learn to cultivate and save their world he did not hesitate, and when the Heart Containers pushed him to the form of a beautiful blond haired Hylian, she took the name Zelda as a challenge for her to live up to. After overcoming the invasion, the Oracle took Zelda back to her world, a Golden World that somehow lacked a Hyrule of its own and asked her to create a kingdom, a task she accepted gladly. Whether you should meet her on the Bronze World of her birth, the Golden World she must unite, or somewhere else when she travels about in search of knowledge, the future Princess will be grateful for whatever aid you can provide.

100 cp - Singer Of A Foreign Song

The space between worlds is vast and the boundaries that separate them are almost insurmountable - there are, however, always exceptions to these rules. You have stumbled across one such young man who believes himself to be that exception. Hailing from a small and insignificant bronze world with barely any cultivation, he has nonetheless mysteriously found himself on this one with naught but a flash of green as explanation. While oh so very different from his own world, he's adapted fairly well and has since taken up wandering the land in any way he pleases, doling out the strength of his arm and the sweet songs of his music both to pay for his travels. Through a series of events we won't get into, he stumbled across a teacher who introduced him to a style of cultivation focused around the essence of air. For some reason, he seems oddly taken with you. Perhaps from kinship between those from other worlds, perhaps because you tipped generously at his last performance, or maybe just because you seem like the kind of person an epic song gets written about. Regardless, if you allow it then this wandering bard would like to accompany you on your journey and hopefully do some good along the way.

100 cp - Demon Of Self Destruction

There exists a category of Demon that surpasses all others, the Primordial. No matter how much power one acquires, no matter how much destruction you wreak, you will never ascend to that height if you are not born as one. They possess the power to utterly erase things from Existence with a mere touch, though this ability is limited to the concept that triggered their birth. However, as less of that thing exists, so too will their overwhelming hatred and power wane. This, supposedly, explains the sassy lost child that claims to be the Primordial Demon of Aurochs. So successful at destroying their opposing concept that they fell so far as to be weaker than an initiate of the first realm, let alone to be capable of traveling between worlds to finally finish things off. You aren't even sure what an Auroch is, though one supposes that is the point. Still, after being sealed away for a few thousand years, the first thing they saw was you - and, in a truly staggering display of sanity, chose not to attack you on sight. You weren't an Auroch, after all. Still, in between an utterly sinful lifestyle - alternating between hilarious levels of gluttony, an ill fated attempt at lasciviousness, and other attempts to reclaim their power - they've stuck fairly close by to you, supposedly so that they might one day kill you in the name of their reputation. All the demons would laugh at them if they just let you live after all.

100 cp - Godhood Is A Light Workout

In this Existence, there are people who are blessed by deities and by Deities. Some with minor things, others who have those blessings heaped upon them. And then there's this girl. She's a distant descendant of the Shining Saint and is even vaguely related to the throne of her world's Hyrule. And yes, both of those at once - and the blessings that come with them - is just silly. To make matters even more complicated, she was the unwilling participant in a ritual that Ganondorf devised in order to try and escape his fate of becoming Demise's puppet, one that briefly resulted in her becoming the Primordial Demon of Ganondorf's cultivation. Not Ganondorf himself, his cultivation. Escaping that fate has effectively reset her cultivation, and somehow intensified her many blessings and absurd luck. Said luck is supposedly what drew you into crossing paths with her, though whether it's lucky for you or lucky for her is debatable. It's hard to imagine someone who almost mastered three different styles of cultivation needing help, though being unable to use them all at the same time and randomly turning back into a Demon every so often might explain that.

100 CP - Puella Demonica

While all Demons are born of the Void and hold deep within them an instinctive drive to destroy all that Exists, not all act on this drive. In fact, there are many Demons who reject their inborn desires-for one reason or another seeking peace rather than war with Reality. It's never an easy path for them, but Reality is rife with stories and legends of Demons who have turned away from the darkness of the Void and towards the light of Reality, becoming true Existences in their own rights. With your help, this demon seeks to become one of those legends; born in the image of a large moblin-like creature which she calls an "orc", this Demon has fought to NOT fight. With care and focus she has sought out artifacts and treasures that hold measures of power in them-such as a magic wand infused with transformative and purifying powers-and seeks to replace the Void within her with the endless well of light that is a true Soul. Even so, that is a very difficult path to walk on her own, and she felt need for companionship to truly take the leap from Demon to Existence. A stout and loyal friend if you would have her, you'll find that she's immensely suited to Body Cultivation with a naturally tall and muscular frame, despite her signature wand providing her a unique Mind Cultivation technique.

100 CP - Dark Yet Gentle Heart

All those who seek to cultivate strength beyond strength and exalt themselves above all, must first face their own demons. This is a law set down by the Golden Goddesses in ages past, and this law has become known as the Dark Heart-a tribulation instilled into all beings who begin the path of immortality. A dark echo or reflection of yourself, existing within dreams, in the back of one's mind, in quiet moments. It needles and prods, pushing at fears and doubts and weaknesses; should one's heart not be strong enough to resist this much, it will chip away at one's cultivation base until one is reduced back to a Mortal. It is not evil-in fact, it was born specifically to help you become your very best self, or to tear away the burden of power so that you never give in to your own flaws. Your Dark Heart is especially evident about this fact-though still just as vicious in tearing at your flaws as any other it is gentle afterwards, encouraging you to surpass those things that they have picked at. A sort of "hot and cold" personality, if you will. They are a twisted echo of yourself that you can see in mirrors and dreams, or even manifest with your energies should you wish-and as a twisted echo, they may look much like yourself...save for perhaps a switched gender, or a few different qualities. In the natural course of events they would dissipate after reaching Immortality, tearfully joyful that you have surpassed all your emotional weaknesses and become your best self...but if you wish, you could keep them around-support them with your own energies, making them somewhat real if still deeply connected to you.

100 CP - Great Fairy's Final Fragment

A Great Fairy lives and dies by her estate-quite literally, in some ways. Their wealth, their reputation, their connections, their history-these things actively become power for those strange creatures who wield Karma like other beings wield the Golden Powers. This Great Fairy is no different...and has suffered a truly immense loss. Perhaps she had a run-in with a few demons too many who she could not weave Karmic threads about to slay them; perhaps her rivals in Fairy Courts saw her ruined for the sake of taking her own resources. She is weak and fragmented now-little better than a Lesser Fairy who holds a secret past of far grander stature. She looks to you for shelter, and offers her services in turn-if you allow it, she will be an indispensable ally. Wise with the weight of millennia, shrewd in money making and social matters, elegant in speechcraft and romance; she is a high-society lady through and through, even if for now she's barely taller than an inch. All that said, there's a reason she's barely a single fragment of a Greater Fairy at this point-perhaps more intellect than sense, more greed than caution, more eagerness than restraint...Help her regain her wealth, connections, and resources, and you'll find her growing larger and more powerful-bountiful and fertile-until she stands at statures far beyond the average mortal with assets to match. And she shall be ever-so-grateful; Fairies always remember their debts, and paying you back for your service shall be a long and pleasurable experience, she feels.

100 CP - Voidborn Artifice of Another World

Within the Nothingness lies uncountably infinite possibilities of things, knowledge and powers that have never been seen in Reality and likely never will. It's only natural that truly strange and aberrant things may pop up in the semi-real realms forged by Moon Pearls as Deities seek to plunder those infinite nonexistent depths. Born from one of those random circumstances of something unreal made reality, a Void Artifact that nobody seems to have noticed slipped its way into Reality and promptly began to talk about all sorts of strange things-something about magic quartz, core crystals, affinity charts and rankings, and something about boats? Nobody's quite sure what the strange Void Artifact spirit seems to be talking about, but she seems quite certain that she's from some other place than the current Reality and operates on entirely different rules than she actually does. Exactly what sort of weapon or artifact she embodies is up to you, but know that she'll start out rather weak and with few powers; by feeding her your own cultivated energies or slaying demons, she will steadily grow stronger and develop more abilities. Valentines chocolates and marriage contracts, despite her claims, are NOT going to make her any stronger.

100 CP - Legacy of the Ranch

Just as there are countless cultivators, so too are there countless cultivator traditions. This young woman carries on an ancient legacy of cultivators-a humble legacy that seeks to support others and the world, rather than exalt themselves. At first glance a simple farmer girl, when you look more closely you will find that she practices a truly unique style of dual-Ki and Elemental cultivation, each lesser on their own but synergizing beautifully together; she lives in touch with the land, cultivating the world around her as she cultivates herself. Life and Essence both flow through her and the farm around her, supporting both to become all the more prosperous. She is knowledgeable in a truly astounding amount of herblore and other minutia, but excels in the simple and honest life of a farmer. She also keeps a number of animals around the ranch; a horse, a few boars, a cat, a cucco...and of course, anyone who stops by is sure to have a jug of the farm's famous milk all but shoved into their hands. Though it's strange...amongst all the animals on the farm, you've never seen a cow...

100 CP - Softer Side Of A Shining Legacy

Over countless millennia and countless worlds, there will naturally be many variations of Link born from the Master Sword's experimentation. This is one of those many variations; naturally strong, smart, skilled with a blade to an incredible degree-as so many Links are. But not quite given to swordsmanship or horse riding as many Links are; he prefers archery, and swimming as his exercise of choice. A preference for fruits rather than meats, and a certain habit of dress. Though strong still, they do not seem to possess much muscle-in fact, they seem quite soft, slight even. This Link is shy and soft-spoken, and possesses somewhat meek mannerisms-not through any hardship in their life, just a natural tendency. They do wish they could live up to the ideal of the Shining Saint that they've heard and read legends of, this Link would tell you, but they just don't feel like they could hope to match up to that sort of stature let alone legend. They wish to join you on your adventures, hoping that they could learn to become more like the man they were born in the image of...though the feminine clothing they tend to pack, and the fantasies that seem to go through their head at times suggests otherwise. Nevertheless, they are an immensely talented warrior and wonderful ally...and perhaps, could be made to be something more.

100 CP - Impertinent Twilight Imp

It must be said that the Twili are a truly blessed Celestial race; natural False Immortals, bearing truly extreme affinities for Elemental cultivation, and wielding both grand powers and artifacts. Sometimes though they get in over their heads-wage wars where even they are defeated, face foes that are beyond even their power. This Twili in particular faced such a foe, and found themselves cursed into an imp-like form upon her defeat. Twili often lack natural Bodies, and thus the only way that she will be able to restore herself is to cultivate her Soul until it is strong enough to break through the binding placed upon her, allowing her full form to shine through. Though it's funny; you'd expect someone of previously great power to be a grand cultivator, but she seems to be starting from the very bottom-though her natural talents and knowledge of Twili culture and history helps her immensely. In the meantime she has found your shadow to be an extremely comfortable resting spot, and will deign to help you out every now and again. When it pleases her. If you beg. And if you get her some snacks. And if you brush her hair and give her a massage. She's a rather demanding tenant for someone who was supposedly struck down for their hubris, isn't she? Perhaps she ought to be punished; being spanked like a child on that rather large bottom of hers might help.

100 CP - Rhythms of the Damned

Only one being in all of Reality has ever managed to make the leap from being a Demonic Cultivator to being a true Primordial Demon; Demon God Majora, who became the living antithesis of Time itself. And yet this Demonic Cultivator has ambitions, designs to do something that only one before her has. She has taken up music, learned song, and has slowly learned to weave the Void to dark rhythms and dread melodies. The Principle of the Grand Sage of Music exists alongside and even supersedes the Elemental Axioms; she has designs to become its antithesis. Every movement she makes is in time to her own music, and those who do not follow her rhythm are crushed under the Void she emanates-and even then, her very existence warps the world into a labyrinth of dark melodies around her. Or, that's what she intends to be one day. For now, she still struggles to keep the melody stable-often getting lashed by her own dark music. Why exactly she seeks the demonic path is unknown, but she seems to have taken a liking to you-calling you her muse who shall lead her to her descent. Perhaps you can lead her to the light?

100 CP - Wisdom of the Caverns

The path of cultivation is quite often fraught with perils, testing both the will and strength of those who walk it. Luckily for you, you do not walk that path alone; on a day much like any other, you found a certain cave, and within that cave was a strange old man who seemed to mysteriously understand what exactly you needed and offered it freely. Whether that was a good sword just in time to fight off monsters, a potion to help heal a particularly nasty injury, or perhaps just some advice to help mend a broken heart-this strange old man was there to offer just a little bit of help to get you past the bumps on the road to ascension. His true nature is shrouded in mystery; you cannot sense exactly how strong he is, or if he's a cultivator at all even. And the cave where you met him before was gone the next day. But when you have need-whether for a new weapon as your old one broke, a tool to get past a tricky obstacle, or even just a desire to relax with a friend-you will find his cave after wandering for a short time. What he offers will never be very much on its own, but if you have the will to keep moving forward it will always be just barely enough to get past your current roadblock. And if you sit around and chat for a time, he's got more stories to him than you'd believe; you could listen to him ramble on for three days straight and he'd never even pause.

100 CP - Lonely Beedle On The Seas

Not every single member of the Mythrill Hand is a technological genius who derides all cultivators and seeks to make their own technological path through Reality. Indeed, this particular man is quite friendly-happily offering you a wide variety of wares that he has built or gathered. Beedle Excelsius Totalitus Stratifallari, of the rather famous Beedle clan of merchants and tradesmen, will happily invite you to just call him Beedle or Terry-seeming quite embarrassed by his full name. That said, he's also somewhat embarrassed to admit that he'd decided to strike out on his own instead of relying on his family's merchant empire-and so does not have very many wares to offer you. Actually, he'd be extremely grateful if you could help him stock up on various goods and materials-offering you great discounts and incredibly useful gadgets in return. His ultimate dream is to set up a chain of shops across the multiverse, forging an empire of commerce to surpass the Beedle Clan as a whole...but that day is a long way away. For now his cybernetic eyes will light up in glee at just having customers at all.

100 CP - Princess of the Plains

She hails from a tribal people who wander the plains of her world-a paradisiacal world in the Immortal Realm. Despite that, she decided that she would never find her "destined rider" there and paid her way to come to a lower Realm at great expense; she stands out as a princess of the wild amongst the lower Realm, despite not having yet practiced cultivation at all. She also stands out for being taller than three men put together, with long ivory horns, rippling muscles and broad stature, and having the lower body of a horse-like beast. She has a natural talent for Ki Cultivation rarely seen-which is only to be expected from a child of the Immortal Realm. More than that though, upon meeting you she felt a deep connection spring to life within her-an instinct inherited from her people, written in the Heavens as much as it is written in her heart. You are her destined rider, she decided. To all others the very thought of allowing any but a child to ride her back would be an insult, and even with children she'd be terribly embarrassed; for you, she will be eager to be your steed and guide you throughout the world, and quite put out whenever you have to be separate from her back. When not acting as your horse, she will instead act as your knight and companion-and while crude, her martial skills cannot be denied.

100 CP - A Subtle Knife In Hand

It takes a truly special kind of person to reach the apex of cultivation-to push beyond mortality and grasp for the divine. And as much as he would like to be that person, some people can quite readily acknowledge that they simply /aren't/ cut out to be like that. Of course, that doesn't mean they can't ride the coat-tails of someone who does have that kind of ambition and will; this man sees something special in you, and decided that your coat-tails look rather comfy to ride. He will smooth the path for you, offering advice, resources, connections where he can; he's not particularly powerful, and without great help he will stall in cultivation quite early, but he's terribly clever and immensely resourceful. All he asks is a little pay and some acknowledgement along the way-barely table scraps compared to what you'll end up getting with his help. His name? Oh, it's something quite trustworthy-Liar Darkfalse or something along those lines. Don't worry; while cowardly and scheming, he genuinely is out to help you. Perhaps at the expense of everyone else, though.

100 CP - A Demon's Regrets

While cultivators are famed for their determination and will, it takes someone truly special to go almost utterly unchanged over the course of millennia. This man is not one of those beings; he has seen the turning of the ages, grasped at glimmers of divinity...and turned his back on it. Now he rests, his power weak and waning every day, holding nothing in his heart but regrets and an endless sort of exhaustion for the deeds of his past. And what a past it was, for this is no ordinary man; he was a grand Demonic Cultivator, one of the most powerful who escaped the attentions of the Faroran Knights. He was famed for his destruction and conquest, a scourge upon the multiverse. But all that he has left of those times now is regret and emptiness; he cannot abandon his Demonic Cultivation entirely without the Heavens striking him down, but he has allowed it to weaken to barely stronger than a Mortal to all but silence the voice of Demise and the Hunger it brings. He has many stories to tell, many skills to share-but he hates battle, and it would take truly extreme circumstances for him to once again begin to cultivate and return to being the dark scourge he once was.

100 CP - Navi's Perfect Math Class Dropout

Just because many fairies are innately skilled with Karmic manipulations does not mean that ALL fairies are so. This fairy, for instance, is incredibly incompetent in all forms of Karmic manipulations save for the instinctive one which ensures that fairies are all but unkillable. Instead she takes to Elemental cultivation with great aplomb, harnessing a mixture of Water and Earth Essence to form "Ice Essence" which she in turn wields with preternatural ease. Practically from the moment she began to cultivate she formed six icicle-like wings on her back, maintained by her own soul's strength at all times and even replacing her natural fairy wings. Blue-haired, blue-eyed, blue-skirted, some might even call her blue-brained due to her...excitable, tomboyish, and rather carefree nature. She is not one to think before she acts, that much is for certain. It's debatable if she even thinks at all, her friends, family, and nearly every single person she's ever met would say. That said, she does have a strange affinity for mathematics in base nine; any other base and she can barely add two plus two, but once she's counting in base nine she's as good as a calculator. Perhaps she has taken a liking to you. Perhaps you found her after someone tied her to a wooden pole and literally tossed her into your general area. One way or another, you're stuck with her now.

Drawbacks

+0 cp - A World That Echoes A Memory

Of the many many things that the Golden Goddesses have created, Hyrule is by far the most repeated of their creations. Never quite in the same form, sometimes with only Hylians and sometimes with a handful of other races, sometimes small and sometimes large, sometimes with nearby neighbors and sometimes with the nearest country being far far away, but Hyrule itself is a constant. As you enter this jump, should you have chosen to start on a Golden or Gleaming World, then you may choose to arrive on a world that is strikingly similar to another version of creation. Perhaps Hyrule will be a series of floating islands, buried beneath the sea, or guarded by four Mythril-esqe titans. The story will not be the same as that other world, but it will be similar.

+100 cp - You Have Eyes But Cannot See Death Mountain

Death Mountain. Much like Hyrule as a whole, its presence on any given world is something of a coin flip. Traditionally the home of the Goron, it is almost always a towering presence that looms over the land and puts out an immense amount of earth and fire essence. References to it are also remarkably common as part of an insult, usually to imply short sightedness, a lack of intelligence, and on very rare occasions sexual impotence. For the duration of the jump, almost every insult you hear will somehow include a mention of the ancestral home of the Goron, even on - possibly especially on - worlds that do not have a Death Mountain. People will also be more likely to insult you, and at greater length, waxing poetically about your inability to comprehend that mountain.

+100 cp - A Loan Of Choice, A Debt Of Karma

Drawbacks are such interesting things, aren't they? They allow you to purchase more than you could normally afford in exchange for a payment of suffering and entertainment to Jump Chan or whatever benefactor you possess. In this particular case, you will spend the entire jump with poor Karma. While luck will not specifically turn against you, you'll find that whatever lucky breaks you end up with are simply of a lower quality. If you need to negotiate with a deity or a powerful spirit, they will likely be extremely condescending and require a task or two to prove your worth. Those with righteous souls will look upon you and feel either pity or disgust. Never in great amounts, but this lack of Karma will constantly spawn a number of minor inconveniences. Exceptional kindness and generosity can push you into the positive, but you'll find even that to drain away surprisingly quickly.

+100 cp - I'd Like One Plot Coupon Please

Your starting world, and to a lesser extent any world you travel to later on, were a rather unusual creation on the part of the Golden Goddesses, likely the result of a lost bet or perhaps as an experiment. Cultivation in your world is... oddly material. Perhaps the most effective aid for cultivation or bribe to spirits are a series of stones split roughly in half - and of course, only a perfect match is any good. Finding that match to bribe a spirit with would likely be just as much a trial as finding the spirit in the first place. Or maybe your sect will refuse you anything but the bare minimum of aid unless you pass an artificial tribulation and receive a pendant of acknowledgement first. In truth this is little more than an extra step to any given plan, but even that will add up over time.

+200 cp - The Taint Of Another Existence

By all accounts, out beyond the Multiversal Wall is nothing and more nothing. Except, with your arrival here that is no longer true - you are proof of another Existence. This is likely something that would delight the Golden Goddesses and give philosophers material to debate for ages, but that is neither here nor there - what is far more important is that the Demons that were given form from the Nothingness have somehow noticed your arrival, and as such hate you almost as much as they do Existence itself. You can be sure that if there is a single Demon within a thousand miles of you, it will very quickly begin to head directly for you unless something very distracting waylays it.

+200 cp - The Flaw Of The Soul

The greatest bottleneck of Elemental cultivation is the need for an external source of Elemental Essence. Oddly enough, this is a place where mortal wealth, something of very little use to a cultivator, can be used to ease your path. Well, if you had any. You are absolutely horrible at gaining and keeping any form of wealth. If you somehow came into a fortune, events would conspire to see it taken from you in short order. If you created or found a pile of amazing artifacts, a thief might break in and steal most of them the very next day. Or heck, maybe the universe isn't conspiring against you possessing any form of wealth - maybe you're just hilariously bad at money, or straight up lost those artifacts. At least you're decent at cultivating... when you can afford to do so.

+200 cp - Accidentally Sacrificed Myself Too

Three of the greatest artifacts in existence were made with the purposeful and willing sacrifice of their creator's own life - all the Body, Mind, and Soul they could muster, all given up to try and perfect their creation. You didn't do that. You made several mistakes in the process, and fucked up fairly badly as a result. You've somehow managed to create an artifact that has all your various powers and abilities. Specifically, it has them because you managed to seal yourself inside of it. You can no longer affect the external world except for when you have the aid of a wielder of some kind - someone to wear the mask you've become, or wield your new swordself into battle. If you had the power to do so and were unscrupulous you could take over their body and perhaps drain their cultivation, but failing that you're effectively stuck as some random cultivators genie in a bottle.

+300 cp - The War For The Second Reality

There is a rather fundamental assumption that we've been making throughout the entirety of our time together thus far - that you will be entering into this Existence during the Third Reality. That is no longer true. You will be entering during the Second Reality, during the plague of Demonic cultivators that the Golden Goddesses accidentally set loose upon the worlds, and before the creation of the Multiversal Wall. It's not exactly a hellscape... yet. But be assured that the potential end of all things WILL occur before your time here is set to run out. I hope you manage to gather up enough strength to survive the fallout of Demise's unsealing and the flood of Demons that will unleash, Existence itself could use all the help it can get at this point.

+300 cp - The Demon Of Opposition To Jumper

Once more we must touch upon your nature as other. As something not of this Existence. As you arrive in this world, the Nothingness that surrounds it will take note - and in retaliation for the sheer gall that you have to exist, will give form to a Primordial Demon. As with all Primordial Demons, they will never be any stronger or any weaker than you. For every scrap of power you cultivate within yourself, the Nothingness will feed an equal amount into them. Unfortunately, they don't need to be stronger than you in order to be a massive threat - should they touch you even once, the both of you will be unmade, returned to the Nothingness. Unsurprisingly for a being made specifically to kill you, this troubles them not at all. Fortunately for you they do not know precisely where you are by default - and unfortunately, in between random bouts of violence will unnervingly wander in your general direction. Remember - a single touch, and you die. If at all possible, stay the hell away from them.

+100 cp to +300 cp - The Winding Of The Aeons

Ten years. To a cultivator, such an amount is nothing. Perhaps it would be enough for the first and second steps on their path, but little else. And so, more is required - more time to cultivate, to wander the worlds, to invade a Dark World in the hopes of acquiring a Name. You may purchase this drawback as many times as you want, with each and every purchase multiplying the length of the jump by ten. Ten years would become one hundred, would become one thousand, would become ten thousand. In theory every purchase is worth +100 cp, but only the first three will grant cp. Beyond that, you are simply staying longer because you want to.

The End

Go Home
Stay Here
Move On

Notes

Q - Do the Triune World As Self Methods exist yet if I take War For The Second Reality?

A - No. None of the legendary weapons/artifacts do, outside the Goddess Blade/Master Sword.

Q - Can I take Body perks and drawbacks if I'm building a Mind style in the Builder?

A - Yes, and you're going to need a lot of fanwank to figure out what doing that actually does.

Scenarios

A Gauntlet of Zeldas

The first Grand Tribulation. The moment when one leaves their world and begins to walk the path to enlightenment, to immortality and then divinity. In a truly unfortunate turn of events, you will see yours interrupted. Halfway through the golden tunnels that lead to the Gates of Immortality, you will be impacted by a small ball of pale blue light and be thrown entirely clear of your own tribulation.

The place you land will be a beach, the shore of a small island that possesses a tall mountain with a ring of clouds around it. The ball of light, revealed to be some kind of fairy, will beg your pardon for any potential injury - and then beg your aid. A great deity has been struck down by a demon, corrupted in some manner, and then dragged off into the demon realm. Not just a deity - an Ocean Deity. How the demons were able to target them is unknown, but also irrelevant. They did, and the deity needs saving. You might not be the deity the fairy was hoping to smash into, but you are what they found and so they will give you every effort they can to aid you.

In its last moments it bade three fairies to seek out a savior, and embedded a small amount of power and knowledge in each one. The one that accidentally struck you possesses the power to enhance a Body cultivator's ability to gather Ki. That may or may not be useful to you, but it is what she can offer. Additionally, she can guide you through the island to its peak, where you will find a cello decorated with the imagery of a full moon. Assuming you have any musical talent, this instrument can be used to transport you to another mortal world, one of any number that the Ocean Deity had touched previously, or had left an artifact of some kind. It is those artifacts that you will need to gather and find, for it is only in unity will you be able to create a path to the Ocean Deity.

If you had the skill and the power, you could attempt to forge a path to them manually, but between the demons themselves and the corrupted and stolen portions of their power, it would take something more akin to a sixth or seventh stage cultivator than a baby fourth to actually manage it. In the meantime, you'll be able to use the cello to open a path to other worlds, both to gather the rest of the instruments and to gather allies to play them.

The first world you arrive upon, you will enter into it from a small shrine to the Ocean Deity, tended to by a young woman wielding a bell. While it heavily resembles one of the instruments you search for, the woman will apologize - the instrument in question meant to be enshrined here was a harp, and was confiscated by the Royal Family and the Hero many years ago during a demonic incursion and they never saw fit to return it. The one she possesses, despite bearing faint traces of the Ocean Deities power, is a fake created by the girl's great grandmother shortly afterwards. If you want the real instrument, you'll need to speak to Zelda, the queen of Hyrule.

Each world you visit will present a similar issue to you, and oddly enough a remarkably similar girl presenting the issue to you. In one world, a pirate queen stole a drum rumored to control the weather - your fairy will inform you that it cannot - and in another it was taken by a man in a truly horrendous outfit as some part of a scheme to get out of debt by selling it off. Yet another was stolen by a demon with a talent for possession, who simply took the form of one of the princesses' aides and practically walked in and took the thing. Of the seven worlds you'll need to visit after leaving the island, not a single one will still possess the instrument you seek despite all of them having shrines to said items. I will note however, that whatever trials these worlds have in store for you, each and every one of them is something that the aid of the local Zelda would make immeasurably easier, either for the connections they possess as royalty, the skills they possess as an adventurer, or simply the techniques they possess as a cultivator.

The good news is that the third and sixth worlds you visit will see you given a small measure of aid in the form of two additional fairies. One of them generates small amounts of water, wind, light, and time essence, while the other is an excellent tutor on defensive mind techniques. And, both of them have already been seeking out the local queen or princess to try and find the instrument, something that will likely save you a great deal of time in the long run. You see, even if you do possess the skill and gumption to try and claim the instruments without Zelda's aid, you still can't play them all by yourself. Not even with the legendary Four Sword would you have enough hands. Before this is over, you will need their help.

Your seventh world is by far the worst of the lot, however, as after a few days of searching and a meeting with a princess, the fairies will agree that the instrument outright is no longer on said world. This isn't even a Golden World, and has no Hyrule or princess to aid your search. Whoever took it figured out how to use it, and used it to leave. You'll need to backtrack through all six prior worlds in an attempt to find out which one the last instrument actually ended up on. Ultimately, you'll find it fragmented and in the belly of a trio of demonic squids back on the world that the pirate queen - or rather, pirate queen Zelda of the Great Hyrule Fleet - resided upon. Assuming you bothered to gain her respect, this will be made much easier. Otherwise? ...Well, do you even have a boat?

At the end of things however, you will need to return each instrument to the Zelda of each world and bring them to the island where it all began. Upon its shores, with all eight instruments assembled, the three fairies will merge into a singular whole - a woman that highly resembles the girl with the bell that you met on the first world - and will reveal herself to be the Marine Narisha Siwan, a creation of the Ocean Deity and its aide. The girls who tended to the shrines on the worlds you visited were her descendants, and a reflection of her made through her master's power. Having only collected six Zeldas, it is she who will play the eighth instrument.

Upon playing the eight instruments in concert, you'll find the mountain in the center of the island erupting, having abruptly become a volcano, before the island all but disintegrates and throws you and your allies once more into the space between worlds. Upon landing, you'll find yourself in a dark and demonic sea with only a handful of small islands jutting out from its turbulent waves, and cut into pieces by literal walls of cyclones and towering spires of rock. The only spot of light that can be seen for miles is the cowering form of a fourth fairy that either refuses to or is incapable of speech, glowing a pale yellow. Marine will quickly absorb it, and will then offer you a fairly weak copy of the legendary Phantom Sword, as well as offer to split back in three lesser fairies so as to provide you and your royal allies with the powers of her constituent parts.

It should be noted that you are now in the demon realm. It may be nautically themed, but it is no safer for it. Each and every enemy here possesses a small trace of the Ocean Deities power, and while you should endeavor to slay each and every one of them, you should also prioritize moving towards the center of the sea - it can be hard to make out what with the poor light and being so far away, but a tall mountain with a ring of clouds can be faintly seen in the distance. I very much would not recommend swimming, but once you eventually slay your fill of demons and reach the center island, things will simply become more difficult.

At the base of the mountain, where the path the fairy once guided you up to claim the first of the instruments once began lies the entrance to a temple of some kind. Demons in the form of great suits of armor stalk its hallways and are eager for the blood and power of anyone foolish enough to cross them. And it should be noted, the Phantom Sword is the only weapon in the entire Demon Realm - and several worlds beside - that will actually work on the vast majority of the monsters within the temple.

Worst still, the stairs in the temple go both up and down. At the bottom of the temple, twelve floors down, lies the demon responsible for capturing the Ocean Deity in the first place, a Primordial Demon in the shape of a truly monstrous jellyfish. Thankfully it is not this Ocean Deity's demon, that "honor" belongs to another. Sadly, it hates no less for it, and fighting it will be absolutely necessary to free your patron. I sincerely hope that seven third stage cultivators - assuming all of the princesses were cultivators, and that you taught the ones that weren't - and the fairies will be enough, because you will be severely overpowered in short order if it is not. Thankfully the demon's powers are heavily weighted towards combat with its given foe, and as such it has little to no experience with actual cultivators. I suggest taking heavy advantage of that disconnect.

But of course, it doesn't end there. Twelve stories up, at the top of the temple and the peak of the mountain lies the Ocean Deity you have come to save. Its form is twisted and blackened by the damage the demons have wrought to it, and even as you arrive to save it you will see a handful of lesser demons outright taking bites out of it to increase their own power. Dripping from it in the place of blood is a strange shadowy liquid - and as you approach, it will gather together into a strange shape. Just as Ocean Deities have power over dreams, this is the Nightmare that was given form by its corruption. You'll find it to be a far simpler opponent than the demon, possessing no strange techniques or abilities. With that said, it has more than enough power to make up for its lack of skill.

Should you defeat both demons, then the Ocean Deity will begin to shake itself free. And I should point out that you are in the exact center of the Demon Realm. You are, by geological principles, surrounded by the entirety of the Demon Realm and every demon left in it, and they are now highly aware of your presence. This is not helped whatsoever by the fact that the Demon Realm will begin to collapse under its own weight, reverting to the smaller size and less aquatic shape that it possessed before the Ocean Deity was dragged into its heart. The good news is that the Ocean Deity can fly - the bad news is that it can't fly yet, and significant portions of its stolen power are now bearing down on you. Try not to fall out of the world, kill as many demons as you can, and help the Ocean Deity regain its power until you can quite literally ride it off into the sunset.

When it finally lands it will be at the top of a very familiar island, the place this journey began and the place you have just left - though, with decidedly more pleasant weather and less demons. Aymerc island, the illusory bastion of the Wind Fish Narisha. As it lands, the Ocean Deity will seem to curl into itself until it forms a giant egg, one that will rest atop the mountain. At that point, the three spirits will combine to form the deity's aide once more, and will begin to offer you what rewards she can, of which you may take two.

The first reward is the instruments that Narisha made in years gone by, and that you used to save them. Each and every one of them is a weapon of considerable might, possessing some nautically themed power that makes them somewhat tricky to fight with - or against. And of course, their songs can be used to transport you from place to place, though Marine insists that they can be 'unlocked' to work with any Ocean Deity or even to entirely separate places that still manage to have a connection or affinity for dreams. Additionally, while you may not make use of the Narisha's power, you may also use these instruments to return to Aymerc island at any time and seek the counsel of the Wind Fish or its subordinates - Marine would be happy to teach a fairy companion of yours one of the abilities her fragments possess, for example.

The second reward is Marine herself. The three servant spirits in the form of young fairies and the powers they can wield, and the mysterious forth in the form of a weak Phantom Sword. Marine is by no means a pushover, and while the validity of her existence is questionable at best she is still easily capable of matching third or even fourth realm cultivators of all kinds with nothing but raw power. Should you choose her as part of your reward, you'll also find that Marine is an accomplished practitioner of an unnamed Mind style that makes heavy use of the nature of Dreams to alter the world around her. Appropriate, for a dream brought to life.

The third and last reward is just as much something for you as it is something for your allies - Marine offers to use a portion of Narisha's power to tie your fates together. When you return to your own separate worlds and retake your First Grand Tribulation, the seven of you will inevitably end up upon the same world in the Immortal Realm, and again when you enter the Divine Realm. If you enter the Divine Realm, at least. Even past that, when you leave this place - and Marine will give you an odd wink here, to the confusion of the various Zeldas - they can become your companions if you do in fact seek them out. The aid of six fragments of Hylia is nothing to turn your nose up at, even if they all use strikingly similar styles.

A Golden Tournament

The second Grand Tribulation. A series of ever escalating challenges, battles against elementals, lessons in the guise of fights and fights in the guise of lessons. To make a pithy comparison, it is the pressure that shall crush coal into diamonds - and should you survive this pressure and learn what lessons you can, you shall find yourself rising into divinity. But, this is not a challenge one can simply walk up to, what with it only being held once every million years or so. Admittedly, each Divine World calls challengers from dozens to hundreds of Immortal Worlds and so it can be said that it is held an uncountable number of times in that period, but those often take place more or less simultaneously.

However, as you approach the end of the sixth stage and begin to prepare yourself for the tribulation, you will be approached by a fourth stage cultivator, a binary sage of light and dark with bright blue hair. She is in the service of a seventh stage cultivator, someone who has already entered into the Divine Realm. It would seem that in some small way, you have caught the eye of that cultivator and so they have sent their assistant to give you an offer. They are setting up a tournament on a nearby Golden World, and would be pleased to have you attend. The prize for winning - and perhaps a consolation prize for being entertaining enough - is passage to a world where the second Grand Tribulation will be happening within a year.

Three cultivators, out of just under four hundred, are to be given a free ticket to this world. The tournament is set in three parts. One for those of Mind, one for those of Body, and one for those of Soul. Someone brave or foolish enough to dual or even triple cultivate is welcome to enter more than one - but will have their powers of the wrong type sealed for the duration of their fights, supposedly for the sake of fairness. Even for those who fail to advance to the end of the tournament, there will be other deities and the like watching the tournament supposedly for the purposes of potentially sponsoring a lucky cultivator or two.

Your competition in this arena is both the best of the best and yet seemingly random in selection. Zora wrestlers, Goron poets, Kokiri blacksmiths, a Minish that knows Ancient Edge, people from all walks of life and most of them the kind you'd never expect. You might find a Link or two and perhaps a Zelda somewhere amongst the competitors, but truth be told, almost no one here meets the expectation you would normally have of them. In retrospect, perhaps this is more about recruitment for various gods than actually winning - such diversity and uniqueness, where each and every one of them could very well be a hero of legend in the making, would likely attract them like flies. Not that there's anything wrong with that. As far as consolation prizes go, it may even turn out to be a boon to many of those who fail to advance exceptionally far.

But, on to the tournament. A few rounds will pass, two opponents facing each other in a ring of stone and making use of everything they are and that they can do to either subdue their foe or eject them from the ring. One hundred and twenty eight will quickly become sixty four, and then thirty two. And that is when things will become strange. By this point, you have already proven you deserve to be here. And this competition was never about raw power. From the fourth match onwards, the rules will change.

Instead of fighting each other, you will face off against waves of spirit beasts, with panels of judges determining the winner. You will face off against hundreds of metallic golems, and the winner will be the one who defeats them all the fastest. You will be given tests of skill - strike five targets with only three arrows, destroy an entire tower with naught but a thrown sword, navigate through a maze while fighting against foes, or even simply throw something as far as you can. The fact that these targets may not be on the same continent, or even the same world... Well. You are a sixth stage cultivator. Assuming you've devoted yourself to the esoterica behind your cultivation and not just raw power, you should be fine.

Should you fall out of the running at this point... Well, you won't be advancing any further in your cultivation until the Tribulation comes around the normal way, but there are still opportunities to be found here. Those that have lost their chance at ascension may be called upon to judge the displays of skill from the remaining competitors, and there are lesser challenges you can complete to earn the right to re-enter the tournament as that rounds challenge rather than as an active participant. Oddly, most of these are children's games that have been... amplified. There's also one exceptionally strange one involving using coins to strike figurines. You even get to keep some of them afterwards. But, that is for the losers.

Should you continue to rise above your competition, you will quickly see the tournament transition from simply one on one matches to a more score based system - who did this challenge the fastest, who did it with the most style, did they use any artifacts to do it, score multipliers based upon your cultivations affinity or lack thereof for the task at hand... You'll find dual and triple cultivators to have something of an advantage here, now that they're no longer limited for the sake of "fairness". Having access to three schools isn't precisely an insurmountable advantage, but it is a significant one. Especially when the division between the various schools either no longer matters or is being effectively ignored.

The final challenge of the tournament, the last match, is perhaps even stranger. A three on one match between the most successful Body, Mind, and Soul cultivators... and a Divine cultivator. In all regards it is not a fight you can win. It is a test of resourcefulness. Of ingenuity. Of pushing past limits and of teamwork and of defying the decrees of a deity. It is not a fight you can win... unless you change the definition of win to something else. In the end, when all three contestants have exhausted their resources and been laid low, all of the prior contestants and even a portion of the staff who helped arrange things will hold a vote. Which of you fought longest, which of you did the most damage, which of you saved the others the most, and a thousand other categories. The winner of this tournament, this grand brawl between cultivators, is the one who is voted for.

Should you have fallen out of the competition in the first stage, you'll find yourself rewarded with a moderate amount of supplies and resources. The figurines, if you managed to claim any, generate small amounts of energy or have bits of helpful wisdom embedded into them seemingly at random.

Should you have fallen out in the second stage, you will likely be approached by the attendant who greeted you at the beginning - if you wish, she will offer you one of the tests. A grand palace like the ones previously destroyed in a single blow, or a series of targets that you may try yourself against as many times as you like. She'll set them back up again and again and again.

Should you have won the tournament, you will be approached by the Divine cultivator who arranged this whole thing, a mechanical lifeform that has somehow reached the eight stage with nothing but time essence. Their rewards are threefold, though their generosity is not infinite and so you may pick two of them.

The first reward is the tournament's prize, the same thing you were offered to grab your attention. Passage to a world where the second Grand Tribulation will be occurring very soon. It is, all things considered, the very least he could offer you. In a faint twist of irony, this tournament is actually remarkably good practice for the tribulation, with many of its activities based upon things they did during their own ascension. Should you pick this option, you will be given a small token that will cause the blessings of the tribulation to be enhanced in some small manner. Still not enough to break even with the challenges they present, but far more than you'd get without it.

The second reward is, oddly enough, the tournament itself. The blue haired girl who approached you will become your subordinate, and the rewards from the Divine cultivators who were watching this whole thing will become yours as well. It is just as much a responsibility as it is a gift, but it is also a surefire way to be looked upon favorably by the vast majority of the Divine Realm. If you have taken Who Watches From Afar as a companion, she will urge you to take this option - she'd much rather have you as a boss than that rusty old bucket of bolts.

The third and final option is simpler, but no less valuable - a portion of a divine world. A kingdom of Hyrule, or perhaps one of the outlying islands or neighboring kingdoms, set up to worship you. And perhaps more importantly, all the resources, worship, and artifacts that kingdom has to offer. For someone just ascended into the Divine Realm, this is an absolute wealth of treasure, the kind that men and women and kings would trade their firstborn to the Fae for but a fraction of. At the very center of it is of course a palace that you may claim as your own, but in all honesty that is but a side note to everything else you could gain from this.

LoZ Xianxia cultivation subsection creation table

What is Cultivation?

Perhaps in another Reality, Cultivation would be a defiance of the heavens-a defiance of one's natural place in life as they grasp for more than they were destined for. This is not that kind of cultivation.

Cultivation in this Reality is the art of growth, of development, of transcendence. It is not a great secret that only a few chosen can ever get a chance to learn, or a defiance of the heavens to take what you want. Instead, it is simply a hope and dream to become more than you were born as, to give back to the world that gave life to you, and exalt all things as you yourself are exalted. Cultivation is a rite which fills the world with more than is taken from it; cultivators constantly generate energy that feeds back into Reality, healing and nourishing it with every breath and step. Thus Cultivators sometimes known as Saints, whose mere presence make lands more fertile, kingdoms more prosperous, and so on.

But Cultivation is not an easy art to practice; it is one which demands much of the practitioner. It demands time, effort, self reflection, and immense will. Some styles and techniques of cultivation must draw in the resources of the world to spark greater heights of power; some styles will demand sheer agony in order to move forward just a single inch. Each and every style demands discipline if one wishes to reach the peak of their potential. Thus, though cultivation is generally no great secret, it is still quite rare for someone to progress very far in it.

You shall become a cultivator-perhaps for the power it offers, perhaps for the endless life, perhaps in search of something greater. There are countless styles of cultivation to choose from in all of Reality, more techniques than there are grains of sand on every beach in the universe. And perhaps it is time to add a few more grains of sand; below, you may make your own style of cultivation-building it from a number of building blocks. Or perhaps a gem in the sands has caught your eye; there shall also be pre-made cultivation techniques offered below.

Mind and Mystic Cultivation

Mystic Cultivation-or Magic Cultivation-is the art of harnessing and manipulating the Golden Power known as Mana, the essence of dreams. Forged from the sparking of sapient thought, from inspiration and dreaming, Mana is the energy which twists the world to fit the imagination of the Mystic. It is the most versatile power that a cultivator may wield, but comes with a cost; it is universally the slowest of all cultivation types to develop, and its powers are fundamentally subordinate to Ki and Elemental Essence. Given an equal amount of Magic and any other Golden Power, the Magic will be shattered.

But, even with these issues, Magic remains one of the most potent forms of cultivation one can wield. Its sheer versatility cannot be understated, allowing even barely initiated Mortals to twist and bend the laws of reality to fit their fantasies with the proper technique, and to battle a well prepared Mystic without being multiple Stages above them is generally considered to be suicide. Yours is not the power to bring forth a lance of limitless power from your hands, or be cut down a thousand times to get up once again. Yours is a power built in secret, developed slowly, but once unleashed brings forth everything you have ever desired.

Every form of Magic is, in essence, an expression of its cultivator's own Mind-their fantasies and nightmares made manifest. What fantasies shall you bring forth?

Unique Magic Benefits and Demerits

200 TP / +100 TP - Legacy of Mudora | Blobbing Thoughts

This cultivation technique draws from ancient stories and histories, long forgotten to time. Perhaps it is not very in-depth in what it offers, but it offers a grand breadth of knowledge and experience; you will find it much easier to snap together spells and magics than other Mystic cultivators would, drawing from a rich history and lore-and your own thoughts are perhaps a little faster than another Mystic Cultivator's to match. You may also find you have some small talent for ancient languages-nothing great to boast about, but if you find ancient ruins in the desert you should be able to decode them if you have at least an inkling of what you're looking at.

OR

Magic is the slow and steady accumulation of knowledge and experiences, fantasies and dreams for the sake of power...but is it really meant to be THIS slow? Something about your cultivation technique makes the creation and usage of spells a slow, plodding affair. Maybe it simply takes you that much time to plan out all the variables for a complex mathematical equation which is designed to convince reality that it is something else; maybe your spellcrafting is more along the lines of ACTUAL crafting and each spell must be slowly forged before it can be used. Generally this slowness is spread equally amongst the "creation" and "casting" factors, but you may freely choose how exactly it is distributed as fits for your cultivation method. One way or another though, it's almost certain that you're never going to be the fastest caster on the field.

200 TP / +100 TP - Poe's Triumph | Hungry Likelike

Is it not the right of a Mystic Cultivator to bend reality to their will? Why, then, should some spells require physical reagents-requiring you to admit the supremacy of reality over your fantasies. Rather than truly requiring physical reagents for various unique spells or abilities, you may simply create those reagents from your own magic-or put another way, you may simply pour more magic into your spells to make them happen even without the reagents. Still using physical tokens and real reagents would see your magic work far more efficiently, but when you have the power to bring dreams to life it is much simpler and easier to conjure up whatever you need for your spells-or rather, just cut out the middleman and throw power at the problem until it ceases to be a problem!

OR

There is power in symbology, power in harmonizing dreams and reality to create something that's more than the sum of its parts. Your cultivation technique implicitly acknowledges that power, and wholly embraces it; most of your higher-strength spells will be locked behind material or symbolic requirements, which you personally simply cannot get around by just conjuring whatever you need to fulfill these issues. While this has the benefit of making your magic slightly longer lasting and more potent in creating permanent effects, it also means that you will face great costs and difficulties in actually bringing your best spells and effects to bear. Magic is the art of fantasies; while investing some "reality" into them grants them power, is such costs truly worth it?

400 TP / +200 TP - Somaria's Stability | Bubbling Curses

A dream fades from the mind, like morning mist under the sun...but magic is much more than dreams. Your cultivation technique is unique, finding ways of linking or sticking mana upon mana, twisting and fusing your spells to make them just that much more "real" than another Mystic Cultivator's. Naturally this means that in a clash of spells, all variables being equal, your spells will always come out on top...but the true value of this comes when facing cultivators of other types. It might not be able to fully overcome the primacy of Ki and Elemental Essence, but your magic is that much more durable, that much longer lasting; anybody expecting to brush aside your fantasies will find that these are dreams that refuse to fade quietly.

OR

Magic is the power of fantasies made reality...but your cultivation technique is poor in making those fantasies reality. There are no two ways about it; following this technique, your magic will simply be feebler, weaker, shorter-lasting and more easily dispelled. It's not too debilitating-less than half a stage's difference when compared to other Mystic cultivators...but when faced with anyone else on the same stage, the difference is blindingly obvious as even your mightiest magics are brushed aside by another Mystic's general standbys. And facing other Golden Powers? Your magic might as well be fragile cobwebs-shattered the moment it comes into contact with Ki or Elemental Essence. If you want to overcome such a weakness it would take truly immense time to fold magic upon magic, prepare your spells specifically with your own weaknesses in mind. It's not impossible of course-but it would be difficult and costly, every single time.

400 TP / +200 TP - Flexible Maiamai | Obsession of the Wizzrobe

It is one thing to craft spells in the comfort of one's study, to slowly puzzle out and develop one's own fantasies. It's quite another thing to face another spellcaster's workings or the phenomena of the world, and make them your own. It will always be difficult working with magic not of one's own mind, but you find that your cultivation technique is a flexible thing-capable of fitting the molds of other magics a good deal more easily than others. This alone will not allow you to replicate the spellcasting of another Mystic Cultivator, but enough time and study of their magic and that is certain to change-and until then, merely finding the points of commonality and using them to improve your own spells is plenty useful...or finding the weak points in another's spellcasting.

OR

A Mystic Cultivator's best spells are the ones they've forged by hand, taking loving care to craft with heart and soul. Of course, for most mages that doesn't mean that they make EVERY one of their spells-most learn many spells that have been developed by other Mystics over the ages, cantrips, tricks, or even grand effects that inspire and shape new spells for their own usage. But your technique is rigid, unyielding; you cannot do the same. Your Magic is a true and pure expression of your Mind-only those spells that YOU personally and carefully handcraft are usable for you. Even the simplest of cantrips that others wield must be carefully redeveloped to fit with your own Magic, harnessing principles unique to your own Mind-and this rigidity means that each of your spells must have a focus, a purpose to it. They cannot be grand solutions to every problem; each spell you create is a key to a specific lock, a work of art that will only fit the few situations it is crafted to solve. Scaling spells up or down simply isn't possible for you; you shall develop and redevelop your spells for each new need, slowly and steadily.

600 TP / +300 TP - The Blood of Ezlo | Nightmare Facade

It is one thing to wield the power of Magic to one's will, to twist and change the world to fit your visions. But what about when that energy runs out, when all you have left is just you? Your cultivation technique is special-it takes this into account and prepares you accordingly. Some quality of your magic infuses into your very flesh and form; perhaps as you delve deeper into dream logic, your own body begins to act like that of a cartoon. Perhaps echoes of your own existence layer upon yourself over and over, multiplying your strengths and durability far beyond what it should be. Whatever the case, your cultivation technique provides you with certain passive abilities and skills which are born from your Magic, but utterly independent of it. While your magic will always be a superior option, these give you some much-needed reliable holdouts when the magic runs out. And as your magic has improved you before, so can it again; you'll find that your own spells tend to be a great deal more powerful and impacting on your own existence than others when you seek to improve yourself.

OR

It can only be called a curse, built into your very cultivation method. While many spells have weaknesses or difficulties, yours are both especially evident and potent; your spells will almost always have clear and obvious weak points that even a novice could target, flaws in their structure that when struck will undo the whole thing at once. Nothing can truly cover up these flaws forever-every attempt will simply add another breakable layer to a defense designed to fail in the first place. Even your own magic seems to be set against you at times; should you not account for every single aspect of your spells, your spells will have unintended side effects or even begin to turn on you; seek to see through another's eyes, and they will see through yours in turn. Form a shield around yourself, only for it to paralyze you while you are being shielded. And of course those pesky weaknesses will keep cropping up unless you take great time and immense effort to prevent them from cropping up in the first place. For others, Magic is the essence of fantasies...but without the greatest care, your magic brings you only nightmares.

600 TP / +300 TP TP - Byrna's Will | Blind Madness

It's one thing to twist the world, but one must remain careful that they themselves are not twisted in turn-for Magic is the power of fantasies, and fantasies can all too easily turn to madness if not carefully controlled. Your cultivation technique is a truly refined one, protecting its user from such dangers by its very nature. Perhaps it forces you to confront your inner demons, or perfectly memorize every single event in your life. Whatever the case, your cultivation itself inoculates your mind against degradation or hostile manipulations-eventually leading to the development of what is often considered to be "psychic" abilities with how far the strength of your mind may grow. Magic is an expression of the Mind, after all, and thus being able to use the sheer potency of one's Mind to affect and twist the world is perfectly natural...that said, such expressions are truly exhausting without a consummately powerful Mind. Take heed that your will remains strong, and perhaps your Magic and your thoughts may one day be one and the same.

OR

When wielding Magic, it is important to keep a strong sense of what is real and what is not-what is fantasy and what is reality. While it might be tempting to lose oneself in fantasies, it will only see one drown in them and be lost to their own Magic if allowed to run free. But in seeking greater power, your cultivation technique does away with all precautions; your Magic greatly blurs the lines between fantasy and reality...in your own perceptions. As you practice you must take great care, for wielding Magic through this technique will begin to blur your perceptions of dreams and reality. Simple cantrips are fine, a few small spells effortless, but the more Magic you wield at once the weaker your grip on reality shall become-perhaps something akin to getting drunk, or high. Only with Magic involved, there will be far more dire consequences. For the most part, should you allow your Magic to rest for a time these effects will fade...but should you lose yourself in such a state of madness too much or for too long, you will find the effects of it seeping into your daily life more and more, the grip of Magic-induced madness growing stronger and more reluctant to leave. Continue down this path and you may lose yourself forever to the madness.

Body and Ki Cultivation

Ki Cultivation-or Body Cultivation-is the art of harnessing and manipulating the Golden Power known as Ki, the essence of life and form. Ki is a unique and strange power, born both from the cycle of the natural world...as well as the structure and rigidity of the artificial; metal bodies are still Bodies, and in the eyes of Farore and Ki they are still a form of Life. From the sparking of nerves in a wild animal to the sparking of circuits in a machine, the flow and movement of life generates energy, and this energy born from the flow of life is Ki.

The power of Ki is ultimately a simple one: it takes what life already does, and magnifies it. A punch filled with Ki punches harder, a blow blocked with Ki is blocked better; a thought filled with Ki flows faster, a machine filled with Ki works better. But this is not the only thing Ki can do. While a bird might fly faster with Ki, a man may in turn fill themselves with Ki and take to the skies like a bird. A machine may break down, but with the vitality of Ki it will heal and recover as an organic creature might. Ki is the force of Life, and in manipulating Life all manner of things become possible-and the further one walks the road of Life, the further one's Ki shall grow.

Your body thrums with Life, just waiting to be given form and unleashed. What form shall that life take?

Unique Ki Benefits and Demerits

200 TP / +100 TP - Helmaroc's Plumage | Gibdo Bearing

When one thinks of cultivators, their sheer power and immortality is usually only the second thing that comes to mind. For many people, one of the very first things that springs to mind is the ethereal beauty and grace of cultivators of all types-and few embody this beauty as you do. While all cultivators undergo some amount of refinement of their appearance as they cultivate, your technique is especially suited for modifying and enhancing your body to fit your own ideal of beauty. Whether it is a sculpted and intimidating form, a soft and gentle embrace, or anything in-between, the flow of Ki shall slowly see to it that your form is remade into your own personal vision of beauty.

OR

When one thinks of cultivators, their sheer power and immortality is usually only the second thing that comes to mind. Unfortunately, you will have to settle for it being the first thing-for unlike many cultivators, your cultivation technique is exceedingly poor in actually improving the aesthetics of your body. Your cultivation technique is one which scars or disfigures you in some way-not in a way that actually reduces your movement or capabilities, but these disfigurements will be extremely unpleasant to bear witness to. Should you wish for others to look past this it might be best to wrap oneself up in clothing or bandages to hide it away if possible, drawing attention only to the power of your technique rather than its effects on your person. It is still possible to refine and improve one's appearance with other beautifying techniques, artifacts, potions or the like...but your cultivation technique itself will not be helpful in this endeavor, reducing-though not eliminating-the effectiveness of such methods.

200 TP / +100 TP - Saria's Embrace | Burning Keese

All Ki Cultivation is painful-for twisting and reforging one's own body with the overwhelming essence of Life itself cannot be anything save painful. Yet in the crucible of your own life essence, the flames you are made to endure are...gentler, than many others would. Your cultivation technique is unique in its gentle touch; though it is still painful, it would be closer to the pain of a long and hard workout rather than the shattering of flesh and bones that others would be made to endure. Cultivation need not be agony for the sake of it after all. This comes with both benefits and downsides; a gentler transformation such as yours means you may push your cultivation longer and farther than your peers without suffering anywhere near as much. That said, you will not face the same pain as others, not find your will and resolve tested by your transformation. Take care that the gentle embrace of your cultivation does not suffocate you when you face greater trials.

OR

All Ki cultivation is painful-the twisting and reforging of one's body into a greater form cannot be anything else. But where some Ki cultivation techniques take this pain slowly, your technique embraces it as it throws you into the crucible of agony. Practicing and developing your Ki cultivation through this technique will be the most excruciating agony, much worse than average; if an average Ki cultivator's technique inflicts pain as if breaking bones, yours will see your bones liquifying and blood turn to acid. This will not affect your actual usage of Ki as you wield it in battle or for personal reasons-only when you seek to progress and push your cultivation to further heights will the agony of your technique return. While a great trial, this can also be considered a boon; the strength of a Ki cultivator's will is often directly proportional to the amount of pain they must endure to progress their technique. If you can endure this trial, there will be few things that can contest the might of your will.

400 TP / +200 TP - Magic Band of [Attribute] | Skulltula's Back

Something about your cultivation technique enhances one specific attribute of your body, of your existence. Perhaps you find yourself stronger than your peers are on the same stage of cultivation; perhaps you find your body growing tougher and more enduring. Perhaps you find that the world slows down more and more as you grow stronger, until you speed through life in a flash. Perhaps your vitality recovers at astonishing rates, wounds closing far faster than other cultivators. So many countless possibilities-ultimately, the result is the same. One part of you, one attribute or natural bodily ability, is simply GREATER on the same stage as anyone else's-acting as at least half a stage or so above what your cultivation base suggests it should be. Perhaps even further, if you're willing to put the time and training in to refine this aspect of yours.

OR

Not all Body Cultivation techniques are made equal, that's a simple fact. Some techniques are supremely powerful in one area, only to neglect another. Some are more esoteric that focus more on Ki cultivation than on developing one's body. Whatever your cultivation technique is, one thing is certain: it neglects something about your development. Perhaps for the sake of pushing you further in another direction, your cultivation technique intentionally allows one of your body's attributes to fall behind average Ki cultivators-approximately half a step behind, or thereabouts. It's not an insurmountable difference if you know of it and cover for its weakness-in fact, certain styles even take advantage of such things. Such as the Bloody Fist Style, which intentionally allows the durability of the user to lag behind in order to spray blood out of the body...from which countless fists may emerge from each droplet, striking at whoever had the temerity to harm the practitioner. That said, one must still be careful in handling such weaknesses.

400 TP / +200 TP - Life Tree Constitution | Dead Hand's Grasp

Carrying forth a legacy from the First Reality, one of the very first trees ever created was known as the Life Tree-a tree of immense vitality whose fruits could cure any illness or ailing, even aging. In the modern Reality the Golden Goddesses have only created these trees rarely, but your cultivation technique has studied the essence of these rare examples and distilled it into your own technique. Your Ki is vital, brimming with life beyond life; merely allowing your Ki to naturally flow through your body would see you healing far faster than any save dedicated regenerative techniques, and sharing your Ki with others shares this phenomenal healing property. Perhaps alone it is not enough to cure aging or every illness in the world, but with time and training you shall find your Ki's affinity for healing and repair to grow without limit. As an interesting though somewhat minor bonus; though it is known that Ki cultivators tend to live twice as long as any other cultivator before Immortality-when all cultivator's lifespans become infinite, and thus equal-your own lifespan is a thing to behold; twice the length of an ordinary Ki cultivator's, and thus four times that of a normal cultivator's.

OR

Ki is the essence of Life, the movement and vitality of all things that have a Body. But under the ministrations of this technique, your Ki becomes...sickly, or perhaps toxic. The living dead could be called a form of Life, even if they are not truly alive-your Ki has much in common with those strange creatures who have passed yet refuse to stop moving. It is a toxic thing, poisonous and caustic to both yourself and others; this lends your Ki to destructive techniques quite well, but inflicts issues upon you in turn. Other Ki cultivators may swiftly heal what will take you days to heal from, and where most enjoy a lifespan twice the length of an average cultivator as their reward for practicing a style of cultivation which embraces Life itself, your Ki grinds away at your own lifespan and reduces it by half...making it equal to the average cultivator. Perhaps not a great imposition when one considers that all life spans become equal in Immortality, or that an average cultivator's lifespan is still many times that of an average Mortal's. Still, feeling the poisonous flow of Life through your veins at all times shall be its own trial.

600 TP / +300 TP - Great Tree's Embrace | Hungry Bellum Method

It is said that the first Great Trees were born from the pure Ki of Farore, Goddess of Life and Courage. Whether or not such a thing is true, your cultivation technique carries a legacy held primarily by those ancient sages-perhaps they had a hand in crafting it? Ki is a coursing river of life, difficult to control and direct...but for you, it is a gentle stream that bends and twists to your will. Bending so easily to your will means you waste far less with every technique, increasing endurance and improving the potency of your manifold skills...but more than this is the innate connection to the world your Ki may forge. All Saint Cultivators bring great benefits to the land where they walk, but your presence is truly a healing well for the world; if you let it, your Ki will naturally flow forth and heal blighted crops, withered forests, and more. And in turn the world shall feed back to you-bringing forth treasures, the aid of natural beasts, inspiration in the movements of life. Few can claim to be sages of life...perhaps you shall join their number.

OR

Nature is not a kind thing; the wild is not a gentle place. Hunt, kill, struggle to survive-this is the order of that which has yet to transcend the cycle of life and death. Your cultivation technique is a primal, wild thing which wholly embraces the cycle of life and death; rather than slow and peaceful cultivation which taps into the essence of Life, yours is a wild and feral technique that urges you to hunt and kill to thrive. Your Ki rages through your body like a wild animal, all but uncontrollable unless you give into your primal instincts-but more than that, it only grows in the rigors of the wild. Only when you fight with your life on the line, when you seek out the madness of the jungle and the strife of the natural cycle of life and death, do you feel your Ki or cultivation grow further. In some ways, for some kinds of cultivators, this makes for a much faster and profound kind of cultivation technique. But it is not a technique that will allow you to find peace or transcend the world. All that you are, you give to the wild.

600 TP / +300 TP - Fairy's Blessing | Blight of The Gohma

Your cultivation technique is an aberration, something truly strange and unique in the fundamental methodology which it manipulates Ki with. Perhaps the working of a True Deity exploring the reaches of what is even possible with Ki Manipulation, perhaps the workings of some Great Fairy, perhaps something even stranger...your Ki, one way or another, has an innate affinity for connecting to the Mind and Soul. Life infuses these things to be sure, but Ki is the Power of the Body and should thus not normally cross over in this way...and yet somehow, your cultivation technique has allowed you to bridge this gap-at least a little. Your own Mind and Soul can influence your Ki, and vice versa; this grants you far greater defense against mental and spiritual attacks than just about any other Ki cultivator possesses. Not immunity, but such resistance is still leagues greater than any Ki cultivator is expected to have. And with this strange connection between Mind, Body, and Soul, you may find truly unique and transformative Ki techniques lay in your future-perhaps forging a Soul of pure Ki, or hosting your Mind in your very life essence?

OR

To be a Ki Cultivator is to come into contact with Life, to merge one's own being with the essence and flow of Life within and around them. There is much power in harnessing Ki-not just one's own, but the Ki of the world. Your cultivation technique tries to take advantage of this power, offering some small affinity for exploring the Ki of the world around you...but it opens you up to great weakness in turn. Your Ki is vulnerable to the ambient fluctuations of Ki in the environment, shifting and changing as the world shifts and changes. This is generally not very extreme; during hot seasons your body will be more active, cold seasons will see you more sedentary. In gentle forests you will feel deeply at home, and in bustling cities you will feel somewhat jittery from the constant movement and energy. But when there is great chaos in the world, you will be greatly affected; when sickness sweeps through the forest, sickness sweeps through you as well leaving you sickly and weak. When destruction reigns across the city you will feel your own body aching and bleeding as well. The worse the chaos, the greater the effects on your own body. Perhaps this may be useful in certain ways, but you will suffer greatly until you learn to accommodate your sensitivity to the world's Ki.

Soul and Elemental Cultivation

Elemental Cultivation-or Spiritual Cultivation-is the art of harnessing and manipulating the Golden Power known as Elemental Essence-the unique flows of power which form the Axioms of reality, and in turn form the fundamental laws and principles of stable universes. There exist eight Elemental Essences, divided into three groups. The first four are known as the Philosophical Elements, which compose the "physical world". Fire, the Element of Energy. Water, the Element of Fluidity. Earth, the Element of Mass. Air, the Element of Interaction. The second group is the Dynamic Elements, composed of Light-the Element of The Known-and Darkness, the Element of the Unknown. Lastly are the Elemental Firmaments, composed of Space-the Element of Dimensions-and Time, the Element of Causality.

While manipulation of their namesake comes most naturally for these Elemental Essences, do not be fooled; they are complex and vastly more encompassing than their names suggest. A wielder of Fire may simply conjure fire freely, or draw the kinetic energy out of the air to create ice. Or perhaps split apart atoms to create nuclear blasts, or unleash blasts of electricity. Earth governs mass-and while you may lift a mountain with it, you may also learn to twist space via gravitic anomalies, form unique particles and elements, create impossible and strange structures. The Elements govern vast portions of Reality, and thus your only limits in wielding them is the breadth of Reality itself-or perhaps you shall break even those limits?

The world itself offers you power, granting endless might through its laws and functioning. What shall you do with that power?

Unique Element Benefits and Demerits

200 TP / +100 TP - Medallion of [Element] | Chuchu's Poison

It's a rare Elemental Cultivation technique which harnesses more than a single Elemental Essence at a time-not only does the cost of accruing so much Elemental Essence make it difficult to cultivate more than one at a time, but balancing multiple Elements within one's soul grows exponentially more difficult the more elements are in there and the greater one rises in cultivation. Yet, yours is a unique cultivation technique; you can wield more than a single Element. Each time you purchase this option, you may add a single Element to the pool of Elements you may wield. You may purchase this up to seven times, to wield all eight Elemental Essences. Take care that the weight of the world does not crush your soul. As a final note, you may not purchase or wield Elements that you have a specific weakness to.

OR

Most Elemental Cultivation techniques are strictly limited to handling a singular Elemental Essence; perhaps fifty percent of all Elemental Cultivation techniques are focused on just one Element. It's rarer to handle two, but not exactly uncommon; perhaps forty percent of all Elemental Cultivation techniques handle two Elements. The last ten percent, the truly rare techniques, handle more than two Elements at a time. But, it is quite common amongst ALL Elemental Cultivation techniques that one Elemental Essence in particular is uniquely disruptive to their own cultivation base. Whether you wield a single element or multiple, your cultivation technique is one of those overwhelming majority that has an Elemental Weakness. Choose a single Element; this Element is uniquely disruptive to your powers, countering and even nullifying your expressions of Elemental Essence. It won't instantly lead to your destruction if it hits you, but it will be much more impacting than usual-as if being struck with force a full stage higher than it should be. You may take this option multiple times for multiple Elemental weaknesses, up to seven times to be weak to every single Element save the one you wield. You may not have an Elemental weakness to an Element that your cultivation technique is designed to wield.

200 TP / +100 TP - Clever Beetle | Rupee Wraith's Revenge

Of the three types of cultivation, Elemental Cultivation is by far the most costly-it forces its user to seek out treasures and sources of Elemental Essence to draw in, cycle through their soul, and exalt themselves. Natural wellsprings of Elemental Essence or simply drawing the ambient energies of nature into oneself can only go so far before one must actively seek out more distilled sources of Essence to continue to progress...but, they go a lot farther for you. Your cultivation technique is a truly efficient one, refined to an incredible degree all for the sake of using as little Elemental Essence as possible to progress as far as possible. To reach the same stage of development requires perhaps half the Essence for you that it would require for others, allowing you to both progress much faster and much farther on far less. It isn't something that improves the potency of your abilities-you still need to spend your Elemental Essence the same as others when releasing it to reshape the world. But in reshaping your own soul, your technique effectively cuts the price.

OR

Developing one's cultivation in general is never an easy process-for Mystic cultivators it requires immense time and study, for Ki cultivators great pain and effort. Elemental cultivators do not suffer nearly as much as Ki cultivators nor do they spend as much time in study and development as Mystic cultivators, but they pay a far greater price than either...quite literally. Elemental Cultivator harnesses the overflowing Elemental resources of the world, the special and unique manifestations of Elemental Essence that occur only rarely in Mortal Worlds and are thus of immense value even before factoring in cultivation. You will learn to become very, very familiar with the metrics of value for sources of Elemental Essence, for your Elemental Cultivation technique is a particularly inefficient one. You generally find you have to absorb twice the amount of Elemental Essence to progress at the same rate as another Elemental cultivator. Your expressions of energy are still just as powerful as any other Elemental cultivator-it merely costs far more to advance than it would cost with a superior technique.

400 TP / +200 TP - Twilit Secrets | Atmos Approach

It's one thing to harness Elemental Fire and conjure forth grand rivers of flame, harness Earth and shatter mountains under your fists, part the oceans with Water and summon grand storms with Air. It's quite another thing to twist Fire so that the principles of Fire that resides in kinetic energy stops, freezing the air; harness the principles of Earth to compress the weight of a mountain onto the tip of one's finger as they strike; wield Water to liquify metal or stone and reshape it to one's will; wield Air to pass through solid matter as a ghost or create unbreakable shields. The potential of the Elements is limitless if you are willing to explore them, and your cultivation technique opens up options for you to explore the depth of that potential. Where others may only think about grand gouts of flame, with a careful and gentle hand you shall wield the hearts of stars.

OR

Ultimately the Elements are expressions of the Axioms, the laws that underlie the structure of physical reality. Not as fundamental as the principles of Body, Mind, and Soul that the Golden Goddesses emanate and support, but still immensely powerful principles which govern all kinds of phenomena. To wield Elemental Essence isn't merely to wield Fire, but to control the fundamental principles of energy and force which underlies the pale shadow that the physical world is to the fundamental truths...but none of that really matters, does it? Your cultivation technique is a simple, straightforward thing. Fire is fire. Water is water. Earth is earth. Air is air. Your cultivation technique treats these elements as being exactly what they say on the tin-nothing more and nothing less. Trying to do some strange manipulation of turning matter inside out by twisting Earth Essence would just make your head hurt; it's so much easier to use that Earth Essence and just chuck a mountain at someone. It's not impossible for you to develop the esoteric principles of Elemental manipulation per say, but it is so difficult that it would be like a mortal trying to dig through a mountain on their own with nothing but a pickaxe. Not impossible, it's happened before. But unbelievably difficult, and immensely time consuming compared to your normal cultivation practices. Better to just stick with the simple and straightforward methods, right?

400 TP / +200 TP - Red Lion's Roar | Withering Wallmaster

It's not considered often by the average Elemental cultivator, but this type of cultivation is also known as Spiritual cultivation-the cultivation and development of the Soul itself. But this has not gone forgotten by your own technique. Your cultivation technique is one which teaches its user to harness pure spiritual energy, untainted by the Elements, to pressure and twist the world. Slamming down your enemies with the sheer weight of your soul, empowering your strikes by the resolve and density of your Spirit behind them, twisting your Soul to mimic the Elements...it's an exhausting and dangerous measure for most Elemental Cultivators, as you are using the vital energies of your very Soul for these feats, rather than the much more expendable Elemental Essence you gather up. But in mastering these techniques you will have vastly greater control over your own Elemental Energies, and a whole host of new options to wield beside.

OR

It is important to keep in mind that the accumulation of Elemental Essence is fundamentally not the true goal of Elemental cultivation. It is powerful and grants incredible abilities, but the truth of Elemental Cultivation is in cultivating and developing one's Soul-feeding it Elemental Essence is simply the easiest and most effective method of strengthening one's soul. And yet...your cultivation technique is one that seems to have forgotten this. When you draw in Elemental Essence it is sequestered away deep within your soul, difficult to manipulate or even harness in any way. Merely using the Elemental Essence you gather to progress your cultivation is somewhat difficult-actually expressing it in the real world is fighting against your technique's natural tendencies. And it shows; your hold on Elemental Essence when it's outside of your body or soul is tenuous and weak, easily disrupted or outright supplanted by other Elemental cultivators. Perhaps it's best you learn to harness internal methods of wielding Elemental Essence that affect only your own existence, rather than manifesting grand expressions as most Elemental cultivators do?

600 TP / +300 TP - Great Elemental Sage | Chilling Dharkstare

It is one thing for an Elemental Cultivator to feed their soul with Elemental Essence and steadily develop from it. It is quite another to take Elemental Essence and make it a fundamental part of one's soul, to make Fire, Earth, Light, Time, or so on an inseparable aspect of one's Soul. Your technique is one of those which does the latter; in time it shall fuse you so deeply with your chosen Element that you shall, at least in part, become a living expression of it. Beyond merely increasing your affinity for your Element, this also opens up certain...diplomatic options for you. The Elementals that live in the bowels of the Earth, the roars of the Fire, the depths of the Sea; they recognize you as one of their own. More than that; your Essence is pure, cultivated-you stand as Royalty amongst Elementals. For those Elementals of the Element you wield that are equal or weaker to you, you shall have dominion of them. Merely call them up and they shall obey you, for you are their liege. For those greater to you, they shall treat you with respect and gentleness-for though lesser, you are still Royalty amongst them. That said, you are not the only royal Elemental in existence-countless Cultivators have walked this path as well. Obedience is easily commanded; true allegiance is hard-earned.

OR

In becoming an Elemental Cultivator, the user makes their own soul rather similar to that of an Elemental. The sheer Elemental energy that courses through them grants immense power, and in some specific cases allows cultivators to communicate with and even command Elementals as if they were the same species. Your cultivation technique, unfortunately, goes a few steps further and makes you indistinguishable from a Raging Elemental to the sight of other Elementals. Your Elemental Essence is chaotic and wrathful-unstable, and difficult to force into long lasting constructs. But worse is that on sight other Elementals will treat you as an enemy, something that cannot reason and will only seek to rage out of control. It's still possible to subjugate Elementals and force them to do your bidding by force, but none will ever willingly bend the knee to you.

600 TP / +300 TP - Song of Seasons and Ages | Odolwa's Cacophony

Elemental Essence impregnates every fiber of Reality-it is the oft-unseen and unfelt foundation which allows for the functionality of physical laws and other such things. That which Elemental Cultivators harness to progress is that Elemental Essence which has fallen out of alignment with the Axioms; by drawing it into themselves, they more perfectly align the flows of Elemental Essence in the world and empower themselves as well. But, it is also possible to manipulate the more fundamental Elemental Essence of the world-that which lies hidden within the functioning of Reality. Your cultivation technique teaches special principles of interaction, of resonance and harmonization. By moving your Elemental Essence in tune with the Axioms of the world, you may move those Axioms for your benefit-at least, just a little bit. In practice, you may effectively wield massively more power than you ought to-expending only trace amounts of Elemental Essence to twist the world in truly incredible ways as the natural Essence of the world does the heavy-lifting for you. This effect is much more pronounced where Elemental Essence is powerful; in Magical or Living realms where Magic and Ki rule, it will be much weaker. Attuning to the Axioms of the world is a slow and difficult process even with specific techniques to do so, and even in absolute attunement you may only make them shift so much with a given amount of Essence. Despite these limitations, these techniques are incomparably precious for Elemental Cultivators.

OR

There is a natural flow and cycle to the Elemental Essence that exists within every single world, invisible to most Elemental cultivators as it functions perfectly within the directions of the Elemental Axioms which govern reality. Harnessing this flow is one of the most advanced techniques Elemental cultivators can attain, allowing them to wield massively powerful Elemental effects for incredibly minor costs. But your cultivation technique has entirely disregarded these natural flows, outright setting you against them. Oh, you will still be capable of perceiving the natural flow of Essence through Reality...because your every expression seems to fight against it. Every single technique you wield through this cultivation method is fighting against the natural principles which Elemental Essence operates by, forcing you to use immensely more Elemental Essence than any other Elemental cultivator merely to get the same results. Should you not do so then your Elemental abilities will seem immensely weaker than normal. In time, through studying your own resistance to the laws of the world, you may be able to mitigate this issue...but unless you begin to practice a new Elemental technique, it will never fully go away.

General Benefits and Demerits

-/+ 0 TP - Wretched Breath of Demise & Curse of Hatred

It should have been obvious earlier...what you wield is not a Saint Cultivation art. No...you walk the path of a Demon, a path decried and loathed since the Second Reality. The Demon Arts have naturally advanced as the Saint Arts have, and your cultivation technique is a clever one; it hides itself from the Heavenly Laws, pretending to be a Saint Art to avoid Grand Karmic Tribulation. To many, you will appear no different than any other cultivator for the most part...until you unsheath the blackened claws you have cultivated within you. Instead of Magic, Ki, or Elemental Essence, you wield the Void mimicking one of these powers. In most ways it acts much the same, but when faced with another cultivator's Absolution Resistance it shall cut right through it as if it doesn't exist-allowing you to slay even powerful cultivators several stages higher than you if you are extremely careful. Your Void draws in the power of the Heavenly Laws and consumes them, hiding you from the Tribulations that other cultivators must face and surpass to continue their cultivation. In turn, your cultivation cannot progress the same way that a Saint Cultivator's can. Instead of developing and exalting the world...you must seek to degrade and destroy it. You shall tear at the Minds of others to advance your Magic, end lives and drain them of their Ki to advance your Ki, tear at the natural world and destroy it to advance your Elemental Essence. This allows you to advance much, much more swiftly than Saint Cultivators, but comes with great costs-the Heavenly Laws will not ignore you forever. Though the Void can consume Karma just as much as any other thing that Exists, when you consume your Karma to hide from the consequences of your actions they shall unleash the Grand Karmic Tribulation to strike you down. Yours is a blight upon existence, and the only path of advancement is to further that blight until existence itself has fallen. And even then, you shall face unique tribulations that Saint Cultivators would never need fear.

AND

To become a Demon Cultivator is the grandest of sins; it is to willingly betray all that you have ever known and seek to unmake Existence with your every breath and action. Such a thing grants great power in the short term, but comes with truly terrible costs. Some are simple; you cannot benefit from the power of Heart Containers or other such artifacts, which reinforce the Existence of cultivators. The touch of true Nothingness that lies outside of Reality shall dissolve you instantly-even faster than the weakest Mortal. Forever shall you hear whispers in your ear, temptations and hungering which seeks to destroy all things-the voice of Primordial Demon Demise, seeking to twist you into its puppet in order to better destroy Reality. Others are much more profound. As you approach Divinity-or the blackened, demonic equivalent of it-you will find that you shall be incapable of forming a Divine Signet. The Heavenly Laws are closed to you, and your Karma is too infested with Void to forge into a Signet of anything but Nonexistence itself. This leaves you weaker, perhaps by half a stage, than other Lesser Deities. It only grows more profound upon becoming a True Deity; you cannot attain a Divine Name, for no Divine name save DEMISE shall answer you from the depths of the Nothingness. And accepting that name means subordinating all that you are to the Primordial Demon Demise, becoming its puppet in every way. Again this leaves you weaker by approximately half a stage-a full stage weaker than other True Deities, now. And of course, no Principle shall ever answer your calls-there is naught for you but Nonexistence, after all. Greater Deity-hood is closed to you. At least, the natural path for it.

Perhaps you may find a way to commune with the Nothingness without being consumed. Perhaps you can find an Existence to become antithetical to-an Anti-Principle, if you will. Perhaps you can shed the last remnants of Existence that you cling to and become a Primordial Demon, flesh formed from Nonexistence and will be reborn endlessly from unreality. A literal impossibility, something that cannot be done-and thus can only be done by something that does not Exist. Only one Demonic Cultivator has ever managed to do so: Majora, who consumes all Demonic Cultivators and Demons who attempt to wield his mask. That said, even in becoming a Primordial Demon you shall find yourself not be quite the equal to whatever you become the antithesis of; if you seek to destroy an Axiom, as Majora did, your powers would equal that of a True Deity rather than the Principle powers of a Greater Deity the Axiom you seek to destroy wields. If you seek to destroy a multiverse, a newborn Reality, you shall find that you will equal a Greater Deity-perhaps even the Golden Goddesses in their individual forms...but not in Unity, not the full strength of a Reality condensed into its ruler. But does such a thing truly matter, when every single time they end you you shall simply rise again from Nothing to continue your war?

-/+ 100 TP - Gold Rupee Amongst Green | Stal'd Cultivation

Something about your cultivation technique just...clicks, with you. It comes easily, almost instinctively for you-as if it was crafted just for you. You advance half again as fast as another cultivator might, even wielding the exact same technique-simply because this technique just clicks with YOU. This isn't a matter of you being better at cultivation, or the technique itself being better-instead, it's just naturally attuned to you in particular. This option also allows you to customize the aesthetics of your technique to fit your own personal aesthetic; it clicks with you on every level, even your own appearance and preferences for how it would manifest!

OR

It's absolutely true that there is no such thing as a perfect cultivation technique; even the most exalted of cultivation techniques in existence will have those who are incapable of practicing them, or have issues in progressing. It's simply a matter of compatibility in the end; even the greatest of cultivation techniques shall be hampered if the one practicing them has poor compatibility with the technique at hand. And your compatibility with this particular technique is poor indeed; it comes slowly, every single inch of progress hard fought at great effort. You have to put in twice the effort merely to get the same results as anybody else-through no fault of your own, it must be said. This isn't necessarily a flaw in your technique, or in your own methods of practicing it. Just poor compatibility, in the end.

-/+ 100 TP - Skyloft Standard | Deku Style

Some techniques are just more flexible than other techniques, capable of being stretched or twisted far more than you'd think while still being mostly functional. Your cultivation technique is a particularly flexible one; should you have come across other cultivation techniques in the past-or even in the future-you may integrate these other techniques into your own to grant them all the benefits, qualities, and aesthetics of this technique. Assuming they are of the same general type as the technique you are buying. As a general rule of thumb, techniques which primarily strengthen and cultivate the body are Body techniques, techniques which gather energy in one's center and express this energy for various purposes are Elemental techniques, and techniques which harness mental, psychic, or magical powers are Mind techniques.

OR

Some cultivation styles are extremely esoteric-barely more than modes of thought or specific ways of living that nevertheless grant immense power to their users. Such styles are also extremely flexible by their nature, allowing one to incorporate all sorts of techniques or modifications to them without losing the core cultivation style. Other styles are incredibly stringent, regulating everything from martial stances to one's appearance all for the sake of achieving a very specific development in one's cultivation. Your style happens to be one of the latter; it is an incredibly restrictive style, forcing you to practice and develop it along incredibly rigid lines that allow for extremely little flexibility in aesthetics or even practice. This likely wouldn't be such a burden if the aesthetics and demands of this technique weren't extremely unpleasant for you in particular. Perhaps the technique demands an incredibly stringent diet, or outfit. Perhaps the technique demands that you meditate in an incredibly uncomfortable position for several hours a day. normally it might be a simple matter to switch to another style of cultivation, but this technique is particularly clingy on a metaphysical level; it will take at least a few years of dedicated effort to truly switch over from it, and until you have done so it will continue to enforce its strictures if you wish to maintain your own cultivation-granted powers.

-/+ 100 TP - Simple Sheikah Slate | Eyegore Bound

Some say that the more complex, the more far-reaching, a given cultivation style is, the more powerful it shall naturally be. Some say the opposite-the more defined, distilled a given cultivation style is, the more powerful its true capabilities. Which side of that argument is correct ultimately doesn't matter as cultivation is cultivation either way and depends on one's own efforts to progress and gain power...but your cultivation style does tend towards the side of simplicity. Your cultivation technique is a very intuitive one-perhaps not "simple", but easily learned and understood. This makes progressing through various stages easier, though not faster...but also makes it quite easy to teach this cultivation style to others if you so wish. So long as they at least possess the capacity to develop the required Golden Power, this technique can be spread quite easily to whoever you choose to pass it on to.

OR

There is beauty in simplicity, and power in distillation; to convey truths of grand profoundness with just a few simple words and actions is perhaps the height of ability. Yet there are some things that simply cannot be conveyed simply-truths far too profound to distill into just a few simple markings, laws too complex to explain with just a few words. Your cultivation technique is a fiendishly complex thing, perhaps born from truths that are simply too grand to explain with simple actions...or perhaps poorly optimized and made more complex than it truly needs to be. Regardless, your cultivation technique in its entirety is bound in an artifact of some kind-perhaps an artifact you already possess ownership of, or some minor information storage artifact such as a jade tablet or the like. It is difficult to comprehend the technique's higher levels without completing the lower levels first, thus you must protect and keep this artifact with you at all times if you wish to continue progressing your cultivation stage by stage. As for teaching this technique? That will be a near-impossibility until you have completely exhausted its reaches at the peak of cultivation, and can rewrite it for yourself.

-/+ 200 TP - Blessing of Heart | Wilting Boe

There are countless cultivation techniques throughout Reality-more techniques than there are grains of sand on every beach in the universe. Not all of those techniques are particularly unique though-in fact, most of them tend to share many many commonalities. But even amongst all those countless techniques, you have attained something special. Your technique is uniquely potent, your energies flowing and power swelling far more than other cultivators of the same rank. It is simply of a higher quality, a more perfect technique that allows you to wield power approximately half a stage higher than you normally should. A half stage may not sound like very much in the grand scheme of things, but when a single stage is the difference between being able to shatter a single mountain in one strike and doing the same to an entire continent? A half stage may be just what you need to even the odds in a pinch.

OR

It obviously can't be said that all cultivation techniques are created equal; some are born from mortal means and understandings, some from Divine comprehensions and powers, and everything in between. And unfortunately, your cultivation technique was born from one of those lesser sources; it still holds the power to reach the apex of Reality if wholeheartedly studied and practiced, but it simply does not cultivate the same degree of power within you as another style might. At the same cultivation stage as others you will always be approximately half a stage weaker-in both the energies you wield and the Absolution Resistance granted by your cultivation. It may not sound like much, but a half a stage is an immense gap to cross at times. It is possible to make up this gap-with Heart Containers, with secret techniques or natural talent, with unique circumstances or treasures...but it will be something you must keep in mind and continually compensate for as you practice your cultivation.

-/+ 200 TP - Master Ore | Iron Knuckled Down

What you hold is something incomparably precious amongst all of Reality, a diamond amongst the countless seas of sand that are other cultivation techniques. Your technique is one of the rare few, the secret gems in all of Existence that holds greater potential than any other. This potential will not manifest itself in the first stage of cultivation. Nor the second. Nor the third. Not the first Realm or the Second. It won't manifest itself for a long, long time...but when it finally does bloom, you shall be heralded as a god amongst gods. For this cultivation technique has the potential-just the potential, nothing more-to one day surpass the Golden Goddesses. It will not cultivate any faster than normal with this alone, and will grant you no more unusual techniques or abilities with only this potential. But once you reach the strength of Greater Deity, you will find that you may still continue to grow stronger with time and effort. It is up to you to nourish that potential and see it bloom until you attain power enough to forge your own Reality...but as long as you continue to seek it, the pinnacle shall be open for you.

OR

Just as important as power granted by one's technique is the potential it holds to push one to the apex of Reality-though to a lesser degree. It is the potential and birthright of all things to grow, to exalt and ascend to higher levels; even with a truly pathetic technique it should still be possible to achieve at Lesser Deity-hood...though the road will be long and difficult to attain. Your technique is one of those lesser techniques; its lack of potency won't show itself in the Mortal Realm, and will only begin to be seen in the Immortal Realm. Breaking out of the Immortal Realm will be incomparably difficult for you however, as your technique is simply shoddy-too unstable. It's still possible to become a Lesser Deity, but from there where other cultivators climb a slippery mountain you shall be climbing a sheer cliff. True Deity-hood will just barely be within your grasp, but with such a technique this will be as far as you are capable of reaching; you cannot become a Greater Deity through this technique, and the reaches beyond it are locked away from you. But this much is fine-in fact, this could be called perfectly natural. Only six beings in all of Reality have ever become a Greater Deity after all. It's unreasonable to ask for more in the first place.

-/+ 200 TP - Hidden Tiger's Claws | Hardhat Methods

Cultivation is not just a singular path of growing and developing one's power. It is a thousand roads that each lead to new experiences, twisting and turning as they head to greater heights. Though some might be intent on purely developing their power, it often isn't enough to merely cultivate directly upwards; one must also gather treasures, make friends and allies, and develop one's skills in battle. Your cultivation technique may not help you with those first two, but has provided you with excellent assistance in the third. As part of your cultivation technique yet separate from the process of cultivation itself, your technique provides an assortment of unique combat arts that are specifically designed to work alongside your cultivation. These combat arts are superlative amongst their kind; while in the Mortal Realm, you would likely be able to fight a whole stage above you with nothing but these combat arts to support you. That said, as you grow in power they will begin to lose effectiveness; in the Immortal Realm they may only provide a half-step's advantage, and the advantage will be negligible in the Divine Realm. That is, if they are left as they are. It is possible to rework and customize these arts for you and your specific experiences, though exceedingly difficult. How exactly these arts are refined depends on your own style of cultivation, your own development, and your own life skills-but with time you may create something truly incredible. Continually practice them and push them to their limits, and you may find yourself retaining your advantage on other cultivators through your sheer martial skill.

OR

As much as some might wish to pretend otherwise, cultivation is not often a wholly peaceful art. From the very beginning of the First Reality Existence itself has been under assault, and has fallen two times in known history; this alone explains the need to have combat skills and abilities alongside one's path to ascension. But...such a truth seems to have been forgotten in the creation of your cultivation technique. Yours is a pure and peaceful path, born from an earnest desire to exalt rather than to prepare for one who might be under assault. Your cultivation technique possesses no combat techniques of its own-not even basic ones that would teach you to wield the strength it grants. In battle, without training or some other combat techniques to take advantage of your strength, it would be accurate to consider yourself a half-stage lower than any opponent you face. This is easily rectified merely by picking up some mundane combat skills in the Mortal Threshold, and refining those skills later on...but as you progress you must dedicate more and more time to mastering your powers, your abilities, and your strength or else find that the techniques of battle that all others hone make for just that much of an edge, no matter how profound your own cultivation technique might be.

-/+ 300 TP - Mark of Divinity | Mark of Agahnim

Marked within your cultivation technique itself is a specific character, a symbol that screams Meaning to the world in some undefinable way. This character is the mark of a Deity-a True Deity at the very least, and perhaps even greater. They were the ultimate creators of this technique, the ultimate sponsor-seeking to spread their style of cultivation for whatever reason. And having attained the cultivation technique and begun practicing it, you have unknowingly become their disciple. In times of need they shall twist the Heavenly Laws to help you-bringing great luck in the nick of time, guiding you to natural treasures and grand opportunities, and leading you away from dangers you are unprepared to face. They may also appear before you from time to time-perhaps in a mortal form that does not reveal their identity, providing passing insight into some issue with your cultivation that sees you rushing past it and into the next stage entirely. Perhaps they will appear as a wise Immortal, passing down treasures and unique combat techniques that they no longer need. Perhaps they may simply appear as a friend, willing to sit beside you and listen when you need it most. Your relationship with your sponsoring Deity shall be unique to you, but there is one thing that is certain: they are on your side, and they wish to see you surpass them. Though they cannot hold your hand through every trial, and you may still face mortal danger for the sake of your growth and independence, they will otherwise do much to help you out along the way.

OR

The blessings of a Deity are a truly wonderful thing, which can place the Heavenly Laws utterly unfairly in one's favor. Wellsprings of Elemental Essence will blossom in one's path, natural treasures and opportunities all but offering themselves to you, and much more depending on the deity in question. The disdain of a deity, therefore, can only be called a curse. The Heavenly Laws cannot be turned too unfairly against one who has done no wrong, but every mistake and sin shall be punished far more harshly than they might have under more fair heavens. Opportunities will close, and treasures will be snatched away, all at the whim of a greater unseen being. Why they do this is unknown; perhaps your cultivation technique was created to be a personal insult to their beliefs and actions, weaved together from great hubris. Or it might be that your cultivation technique was forged by a great enemy of the Deity's, and they wish to see every trace of that enemy suffer long after they are gone. It might not be impossible to work out the issues this Deity has with you and your technique and at last clear the skies of their disdain, but be warned-such an undertaking will be a grand and difficult thing no matter the reason.

-/+ 300 TP - Great Fairy's Secrets | Shadow of Veran

Few beings in all of Reality are as universally feared and revered as the Great Fairies, whose whims and wills can decide the fates of entire universes. But it seems that your fate is one that truly shines brightly; your cultivation technique bears the marks of a Great Fairy's meddling. Into your technique the Great Fairy whispered certain secrets-secrets born from knowledge of the fundamental truths and foundations of reality. Through your technique you have attained a unique and singular method of manipulating Karma; perhaps you gain physical strength from the forming of contracts, perhaps your bonds with others allow you to generate energy faster, perhaps you have an echo of a Lesser Fairy's innate powers of healing. This Karmic power will not grow through cultivation, but can only be grown by strengthening one's Karma-one's significance in the eyes of the Heavenly Laws, born from their connections to the world and how much they have affected it. Once you become a Deity your powers over the Heavenly Laws will be vastly more fine than nearly any other Deity of the same stage, and your unique Karmic powers will blossom into something truly incredible. Just remember where the power first came from, and perhaps offer something back when you can.

OR

Some cultivation techniques hold grand principles, legacies and powers from older ages within them; the spirit of the Master Sword has been known to occasionally craft such techniques, leaving behind legacies for the Links she has cared for. Your technique can also be said to hold a legacy...but it is no boon. No, this technique was born for a dark purpose, a purpose designed to bring about specific goals and outcomes in the creator's favor-no matter the cost to the practitioner. The technique is bound to your Karma-beyond body, mind, and soul. It is guaranteed that you WILL practice it in some manner; for the power it wields, for whatever situation forces you to, for one reason or another. And this WILL bring forth great consequences-for yourself, for others, for the universe you practice it in or beyond. Perhaps the technique seeks to break your will and turn you into a willing slave for an evil Great Fairy? Perhaps it is simply a trap created by a Demon Lord, seeking to bring about more destruction and misery. The consequences are not inescapable, and it is possible to modify the technique in some way to escape your fate. But it will be terribly hard to do so, with great trials facing you every step of the way.

-/+ 300 TP - Tears of Light | Dark Reflection's Remnant

When Zelda The Reborn met the Master Sword for the first time and attained the memories of Dead God Hylia, she was left inconsolable for aeons. Though she ascended to Greater Deityhood in that very moment, she would continue to shed tears of endless despair for aeons to come. Your cultivation technique was born with the essence of these tears, tears born from memories of the First Reality and from the Principle of a Greater Deity. Within your cultivation technique are the remnants of a strange Principle, a concept or idea that was lost with the death of the First Reality with only remnants reborn in the Third. While greatly difficult at first, you may align yourself with these remnants-manifesting an incredibly potent aura of power around yourself. Even at its weakest, this aura will allow you to act with half a stage more power than other cultivators-in time and with training to better align with the remnants of this Principle; however, this will grow to become a whole stage, and perhaps much more. But the power of this forgotten Principle goes deeper; when you face the Nothingness-whether in the form of Demons or in the essence of Nothingness itself-the remnants of the Principle will shine forth more readily than ever, as if seeking to do battle. It will nullify a Demon's capacity to pierce through a cultivator's defenses, and even resist the Nothingness clawing at you for a time. It is not perfect, and takes a great deal of time and energy to recover from each usage...but it is a truly incredible power. Further, through studying these remnants of a dead Principle, it will surely allow you to more swiftly and easily grow to Greater Deity-hood. It is still possible to attain Greater Deity-hood without this of course, but this shall greatly ease the way.

OR

Without a doubt, your cultivation technique was created by a True Deity. This cannot be denied...and yet, it can't truly be called a blessing either. Because the True Deity who forged this cultivation technique was arrogant, or perhaps foolish. They sought power from the Nothingness-one Void Artifact too many. And something that cannot be said to Exist answered back. Every trace of that True Deity has ceased to Exist at this point...all, except the cultivation technique that you practice. And if that being who cannot be said to Exist has their way, your cultivation technique will not Exist for much longer either-and you, should you practice it. The Primordial Demon born from that True Deity's mistake is truly, terribly weak right now-even a perfectly mundane mortal could slay it over and over again as it is. But once you begin to cultivate this technique, they will grow. As your own cultivation base born from this technique grows, the Demon will grow in power as well. It is not your Counterpart-only the technique's, and so while it can destroy manifestations of your technique's power on contact, it cannot kill you with a touch as a true Counterpart Demon of your own could. But it shall remain roughly equal to your cultivation base for as long as your technique exists, and grow further still if you spread it out amongst many practitioners. It cannot be slain permanently, merely rising from Nothingness once again if ever destroyed. It can be sealed or delayed; you are the final source of the technique, and it knows it must destroy you last to ensure that all traces of its Counterpart cease to exist. And if you do not cultivate this technique and merely offer it up to the demon, it will destroy the technique and cease to be entirely-bringing no further harm at all. Perhaps there are other solutions to this. Perhaps not.

Example Cultivation Techniques

Below shall be sets of cultivation techniques that you may build with this section along with the prices to build these techniques; these sets are not exhaustive in any way. They are meant to be used primarily as examples for building one's own cultivation techniques, or to provide premade techniques that one may adjust and customize to fit their own needs and desires as they see fit. Further, it is important to remember that these techniques are highly summarized here; the exact stages and progression paths for each technique should be developed by you. Don't feel constrained by a given technique's lore or themes; if you so wish you may freely adjust these things to better fit your style of cultivation. The same goes for the benefits and demerits of the techniques you create; they are meant to act primarily as guides and elements for building the unique qualities of your technique, rather than hard rules or absolute truths.

Magic Cultivation Examples

Common Magic Cultivation Technique: Ten Thousand Dreams - (Free)

Qualities

- >Legacy of Mudora
- >Poe's Triumph
- >The Blood Of Ezlo
- >Bubbling Curses/Obsession of the Wizzrobe
- >Blind Madness

Description: Ten Thousand Dreams is a highly common Magic Cultivation type, which harnesses dream logic in order to quickly create spells and effects. Such effects tend to be fleeting, but that's not the focus of the style for the most part. Ten Thousand Dreams practitioners often keep meticulous dream-journals and imbibe psychedelic substances in order to experience more strange and fantastical visions, for their dreams and memories are the very essence and source of their power. By drawing upon scenes from dreams they can briefly twist the world around them into mimicking the dream itself; a rain of arrows becomes a rain of silly string, a fall to one's death sees the practitioner instead flying away, a barren desert suddenly providing succor. Highly advanced users may even begin to convert their own existence into the stuff of dreams; acting as if living cartoons, or living the life of a lucid dreamer where all reality is a dream. While highly versatile, its weaknesses are manifold. The practitioner's spells are just as their dreams-fleeting and easily shattered. If one seeks to strengthen their own magics they must instead focus on their own dreams-shutting out the thoughts and realities of the world in favor of turning each dream into a work of art. And the usage of dreams like this is straining on the mind; the more one twists the world to fulfill one's own dreams, the less one can be sure they're awake at all. Thus, this style is generally considered a "beginner's" choice of Magical cultivation technique, merely for getting the handle on weaving Magic in the first place. Those who practice it further either have wills of adamant or become addicted to their own fantasies.

Common Magic Cultivation Technique: Mad Mason - (Free)

Qualities

- >Legacy of Mudora
- >Somaria's Stability
- >Flexible Maiamai
- >Wilting Boe
- >Shadow of Veran

Description: Another cultivation technique commonly seen in Mortal Realms; the Mad Mason technique is one which strings mad logic and assumptions atop one another in order to twist reality into a more convenient form. Practitioners of this style are known for frequently muttering under their breath, often taking note of the qualities and characteristics of things around them. If they wish to turn a field of grass into blades, it would be simple; "Grass is green, rupees are green, rupees are sharp, blades are sharp, the grass is blades!" If they wish to conjure forth a house from nothing, they would have more difficulty; the Mad Mason style is one that takes what exists and builds off of it, rather than creating from nothing. Further, while it is simple to use Mad Mason to twist grass into blades with "Grass is pointy, blades are pointy, the grass is blades!", this tends to weaken the spells; the longer the chains of connections a Mad Mason makes in their spellcasting, the more powerful they tend to become. While swift and with few downsides, those few downsides are crushing; the Mad Mason style is generally a far less potent method of manipulating Magic than other techniques, and extremely few dedicated practitioners have managed to attain Divinity through this method. The lack of capacity to create something from nothing massively hinders it in one's attempts to attain Divinity. Nevertheless, while in the Mortal and Immortal realms it is an incredibly speedy and flexible cultivation and magic style that sees it as a mainstay for secondary casting methods amongst many Magic cultivators.

Earth-Grade Magic Cultivation Technique: The Zoran Streams of Law - (400 tp)

Qualities

- >Legacy of Mudora
- >Somaria's Stability
- >Byrna's Will
- >Blessing of Heart
- >Obsession of the Wizzrobe
- >Hardhat Methods

Description: The Zoran Streams of Law Manual is a Magic cultivation manual general restricted to Zoran Royalty or nobility as it is largely a style meant for rulership rather than cultivator-on-cultivator combat. While exceptionally good in spellcrafting, the Zoran Streams of Law is much more skilled in drawing in great amounts of information-many streams of data-and pooling them together to form a river of understanding. And from that river, the practitioner may comprehend the flows of society and its people. The Streams of Law allow the practitioner to analyze laws, societal trends, economics, and thousands of other factors with ease-then predict the direction and functionality of society further down the line with precinct accuracy. And as the one who controls the "river" of law, they may shift it as well; when they see disaster in the distance, they may divert that river with new laws or subtle magics, acting perfectly within the bounds of their society to shift it as they please. This cultivation technique is why Zoran royalty is often famed for having peaceful and prosperous nations with long-lived and stable rulerships. That said, while it is possible to draw upon the knowledge of laws and societal trends to form truly strange and unique spells with this technique, outright cultivator combat is generally something to be avoided at all costs for these practitioners.

Earth-Grade Magic Cultivation Technique: White Magic - (400 tp)

Qualities

- >Legacy of Mudora
- >Poe's Triumph
- >Somaria's Stability
- >Obsession of the Wizzrobe
- >Hidden Tiger's Claws
- >Shadow of Veran
- >Mark of Divinity

Description: The White Magic school is a Mind cultivation style that honestly seems to crib more than a few of its notes from Body cultivation. Like any Mind style it will never be able to go blow for blow with a Body user, but close combat, sword usage, and in general getting up close and personal with your foes are all things this style encourages and enables. The fundamental aspect of this style is the creation of swords, both literal and metaphorical. A beginning user may summon forth swords from so much thin air, while a more skilled one might simply pick up a stick and use the tricks and techniques of the style to enhance it until it was on par with a blade of legend. A truly skilled user would also be able to enchant themselves with the aspects of a sword to enhance their senses - to make them sharper, like the edge of a blade, or to increase their own body's durability - as though they were made of metal, like that of a blade. At its core, this style is nothing more than the creation of swords - and while there is no flaw in that, it is somewhat inefficient.

However, the style holds something of a dark secret. It was created by a divinity, and as such users of the style are often blessed with luck that see them speeding down its path with ease - and more often than not, into stumbling across two other very different but remarkably similar techniques. If one turns those techniques down, nothing will happen - your blessings will slow but never quite stop, and you will likely never see those other techniques again. If you should accept them however, the blessings will intensify, and the compatibility between them will see you break into the Immortal and then the Divine realms with absurd ease

And yet, no user of this technique has ever reached the Divine realm.

Celestial-Grade Magic Cultivation Technique: The Picori's Inspiring Light - (700 tp)

Qualities

- >Somaria's Stability
- >Flexible Maiamai
- >The Blood of Ezlo
- >Blessing of Heart
- >Master Ore
- >Blobbing Thoughts
- >Hungry Likelike
- >Hardhat Methods

Description: The Picori are famed crafters of Magical artifacts, and their unique cultivation style is in part a major reason for this fame. A truly powerful cultivation technique that allows its user to immense potential in crafting of dreams, thoughts, emotions, and ideas while marrying these things to the physical world, this style primarily focuses around the creation of magical tools, talismans, and refinements of one's own existence through the usage of such. It is an expensive style, requiring many rare and unique reagents in order to properly manifest the dreams and ideals that the Picori seek to bring forth, but the results often speak for themselves; from simple trinkets like a staff which flips whatever it is waved at upside down, to incredible treasures such as a hat which can grant wishes within the bounds of its home reality. It is said that with the right tools and materials in hand, a truly skilled Picori could craft artifacts that could potentially even match the power of a Void Artifact. Of course, this comes with its own issues; crafting is never a swift or inexpensive process, and as a cultivation style primarily reliant on the creation of tools the Inspiring Light grants very little method for direct combat with other cultivators.

Celestial-Grade Magic Cultivation Technique: Puella Demonica's style - (800tp)

Qualities

- >Legacy of Mudora -100 TP
- >Poe's Triumph -100 TP
- >Byrna's Will -300 TP
- >Helmaroc's Plumage -200 TP
- >Rupee Wraith's Revenge +100 TP
- >Stal'd Cultivation +100 TP
- >Deku Style +100 TP
- >Eyegore Bound +100 TP
- >Hidden Tiger's Claws -200 TP
- >Tears of Light -300 TP

Description: Puella Demonica's technique is a Magic technique that specifically focuses magic into her body, remaking and remodeling her into the image and philosophy of a magical girl. It provides grand powers and unique combat techniques to do this, but demands a great deal of magic to actually achieve its effects-requiring that the muscular orc-girl dedicate herself to the life of a Magical Girl to a great degree to make any progress in this technique at all. The technique is, of course, bound to her Magical Wand which she uses as both a transformation device and as a focus for her spellcasting. In times of emergency she can call upon a magical girl super-mode that boosts her power to an incredible level, but leaves her utterly exhausted. Extremely useful for her in her quest to stop being a demon, but completely and utterly unsuited to her and she hates everything about it.

Golden-Grade Magic Cultivation Technique: The Divine Delusion - (1300 tp)

Qualities

- >Poe's Triumph
- >Flexible Maiamai
- >The Blood of Ezlo
- >Byrna's Will
- >Blessing of Heart
- >Master Ore
- >Mark of Divinity
- >Blobbing Thoughts
- >Hardhat Methods

Description: A truly incredible cultivation technique born from the willing sacrifice of a True Deity, the Divine Delusion is the single most versatile and potent Magic cultivation style known to exist. Its users are capable of manifesting any magical effect they can imagine, bringing forth any spell or phenomena they desire. Their magic is more potent by half than other Magic cultivators, standing head and shoulders above their peers. And merely by possessing and practicing it, the user shines with the approval of Nayru-who will visit in their dreams and provide instructions or assistance in their times of need. A blessed style with the potential to surpass the Golden Goddesses, it has just two weaknesses-each of which may be overcome by the practitioner themselves with time and effort. First, the creation of specific spells via the Divine Delusion is a slow and steady process of hours of thought and experimentation; the creation of spells on the battlefield is all but unheard of. Second, this is a style that seeks merely to explore the depths of Reality; it provides no innate combat techniques or spells to its user. With time, effort, and cultivation, these weaknesses can be overcome-for the Golden Goddesses stand beside you, leading you to the pinnacle of the world.

Ki Cultivation Examples

Common Ki Cultivation Technique: The Hungering Wolf - (Free)

Qualities

- >Magic Band of [Variable]
- >Life Tree Constitution
- >Fairy's Blessing
- >Gibdo Bearing
- >Hungry Bellum Method
- >Shadow of Veran

Description: A common technique found in more wild and primal Mortal Universes, the Hungering Wolf is a logical progression of pushing the laws of the jungle into the laws of the metaphysical. It is a highly active style; the user must constantly be on the move, constantly fight, hunt, and kill to advance. The user fights on the edge of life and death for every single scrap of power, and this is reflected within them as their Ki grows wild and their body grows harsh with scars and signs of the wildness that is their own cultivation technique. In return for living the life of a beast however, it grants great rewards; a body that simply refuses to die, a will to survive that drives and empowers their Ki and spirit, and unique strengths or traits taken from their enemies after the hunt. It is a bestial style that fully embraces the cycle of life and death in the wild...but due to embracing that cycle, it cannot break the bounds of the Heavenly Laws and step into Divinity without truly extreme circumstances. This is not generally a concern for most practitioners-who tend to be Metaphysically-empowered wild animals or beasts. It is enough that they simply live eternal, the rulers of the wild.

Common Ki Cultivation Technique: The Stoneflesh Manual - (200 tp)

Qualities

- >Helmaroc's Plumage
- >Magic Band of Durability
- >Burning Keese

Description: A highly common cultivation technique that nevertheless enjoyed quite a bit of fame for a time due to one particularly famous practitioner of it, the Stoneflesh Manual is a very simple and straightforward Body cultivation manual which slowly, agonizingly, transforms the user's body into more and more durable forms. Famous for being the chosen style of the True God who would give his life to forge the Hylian Shield, it is nevertheless nothing particularly special at all. It is a style which breaks the user time, and time, and time again in order to remake them stronger than they were before, and make it so that when the world seeks to break them-it is the world that breaks instead. It does come with the benefit of remolding the user's body to better fit their desires and ideals, but the sheer agony and difficulty of cultivation makes it frequently avoided by Body Cultivators who were seeking a more powerful and easier to practice style. It is exactly, and simply, what it says it is. Perhaps it cannot reach the highest of apexes beyond the Golden Goddesses, but when the user stands before countless demons and their claws shatter the user's flesh, it will be enough.

Earth-Grade Ki Cultivation Technique: The Kokiri Living Forest Scripture - (400 tp)

Qualities

- >Helmaroc's Plumage
- >Saria's Embrace
- >Life Tree Constitution
- >Great Tree's Embrace
- >Blessing of Heart
- >Blight of the Gohma
- >Hardhat Methods

Description: The famed technique of the Kokiri which fuses the natural Karmic abilities of Lesser Fairies with the Ki affinity of the Kokiri to make a cultivation technique of limitless vitality and life; the Kokiri Living Forest Scripture can only reach its full potential with the help of a Fairy Partner. On its own however, the Living Forest Scripture is still a truly incredible style, remarkable for its gentleness in transforming the practitioner into their ideal form, filling them with limitless Ki, and allowing that Ki to flow back out to the world so that the world in turn supports the practitioner. It is a peaceful and gentle style that supports the world-and without a Fairy partner to mitigate the effects, the connection between the world and the user may go both ways. In times of bounty this may be good, but in times of famine, disease, and war this can see practitioners suffering greatly. Further, such a gentle style of symbiotic cultivation naturally has no innate methods of attack as other cultivation styles tend to. It seeks to maintain and exalt all life, never strike it down. That said, practitioners of this style hold vastly more Ki than average Body Cultivators even on their own; with a Fairy partner? Even before the Immortal Realm, their lives are effectively limitless.

Earth-Grade Ki Cultivation Technique: Ancient Edge - (400 tp)

Qualities

- >Gibido Bearing
- >Burning Keese
- >Life Tree Constitution
- >Magic Band of Regeneration
- >Hidden Tiger's Claws
- >Shadow of Veran
- >Mark of Divinity

Description: The Ancient Edge school is a Body cultivation style that fully embraces the belief that the users body is a weapon, and that no blade bar the legendary Master Sword will ever be able to keep up with you. As a result of this, the style focuses on forging one's own body into a weapon - sharper, more durable, and heavily abusing the regeneration and healing that comes with being a Body cultivator to push yourself far past reasonable limits. In truth, the goal of the style is to all but literally turn oneself into a sword - with it, the user may hijack the same regeneration that it enhances and twist it to other ends, such as convincing your body that it ought to be made of metal, or that the edges of your fingers ought to be sharp. A truly skilled user may even forge relatively complex machinery from their own blood and bone without ever lifting a finger, simply healing the wound that is "not being a sword" until their hand has been replaced with a glowing blue chainsaw or something similar.

However, the style holds something of a dark secret. It was created by a divinity, and as such users of the style are often blessed with luck that see them speeding down its path with ease - and more often than not, into stumbling across two other very different but remarkably similar techniques. If one turns those techniques down, nothing will happen - your blessings will slow but never quite stop, and you will likely never see those other techniques again. If you should accept them however, the blessings will intensify, and the compatibility between them will see you break into the Immortal and then the Divine realms with absurd ease

And yet, no user of this technique has ever reached the Divine realm.

Celestial-Grade Ki Cultivation Technique: The Secret Changeling Manual - (900 tp)

Qualities

- >Helmaroc's Plumage
- >Life Tree Constitution
- >Great Tree's Embrace
- >Fairy's Blessing OR Great Fairy's Secrets
- >Blessing of Heart
- >Master Ore
- >Burning Keese
- >Skulltula's Back - (Durability)
- >Deku Style OR Eyegore Bound

Description: A secretive style of cultivation developed specifically by and for the Fae; the Changeling Manual is a cultivation technique which seeks to work with a Fae's inborn Karmic manipulation techniques to twist their own fate and existence into something greater than the Golden Goddesses. Such transformations are extremely unnatural and incredibly agonizing, leaving practitioners of this technique much more frail than other Body cultivators...but in return they can draw upon their own agony to generate Ki, twisting the karmic weight of their injuries and even death to become life just as a Fairy can. Non-Fairy practitioners of this manual are much more handicapped in its usage, but the fundamental techniques are still viable-though much, much harder. While many Fairies have practiced this technique, it is often swiftly abandoned in favor of developing their own natural abilities to manipulate Karma-which is a shame, as this is one of the few techniques out there that truly does hold the potential to surpass the Golden Goddesses. Natural Fairy practitioners have much more versatility and power with this technique, though often require a unique manual-trinket to hold the advanced secrets that lesser versions of the technique will not teach to non-Fairies.

Golden-Grade Ki Cultivation Technique: The God-Body Scripture - (1300 tp)

Qualities

- >Helmaroc's Plumage
- >Magic Band of [Variable]
- >Life Tree Constitution
- >Fairy's Blessing
- >Skyloft Standard
- >Blessing of Heart
- >Master Ore
- >Mark of Divinity
- >Burning Keese
- >Hardhat Methods

Description: The ultimate Body Cultivation Technique, born from the most powerful Stoneflesh Cultivator's willing sacrifice to forge an eternal legacy that could reach past his own limits and surpass the Golden Goddesses. It is not the easiest of techniques, but it is amazing in its versatility, the depths of its power, and its utterly unending vitality. Practitioners of this style are paragons of Life who stand head and shoulders above other Body cultivators, capable of shifting about their strengths, their attributes, even their body as a whole eventually without even a single care. The transformations are agonizing, amongst the most painful of all Body Cultivation techniques, but the power offered in return is consummate...and in the whispers of the trees and the grass, in the chirps of insects and the howling of animals, Farore will whisper to the user to guide them on their path. While a user has no particular combat techniques in and of itself, users of this style simply do not need them. With such a powerful body and with the goddess of Courage behind them, they walk with their heads held high to the pinnacle of Reality.

Elemental Cultivation Examples

Common Elemental Cultivation Technique: [Element]-King's Dominion - (100 tp)

Qualities

- >Red Lion's Roar
- >Great Elemental Sage
- >Rupee Wraith's Revenge
- >Armos Approach

Description: A simple and straightforward Elemental cultivation style that has minor variations for just about every single Element there is, and is in some ways considered the most crude of all modern cultivation methods. It is an amazingly simple and straightforward technique, regardless of what element is being harnessed; draw in Elemental Energy to one's soul, bathe the core of one's being in these energies, and then express them when needed. The soul grows more powerful and becomes capable of impressing itself onto the world through this method, and the user becomes akin to an Elemental in many ways-even coming to command them as if a ruler of Elementals. And yet such a crude style does not lend itself to truly esoteric manipulations of Elemental Energy, and requires staggering amounts of Essence in order to develop and progress oneself. While it would beggar a king to progress very far in this style and its users can never claim to be the most subtle or skilled of Elemental Cultivators, the end results are still quite potent.

Common Elemental Cultivation Technique: Unity in Opposition, [Element] by [Element] - (Free)

Qualities

- >Medallion of [Oppositional Element]
- >Twilit Secrets
- >Song of Seasons and Ages
- >Chuchu's Poison x2
- >Rupee Wraith's Revenge
- >Chilling Dharkstare

Description: Often colloquially known as the "Binary Sage" style, users of this technique take in two exactly opposing types of Elemental Essence in order to bring them into balance; the most common are Fire and Water, or Earth and Air, though on truly rare occasions there have been Light and Dark as well as Space and Time Binary Sages. It is no easy feat to balance such oppositional elements, and the mere act of doing so puts one in opposition of the natural flow of Elemental Essence; Elementals will find the presence of such Binary Sages to be extremely repugnant, and the "complementary Elements" of such sages will actively interfere with the user's cultivation. If one balances Fire and Water, Earth and Air will interfere with the balance; Earth and Air, Fire and Water. Dynamic Elements such as Light and Dark will be interfered with by Space and Time; Elemental Firmaments by the Dynamic Elements. Despite this and the generally prohibitive costs of advancing such a style, Binary Sages are renowned for their immense technical skill and esoteric abilities with the elements, capable of achieving incredibly strange yet far reaching effects with only bare scraps of Elemental Essence.

Earth-Grade Elemental Cultivation Technique: The Goron's Four Wise Pillars - (400 tp)

Qualities

- >Medallion of [Philosophical Element] x3
- >Clever Beedle
- >Twilit Secrets
- >Red Lion's Roar
- >Blessing of Heart
- >Odolwa's Cacophony
- >Iron Knuckled Down

Description: The famed Four Wise Pillars technique of the Goron Elders, which allows them to command all four Philosophical Elements with supreme ease. While they may not have the capacity to manipulate the resonant Elemental Energies of the world, the sheer depths of power and spirit that a practitioner wields more than makes up for it-allowing them to draw energy from just about any facet of the natural world and strike out with truly incredible combinations of Elemental Essence wielded in perfect harmony through the overwhelming might of their soul. The Four Wise Pillars is a style which reshapes the world, and battling against the world drains its energy to some degree...but the ultimate weakness of this style is that it is fundamentally flawed. Descended and derived from a much more refined Twili technique, the Four Wise Pillars are a degraded copy which takes advantage of the natural world rather than the esoteric-shattering much of its potential and making it an immense struggle to reach beyond the peak of the Immortal Realm. Still just barely possible-one grand Elemental Sage known as Darunia has achieved it-but difficult to absurdity.

Earth-Grade Elemental Cultivation Technique: Eightfold Soul - (400 tp)

Qualities

- >Medallion of Elements
- >Clever Beedle
- >Armos Approach
- >Hidden Tiger's Claws
- >Shadow of Veran
- >Mark of Divinity

The Eightfold Soul school is a Soul cultivation style that entirely fails to observe any deep and philosophical meanings in the world in regards to the essence it uses, and instead makes use of those essences for far more simplistic purposes. Some speculate that it was originally meant to be a style used by blacksmiths, for the style's primary use is that of the creation of swords. Earth, refined into metal. Fire to melt it, and Air to stoke the flames. And Water, to quench the blade. Somehow this results in blades that may call upon the essences that compose them more or less freely, setting themselves alight or sending out great bursts of wind with every swing. More advanced uses will find themselves not even needing multiple elements to forge a blade, simply condensing the essence until it takes the shape of a sword. Truly skilled practitioners do not even need to forge the blades, simply slapping their hands against the ground as a whole field of earthen blades erupts from the ground, or swinging their hand through the air as a dozen blades of air shoot towards your foes. Rumors exist of a variation of the style that makes use of the Dynamic and Firmament elements rather than the Philosophical ones, but you would need to be absurdly lucky to find such a thing.

However, the style holds something of a dark secret. It was created by a divinity, and as such users of the style are often blessed with luck that see them speeding down its path with ease - and more often than not, into stumbling across two other very different but remarkably similar techniques. If one turns those techniques down, nothing will happen - your blessings will slow but never quite stop, and you will likely never see those other techniques again. If you should accept them however, the blessings will intensify, and the compatibility between them will see you break into the Immortal and then the Divine realms with absurd ease

And yet, no user of this technique has ever reached the Divine realm.

Celestial-Grade Elemental Cultivation Technique: The Fused Shadows Of Eternity - (800 tp)

Qualities

- >Medallion of [Dynamic/Firmament Element] x3
- >Twilit Secrets
- >Red Lion's Roar
- >Blessing of Heart
- >Master Ore
- >Odolwa's Cacophony

Description: A near-godlike cultivation technique wielded by the Twili which carries strange rumors with it. Some say that it was born from studying a Void Artifact, bringing forth a Twilight Deity who would inspire the Golden Goddesses to bring forth the Twili to countless Golden Worlds. Some say that the Twili were once Raging Elementals of Light and Dark, who came together to form the Fused Shadows from which the Twili would be born. The truth is lost to time, known only to the Golden Goddesses. What is known is the sheer power of this cultivation technique, which harnesses the Dynamic Elements of Light and Dark alongside the Elemental Firmaments of Space and Time, twisting the world to the user's will and overwhelmingly powerful soul. Like the Four Wise Pillars this is a technique which demands the world to comply with it, fighting against its natural flows-and demands great and rare resources to progress it, unlike a user of the Four Wise Pillars who can draw sustenance from almost any facet of the world. But in return it offers limitless potential.

Golden-Grade Elemental Cultivation Technique: The Soul Compass Scripture - (1300 tp)

Qualities

- >Medallion of [Element] x7
- >Twilit Secrets
- >Song of Seasons and Ages
- >Eyegore Bound
- >Master Ore
- >Mark of Divinity
- >Rupee Wraith's Revenge
- >Hardhat Methods

Description: The ultimate Elemental Cultivation Scripture, allowing the user to do something thought utterly impossible: wield all eight Elements at once. This scripture does not grant the user more potency to their Elemental Essence than normal. It does not feed more power to the user's soul than normal. It doesn't need to. The practitioner of the Soul Compass is capable of answering any situation they come across, wielding and outright generating the Elemental Essences of the world as they please. Though this scripture comes with no combat techniques as many other Elemental Cultivation techniques do, again it simply does not need it; the practitioner simply has that much power, that much versatility, to answer any issue they come across with the sheer power they have attained within them. It is a resource hog, but in turn provides a way to convert Elemental Essences of one type to another-all but unheard of amongst Elemental Cultivation. And more than everything, Din herself walks beside the user. In the flows of rivers, in the raging fires, the rumbling earth, and the roaring winds; in the shining light and grasping dark, in the space between moments and the folds of time, Din shall lend her hand to the practitioner. It's up to you to reach out and take that power, but she will guide and assist you along the way. And with the favor of the Golden Goddesses, they may grasp the pinnacle of this Reality.