



Emperor's Domination Jumpchain By Bramastra

A boy that was imprisoned for millions of years has regained a mortal body. He became a disciple of the declining Cleansing Incense Ancient Sect where its patriarch used to be his disciple. Now he will bring this sect back to its former glory. This is his journey to reach the apex and take revenge on those who had imprisoned him. This is his story of meeting old friends and making new companions. This is his path of traversing the Nine Worlds and becoming the next ruler of the Heavens. Several millennia have passed and the golden age of experts have passed. A master whose disciples once were the most exalted Immortals among the 9 worlds has all left him. With his mortal body, mortal physique and mortal life wheel... he shall sweep the 9 worlds and take what is rightfully his.

Welcome Jumper to the world of Emperor's Domination, a vast macrocosm filled with beings of great power, distances of unimaginable length, time spans that boggle the mind, and of course, arrogant young masters. You enter this Jump one year before the Difficult Dao Era ends and Li Qiye regains his body. This Jump ends in 10 years. Despite the fantasy and wonder of this world, it is extremely dangerous, so take this:

+1000CP(Cultivator Points)

Location: The “world” of Emperor’s Domination is vast, extremely so. Countries in just the Mortal Emperor World are billions of kilometers in size, and in the later worlds, entire galaxies are placed within palaces and the like. Because of this, you may appear anywhere within these options as a start. You may add more specific details as long as they don’t go against canon, or make little sense for your origin like a Burial Ground. Roll a 1d7 for what location you start in, or pay 50CP for a choice.

1. Mortal Emperor World: As the world where the story begins, and the most important events in this setting take place, the Mortal Emperor world is one of the most storied of the Nine Worlds. As its name implies, it is largely a world occupied and dominated by humans with a wide number of other races, most prominently the Blood Race in the South. In the past a vicious tyrant enslaved the Nine Worlds with this world as their seat of power until the Mortal Emperor overthrew him. Li Qiye was born during the Desolate Era and transformed into the Dark Crow here, the Ancient Ming made their descent from the Tenth World and enslaved the others just as the tyrant did with this world as their seat and the place where the Dark Dragon Dynasty was built. Similarly this world was the site of their almost total extermination. Ruins dot the landscapes of every continent, countries, Kingdoms, and Ancient Kingdoms are ruled by their Mortal Kings, Demon Kings, and Royal Lords. At the same time various powerful Sects with amazing histories are spread throughout this world. Divided into several regions, they consist of the North where the Grand Sea, home to Demons and Sea Dwellers lies as well as the Heaven Suppression City. The West where there is the Desolate Wasteland, the East named the Hundred Cities, and the Southern Barren Earth home to the Blood Race and the runs of the Dark Dragon Ancient Dynasty. Finally, there is the Grand Middle Territory in the center, the centerpiece of the story, and the place where the Cleansing Incense Sect is located. The two Burial Grounds of this world are the Buddhist Burial Plateau and the Ancient Heavenly Corpse Burial Grounds, two of the most dangerous locations in the Nine Worlds and which contain two of the most powerful Dark Overlords. Di Shi, the Buddhist Emperor has possession of the Myriad Thoughts Pot and is building faith and power for his doomed expedition against the Heavens, and Old Ghost, an incredibly mighty Overlord from the Primeval Epoch. You may pick any reasonable location to start in this world, and as there are millions of kilometers between just two minor countries, this is a relatively open choice.

2. Stone Medicine World: Unlike its counterpart, the Stone Medicine World is not a world primarily for humans, instead it consists mostly of Stone Golems, and regular demons. Humans are a rare sight here, enough for people to gawk at you in the street even if you were just a regular mortal. Despite this there is no inherent hostility to other races, and the denizens of this world focus their efforts more on Alchemy, even their

great geniuses compete in this manner more often than regular combat. Ironically enough, this is either the world where Empress Hong Tian was born, or ascended as an Immortal Emperor. Like the Mortal Emperor World, this one is separated by the three Ancestral Veins into the Realms of Stone, Alchemy, and Beast. The Burial Ground of this world is the Drystone Courtyard, a dangerous location containing the petrified corpses of some of the greatest Godkings in history. Another location of note is the hidden Bi'an Beastworld, a realm of valuable treasures and stone beasts hiding from the end of their Epoch.

3. Heaven Spirit World: Unlike the other two, the Heaven Spirit World is made up largely by water, and only has one continent, Godhalt, which is also the location of the immense Burial Ground known as the Divine Tree Ridge. Outside of this main landmass, the world is divided into three main regions much like the Stone Medicine World: The Jade Sea, Abyss Sea, and Dragon Demon Sea. This is primarily a world of Charming Spirits, Treants, and Sea Demons, it's not exactly wise to linger if one isn't a Treant or Sea Demon due to the upcoming danger the origins of these three races represent. Mostly because neither of these two races can actually leave this world. Most notably, this world is the primary location of the Sea God's Trident, an artifact created and owned by the lord of the Bonesea. The trident acts as a Heaven's Will, and allows Sea Demons to become Sea Gods, with the terrible price of eventually being devoured by their creator for the sake of expediting his healing. The Triune Alligator Lord who is being spoken of has had his soul banished from his body, and the corpse has formed a sea of bones for eras since the end of his Epoch. Add the mysterious Maelstrom of unimaginable size, and the Divine Tree Ridge, which is obviously the fallen corpse of a Divine Tree, and the picture painted by this world happens to be quite bleak. On a more lighthearted note, the denizens of this world have come to find Human bloodlines to be incredibly valuable for passing on and maintaining their own with a large degree of purity leading to a culture where human cultivators are often granted great rewards for acting as Stallions or Broodmares for Great Powers.

4. Sacred Nether World: Unlike the Beautiful waves of the Heaven Spirit World, the grand sights of Mortal Emperor, and the wide and varied beasts and plants of Stone Medicine, the Sacred Nether World is quite a bit more sinister. The main races here happen to be Ghost Immortals, a race of purple-blooded beings with a variety of appearances and cultures separated into clans and tribes. Some look like insect swarms, others like handsome humans with strange markings. Like most of the other worlds in the Nine, Charming Spirits also have a large presence second to the Ghost Immortals. Its regions are the ominously named Nether Border, Distant Cloud, Green River, and Misty Field. Unlike the other worlds where racial tensions aren't too bad, the Ghost Immortals of this world have long forgotten humility since the beginning of the Difficult Dao Era, and the closing of the Space Channels between the Nine Worlds. Having forgotten their origin, which lies in the Burial Ground of the Prime Ominous Grave, many of them are now subordinate to the Ancestral Realm, which has disguised their rather dark roots with

claims of divinity and ancestry over the entire Ghost Immortal Race. Being a human within Ghost territories during this time is quite dangerous if you're not sufficiently powerful as a massacre targeted against the humans living in Ghost territories will soon break out. Another thing of note is that this world still contains the Ghost Devourer, a beast created as a Heavenly Punishment against the progenitor of the Ghost Race in his first attempt at creating life. It is a voracious beast capable of slaughtering Emperors with ease and which has an intense appetite for Ghosts. It is currently locked away in a secret location with incredibly powerful chains, and can only be controlled by its lost collar.

5. The Tenth World: Leaving the bounds of the Nine Worlds, there is also the Tenth, a world that is relatively speaking, "above" the Ninth and much closer to the Heavens. Because of this the energy contained there is extremely pure, and closer to the primordial chaos found in the beginning of the universe. In a distant Epoch both worlds were once one, but a terrifying event before the Legendary Era of the Nine Worlds Epoch led to their split. Despite being just one world, the 13 Continents that make it up are perhaps even bigger than the Nine Worlds above, and the cultivation system is much more streamlined and straightforward. Unlike the Nine Worlds as well, there are 72 Heaven's Will formed in a generation instead of just one, with the price paid being that they're anything from 16 percent to half as strong as one from the Nine Worlds. Essentially one Nine Worlds Will is equal to anywhere from 2-6 of those from the Tenth World. The Emperor's here from the three main races, the Divine, Heaven, and Devil races, are referred to as Grand Emperors instead of the Immortal Emperor as those from the Ninth are named. Similarly, instead of Godkings who can barely compete with Emperors without some great fortune, the High Gods of the Tenth World are capable of fighting even Grand Emperor's once their Totems have formed a set and they grasp anima. While it takes three of their Fate Palaces having been transformed into totems to make a set, a High God with 12 Totems, also known as an Ancient God is exceedingly powerful, enough that most of the strongest Grand Emperor's would steer clear from them. In addition, past conflict between the newly ascended Immortal Emperors and Grand Emperors looking to hunt them for treasures and their bodies ended up leading to a vicious conflict led by the Dark Crow known as the Emperor Hunt. This led to the death of at least one 11 Will Grand Emperor, and two of the 13 Continents being occupied by the Hundred Races(the name for the denizens of the Nine Worlds). In the end these denizens became incapable of obtaining the title of Grand Emperors and are instead referred to as Immortal Monarchs, or Immortal Kings. Needless to say, the political situation here is complicated, and not helped by the remnants of past epochs covertly infiltrating the world in an attempt to recreate their past feats of devouring the inhabitants by their billions to regain their lifespans and further their power. The final place of note in this world is the Exploration Grounds, a massive space filled with the remnants of broken epochs where Emperors hide to escape Heavenly Tribulations.

6. The Nonexistent World: This is a world that shouldn't exist, by all accounts, what the Three Immortals Su, Xi, and Nong accomplished is possibly one of the more impressive achievements across the Epochs of the past. Not only did they survive an expedition against the Heavens, but they also proceeded to hide an entire World just as vast as the Ninth and Tenth on a completely separate plane of existence and away from the shackles of the Heavens. It would take an Overlord level figure just to journey here, let alone find the traces of this incredibly well hidden world. This is why it's given the epithet of the nonexistent world, because logically such a place shouldn't exist at all in this setting. Of course, like the Tenth, the cultivation system here is unique, and further streamlined as well as being more powerful. The power of Anima which belongs solely to the self, something only restricted to Immortal Emperors, Grand Emperors, and High Gods with 3 Totems is something even the most untalented fool cultivates from the very first stage. As a consequence, the True Emperors which are this worlds equivalent to the Immortal and Grand Emperors almost all possess 12 palaces, something that in the Nine Worlds can only be counted on one hand, and in the Tenth is exceedingly rare even with the Primal Energy they cultivate with. Their Progenitors even approach the strength of the greatest in past Epochs, and the Three Immortals themselves are even stronger. Of course danger still lurks here, and thanks to a mistake by the Three Immortals three dark existences from the World of Death, a group of Pseudo-Immortals who have spent countless Epochs devouring the strongest Overlords and countless lives have infiltrated the world and begun corrupting its denizens against its interests. The worlds here are created by Progenitor Dao Sources, and separated into regions based on strength, namely Myriad Lineage Worlds, Imperial Lineage Worlds, and Immortal Lineage Worlds. As worlds grow stronger they rise and fall between these realms after their progenitor has departed. Many have made their way here in the past including Immortal Emperor Jiao Heng who created Arrogance Enterprises, Desolate Saint otherwise known as Samsara Wilds Ancestor, and of course the Dark Crow. In addition, mirroring the Nine Worlds, there are Six Redemption Grounds, one of which, Moneyfall contains a being that defected from the World of Death.

7. Free Pick: Pick freely among any of these options.

Origins: All origins by default start at the Palace Opening Realm unless stated otherwise. Age is up to you unless the background says otherwise, and the details of your background are also up to your decision as long as you don't benefit greatly from them.

Mysterious Young Noble(Free):

Where did you come from exactly? You're a mysterious existence in this world with no home among the Myriad Worlds. You simply appear in your location with no prior cultivation, memories, or history in this world. The Old Thief won't be alerted to your presence or otherwise notice this fact as a basic protection, but whatever happens now is up to you. You start with no cultivation, which should be quickly rectified.

Vagrant Cultivator(Free):

The Cultivation world is a harsh one, and monopolies over seeking the Dao are the norm in every Epoch. Of course there are still some like you who end up being on this path regardless of the support of some monstrous Immortal Lineage, Progenitor Sect, or Grand Emperor Lineage. Your background is humble, your Dao Foundation, solid, but equally as unimpressive, and your contacts minimal. While you may not have lived a life of misery, you have made your way throughout life knowing when to bow before the real giants. You enter this Jump right as your origin makes their way to the location you specify.

Young Master(-100 CP):

As a Young Master of a great force, you've lived a life of comfort and admiration from countless others, whether in a behemoth Immortal Emperor lineage like Heavenhoof Ravine, or a more regional power like the Azure Mysterious Ancient Kingdom. Your position can be anything from the Brother-In-Law of a powerhouse, the Crown Prince of a Kingdom, the son of a Godking, or even a hidden Imperial Prince set to slumber across the Eras. The only thing to be sure of is that you belong to a powerful force, are younger than 20, and can upgrade your attributes to King for free.

Old Monster(-200 CP):

Age is ever the enemy in this universe, the ravages of time are not as easily fended off as in other Cultivation worlds, and your position is only a mark of that. You are an older cultivator, many would call you an Ancestor, and they would be right. Whether through Disciples that have made their names known, or glorious events in the past, you have left your mark on the world around you having been a powerful cultivator in the past. As you start as a Virtuous Paragon, you may begin this Jump as the leader of a middle class Sect, a minor elder in an Immortal Emperor's Lineage, or a more prominent one in a weaker Emperor's Sect. The only thing to keep in mind is that the Difficult Dao Era took its toll, and while you may have buried yourself in Blood Era Stones, your vitality is nowhere near what it was at its peak. To make up for this however, your Dao is polished, and your experience is vast and expansive. As a minimum your Origin has lived from the time Ta Kong ascended the Immortal Emperor's throne, and through the events which saw the Black Dragon King tear apart his Heaven's Will and start the Difficult Dao Era.

Perks: All 100 CP Perks are free for their respective Origins, the rest of the Perks are

50% off for their Origin.

General

Three Fates and Seven Souls (Free/-100/-200/-300 CP): Cultivators in this universe and the Nine Worlds specifically have a set of attributes which make up their status as both a lifeform, and form their eligibility to seek the Dao. The First of these are the Three Fates and Seven Souls also known as their True Fate, or Soul, hidden behind their Fate Palaces. The Second is their Life Wheel, the status of which decides their lifespan, and if cultivated, the strength and purity of their Blood Energy. The final one is their Inner Physique, which decides the strength of their bodies. Each of these attributes is an inborn talent separated into 6 ranks. These are Mortal, Houtian, Xiantian, King, Saint, and finally Immortal. Those born with the final level of any of these attributes are cursed by the Heavens because containing one without all of the others would immediately kill them if not for the resources and efforts of the most monstrous of Immortal Lineages, needless to say someone born with all three would likely immediately be killed by the Heavens, and even a Pseudo-Immortal may fail to guarantee their lives and the lives of those in their surroundings. You are now a wielder of these talents and everything else required for cultivation in this setting. For free you may start with Xiantian attributes for all three of your attributes, for 100 CP you may start with King Attributes, for 200 CP you gain Saint Attributes, and for 300 CP you may gain one Immortal aptitude for only one of your two base talents: The Fate Palace, or Life Wheel. After all, being born with all three is an impossibility never seen before, and while you will be protected for having one thanks to this perk, an origin born with all three would have died and taken their entire Sect or Kingdom with them. The differences between them is stark, a Saint Fate Palace could open their Palace and begin the journey of cultivation with just one knock and become an Emperor Candidate or Godking before they even reach a mortal's old age. A Mortal Fate Palace for comparison would have to spend days patiently meditating just to qualify for cultivation. An Immortal Fate Palace on the other hand is so great that one could dismiss their cultivation, begin with the most basic laws, and still fight Godkings as a Heavenly King. This is also not to mention the ability to copy any merit law and innate ability witnessed at a glance. At the end of the day however, the Dao Heart is supreme, and geniuses with these great talents have still fallen to ants lower than dirt because of lacking will and excessive arrogance. To start with, your in-Jump identity is proficient in one Virtuous Paragon Level Law for each attribute, and a Saint Physique Law. If you start in the other worlds such as the Tenth or Three Immortals, then you gain laws specific to their Dao System. In future Jumps you can cultivate without issue, and introduce others to it with a drop of your Longevity Blood.

Jumper is only 18(Free): Like our dear and wonderful Young Noble, your temperament never seems to grow old. While you might be millions of years old, in your heart, you're only 18. Or whatever number you pick, basically, you don't grow demoralized and too tired of the world just because you've lived a long time, and others see fit to play along with that even after finding out your real age.

Peanut Gallery(Free): Perhaps the absolute worst part of this series, a villain even greater than the Villainous Heavens, and the Dark Overlords is now yours to take with you. Yes, I'm talking about the ever present peanut gallery of minor Cultivators who follow and comment on your most impressive achievements. It seems like wherever you go, even to new worlds and Jumps, there'll always be these lackwits ready to cheer you on and loudly explain all the missing details in what's going on like what your attack does, what your weapons were used for in past Jump, and even the more famous among your past escapades. Needless to say, even if you did something remarkable in a far off place, this peanut gallery will always make sure everyone knows about it. If you want them to of course.

Translated by Immortal Emperor Bao(Free): The various titles and names in Emperor's Domination, when left untranslated are usually quite straightforward, long, and cringey. Thankfully, the translator for the series has seen fit to change the titles in many places to create a unique and cool(while still quite Chuuni) naming scheme. This can be seen in King Crab Sea God becoming The Lithodidae Sea God, Atman becoming Anima, and regular Emperors becoming Conquerors in the Tenth World. Most noticeable is the Ancient Primal Origination Epoch Myriad Tribulation True Fate becoming the Tetra Tribulation True Fate. In that same manner, you have an exquisite naming sense and an ability to come up with grand(and intoxicating) titles and names for things you come across. You can even do this on a whim.

Myriad Races(Free/-200/+100/+200 CP): The Myriad Worlds are home to various races and peoples. From the Ghost Immortals of the Sacred Nether World, the Charming Spirits beloved by the Heavens, to the Heaveners, Devils, and Divine Races of the Tenth World. Whether intelligent like humans, or near animal levels like Teeming Fish, you can pick one canon race to be a part of. If you wish to be a Divine Beast of some kind like a True Dragon then you must pay 200 CP, as your entire body is a treasure being hunted is the least of your concerns, and being devoured is almost a certainty if you are too weak with no backing. On the plus side you have an innate gift such as a Phoenixes Reincarnation, a True Dragon's immense Longevity, or a Kun Peng's Inborn Grand Dao. For an extra 200 CP you can choose a race like the Sea Demons or Ancient Ming, which while having their own advantages, are ultimately tools of Dark Overlords to facilitate their return, in the formers case they cannot advance towards the Heavens Will, and must become Sea Gods by gaining the recognition of the Trident, ultimately leading to

being devoured by the Triune Alligator Lord, who will surely devour them all first if given the chance. The Ancient Ming, while capable of reaching for the Heaven's Will, must participate in brutal devouring, torture, and evil to advance their bloodlines, and are also currently a race hated by the entire Nine Worlds and Tenth. The reappearance of just one would lead to their capture and eternal torture in an attempt to find the rest of their race. Any race with such debilitating circumstances may grant the extra 200CP. If you don't want a race change, you may pay for a much weakened bloodline from one of these races while staying a human. The benefit is that you may pay for this multiple times, or get 100CP if you pick a flawed race.

Immortal Physique Seed(-100 CP): While it is impossible to be born with an Immortal Physique, one may still be born with a Saint Physique that corresponds with the 12 Immortal Physiques or the 6 words of the Physique Scripture which birthed them. Whether this physique is one that corresponds to the Eternal Physique, Radiant Immortal Physique, or Sky Destroyer Immortal Physique, you are now its wielder. In addition, imprinted into your mind is the most perfect Physique Law for it straight from the Physique Scripture. It's no exaggeration to say that with the polishing of time and good opportunities as well as a strong Dao Heart you could eventually reach beyond even Grand Completion and kill Immortal Emperor's with ease. May only be taken once unless you have the One Thought Creating Myriad Physiques perk.

Bloodline(-200 CP): The Tenth World's counterpart to the Immortal Physique, Immortal Bloodlines are in a way, much more powerful. Their wielders are not limited to the power of mere Emperor Rivals or Assailants, and can even kill them if backed up by a sufficiently powerful Cultivation. The Star Stomper High God was able to kill a High God almost at the level of an Ancient God wielding a fragmented High Heaven War Scroll solely because of his bloodline, and it was not even the highest level of one. The bloodlines can have multiple effects based on rank, which are divided into Ancestral, Ancient, and Immortal, with Immortal being the strongest. The Nine Cauldrons bloodline wielded by the Star Stomper High God was only at the Ancient level but granted him a defense and regeneration greater than that of the Indestructible Diamond Physique, while also boosting all his Main attributes like his True Fate and Life Wheel. You may pick any one of the Immortal Bloodlines of the Four Races, whether the Human Monarch, Heaven Authority, Divine Eternal, or Devil Bestowment Bloodlines. The main drawback of these bloodlines is that they cannot be cultivated, and one must be born with them. Similarly, they cannot be upgraded without immense luck and resources. Their power is still immense, the Mortal Reversion Ancient God was so powerful thanks to his Immortal Bloodline that when he became a 12 Totem Ancient God he was capable of chasing one of the greatest geniuses of the Three Races, the Wildlad Heaven Emperor like a dog, and forever barred him from seeking more Heaven's Wills over the rape of an extremely distant descendant. Even the Celestial Court, an organization once led by one 12 Will Grand Emperor's and two of the most

brilliant 11 Will Grand Emperor's could only save his life and force him to remain one of the weakest Grand Emperor's in history. May be taken more than once.

Grand Talent(-200/-400 CP): There are many talents that the denizens of these worlds can exhibit separate from their Three Major Attributes. One of them, the Immortal Soulbone, can see through all of existence, allow the owner to instantly learn the most complex things, connect with the Dao, and even release a petrifying light that can freeze opponents of higher cultivation levels. A talent like this immediately made its only canon wielder a supreme genius even when she was on the wrong path of Cultivation. Such unfair talents are not rare or unique, and for 200 CP you may choose to have one on the level of Mei Suyao's Soulbone, or Chi Xiaodie's Divine Eyes. For 400 CP you may gain something on the level of the Immortal Skeleton the mysterious Ancient Ming genius from the past wielded. This is an entire skeleton of Soulbones, where just one was enough for Mei Suyao to be supreme among the Younger generations of the Nine and Tenth Worlds. Only a wielder of the Immortal Fate palace, and a competitor of Empress Hong Tian alongside others guided by the Dark Crow were capable of being her equal. The skeleton or another special talent of this kind, when in the possession of that ancient genius was so strong he massacred the geniuses of the Nine Worlds with impunity and required the personal intervention of the Dark Crow, a teacher of Immortal Emperor's and one of the few in the Nine Worlds to crucify one, to capture him.

Fiercest(-777 CP): In the end, the only attribute of endless worth is the Dao Heart. A Cultivator's will to follow the Dao to the very end while staying true to themselves, never crossing their bottom lines, or losing themselves to the erosion of time, age, or suffering. This is the trait that let Empress Hong Tian dominate all her competitors in the Ninth World and rise to become Immortal Emperor despite having no special talents. It is the same trait that allowed Holy Emperor, once a trash talent that took an entire century to even begin cultivating to become a 3 Will Grand Emperor and never face a Heavenly Execution in his life. Most famously, this is the trait that allowed Li Qiye, the Dark Crow and main character of the series to reign supreme over an entire Epoch, plan, scheme, and work his way into becoming the first in all of history to gain 13 Fate Palaces, 4 Immortal Physiques, and the supreme Tetra-Tribulation True Fate close to that of a True Immortal's. You too are now counted amongst these ranks, with a Dao Heart that defies description, and is just as strong as Li Qiye's. Even with a mortal physique, and no immortality you could expect to become an unstoppable expert amongst your peers. If you were to hold one of the Nine Grand Heavenly Treasures or Scriptures, as long as you survived the long ages, recreating Li Qiye's feats would be a matter of certainty, your exploits would shine across the history of the Nine Worlds Epoch. At this level all it takes is one thought to embody Buddha, one thought to become a Devil, and one thought to reign supreme. Of course, such a thing wasn't easily obtained by its original wielder, Li Qiye once faced millions of years of torture, hardship, planning, and all with an indestructible body and goal unique to him. While you may or may not

have suffered such things, you do gain this Dao Heart without any changes to your true self. As the perk implies, you can change your bearing and beliefs freely, becoming a Buddha or Devil at will, encompassing a myriad of thoughts while always being yourself. Nothing can change you unless you wish for it to do so, and your wisdom when it comes to matters of the self is absolute enough that you can always correctly judge how to adapt yourself to the long flow of time while maintaining your love for the world, life, and those you care about. Not even the Villainous Heavens could break your will with this purchase, and as shown in the series, it wouldn't even bother to try such a futile act. With something like the Thought Scripture, you could easily stomp High Gods into chunks of meat, manipulate weak Grand Emperors into slaves, or corrupt Paragons of greatness and wise sages of humanity into cackling traitors all without cultivating. This power is not just limited to expression through the Thought Scripture. In a distant Epoch after your appearance here, Duality Master would have been capable of making Dao Lords bow, and tread through Burial Grounds as if they were his backyard because of his Dao Heart alone. He is not the equal of his father, Li Qiye, in this regard.

Mysterious Young Noble

Don't Fall In Love, Jumper is Only a Legend(-100 CP): It's strange isn't it? How your aura and charisma makes you so likable and successful in matters of love that is. Li Qiye looks like a regular Chinese peasant shepherd, and yet the greatest beauties of this world cannot forget their love for him even after an entire Epoch has passed. The most beautiful Princess of the Middle Continent Ancient Kingdom has been slumbering waiting for news of his faked death since the beginning of the Ancient Ming Era to the Current Era and even forgave him completely once she realized he had lied to her and seduced her under a false identity for a treasure her clan owned. The women(or men) you meet and attempt to seduce are much the same, as even though cultivators can change their appearance at will, and many are beyond handsome, their aura is much of their attractiveness as the Eight Stallion Dao Lord proves in the future. Yours is the same, a magnetic attractive force that makes your romantic endeavors a simplicity, and the devotion of your lovers supreme. While your appearance remains the same, you essentially match the looks of some of the greats in this world thanks to your sheer charisma and force of personality. As an example of what this entails, Immortal Emperor Wan Shi seduced so many women of the Three Races because of his aura and looks in the Tenth World he almost single handedly led to the propagation of the Nine Worlds' bloodlines in that world, wiped out the Bloodlines of many weaker Grand Emperors, and caused a storm that made experts who cared little about love to hunt him like a dog for Eras. Like all of these figures, you're a master of love and seduction to the point where it's almost absurd. Whether they're the wife of a Grand Emperor, a devoted Jade Beauty like Miao Chan, or simply a cold beauty they'll all fall to your charms. Relationship issues are a thing of the past as you could easily make your way through any pitfall, and keep your partner's loyalty and love for millions of years. In addition no matter how many millions of years pass, you will find that your loves won't be stolen from you regardless of how easy or common it would be thanks to your strength or lack thereof like poor Immortal Emperor Mu Zhuo.

Astounding Arrogance(-100 CP): Is a trait almost endemic to this setting, not that you don't have it either. Instead you have a more... forgiving sort of arrogance. Even if you can't back up the extremely disrespectful and egotistical way you speak, others can't help but take you seriously and buy your bluff. Even Ancestors stronger than High Gods would tread carefully around you if you adopted an arrogant poise, and would rather challenge you in contests of luck, insight, or skill rather than pure power. If you can back it up, just your mere act of arrogance will anger others to the point where you can drive million year beings frothing with rage and ready to kill you at a moment's notice. Better yet, whenever you do this and murder those who you've riled up and gotten to attack you, others will see it as justified, and no intervention shall be made, even in a lawful society. At that point everyone else will simply sign things off to be a personal conflict between you and any of their family members even if they should otherwise be involved

because of the scale of the conflict or their prior alliances. If you're strong enough they may even denigrate your victims and claim they deserved it.

The Heavenly Change Heralds a Jumper(-200 C^P): Calculating the Heavens and divining the future is not a rare art in this world, whether they're the Heart Ghosts of the Sacred Nether World, or the Heaven Calculating Pavilion of the Three Immortals, numerous Lineages and powerhouses have invested into seeking answers from the past and the future. But your mystery doesn't just extend to your appearance in the 3 Thousand Worlds, it also extends to those who attempt to divine your fate, past, present, or future. Not only are you notified, but you may even change their deductions to benefit you, return absolutely nothing, or give the peeping person a backlash equal to as if they tried to divine a Heavenly secret. In addition, the Heavenly Gazes of experts and Cultivators, no matter how much stronger than you, cannot see into your secrets such as your Cultivation Realm, Bloodline, or Physique. You can at all times simply come across as a regular mortal regardless of your strength, and the stronger you are, the more easily you can use this to stumble onto antagonistic people in need of a killing.

Scram!(-200 C^P): It would be quite a shame if your targets just escaped wouldn't it? Even if you spared them, there's no real guarantee they'd like to risk their lives and reputation on an unknown person, so it seems quite a waste to let them off so easily without any further punishment. Usually such a reasonable reaction is what you would expect from those you come into conflict with and defeat utterly, but just by telling them to scam, they will lose all sight of the circumstances surrounding their defeat, and stew in hatred, throwing caution to the wind, dumbing down their plans, and not considering the larger implications. Just like a regular Xianxia villain they'll seek help from anyone they can convince, spend days obsessed about their defeat, and come at you unprepared, dragging as many of their Sect members, family, and friends they can sway into the meat grinder. Of course if you don't want to go that far, you can simply leave an irreversible shadow in the Dao Heart of anyone you face making them unable to progress unless they defeat you while granting them a large inferiority complex and fear towards you and your actions.

Provoking Slaughter(-400 C^P): Of course, even if your prospective enemies decide to call their friends and allies, there's no guarantee all of them will come at once. It doesn't do to waste thousands of chapters waiting for every ant to throw out their obnoxiously named attacks one by one does it? So of course now with this they all seem to fall under the curse of Xianxia antagonists. Like the foolish Young Masters stomped to death and forgotten like the Lithodidae Overlord, Ye Qingtian, Meng Zhentian, and Long Aotian, the people you antagonize always successfully galvanize all of their allies and friends, from the lowest sect member to the Sectmaster into attacking you with the same pigheaded stupidity and lack of foresight. Best of all, they'll all do this in a timely fashion, all at once, and forgo taking turns to gauge your strength. Even if your name is legendary, your cultivation base unfathomable, and your feats

impossible to deny you could still provoke all the geniuses of the Nine Worlds into attacking you like fools after shouldering the Heavens Will and becoming an Immortal Emperor. Worse still, the people of the world never seem to learn from their past mistakes, even if you left clear records of your deeds there would still be fools ready to question them and attack you once provoked by your actions. As if that wasn't enough, your ability to insult others is so refined even those million year old taboo existences from epochs past can't help but react in rage let alone less experienced beings. It's as if you just stumble upon the words that hit those people the hardest, and also almost like you're purposefully looking for an excuse to kill them. But of course that couldn't be true, you're a true man, and if you had to fart you'd let it out, no need to present chastity as a prostitute with you. Not at all.

Killing One Man...(-400 CP): Is a sin, killing hundreds makes you a hero, tens of thousands a King, and millions an Emperor. This is the logic that all who reach for the apex must eventually come to accept, as doing anything else is offering your own head to add to another's kill count. But this is usually an exhausting affair that doesn't grant as many benefits as it introduces problems. Or it otherwise would if you weren't working under the same logic of this setting no matter where you are, as the more you kill to solve your problems, the more you find them being resolved in extremely favorable ways. Killing your love competitor may see you actually gaining the true love of the person you're pursuing, exterminating a Sect to the last man would result in finding their treasury intact, and likely more full than at its prime, alongside every disciple dying during the attack and etc... Luck just seems to go your way in these matters, and in fact the more massacres you commit the more intense and pervasive your luck becomes. Having a few million deaths under your belt would be a noticeable boost, but an uncountable number collected across countless Eras would be enough for you to stumble upon the Thought Scripture in a form sealed by the Purewood Divine Emperor, or find multiple treasures on that level within a few decades back to back. Of course the number of people killed would be immense and mind boggling, perhaps uncountable trillions and entire races murdered so brutally their blood stains Nine Worlds Billions of kilometers in size completely.

Calculating With Fingers(-600 CP): You're not a native to this land, hell this entire reality is different from what you know, here continents can be the size of Galaxies, perhaps even superclusters, a minor world created by cultivators can have their own sun and moon, distant galaxies, and support life. Cultivators can pluck stars from the sky, shatter the Dao with their attacks, and spin back time millions of years and fight as if they were at their peak in a distant epoch long destroyed by the heavens. It doesn't make much sense for someone with that little context of the gaping maw they're walking into to do so uninformed. Which is what this is for, anytime you need information on the history, cultivation methods, or really any information on the world around you, all you need to do is count your fingers and "calculate" it. Your answers will be as detailed as the knowledge Li Qiye has of the Nine Worlds, and if you spend a few weeks repeating this act, you can deepen your knowledge and update it. In addition, you

may perform divination in this way, equal to the best of the Heart Ghost Tribe, but still subject to the dangers of that art. This level of detailed information continues in other Jumps and worlds you enter.

Emperor's Domination(-600 CP): You may be a foreigner, but with this perk you're destined to be the supreme butcher, a lord across all the worlds, and a tyrant unchallenged across the ages. What this requires is a tremendous amount of battle and death, and if you follow suit in partaking you will find your strength and even talents rising to match. The more you battle, the more you win, and the more you remain arrogant, unswayed, and ruthless the truer this will hold. Any of your attributes, skills, and Merit Laws, and even your cultivation could be raised through this method, and all that it requires is that those you slaughter are active combatants, and that you remain arrogant and fierce throughout all the events that lead you to that inevitable conflict. However the weaker your enemies in regards to your cultivation base, the greater the number you will need to slaughter. As a Godking it would take billions of combatants below the Virtuous Paragon Stage to rise in even one level of your Fate Palace or break the shackles of your Physique. If you were a Palace Opening ant with no cultivation, killing several dozen Heavenly Kings could grant you the same result. This effect is increased if you can get a large number of spectators to witness your domineering attitude, slaughter, and victory. Using indirect methods are fine, after all, you couldn't have the title of Fiercest if you weren't stomping Godkings into mush with rusty gloves right?

With One Strike(-800 CP): Jumper turned a Godking into a Meat Patty! Is what the peanut gallery of this world will likely say in response to your fights. After all, with this perk you have gained the peculiar ability to release strikes equal to about a quarter the strength of your strongest non-sacrificial attack as if you were just casually flipping your hands, waving a finger, or shooting some Blood Energy out of your eyes. Your arrogant demeanor could be increased heavily by your casual ability to attack with destructive force in a relaxed and dismissive manner. The effort taken is of course, as much as if you had launched a casual strike, and your opponents would likely be left in fear at the sight of you casually breaking their obnoxiously named Merit Laws and slapping their faces. Which is far more achievable now since you can also control the effects of these strikes, letting them hit defenses with the force to annihilate your opponent, but only striking them hard enough to break some teeth.

Nirvana Heavens(-800 CP): The cultivation system of the Nine Worlds, and those of the other worlds are incredibly complicated and profound, one small step wrong in executing a Merit Law can forever ruin a Dao foundation, and the limits are enforced by the High Heavens ruthlessly. One of those is that the limit of Fate Palaces which can be opened is 12. In the various Cultivation systems, these Palaces are opened in a variety of ways and in a variety of stages, but there is still an ultimate number to this limit barring one person. Li Qiye. Unlike him however, you are not from this world, so the restrictions simply do not apply to you. While you benefit

from things like a Life Wheel, Fate Palace, Inner Physique, and Meridians, you are not bound by them, so as long as you have sufficient sources of energy, you can exceed the limits set by the rules of this world. Your Neigong meridian will not dry up as you create palaces, you won't be limited to the number of Stars you can pluck, and your Immortal Physiques can raise above Grand Completion and go for greater heights. The only cost of course, is that you will be beset by Heavenly Tribulations on the same level as what Li Qiye faced when he gained his 13 Palaces, and his various other feats. At the very least they will be that strong, and on the upper end depending on how ridiculous what you attempt is, they may even contain the full force of the High Heavens trying to kill you. No matter where you go, this doesn't change, and killing the Old Thief won't help you either, this is a permanent fixture. On the plus side, you may do this with every cultivation or power system you encounter, but you will still face tribulations scaled to that Jump or world's power levels.

Vagrant Cultivator

Harmonious Merit(-100 CP): As a Vagrant Cultivator, it's not easy making a good Dao Foundation. You essentially have to scrounge for good Merit Laws, and it's quite the hassle if you do somehow manage to get one because your Dao Foundation would have been irreparably damaged by such an inferior art. That is now a concern of the past, whether your origin from before was smart enough to stick to one good Merit Law or not, you no longer need to worry as none of these conflicts will ever affect your foundation, Cultivation speed, or power. Regardless of the mishmash you may have, or will practice, your laws will remain harmonious, and never hold back your full potential. It's really better to say that they help actually, as the more laws you practice the closer to the Grand Dao you become, and the more solid your foundation. Practicing the most basic laws in their hundreds could easily outpace the effect of a supreme Immortal Emperor Law or Merit Law. This works the same for attacking or defense laws as well, the more you practice on top of your main one, the more versatile and deadly they become, incorporating traits from myriad laws.

If You See a Jumper, Run(-100 CP): While you're nowhere near as strong as the being originally meant for this phrase, you're still strong enough that those weaker than you should know better than to waste your time, or Heavens forbid, actually offend you. You may just be a Vagrant cultivator, but the passive aura you exude makes even the richest and most experienced of those under you think you for some sort of majestic God. This is always enough to completely deter any rudeness or interference from your lessers, at least when you're not interfering with their affairs. If you are however, you'll find that they'll be extremely courteous. Regardless of the situation, you won't need to worry about them informing their own superiors or ancestors of your presence and supposed power, and in a situation where both are side by side, they'll always hold their tongue on the matter until they forget about it.

Facing Defeat(-200 CP): Defeat is not exactly a luxury, but to some Young Masters so mired in backing and lacking in talent it can actually begin to become a strength. Immortal Emperor Ta Kong, an Emperor not particularly impressive, and defeated many times by his peers became one of the select few to ascend to the throne and shoulder the Heaven's Will simply because he refused to give up after any defeats and did his best to learn from them at all times. As his enemies faced him and grew overconfident, they were far less capable of handling the same treatment dished out to them. This strategy is now one you can benefit from, as you gain an impeccable luck similar to that of Ta Kong's even without any backing. As long as you don't give up after a defeat and retain the willpower to keep challenging them, your flaws and impurities will be hammered out, your abilities in combat will grow, your Grand Dao will mature, your Merit Laws improve in strength, and various other qualities about you until you eventually defeat them. When you do, the grindstones will lose their purpose and shatter. Just as Mu Shaodi lost his nerve and began searching desperately for another source of power to

compete, so too will your defeated enemies lose all ability to believe in their own legitimate victory. Of course if your enemies decide not to spare you then there's no victory to come back from, but even without any backing, you are very reminiscent of a young Ta Kong, or even Min Ren, events seem to fall into your favor to allow your swift escape when it becomes clear you have no chance of victory. Do keep in mind however, that challenging someone too strong will create a situation impossible to escape from, and recklessly throwing yourself at an opponent with no understanding of their capabilities may do the same.

Would You Like Some Bamboo Swords? (-200 CP): A cunning salesman is not what one would expect from a Cultivator, but that seems to be your main method of operation regardless. You love marketing, merchandise, and business, thus you've gotten quite good at carrying it out. Your skills at commerce are really only matched by a certain Arrogant Progenitor, good enough that you could start a merchant clan within less than a hundred years as powerful as Arrogance Enterprises as just a poor youth with nothing to your name except your cultivation. Moreover, you happen to have an effect where as your strength rises, others begin to find themselves more and more willing to buy from your business, even if the things you sell aren't all too useful, and the prices are a bit too high. In addition, your business sense is uncanny, equal to Jiao Heng's at least, and your ability to do business regardless of how powerful the beings you're dealing with is immense. No matter how little backing you start with, you'll have more than enough basic respect and kindness, and won't ever encounter a situation where others decide to put strength over business. As your wealth grows, opportunities to make connections with the most powerful cultivators in your vicinity will begin to appear as if by providence. As the best merchant in the Grand Middle territory it would take basic effort on your part to ingratiate yourself so well among the strongest behemoths that neutrality or cut-throat business tactics becomes an actual possibility without a risk of violence breaking out.

Appraisal (-400): Appraising artifacts is one of the most important things for those who wish to forge their own, or sell them. Whether your origin had any experience with either, it doesn't change that you are one of the best at the art. Figuring out the quality or materials of an artifact takes you a mere glance, and it isn't quite limited to people as well. Like Li Qiye, you can see through the true character and traits of the people you meet. Someone like Chi Xiaodie who possesses a set of Divine Eyes would be easy to sniff out at the first glance, even if you didn't quite understand the name and properties of her eyes. So can others with talents unrelated to cultivation like those talented in other fields such as alchemy. Finding the true talent of anyone you meet, alongside appraising their character with a high degree of accuracy is the simple result of just looking at them. Spending some extra time with them would give you a near perfect guarantee, even in a world of scheming and transformation Merit Laws such as this one. Whether or not someone will come to betray themselves over time is just as easy to discern with this perk.

Giving Back to the World(-400): This is what Holy Emperor, perhaps the most respected Grand Emperor of the Tenth World undertakes. A humble method of living, one where he does not compete for supremacy, or hunt for treasures, but a simple mastery of mortal occupations to the point of reaching their peak and impressing even Emperor's and Monarchs. In one era he may open a tofu shop as he did when Li Qiye found him in the Tenth World after his ascension, in another something else. You can do the same now, a feat not easily replicated anywhere in this world. All it requires is that you spend time focusing on such humble enterprises and interests such as tofu selling, farming potatoes, or even being a merchant. Not only will you quickly master them to a supernatural degree, but you can also cultivate a genuine sense of enjoyment and passion while doing so. Even if you were still cultivating, this method of living in harmony with the world would still allow you to evade Heavenly Executions, Tribulations, and the conflicts of the Cultivation World. Now you're not necessarily tied down to mortal enterprises solely, but as long as you remain grounded, humble, and not power hungry the downsides of this world will largely pass you by. As an added effect you cultivate at the same speed as if you were in an auspicious environment while doing this. It's as if you have nothing to do with them and their storms simply pass overhead and do not bother you.

Avatars(-600 (P)): Avatars are a generally minor part of cultivation. At best they can only encompass 20% of their users strength, and take large amounts of effort and resources to produce, leading to their more common use as a means of defending descendants or important people to let others know of their backing. What some don't know however is that even the High Heavens will send avatars down to the worlds beneath it, Immortal Emperor Jiao Heng is one of them if some are to be believed. While you're likely nowhere near the level of tyranny and atrocious conduct as the Heavens, you're definitely capable of something similar. Somehow you know a basic method to create avatars cheaply and effectively with the only cost being time, and only a day's worth at that. You can create numerous avatars, maintain your consciousness throughout them perfectly, and imbue them into items or people for the sake of protection alongside giving them activation conditions. As if that wasn't enough, if you forgo their 20% of your power and spend a month crafting them, you can create an avatar that's born with all Mortal Talents and send it off to cultivate anew, letting it become a new identity or powerful tool in battle. Of course if your main body dies these avatars will be useless, but there is no risk on your part if they're destroyed except for a waste in resources and time. There is no way to track them back to you, and even the Heavens will be blind to the fact that you're the same person. If you decide to prepare some precious materials on the level of Myriad Star Water when making either form of Avatar, you can improve their level of power to something like a clone made from the World Seal: Just a notch below your full power. Your other form of avatars could even begin with greater innate talents and aptitudes if that and more time are invested. Of course if you manage to find a way to fuse yourself with these reborn avatars like the Black Dragon King is attempting with his Past, Present, and Future Selves, gaining all that they have and more is the least you can expect.

Unrelenting Sycophant(-600 (P)): It is incredibly sickening how easily you bow your head and brown nose those above you in hopes of gifts but damn is it not effective. Even a notoriously violent and murderous Pseudo-Immortal like Li Qiye would have no problems sparing your life after an attack on them and taking you along. Like Tie Yi, Nan Huairan, Puresun Daoist, and many others you're a true master of hugging someone's thighs and benefitting. In the aforementioned scenario, as long as you don't happen to betray this person you are guaranteed some form of great benefit like the common turtle Li Qiye found becoming a Divine Beast and creating a Dao Lord Sect. Another component to this is your absolute talent for diplomacy, trickery, and deceit. Like Gu Chun you're a diplomat capable of being accepted by the Tenth World even as a newly ascended Nine Worlds Emperor because of your likeability and charisma. Similarly like Bu Si, Wan Shi, and Fei Yang your ability to trick others, come up with daring and mischievous short term plans for your gain, and even sweet talk inanimate objects as was done with a certain stone is incredible. If you were a bit more clever about some of your tricks and inside jokes, they can even fool later generations for millions of years, like Wan Shi's handprint in the Stone Medicine World. It's no exaggeration that if you were obvious about your skills Pseudo-Immortals and Burial Grounds would refuse to do business or negotiate with you on principle. Your acting skills are similarly devious for the purposes of selling your bull... I mean treasured words.

Polishing the Dao(-800 (P)): It has often been said in this series that even ones without talent or backing can be outstanding, but often all the greatest examples barring a few have been influenced by an Immortal Crow who has lived since the Desolate Era and trained basic carps into beings capable of killing Immortal Emperors. It's no wonder they reach their magnificent heights as long as they have a decent Dao Heart, but all the talk of Merit Laws at any level being capable of reaching the apex merely exposes how hard such a thing is, and that it is much more likely for someone standing on the shoulders of giants to reach the very top than for someone building a foundation from dust and wood. With time spent, you can rectify this. All it takes is your singular dedication to a single Dao, Merit Law, or set of either, and no matter what happens you can raise it to the very apex of this world. Even with all mortal talents, as long as you cultivated diligently your Mortal Physique could end up rivaling that of Immortal ones, or even the Bloodlines, while your basic Merit Law could become the foundation of an entirely new Epoch once you're finished cultivating it to vast heights. As long as you don't stray from your chosen Dao, even with trash talents, a mediocre Dao Heart, and lacking intelligence, pure dedication even if not to the Dao itself will still see you matching the Cultivation speed and power of the Ten Eonic Geniuses. As a consequence of this, as your cultivation rises you can extrapolate ever more heaven defying methods from the most simple of cultivation Merit Laws. The true power that comes from this however is the fact that like the denizens of the Three Immortals World, all the power you cultivate is yours alone and free of foreign influence, as if your entire Dao Foundation is your Anima and you've been cultivating it from the start. You can

rededicate yourself to other Dao's/Merit Laws/sets when you encounter new Cultivation or power systems, but only once for each and gain the same abilities here with them.

Alchemy God(-800 CP): In the Desolate Era of the Nine Worlds, when Heavenly Beasts and longevity Spirits rampaged across the world, a pair made their way through the world testing the medicinal plants of the world and innovating a new Grand Dao. This would come to be known as alchemy, the process of refining Longevity Medicines, Fate Pills, or Physique Pastes as well as numerous other branches like insect raising. Like this duo, you too are now in possession of the experience and prowess of the supreme Alchemy God, and Li Qiye. Whether it's Fate Changing someone's immutable attributes, raising bugs which can kill Godkings, turning regular vines into colossal beasts, or refining pills like stir-frying, your expertise is unmatched in all of the 3 Thousand Worlds which encompasses the Nine, Tenth, and Three Immortals' world. Even the pair that inspired this perk no longer match your talent and potential in this field. As if by providence, epiphanies on how to improve the Alchemy Dao continue to come to you as if you're the embodiment of the Dao itself. When it comes to breaking the known limits of what should be possible, it takes simple research and experimentation spread over a few weeks to make great discoveries. Perhaps you could learn how to artificially force regular plants to become Immortal medicines with enough power and through a myriad of complicated efforts. Or maybe you'll discover how to remove the tolerance gained from Longevity Medicines. Perhaps you'll even figure out how to Fate Change an Immortal Attribute one day. At this point, with your mastery of this Dao and immense potential in it, only time and a lack of resources is your bottleneck. This expertise and talent applies to all forms of alchemy you encounter.

Young Master

Kingdom-Toppling(-100 C^P): An aura is one thing, but what about pure beauty? Like Triune Fairy, Shen Juntian, Eight Stallion Dao Lord, and Li Qiye's maids, you're an incredibly handsome or pretty person. Your form of beauty is up to you, but one thing is for certain, it is absolutely out of this world. Even the greatest Godkings and Highgods will not hesitate to claim you must be a descended Immortal after one glance, and those who claim they're unaffected by physical beauty will marvel at the otherworldly quality of your countenance. It's no exaggeration to say that you could manipulate others to be subordinate to your will unless they had an extremely strong Dao Heart, and even they may be worn down easily if you were a legitimately good person with great power above theirs. Kingdom-Toppling doesn't even begin to describe this, causing a war across the entirety of the Nine Worlds over the value others place on your looks would only require a bit of brains and some daring. For some reason, the thought of forcing themselves on you doesn't seem to enter people's minds.

Having Eyes(-100 C^P): Doesn't mean you can see Mt Tai, but yours aren't just for decoration. While you can't see through people and their thoughts, you have an extremely good sense for when it is time to abandon arrogance and adopt humility. When there are people you cannot afford to offend who will be affected by an action you're going to take, you'll feel an incredibly strong premonition advising you not to. If your subordinates are about to do such a thing, you'll be warned as well, and long before they can go off to get you implicated. If all else fails however, as long as you beg for your life and the offense hasn't been too egregious enough whatever problems you or your subordinates have caused will go away. In addition this sense lets you know when one of your subordinates is lying about an event or their actions.

Soul Resonance(-200 C^P): Soul Resonance is a phenomenon that allows others to use great artifacts to even greater than their normal capacity. This is called Soul Resonance, a state even greater than Immortal Massacres or Heavenly Annihilations. Unsatisfied with just that, it seems as if you've learned to ignite this state in almost every artifact you come into contact with, not just those great ones, increasing their strength by potentially hundreds of times. While usually, this would be hard to maintain, you can do so at "merely" 1.5x the usual cost of using the artifact. At the same time, you'll find that artifacts simply throw themselves under your ownership when you wield them, causing even the fatebinded artifacts of major sects to fall to your hands within moments of grasping them.

Backing is a Form of Power(-200 C^P): Only a fool would abstain from using all the tools available to them because of some aversion to nepotism. Of the geniuses who have risen to become Immortal Emperors, just as many came from a Sect that was already an Emperor lineage as did those who were complete nobodies living in the dirt. This doesn't mean it's wrong, or that

they're lesser for this. South Emperor, one of the Ten Eonic Geniuses came from the Mysterious Bamboo Mountain, a Sect with more than three Emperors in total throughout its history, and with branches located in the Ninth, Tenth, and later Void Worlds. Despite this he is a perfect example of a cultivator, patient, sensible, and intelligent. Of course while you may not be the same it's not really an exaggeration to say that your Sect treats you as if you're his equal regardless of your talents. Even if your origin, or later ones, are in a bad position with the Sect, Clan, or Organization they've joined, you'll find that all ends once you take the reins. Your treatment will be the best of the best, greater than if they believed you had a mere chance of ascending into an Immortal Emperor or Grand Emperor. The effort of their entire Sect or Kingdom would be put towards grooming you, and if you entered a conflict they would back you with fervent passion, even the most worthless of Outer Sect Disciples would have your back. This is a large responsibility as they'll even follow your conflicts which risk their destruction to their final conclusion.

Luck is A Talent(-400 CP): And that talent is one you have in spades. An often overlooked part of this setting is how often lucky coincidences end up making or breaking someone's life. Even Li Qiye, after regaining his body unexpectedly survived solely through luck at some points thanks to encountering the right objects he couldn't find after millions of years and the passing of three Eras. Your luck is similar to that of Di Zuo, and the other various Young Masters of this series, except much more pronounced. It is closer to Li Qiye's with your ability to run into useful people you need, great treasures unseen for Eras or maybe even Epochs, and for encountering the safest places in the most dangerous zones. It's no exaggeration that you could blindly guess your way across the Prime Ominous Grave and make your way to the most prosperous secret realms by pure chance. Your luck in battle isn't changed at all, but with these advantages do you even need it?

Jumper Has a Virtuous Wife(-400 CP): Whether or not you marry for love in this setting, it is no secret the spouses or lovers of other cultivators have led to their deaths. Di Zuo, a promising genius and upstanding man from an upstanding Sect that refused to massacre humans when commanded by the Ancestral Realm, died like a dog just because his fiancée, the Divine Spark Maiden, attacked Li Qiye after her brother started a conflict. In comparison, Jin Ge only avoided death because his wife, the similarly named Divine Spark Princess immediately put aside her personal feud with him in an attempt to ensure his rise as a Grand Emperor. Chi Tianyu is a similar Young Master who only managed to live because of a wife more virtuous than him. The main pattern in the latter examples is not one you're about to break either, as no matter how many, or how horrible the people you get involved with are, their negative personality traits will take a backseat to their love for you and their wish to see you succeed. Their competency rises greatly to match the middle ranks of the Dark Crow's Sword Maids, and even if given command over your Sects full force they wouldn't entertain the thought of abusing that power in any way. Their loyalty is absolute and inviolable, it would take coring out their soul and puppeting their

body to make whatever shell is left act against you. In addition, like Min Ren and his own general, no matter how much you blatantly love others, they will still maintain their loyalty and love.

Perfect Foundation(-600): Something that Li Qiye often mentions is then need to take things slowly and fully understand a Cultivation stage even if the Cultivator perfectly builds their foundation. As he would put it, only careful step by step Cultivation can ensure a Dao Foundation that's perfect with no flaws. If he knew of your advantages it's unknown what his opinion would be, but regardless of what he thinks, your Dao Foundation benefits from complete perfection as long as you manage to get to the next stage. As long as you could achieve the next stage, all past problems with your Cultivation such as rushed or incomplete merit laws fix themselves and never hinder your future progress. Even if you were to be crippled and had your Dao Foundation destroyed it would be impossible for you to die from this alone, and it would only contribute to making your next one more powerful.

Heaven's Favored Child(-600 CP): The Heavens favor no one, and if they did, that being would be a wretch. And a wretch you are indeed, a demon of Cultivation unlike anyone else solely because the Heavens do favor you, and they favor you in a completely nonmalicious manner(a true miracle). Things such as your Fate Calamity and Life Reduction simply do not happen, and no matter the level of heaven-defying you reach, you simply cannot incite the wrath of the Heavens. As if you're a bastard Child of the Old Thief himself, your antics and actions are met with indifference at best, and in the most desperate cases, even a bit of assistance, nothing that will save your life or prevent a medium loss by itself, but a noticeable help in desperate situations. Once in long spans of time equaling a few thousand years, or once every Jump, you can even get the Heavens to directly intervene on your behalf in a reasonable way such as killing a competitor with an early Life Reduction, or pointing you towards a hidden Heavenly Treasure.

One Thought Creating Myriad Physiques(-800 CP): A Merit Law created by Li Qiye and tested on the Black Dragon King, this is one that allows its user to contain more than one Physique within their Inner Physique. The Black Dragon King used it to cultivate two Immortal Physiques and execute the domains created from opposite Physiques clashing to effortlessly murder Ta Kong, destroy all the space channels across the Nine Worlds, and rip apart his Heaven's will before invading the lair of a Pseudo-Immortal in hiding and subsequently losing his third body in a three way battle between the Overlords of the Ancient Ming, and the master of the Grotto. Needless to say, the power granted by just two Immortal Physiques at Grand Completion was insane, let alone the four Li Qiye would later cultivate. While you don't possess this Merit Law, your Inner Physique, whether as a quirk of fate, or an inborn talent, has no limit to the number of Physiques it can cultivate. Rather, it seems to be the perfect place for them, and as long as you put in the effort, you can even raise the various King Physiques to match their Immortal counterparts while cultivating all 12. The Stagnation Domain at Mid Completion alone

was enough to turn Meng Zhentian, an Emperor Candidate far stronger than Ta Kong before his ascension, into a literal pool of blood in an instant. The combination of all 12 alongside any other Physiques you choose to cultivate should be a potent combination unmatched by all but a few other things.

Triple Immortal(-800 CP): Of course after hearing the capabilities of the Immortal Fate Palace it's only natural to wonder what all three are capable of, and to seek them out. Even Li Qiye is guilty of replacing his original trash attributes. With this perk, whatever explanation you come up with makes it so that your in-Jump identity was born with all three Immortal Aptitudes. This includes one of the 12 Immortal Physiques already at minor completion. Needless to say, words have yet to be invented for the level of genius you will be once you start cultivating properly. Long Jingxian was a reprobate who rarely cultivated and still effortlessly kept up with the greatest geniuses in the Stone Medicine World. She even destroyed her Dao foundation and cultivated to the level of all of Li Qiye's prospective generals within less than a year. Needless to say, a full set of these attributes supporting and reinforcing each other without the mountains of resources used just to ensure your body didn't die speaks for itself. The protection that stopped your in-Jump identity from immediately dying a horrible death thanks to the High Heavens only lasts until you become a Virtuous Paragon, after that you have to find a way to survive its wrath that isn't this perk.

Old Monster

Jumper's Descendants are Filial(-100 CP): When one lives for hundreds of thousands of years, it's not difficult to rack up many descendants, but as time has proven multiple times, this does not mean said descendants will ever be as amazing as their Progenitor. Many times, it has led to the complete extermination of their line due to greed, pigheadedness, or just sheer ignorance. In your case you've rarely had this problem, your children, descendents, and those who join your Dao lineage never seem to fall to the same vices no matter how privileged or talented they are. Almost all your descendants will be the shining example of the mindset needed to be a long lived cultivator: filial, shrewd, pragmatic, not overly cruel, and not bound to needlessly offend others. Even those that stray away from those personality traits would at least keep it to themselves, and in the case that they provoke widespread destruction for your lineage, will offer themselves first to stave it off. For some reason, maybe due to the respect that even a wastrel can be noble, this will always stave off calamity. You also don't need to worry about them forgetting your commands or the rules you set up due to corruption or sheer ignorance. It's as if your words are iron and never ignored by even the most distant of your descendants.

Great Ancestor Has Come Into Being(-100 CP): Reputation is a funny thing. Hundreds of millions of ancestors have built some kind of legacy to last the ages, performed some grand feat worthy of their station and made their name echo across the Nine Realms, and even other worlds. Yet time is also a funny thing because over the countless eons most of them don't even have their names left. Their legacy, deeds, and greatness have all become dust due to the unrelenting march of time. Except you that is, somehow over these eons your name has continued to stay strong in your location, and seemingly everywhere you've been in the past. Even as just an ordinary Virtuous Paragon you'll come to find that many of the people you met on your journeys in the past will remember you and pass this knowledge down. No matter how little your fame was in the past, or how long it's been, you will always be recognized when you come into being and the world is filled with ignorant juniors. This reputation is a powerful thing that grants you audiences immediately, clears your path when needed, and staves off greedy eyes and hands. Maybe it's due to you being a mysterious and lowkey ancestor, but even those stronger than you will not needlessly start conflicts.

Waning Vitality(-200 CP): Vitality and Lifeblood are the essence of a Cultivator. As the saying goes, "Ten thousand blood, one longevity; one blood, ten thousand years longevity." However as the greatest theme of this world is the impermanence of life, this Longevity Blood will one day wither as you age. Already there are thousands of ancestors who despite wasting resources precious enough to train entire legions of Royal Nobles just to seal themselves away and prevent this decay, who may die after leaving this seal once or participating in even a short battle. But this grand issue of vitality has rarely been an issue for you, from your youngest days, to now after all these generations. Your vitality seemingly refuses to wither away at the pace of

others, merely withering at a hundredth that of your peers. Those Great Ancestors of your generation that need legions to share their lifeblood for the sake of surviving even one battle pale in comparison to you. Your vitality is still like a roaring ocean with no end in sight, and it will take dozens of generations more for it to falter. To help with this you also gain no tolerance to longevity medicines, nor do they weaken with your strength, and can continue to use even the most basic ones to prolong your lifespan as a Godking.

Profundity in Simplicity(-200): The Dao is one of the most complicated things one can understand. Just when cultivators think all has been reached, a new ceiling spreads above their heads. Thus how can one be expected to transmit such a complex thing to their juniors after reaching the level of strength you have? Well by directly transmitting it to their True Fate of course. This Merit Law that you now hold mastery in allows you to shoot a beam made of the Merit Laws, Dao, or Merit Law that you wish to teach and perfectly transmit it to anyone regardless of strength. While they may not ever fully comprehend it if their will to try isn't enough, even the most hopeless and talents will be able to understand the full profundity of your works and cultivate a Grand Dao without altering it with their ignorance and eventually leading to the complete devolution of what you've taught.

Jumper's Possessions(-400 CP): Every Immortal Emperor, no matter how "weak", if that word can even be used to describe an Immortal Emperor, is capable of slowly imbuing precious items from their old days with their power until they become extremely strong enough to easily shatter Virtuous Paragon Treasures. This process takes millions of years however, and unlike the people here, I doubt you're quite as patient. Somehow, you've managed to overcome this need for time yourself, and form your own "Possessions" no matter your strength within a week of keeping the item around you. A regular leaf could become a Royal Noble Life or True Treasure within this period, with an effect that you wish for manifested through the chosen Dao you're proficient with. As you encounter new Dao Systems you could even have the item you choose form a treasure from that system like a Dao Treasure instead of a Life Treasure. Finally, the quality of the resulting item is as powerful as would be expected from someone of that stage. Making a True Treasure from a regular sword as a Virtuous Paragon would be one equal to a suitable Seven Accumulation Dao, while a supreme Immortal Emperor or 12 Will Grand Emperor might create a weapon equal to a True Immortal Armament made from a perfect set of Dao Materials of the highest possible number. In the hands of your descendants, or others you trust, no one can take these weapons and treasures from them, or use them in ways you wouldn't approve. Like Ren Xiang's wife and Ye Qingcheng, your descendants and others will be in for a rude awakening if they attempt to utilize your artifacts in ways you wouldn't approve of, or without your permission. If it's something minor, they might just fly away, if it's something that would truly infuriate you their lives would be forfeit on the spot.

Slumbering Beneath the Earth(-400 CP): Age is the true killer in this world. After all, there is no such thing as a True Immortal, so many resort to burying themselves beneath the earth within Blood Era Stones if they can afford it. Usually, this results in a slow decay over thousands of years as their vitality is slowly drained. You my dear friend, whether an anomaly that escaped the Old Thief, or some sort of exception, can find that like an Immortal Emperor, your age and life force remains untouched when slumbering beneath the earth in the same manner. In fact, unlike the rest here, this actually has the effect of strengthening your Dao Heart, Cultivation, strength, Lifeblood, and all your other faculties become stronger as you slumber. You must keep in mind however, that this is an arduous process, and evading an entire era may only let you rise from Minor Completion to Grand Completion, or raise a King Attribute to a Saint one. If Dao Heart was to be used as an example, it would take slumbering from the Desolate Era to the Current Era unbroken to match Li Qiye.

Dark Hand Behind the Curtain(-600 CP): Li Qiye, Gu Zun, Overlords, the Taboo Existences within Burial Grounds, and Ancestral Earths, the Ancient Ming. What all these people and leaders have in common is their extreme patience and ability to plan. Some of them have been lying in wait for millions of years in an attempt to get an opening, and in Li Qiye's case, he has set up the downfall of multiple of these groups at once, millions of years prior with a scheme he came up with separately and tied together masterfully. This is the level you now operate on, as an older cultivator, but far too young to be in the leagues of these beings. It's a miracle how easily you adapt your long term plans and improvise them for the maximum benefit over time periods that would baffle the human mind. Entire epochs billions of years in length can pass by with endless millions of new variables, and your plans will still remain viable, and just in need of some tweaking to make up for new information. You're on the same level as Li Qiye, and the hidden overlords in this regard, but where you shine as brightly as the former is in your ability to map out the behavior of others over these time periods, as long as you know them. For a regular mortal, race, or species, it would be child's play to guess their actions and the evolution of their tactics as time passes, for stronger beings you would need at least cursory knowledge of them to do this, and for cultivators of great strength like Immortal Emperors and above you would need to know them very personally. Either way, your ability to scheme, plan, and just plain finagle your way to victory is impressive enough to run circles around people born Epochs before you just as Li Qiye does, especially when it comes to using yourself as bait. For some reason, no matter how obvious, the potential gains end up being too much for your opponents to resist.

Grand Master(-600 CP): Li Qiye was not only successful because of his schemes, knowledge, and violence, his main success was in grooming some of the strongest characters in the entirety of the Nine Worlds, Emperors so strong they even managed to rise high enough to challenge the Heavens in Ultimate Expeditions such as Min Ren, and Hong Tian. You too are

similar, but not because of your ability to train already talented youths or adults, but in your ability to bring out this level of potential in even the most hopeless case. Like Li Qiye's first direct disciple, you can take a dedicated old man and forge him into a future Dao Lord, all it takes is a good understanding of their personality, and planning on your part to make them encounter events which train their Dao Heart. In terms of resources, you always manage to find what you need for them to grow during that stage and excel during the trials you set up for them. Unlike our dear crow however, you can do this all while maintaining a positive relationship with your students, and keeping their obedience towards you as long as it doesn't involve something suicidal.

The Lineage(-800 CP): At the level of ancestors, their lineage often becomes of more importance than their lives. Some of them are greedy enough to collapse the hard work of thousands before them for petty greed, but by and large the reason why True Gods such as the Realm God and Ancestors like the Peacock Treefather still live is solely to provide shade and protection for their descendants. This is usually done at no cost, and even to their detriment, but you have a more reasonable exchange, as the stronger a Dao Lineage you founded or rule becomes, so does your own Cultivation speed grow to match it. If you were to take a Sect from nothing to one that produced an Immortal Emperor, you could easily find yourself breaking free from a long bottleneck, and advancing even in the barren conditions of the Difficult Dao Era. Your blood energy, attributes, and Merit Laws increase in turn with the number and quality of your students. The longer you keep watch over them as well, the stronger this gets. If you had created a lineage like Three Thousand Dao, and ruled over it for as many eras as Dao Sanqian, it would be no joke that your power could start the next Epoch and rewrite the status of the world.

Eternal Wounds(-800 CP): are an unfortunate aspect of a certain level of cultivation. Above the level of the Emperor's and Monarchs. Once one truly closes in on True Immortality the wounds suffered by those attacking them on that level can take millions of years to heal, or even never disappear without the aid of Heaven-defying treasures. Li Qiye as an Epoch Lord was forced to commit suicide and reincarnate during his fight against the Thirty-Six Pseudo-Immortals in the World of Death partially because the wounds he sustained would never heal against without tremendous effort. In fact, many of the former Epoch Lords, and Overlords who devoured their own Epochs have faced such wounds after withstanding a Heavenly Tribulation, and are incapable of healing from this damage despite the untold billions of years which have passed. Your strikes, despite being far from this level, now inflict the same eternal damage on those you fight. Not even the greatest treasures, nor time could heal the wounds you inflict on others, and in turn no wound you suffer will take longer than a regular one to heal on your part. You won't be laid out for Era's because of a strong strike, and neither will you need to hide for long recuperating all the while the wheel of time turns and Epoch after Epoch is destroyed just to maintain your life.

Items: 100 CP Items are free for their origins, the rest are discounted by 50% according to them. All Items return immediately if stolen, lost, or destroyed, and as a one time application, may start, or be stored in your Fate Palace instead of your Warehouse. Locations purchased can be warehouse extensions and summoned onto the world simultaneously.

General

Sheep(-23 CP): This is a regular, mortal ram which you would expect to see owned by a regular Chinese Shepherd in ancient times. For some reason it acts as if it's your property and responsibility, and often wanders off to get involved in ridiculous events far beyond its scope. You can go searching for it, and find yourself meeting all sorts of colorful people and going through events that reignite your love for the world. If you just ignore it however it will eventually come back, holding an item of some significance you swear was involved in some great storm you heard about recently in some great power. For some reason it doesn't really age or need taking care of, whether or not it's intelligent it somehow manages to get by on its own even with absolutely no oversight. Not even the Heavens could kill this sheep.

Demon Sheep(-100 CP): You're not a lame are you? So why would you want some trifling mortal sheep? Of course for you Young Noble, only the most amazing and beautiful animals may make up your flock, and this one certainly fits. Having a faint but unique bloodline for sheep equal to True Dragons and a Dracobull, this sheep can eventually evolve into a Supreme Sheep equal to any of the Divine Beasts as long as it is cared for well. It can go the way of gaining Sapience and cultivating into a human form, or remaining a sheep with intelligence and an incredibly extensive lifespan. Either way, it will eventually make a powerful companion, not to mention that you don't even need to feed it.

Immortal Emperor Merit Law(-200 CP): This item is simple, you can either pick one Immortal Emperor/Grand Emperor/Immortal Monarch/True Emperor Law we've heard of in the setting and gain it as a book, scroll, or imbued into a carving. This can be anything from the Kun Peng's Six Variants to the Emperor Suppression Art. As long as it's on the level as something created by a being who controls a Heaven's Will, you can get one of them for every purchase. This includes Immortal Physique Strikes and Heaven's Will Secret Laws.

Jumper's True Fate Weapon(Free/400 CP): For free, you can get a True Fate Weapon on the level of one molded from an eight accumulation Destiny True Stone that resonates

perfectly with you and your chosen Daos and Merit Laws. As one of the two types of Fate Tools in the Nine Worlds, these weapons are the main method of attacking and defense for the denizens of the Nine Worlds, and grow with their owners Cultivation level, gaining new titles which correspond to their creators Cultivation level. As they're nurtured by the True Fate, a Cultivator can only have one of these at a time unlike the many Life Treasures or Longevity Tools they may create in their lifetime. For 400 CP instead you gain a True Treasure made from a Destiny True Stone as impressive as the Stone at the Peak. This was the main material for the creation of Li Qiye's World Seal, a treasure that let him copy the Heavenly Annihilations of other weapons, people, and even Treefathers if at a slightly reduced state. If you start in the other worlds, then instead you gain a Dao Armament or Fate Tool made from equivalent materials.

Nine Grand Heavenly Treasures(-1000 CP): Before the formation of the world, the endless Primordial Chaos which arrived created the Grand Beginning which created the Nine Words. These words would then go on to spawn Nine Treasures corresponding with their concepts, and which would appear throughout the river of time in varying forms. This is a set of items, each a copy of the Nine Grand Heavenly Treasures. Each of these treasures corresponds with a Scripture of the same name, and possessing both increases the power and functions of the Scripture.

Of the Nine, we only know the functions and names of six:

The Longevity Grass, which is the principle item that set off the entire plot and Li Qiye's rise to power is a Heavenly Treasure that grants outright Immortality, if through external means. It obviously corresponds with the Longevity Scripture. Unless someone is capable of taking it from the possession of the person utilizing it, the Grass will ensure they can survive even the destruction of an Epoch by the High Heavens, and reconstruct their bodies perfectly without any wounds.

The Death Coffin corresponds with the Death Scripture and is a treasure with a somewhat similar function, in that it can resurrect its master from death 9 times, and is functional as a weapon and a defensive tool. If used for blunt force, not even an Emperor could withstand a blow unarmed. It's also extremely heavy, and can protect its user from Heavenly Executions and Tribulations.

The Void Gate Corresponds with the Void Scripture, and requires the Ancient Void Rune to be the master of. Regardless of whether you bought it or not, you get it for free with this Item. The main function of the Gate is to contain a vast World within itself, completely untouched and with the purest Primordial Energy. There are numerous Immortal level Medicines growing, Auspicious veins, and it is completely unassailable by outside forces. This is largely because its master can imprint Laws into the Gate which are enforced by Tribulations similar to what one would expect from the Heavens.

The Myriad Thoughts Pot, which corresponds with the Thought Scripture, is perhaps the most dangerous of the treasures. It has the ability to take in Faith and Will and create what the master wishes for, however it's incredibly dangerous because it will also cause the users desires to run amok, absorbing them, and eventually leading to a fate worse than death. The Pot which this is a copy of even has a simulacra of intelligence and awareness which it uses to communicate. This version is completely loyal to you despite the malicious nature of the pot.

The Immortal Dao City is more mysterious than the rest of the known ones and corresponds to the unknown Dao Scripture. As far as we know, every inch of even the outside of the city enlightens one with Heaven defying Merit Laws based on your cultivation level. Someone mediocre gazing at it from afar was capable of creating a Merit Law that lasted him for his entire life and was even praised by the Dark Crow.

Finally there is the Corporeal Zone which corresponds with the 12 Immortal Physiques of the Physique Scripture. It requires 12 controllers and its defenses and ability to emulate the 12 physiques is based on their strength and whether or not they have the required physiques. Even without them however, just 12 Immortal Emperors who didn't have all of them were completely unassailable by even an Overlord like Old Ghost working alongside numerous forces such as the Worldguard True God, the Azure Dragon Legion, and the Heavenguard Sect. In the end all but one of those forces were killed or destroyed to ensure their complete extermination, which was largely thanks to Li Qiye placing a clone of himself as an infiltrator inside the zone. Even the High Heavens cannot pierce the zone or see through. Because of this the Ancient Ming were able to have a force of around 17 Immortal Emperors who were not forced to ascend to the Tenth World. In addition, the zone can change forms into a giant and other shapes for combat purposes.

Nine Grand Heavenly Scriptures(-1000 CP): Before the formation of the world, the endless Primordial Chaos which arrived created the Grand Beginning which created the Nine Words. These words would then go on to spawn Nine Treasures corresponding with their concepts, and which would appear throughout the river of time in varying forms. This item is a book containing Nine Pages, each containing a word that encompasses their corresponding Scriptures in their purest form based on the way they appear in the Nine Worlds Epoch. These aren't the originals which are left. Of the Nine, we know the functions of six:

The Physique Scripture which is the origin of all Physiques and contains the ultimate truths behind their profundities. Not only does it allow one to create the very best Physique Laws for any type of physique, but the Immortal Physiques cultivated from it are perfect enough to match Grand Completion Immortal Physiques from lesser laws at Mid Completion.

The Death Scripture in turn contains the mysteries of death and allows the user to cultivate the Death Chapter, accumulate Death Qi, and use it to revive long dead corpses at their full strength once one understands the full mystery. This Death Qi is gained from surviving wounds of an opponent with reasonable strength after forming a Death Seal. The more dangerous this wound, the more Death Qi is accumulated, but a careful balance must be struck because an opponent with too much power will deal an eternal wound that even death and rebirth alongside time spent healing won't fix. Alongside the Death Seal is the Death Soul which allows the user to create three copies of their True Fate, as long as even one survives, the user will be able to recreate their body, Fate Palace, and continue living though this does nothing for the Lifespan. Finally there is the Death Record, which allows the wielder to revive from death 18 times, with each milestone granting them a fortune. Like with the Death Seal, being killed by an opponent of extreme strength will leave eternal wounds behind, but three deaths will give them a great treasure, or opportunity such as transporting the user into a blessed land, six an item of great power such as the Sea God's Trident, nine the equivalent of a new life, which to Li Qiye would have allowed him to steal over forty Heaven's Wills from their Emperors had a 12 Will Grand Emperor not interfered. The reward for eighteen deaths is unknown, but said to be equal to the High Heavens.

The Thought Scripture is more dangerous, relying solely on the user's Dao Heart to prove its strength. If one has an insufficient Will and attempts to use its power then their Dao Heart will be crushed and they will die immediately. Besides this drawback it has great powers, the first of which being One Thought to Create, which allowed Li Qiye to create True Dragons out of regular statues and use them to fight Grand Emperors, and create a clone of the 11 Will Nightfall Immortal Monarch. As the name implies, it lets you use your Will to create things, but cannot create something from nothing. Its second Merit Law, One Thought to Reign lets its user manipulate the material world with just their Dao Heart, acting as a sort of inviolable telekinesis which can stop attacks in their tracks, grasp people and render them powerless, or crush them into nothing. The final Merit Law or chapter of the Scripture is the One Thought Manipulation which lets the user bend anyone with a weaker Dao Heart to their whims. Li Qiye even used it to force many members of the Tamedragon Cavalry to kill themselves, including Dao Celestial level beings.

The Space Scripture is more largely as its name implies and grants the user supreme control over space. Its four chapters include World Creation which lets the wielder open up entirely new spaces capable of equaling one of the Nine Worlds in size, and eventually birthing new life if they reach the peak of understanding this chapter. This new world can also accept all life and support it. The second chapter, Space Control does as it says and lets the user manipulate space in a myriad of ways, letting them open space channels across the Nine Worlds, separate themselves from an enemy by dozens of different spaces, or even banish them to a different dimension of space that will take a long time to return from. Parallelism, the third chapter creates a mirror image of the surroundings, making it so the opponent or phenomenon being faced has

all their attacks mirrored right back against them by an identical copy. Being more advanced in this chapter can even let this mirror image move on its own. Finally, there's the Cryptic Space chapter which allows the user to manipulate space and hide whatever it is they wish from even the High Heavens.

The Longevity Scripture has one function as far as we know, to allow the Cultivator using it to endlessly reincarnate regardless of manner of death in every Era and Epoch. Once known as Samsara, it belonged to the Old Demon of Immortal Demon Grotto, who used it to evade the Heavens for generations. He lost but ended up rediscovering it again and hiding it away.

The rest have functions which are largely unknown, or were changed before we figured them out such as the Time Scripture. The Dao, Fate, and Treasure Scriptures are completely unknown. It's important to remember that the forms of these Scriptures aren't static, their true form is a series of mystical Grand Dao runes and Primordial Runes. They have, and can change over time with the will of their new users. This item is the same, as once an Epoch (if you're weaker than an Overlord), once every hundred years, or once per Jump, whichever comes first, you can open a new page, transforming the existing scriptures and completely replacing their function like Li Qiye did in turning the Physique Scripture into the Finality Swords. You can also choose to add another page with the new scripture to this book instead of replacing it outright. Having the Scriptures doesn't guarantee success however, and even a regular genius would need to spend eras studying them just to understand their full mysteries and extract their full power. It would take either a monstrous comprehension, or eons of experience in the Dao to easily extract this knowledge. It is very important to keep in mind that there are those in the past who have possessed some of the Scriptures, and the Treasures, and still died terribly before the Heavens.

Mysterious Young Noble

Grand Merit Law(-100 CP): This Merit Law is a hidden one much like the Nine Sun Locking Heaven Law. All you need to know is that it's possibly more useful than even an Emperor Law in terms of cultivating either your Fate Palace or Life Wheel. In addition, it's been refined by an expert to allow you to refine others to increase the purity and quality of either. Whether it's refining experts into sunfire to strengthen your Blood Energy, or doing so through another method.

Resplendent Break(-100 CP): Immortal Emperor Fei Yang created this Merit Law, which channeled all the essences of an item to release a great attack. While it could allow even everyday items to explode with shocking power depending on their user's strength, they would be destroyed in turn. This book contains an improved version of Resplendent Break which can allow items other than Immortal Emperor True Treasures to stay unharmed by repeated uses of Resplendent Breaks as long as you cycle between at least seven of them. At the same time the level of blood energy needed is reduced to a more manageable level. Li Qiye used the example of even a blade of grass exploding with large amounts of power, so use your imagination.

Guardian Statues(-200 CP): These four Statues are reminiscent of those taken from the Bi'an Beastworld, and can be summoned at will, or left alone in a place. They are as strong as Heavenly Sovereigns, and when your cultivation reaches this level they grow one level higher for every level of cultivation you grow. They can reach across vast distances to protect you, smash your enemies into a pulp, and react to danger automatically. Of course they will only use as much force as you'd have liked during whatever situation you found yourself in.

Yin-Yang Sea of Blood(-200 CP): The Yin Yang Sea of Blood was an item Li Qiye turned into his longevity treasure. It contained an immense level of blood energy and could quickly replenish his during battle. This version works well regardless of the Cultivation system you're using, and is as effective a tool for replenishing your Blood Energy as the Sacred Spring Immortal Physique. While your lifespan remains untouched, it does affect your Dao Foundation positively by further increasing its power and purity the more beings with blood you kill.

Tetra-War Bronze Chariot(-400 CP): This is a copy of the famous war chariot the Dark Crow rode during his battles and wars across the Nine Worlds. It is pulled by four bronze stallions, and contains an image of four Divine Beasts of your choice. Like the Guardian Statues, it starts off being able to kill Heavenly Kings with ease, and traversing landmasses like the Mortal Emperor World just as easily and swiftly. It grows one stage higher than you for every cultivation level you reach after that point. Like the Yin Yang Sea of blood, the more bloody battles you undergo while riding this chariot, and the more you kill, the greater its speed and

power as well as the unstoppable momentum gained by your followers when they assist you in battle. At a certain point everyone under you could expect to be operating at a dozen times their original strength if you rack up a kill count similar to Li Qiye's own along your journey.

Four Secret Creations(-400 CP): The Four Images within the Fate Palace are mysterious, and the only key towards the true power of the Self. Without these Four Treasures, the Epoch Leaf, Life Origination, Ancient Void Rune, and the Heavenly Dao's Primal Chapter, the Four Images are hard to train and you may end up doing so too late. With this item you get a copy of all four integrated on a basic level into your Fate Palace. Their primary use is not the absorption of Heavenly Thunder and curses the Void Rune grants, or the Primal Chapter's profound Truth, but in setting up a great foundation for you to branch off and break the limits of this cultivation system. By themselves alone, they could perhaps even serve as the only resource you need if you can understand their mysteries and fully integrate them. This is an arduous task however, and will take the passing of millions of years if you're only of average talent.

Restriction Seals(-600 CP): This is less an item, and more something you can do at will. Just as Li Qiye has had his Sea of Memories protected and sealed by the Restrictions of all the Emperor's he's trained and some of his stronger allies, you too can apply such a restriction to yourself, a place, or an item every year. This is just as strong as the one Li Qiye expects to protect his mind from Pseudo-Immortals who wish to break into his sea of memories and steal all the valuable knowledge he has accumulated. At the same time you also get a book detailing the Merit Law that lets him seal away memories so he doesn't remember powerful scriptures, secrets, or items until he encounters them again, or something connected to them.

Worldly Prime Liquid Pool(-600 CP): A liquid that contains the intense power of the Primordial Chaos is now situated in a pond you own. This water has the ability to grant a human who uses it to refine themselves a greater body with all their flaws fixed. Their Dao Foundation, Physique, and Life Wheel will be improved to the point where they gain a Primordial Body and Primordial Aptitudes. These are better than Saint Talents but not as good as Immortal ones. The real kicker is that you get a pond full of this liquid that constantly regenerates to make up for what was lost.

Primordial Light(-800 CP): In the beginning of the world, the light that created it is perhaps the most destructive force. This is a simple item, a crystal pillar with a flame inside containing this light. It can be used as a bargaining tool, a weapon, or a bluff. It doesn't really matter, just know that it is strong enough to annihilate The Ninth, Tenth, and Three Immortals Worlds if not used in a place completely isolated from the rest of the Myriad Worlds. Even then the destructive shockwave was enough to cause a calamity. The only other person who has one is Li Qiye, and he used it to grievously wound over twenty Pseudo-Immortals caught in the blast.

Crow's Nest(-800 CP): The Dark Crow needed to hibernate for Eras at a time, resisting the call of the Immortal Demon Grotto until it waned. Bases like this were of much help, and you too have one inspired by his. It's shaped like a giant crow's nest sitting on top of a beautiful palace with storage rooms capable of holding any measure of treasure and scripture you encounter and bring back which will instantly be sorted and retrieved at will. You may teleport to it at will, after all it's in its own space which only you know the coordinates to. No one can track you to this place, not even the High Heavens, and those who know its location but grow malicious forget about it the moment they become sure of going against you. Its main function however is that once every seven years it can completely negate the damage of any tribulation you face, allowing you to live safely without issue. It also comes with a nice pen that sheep would love.

Vagrant Cultivator

Transformation Technique(-100 CP): This scroll contains a profound transformation Merit Law equal to the one wielded by Sikong Toutian. It allows you to hide your identity from all but the very strongest of Cultivators in the Nine or Ten Worlds, as time passes, and your cultivation grows, perhaps no one will be able to discern your true identity based on just your appearance and aura. If anything only your acting being lackluster can give you away. As if that wasn't enough, this Merit Law is easily taught to others with most of the power and function intact.

Treasure Earth(-100 CP): You gain a large amount of mud which can turn into a Medicine Field simply by placing it anywhere. If placed in your True Fate, it can accommodate itself perfectly and safely allow True Immortal Medicines to continue growing and refining themselves. Even ones that have already gained sentience will be willing to abandon their face and offer servitude for the chance of planting themselves in this treasure field. While the mud you have doesn't run out, regenerating when used, when placed elsewhere it merely has a chance of allowing medicines of this level to continue growing. It will still serve them well however. For some reason, lesser medicines placed in this could easily allow them to transform into greater versions without needing immense periods of time to pass. A regular spirit grass could become an Immortal medicine within a year instead of the 5 million+ it would normally require, though a mortal one may take double that time. Furthermore water and sunlight is not necessary for the plants placed in this to survive and grow.

King Medicines(-200 CP): Soil is good and all, but medicines themselves are even more precious. You gain a collection of a few thousand King Medicines. These are all plants with more than 3 million years of accumulation in terms of medicinal essence, and are kept in such a manner that they will not spoil, and can be easily replanted. Plants on this level are at the apex of what can normally be found in the Nine Worlds, anything higher cannot even be bought if one wanted. While their consciousness is rudimentary, it is still enough for them to fear for their lives and defend themselves. A virtuous Paragon could not necessarily easily pluck these medicines, but for you they're as docile and uncaring of their lives as a suicidal person.

Myriad Star Water(-200 CP): Another valuable liquid, the Myriad Star water is an exceedingly rare material that can cause wars even among Emperors. Each drop holds immense value and weight, literally in the latter's case. Just a single drop caused a war in the Nine Worlds between Emperor level characters, and contains a literal sun, moon, star. Just one of these drops can break through the seals of Immortal Emperors, heal wounds of Godkings, remove lesser eternal wounds effortlessly, and much more. You get an entire bottle of it which regenerates as

it's emptied. You won't have to worry about the weight of it if you're too weak to handle it because this water has a minor consciousness of its own and is easily manipulated in your hands.

Pinnacle Life Water(-400 CP): The evolved form of Myriad Star Water, the life force of Pinnacle Life Water is insane. Just a few drops revived the Myriad Age tree, otherwise known as the Longevity Tree, an item that let the Epoch lord of the Machine Epoch survive for multiple Epochs despite being damaged, and his own life being near its end because of a mortal wound originating from a Heavenly Tribulation. The revival power is so great it can even fully heal a damaged True Fate, and help one reconstruct it. It takes a thousand drops of Myriad Star Water to refine this water, so one can imagine just how valuable it is when keeping the value of the former in mind. You get a small bottle that refills however much was used by the end of every month.

Jumper's Pavilion(-400 CP): Regardless of the original circumstances of your Origin, you are now the owner of a small but successful pavilion in charge of auctions and other mercantile businesses. Despite being small, the reputation of this organization is ironclad, and no one wants to offend them. In addition, it constantly finds mercantile talent in the many billions of citizens who don't have good Cultivation talents. All profit made from this business outside of things like paying for employees and various other fees goes straight back to you, to the chagrin of no one. This organization follows you to future worlds under the ownership of your in-Jump identity, and you can choose whether the merchandise sold shifts to whatever is available in that world, or continues doing business with Emperor's Domination items in its stock. However much it grows in power and scale is maintained in the future, and if the organization is to fall in profitability, it quickly grows back to its peak with or without your intervention.

Alchemy God's Grand Canon(-600 CP): At first glance, this is a mere frog, but having been bound to you and fully under your control, you know full well that this frog is a copy of the Heavenly Cauldron of the Alchemy God. Not only has it perfectly refined countless alchemical ingredients and medicinal essences into its body, but it also contains the full breadth of knowledge collected by the Alchemy God as he compiled the original Alchemy Dao. This is one of the best Heavenly Cauldron's in existence, alongside a collection of information about countless different combinations of medicinal ingredients and their effects. Furthermore, as if the Alchemy God himself is updating it, both the Cauldron and Canon grow to encompass new areas you explore, providing information about how the plants there could be made useful to Cultivators, with the Cauldron growing purer and more powerful medicinal essences in its trove.

True Immortal Medicines(-600 Cp): Medicines that come from distant time periods, this is the best description for the dozen or so plants and roots you have sitting in your Fate Palace. Ancient doesn't even begin to describe the long stored medicinal essences contained within them, and merely devouring them or using them for pills would be a supreme waste. Instead they

could become a supreme supplement, acting as a healing force and prolonging your lifespan if necessary. Each of these dozen are as strong as the Soldier Tree and the other Immortal Medicines Li Qiye took with him, and once every year you get another dozen.

Moneyfall Redemption Ground(-800 CP): You gain control of a portal and realm which contains a copy of Moneyfall, a Redemption Ground in the Three Immortals World. With this control you can have it appear anywhere you wish and move it at will, with multiple different boons for you as the owner. For one, hiding deep within this realm will hide, protect, and allow you to evade the gazes and divination of others, enough to protect you from the Heavens as well as other Overlords. Secondly, others may only enter the realm through the paper boats it conjures, which if a good price is paid continuously, allows them to further exchange their wealth for the chance of treasures by traveling to the Redemption Ground. At a baseline, those who exchange wealth in the form of currency, whether as the entrance fee, or through making offerings later will transfer a copy of their own fortune towards you, the percentage of which depending on the amount offered. The fortune gained like this will add to your own luck, increasing it as much as what you have drained. This will in turn begin to bend the fabric of the world to your convenience if you accumulate enough. This is not all since the Redemption Ground comes with a copy of all the treasures found in the real moneyfall, as well as the monstrous creatures contained within. If the people who offer currencies are unlucky, or pay too little the chances of them summoning a monster alongside those treasures rises. If the monster succeeds in devouring them then not only do you get the entirety of their luck and fortune, but also the rest of their longevity, treasures, and part of their cultivation. If their luck happens to be good, or the amount of currency they offer large enough, then they can receive one of the treasures within the Redemption Ground and leave safely with their lives. Flying is not possible within the Redemption Ground, unless the strength of the person involved is at the Pseudo-Immortal Realm, or exceeds yours, whichever is higher. Within the realm is an ascension platform, which can take them to higher areas in the realm, which have better chances of handing out good treasures, and allow you to absorb a larger percentage of their fortune for the amount paid.

The Redemption Ground is split into wildlands which are everywhere and have no obvious minimum price, making their danger very high, and official grounds, which have marked prices and are a bit safer, but not entirely safe. Others are always informed of the rules with only a gaze at the portal, and the various phenomena within the Redemption Ground. You also gain the fortune from the offerings made regardless of your distance from the Redemption Ground. Outside of this, this copy contains all the many mysteries and functions as the original such as the Matron Trees that can point others to places with the treasures they seek, for a price. In this setting the various supernatural currencies such as Refined Jades in the Ninth World, and True Coins from the Three Immortals World will work fine. In others, any widely accepted currency will have the same effect. In addition the Redemption Ground gains a wide variety of various

treasures in every setting you go to, and it is up to you what combination of treasures from which Jump you've visited it will share.

Heavenseer(-800 CP): A Merit Law which was the result of gaining Immortal Emperor Mu Zhuo's insights into the Dao of the Heavens, Heavenseer allows the user to see through obstructions and illusions. Its most powerful ability however, is to call down the tribulations of Immortal Emperors. This version, which is contained in a potato you must use your Heavenly Gaze to extract the information from, is much the same, but enhanced with some weaknesses removed. Not only can you call down the Tribulations of Emperor's regardless of whether they're in the Exploration Grounds, but you are also more than capable of doing the same to regular cultivators. Whether it's the Heavenly lightning of a regular Tribulation, or the summoned devils and withering ray of Life Reductions and Fate Calamities, you can inflict all the shown canon tribulations. The strength of these tribulations scales with both yours, and the target. If you are lower than them in Cultivation, then the strength exhibited by the tribulations is something they can survive with some troublesome wounds. If you're their equal, then it will certainly lead to death barring any items they may have, if your cultivation base is higher, then only the intervention of another, or supreme fortune can save their lives. As it contains the insights of Emperor Mu Zhuo, you can also use this Merit Law to avoid Heavenly Tribulations as you grow stronger, and all the adverse effects of staying within a regular world as an Immortal Emperor. In the Ninth and Tenth, it is imperative that Emperor's don't stick around too long, since just their Heaven's Will can smother the creation of a new one, and prevent the accumulation process, alongside weakening the energy across the Nine Worlds. In the Tenth, too many Grand Emperor's being born can do the same, as well as the birth of a new 12 Will Emperor. With this Merit Law, which is uniquely easy for you to learn, you can forego those consequences. You could even collect multiple Nine Worlds Wills if you wanted to without issue.

Young Master

Grand Procession(-100 CP): It's not very dashing for a master on your level to travel without some pomp, and there's really no way you could even if you wanted to. Whether from your Sect or a particularly expensive purchase, you gain an exquisite carriage pulled by a set of beautiful creatures with the bloodlines of Divine Beasts. Whether horses with the bloodline of a True Dragon, or Flaming Qilins, each at least one level lower than you in cultivation. Not only does this make a very impressive sight to others, but it also comes with a group of servants who can serve your every need inside, drive the carriage, or trail behind throwing flowers in the path you've taken. Many illusions and phenomena also surround this carriage when it's in use, such as True Dragons flying around it, Sages praying over it, or flowers blooming wherever it flies. You can change which effect shows at will.

Refined Jades(-100 CP): Wealth is an important part of being a wealthy young noble, it is after all, literally in the name. Without some spending cash, it would be really embarrassing to participate in auctions, take some Jade Beauty out to sightsee, or really anything else. This is where the 50 million Immortal Emperor Refined Jades' worth of wealth you've somehow accumulated come into play. The division of the specific Jade's quality, whether in lower denominations entirely, or if they're all accumulated in one lower stage's worth of jades, is entirely up to you. This item could manifest as 50 million Immortal Emperor Jades' translated to Royal Noble Jades, or something else. If you start in the other worlds then this becomes the currency of those Worlds, such as the True Coins in the Three Immortals World. This can be bought multiple times, the wealth regenerates when used, and can be converted at will to either normal currencies, or supernatural ones in future Jumps.

Jumper's Legion(-200 CP): All prospective Immortal Emperors must raise a legion to do battle for them, or at least most do to have a well trained group act as the executors of their will across the Nine Worlds. This item is a group of around a hundred thousand well trained youths each at the Mysterious Fate Realm for now, as you grow in Cultivation, they too grow to be just one level below you. Their commanders, of which you can have up to eight, match you in Cultivation level. Whether because of the way your origin recruited them, their past with you, or pure chance, they are all extremely loyal to you even under pain of death, They will follow you to the most gruesome battles, and execute the most brutal slaughters you order. The more blood they spill, and battles they engage in, the easier it is for them to sweep through opposing armies and cultivators, even if there's a large discrepancy in numbers and Cultivation.

Money Fall Method(-200 CP): Not the Redemption Ground, but instead a Merit Law from the future of this setting created by the Tang Progenitor. In that Epoch it would utilize the Chaos True Energy cultivated by the denizens to explode Refined Jades with extreme power. Of

course that power doesn't exist in this epoch, so the Refined Jade containing this Merit Law details how to instead, use the mysteries behind it to detonate any form of currency. In this setting that means releasing the power used to refine Jades in the form of explosions when thrown, or to create avatars made up of the main energy of that system to fight against others. The strength is proportional to the amount spent. In future Jumps, this will work based on the faith in said currencies, and even the most regular mortal ones will hold the power of the same number of Refined Jades at the initial level of cultivation.

Physique Statues(-400 CP): This item is a collection of statues based on the 12 Gods and Devils Li Qiye creates. The main difference however is that you receive one for each Physique you've cultivated. These statues are fully under your control, and when sent out into battle, appear as Devilized, or Holy versions of yourself with each form of intent, exhibiting the power of whatever physique you have at whatever level you've cultivated it to. They also have the ability to fuse, increasing their power tremendously for each Physique fused. If harmed or destroyed, they regenerate within a day at full power. As an added bonus, you can get extra statues corresponding with any Bloodlines you've obtained, even those of Divine Beasts.

Roaring Conch Ship(-400 CP): This item is a ship the size of a continent in this world. The original version was taken and refined from the Roaring Conch that made up the Sect of the same name, and was used to bring thousands of people to the Tenth World. This version is a bit more powerful, and not only contains an internal world about half the size of one of the Nine Worlds, but also contains various Space-related formations and defenses. With it, you can travel freely between the Ninth and Tenth Worlds, and bring anyone who stays within the ship along safely. Once you reach the level of an Immortal Emperor, it can even travel to the Three Immortals World. In future Jumps, those that stay within the confines of this ship may come along to other Jumps, though they are incapable of leaving it, or affecting the outside world. You also can't import them as companions. The ship also gains the ability to cross dimensions and reach different worlds and universes, though if you don't know where you're going, your destination will be random. Whether or not you know of an exact location, the worlds you can travel to are fixed, and based solely on the canon dimensions within that Jump, you cannot travel a multiverse unless it exists already in that setting, and needless to say you cannot go to the worlds of different Jumps. The ship is strong enough to survive the boundary between the Ninth and Tenth world which can annihilate Grand Emperor's, and even the attack of a Pseudo-Immortal.

Five Elements Immortal Armor(-600 CP): Copied from the armor of the same name held within the Immortal Domain of the Simple Mountain Immortal Kingdom, this armor has a wide range of effects. Not only can it release a blinding prismatic light as an attack, but its defence is also just as terrifying alongside the ability to transform various weapons for you to use. At a minimum, even a regular person using it could fight against Godkings barring any other

advantages they might have, and after their Cultivation reaches the same stage, it grows alongside you, increasing your abilities in combat one full stage higher than they would otherwise be. The armor can also hide your full appearance, voice, and mannerisms from others and their Heavenly Gazes well enough that one would even have to guess about your gender let alone more important details.

High Heaven War Scroll(-600 CP): As items that fall from the Heavens in the Tenth World after an expedition, usually damaged, the High Heaven War Scrolls are usually hard to find, and rare enough to cause a war between the great powers of that world. They are also covered in a myriad of restrictions which seal away their true form, making it so the one who breaks them can form them into a weapon of their choosing once they're finished incubating the Scroll. This one is exceedingly easy to break and incubate, at least for you alone, and when done you can shape it into whatever form you like, with a large amount of leeway on what abilities it has. It only takes a few weeks to understand the full mysteries held within unlike the hundreds of thousands of years normally required thanks to this. You also get another scroll every five years, and all of them are at minimum as powerful as the High Heaven Palace owned by the Celestial Academy in the Tenth World. Your cultivation doesn't matter in terms of creating, controlling, or utilizing the final product created by this Scroll.

Heaven Reckon(-800 CP): Coming in the form of a ruler, this treasure was obtained in the Tenth Worlds' Buddhist Plain. It has the remarkable ability of measuring and learning everything in existence, or at least the things not blocked by extremely powerful beings. This version of the ruler is not only capable of that, but an excellent tool for divination capable of reflecting any backlash from divining things too powerful, or from telling others of what you've learned. It is all that, and a full Epoch Paragon weapon instead of the slightly lesser version it was before. Reminiscent of how it was originally obtained, the ruler also has the function of strengthening your Dao Heart the longer you use it to measure the secrets of things. Within a few thousand years you could definitely match Magu and other peerless Cultivators, and by the end of an Era's worth of use, maybe even Li Qiye. The ruler also helps to suppress and hide your greed in times where merely possessing it would be dangerous such as the trial of the Dao Heart in the Buddhist Plain, and makes it so you exhibit none when tested, even if it isn't in your direct possession. It can also notify you when a certain form of action will displease whatever trial you're undergoing, and snap you out of greed-induced decisions.

Jumper Immortal Sect(-800 CP): Depending on your origin options, this can either come in the form of an entirely new hidden Sect, or a Canon one raised to this level in secret. This Sect not only has its own inner world as large as one of the Nine, whether somewhere within it, or placed inside, but also has the strength and resources equal to the Soaring Immortal Sect. This means the infrastructure, disciples, Ancestors, treasures, and Earth Veins as well as Secret

Realms and Merit Laws of a Lineage with Five Immortal Emperor's in its history. Of course if you would rather this be an Academy, an Ancient Kingdom, or any other form of organization found in this setting, that's fine as well. Your position in it at the beginning of this Jump is somewhat dependant on your Origin, as Young Masters will be the Holy Son, Crown Prince, or Prime Descendant being raised with the full certainty of taking it over in the future. A vast amount of authority will already be given to you, and all it would take for full control is some time spent gaining experience, or a sufficient Cultivation base. Others can start out already fully in control of this Sect, whether in secret, or not.

Like Soaring Immortal, the Sect can descend from its Inner World into the others through connecting to the Earth Veins with chains. Since it is equal to that Sect, only something like the perfectly united power of the entire Mortal Emperor World could conceivably stop this, and if they failed not even they could stop the outright conquest of the entire World. Soaring Immortal was after all, a Sect that once ruled over the entire Nine Worlds with impunity as a true behemoth. In future Jumps the Sect can descend without the need of Earth Veins, and as long as it does members of the Sect who can follow you to different Jumps can also enter those worlds. Though they cannot be given perks or otherwise imported. The loyalty of the entire Sect is without question, and with its resources you can expect at least one extremely powerful younger generation Cultivator on the level of Long Aotian to rise within the ranks of every(Emperor's Domination's Definition of a) generation, or Jump. Whichever comes first. This cultivator will be just as helpful as Ling Tian was to Long Aotian, and willing to do anything to further your goals.

Interestingly enough, the Sect's opening chant, the beginner Merit Laws all Disciples must learn, has been modified in a non-malicious manner, allowing you to fuse with the power of all the Sect members present within it when you do so like Immortal Queen Ren Xiang demonstrated. They will be restored to a normal state when you're done with no issues arising from this.

Old Monster

Blood Era Stones(-100 CP): The main method of prolonging life belongs to the ever expensive and rare Blood Era Stones. You gain an infinitely regenerating number of the highest quality: Blood Era Amber, which can seal away Godkings without affecting their lifespan much for multiple eras, or withering the power of their blood energy. This item also comes with a coffin which doesn't need to be under the earth for the power of the stones to work.

Serpent Punishing Stick(-100 CP): Cut from the branch of a tree in one of the 6 Ancestral Earths, the Serpent Punishing Stick is primarily a tool of discipline. It is used to strike anyone anywhere with them being unable to dodge it, as long as they're under the level of an Immortal Emperor without giving any damage, no matter the strength of the user. This version grants you a good eye for all the flaws in one's Merit Laws and combat habits in others while being held, and can allow you to actually beat them out of a person. Once you reach the level of an Emperor this stick can grow in prowess to help you correct even Emperor's and those above them in Merit Laws.

Longevity Medicines(-200 CP): Perhaps the worst part about the various life-extending measures in this world is the fact that when one consumes too many of them, they begin to gain a tolerance. This means that increasingly rare, and perhaps even less effective Longevity Medicines are required to prolong a person's lifespan once they've tasted one a few times. This collection of about a dozen Longevity Fruits each grant 300 years of life, and do not create such a tolerance. You get more as you use them.

Dao Tea Leaves(-200 CP): Normally found in the Academy of the Tenth World, this collection of 12 Dao Tea Leaves is incredibly precious. Each leaf contains a number of Daos, and the leaves are perfect for helping one get closer to and be enlightened by the Dao. Usually the greatest genius of an era can only grasp the 9 Dao variants, and 5 Dao Leaves are enough to heal the strongest of cultivators undergoing Qi Deviation as well as aid them in their enlightenment. You get a regenerating number of these leaves, and a magical tea set which increases their potency when someone uses a traditional chinese tea ceremony to brew and drink the tea.

Benevolent Armament(-400 CP): An Item created by Li Qiye and named by Immortal Emperor Min Ren, this armament is nothing like the creations that can be found within the Nine, Tenth, or Three Immortals World. This is no surprise since it originates from the ancient Machine Epoch. More reminiscent of a mech, this version of the Divine Armament can be activated by anyone regardless of Cultivation level, and can fight against Heavenly Sovereign's at a baseline. Once your Cultivation reaches this level, the various mechanics contained within this armor will allow the wielder to fight at half a level above what they're normally capable of assuming they

use no other Heaven defying means. The original needed Lightning Essence refined by an Immortal Emperor but this one requires no fuel.

Heaven Sealing Pentagate(-400 CP): This is another treasure taken from a long forgotten Epoch. It contains Five Doors with a Divine Beast inscribed on each, and contains the power to seal a literal World the size of the Nine. This Gate when fully assembled can be used for the purposes of sealing, protection, and even attacking all on the level of Godkings as a baseline. Of course once you grow stronger so does the power of the gates when used in tandem. It doesn't matter the Cultivation Base of the user, because it can work at full capacity for anyone you allow to use it. As an expanded feature, it can also seal space, making it impossible for others to teleport or enter whichever place you have it guard.

Jumper's Grand Vein(-600 CP): Earth Veins are the result of a grand momentum pulling the Worldly Energy used to cultivate into rivers beneath the earth. The power within them is vast and regenerates almost endlessly. Within your Fate Palace, you gain one of these on the same level as one of the Ancestral Veins in the Stone Medicine World. This particular vein manages to exude a type of energy that's compatible with the Cultivation methods of every Epoch and World in this setting. The energy it contains even has the power and purity of the Chaos True Energy that will be cultivated in Li Qiye's Epoch. You can move this vein freely in and out of your Fate Palace, turning the land you transplant it into a Holy Land for cultivation, or using it personally as a regenerating source of energy. This vein doesn't run out, but will need a few months to recover if entirely drained.

Teleportation Network(-600 CP): During the Ancient Ming Era, when the Dark Crow was identified and hunted by the Ancient Ming who had come to rule over the entire Nine Worlds, he had a network similar to this containing the coordinates of all the important places in the Nine Worlds, as well as a function to communicate with his hidden forces. This item is much the same, being a hidden and sealed space no one can find(insert obligatory: Not even the Heavens), and you can teleport to at will which also lets you instantly arrive at strategic locations found within your current world. It also contains a function that lets you send messages to those you leave untraceable marks on anonymously and instantly. Those who know of either the mark or location cannot disclose either to others you don't approve of. As a final addition, when you enter new worlds like the Tenth or Three Immortals you gain a new set of coordinates to strategically valuable places there. The same happens in future Jumps, though you cannot use this network to travel back to ones you've already completed.

Crow's Treasury(-800 CP): As you can imagine, Li Qiye gained a vast amount of wealth during his time as the Immortal Dark Crow, and this item is a nod to that. Like the Teleportation Network and the Crow's Nest, it is similarly impossible to track, betray the location of, and enter

without your permission. You also have the coordinates which let you teleport to it at will. Inside the opulent palace within this dimension is a categorized treasury containing copies of all the treasures Li Qiye has collected in his time as the Dark Crow, including whatever he had to spend, or lost. One of a kind items like the Primordial Light, and Nine Grand Heavenly Scriptures are of course excluded, but everything else from Medicines, Merit Laws, and Fate Tools are fair game. This is a collection of wealth and resources that could raise several Immortal Emperor's and not even be impacted much, not to mention it regenerates once per Jump. For every new Jump you enter you also get a collection of treasures from that setting equal to this.

Immortal Jumper Grotto(-800 CP): The Immortal Demon Xiao Shi, an Overlord from a distant Epoch who fought against the Heavens and lost, retreated into a hiding place much like this. This cave, with a menacing entrance, actually contains a large world even bigger than the Nine Worlds, containing continents, flora, fauna, stars, galaxies, and all manner of life. As you can expect, this is not a place the Heavens, or those lower can peer into or reach without your permission, and comes with all the defenses of the actual Immortal Demon Grotto. As a special feature, all wounds gained, whether eternal or not, can be healed from within a year of recuperating within the world inside the cave, and all attempts at indirect information gathering from within are boosted significantly. Whether it's the chances of stumbling onto something, or the range of your efforts, everything gains a boost in effectiveness. Finally, those who would directly invade the Grotto in an attempt to get to you find themselves heavily restricted by the laws of the world inside the Grotto, acting perhaps at maybe half their full strength. You can shift the entrance or summon it to other places, and even banish it deeply into space so others can't find it without the specific coordinates, which you're always aware of.

Companions: You may decide whether or not your origin met your companions in the past and formed a relationship with them, or whether to encounter them in the Jump due to circumstances being swayed, with a likable first impression.

Import/Create(Free): You can Import up to 8 past companions for free. Each of them get one Origin for free as well as 1000 CP to spend. You can transfer CP from your own budget at a 1:2 ratio, but not the other way around.

Lil' Jumper(-23 CP): At some point an animal you found, or were taking care of casually actually turned out to have a very pure strand of a Divine Beast's bloodline. Which one is up to you, as well as the animal's gender, but it will one day gain the ability to enlighten itself and become a demon. Until that time, it happily follows you and provides company without complaint, though its combat power is quite impressive for something that hasn't cultivated. Until you reach the Virtuous Paragon Realm(Which is conveniently when it becomes a demon), it will always be just as powerful as you. To top it off, it gains 500 CP to spend, any one of the Ancestral Bloodlines from the Tenth World on top of its Divine Beast one, and can be revived after death by just keeping its Dao Bone in your Fate Palace.

Canon Companion(-100/800 CP): You can purchase this to get a good impression with any one canon character at the Godking level or lower. From there it's up to you to convince them to come along, though I'm sure you can do so easily if you mention the lack of an Old Heavenly Thief elsewhere. For 800 CP you get that, and you can take along any being above that level who you can convince to come along while making it clear it will be in a *subordinate's* role.

Kingdom Toppling Beauty(-200 CP)(Discounted for Mysterious Young Nobles): This woman is beautiful beyond measure, and for some reason seems to have fallen for you hard at some point. They gain the Kingdom Toppling Perk as well as the Jumper is only a Legend perk for free, and are also surprisingly violent and militant when it comes to both your affairs, and their pride. Jumping into violence over some exchanged words isn't a foregone conclusion depending on her mood, and a severe beating is quite literally the most tame outcome of any situation involving combat with her. Her only soft spot seems to be (You) and your antics, no matter how cruel they end up being, she'll eventually forgive you, and wait as long as needed. To help with that she gains 2000 CP to spend on perks and items with discounts to Mysterious Young Noble purchases.

Admirable young noble(-200 CP)(Discounted for Young Masters): This companion is a surprisingly put together Young Master from a great power adjacent to the one

you belong to or a more distant one. He's quite the intelligent young man, being both insightful, and humble to boot. Compared to the legions of Young Masters who will start a Sect destroying Calamity over a concubine, he's far more reasonable and prone to calling out the stupidity of this world. His talents are nothing to scoff at either, as he starts with a full set of Saint attributes for free and gets 2000CP to spend on perks and items with a discount to Young Master related purchases. Despite this, it is important to keep in mind that if you overshadow him to a ridiculous degree the small amount of arrogance he has may be replaced by a dry wit and temporary dejection.

Ancient Ancestor(-200 CP)(Discount Vagrant Cultivator): This ancient ancestor seems to have taken a liking to you because you remind him of a time long past. Whether it's someone else who shone brightly, or his own mischievous antics, the two of you are very compatible and get along surprisingly well despite the enormous age gap. In fact, considering his origins from sometime during the middle of the Emperor's Era, the two of you go hand in hand, and his advice for dealing with conflicts speaks of a more personal experience with them. An extensive one at that. He gets the Facing Defeat perk for free with 2000 CP to spend on perks and items with discounts to Vagrant Cultivator related purchases.

Convenient Sycophant(-200 CP)(Discount Old Monster): This leg-hugging rodent, quite literally at that, they're a mouse demon, has been following your escapades since your old days. Thanks to following your footsteps they gained a treasure that put them on the path to cultivating until they were a demon, and because of that behind the smarmy and self important begging for treasures, they do truly admire you and wish to help on your travels. That's likely why you've kept them around for so long, though their curiously long lifespan may also have contributed. They can be of whatever gender you wish, and gain the Waning Vitality perk for free. On top of that they get 2000 CP to spend on perks and items with a discount to Old Monster related perks.

A'Jiao(-200 CP): What a seriously hideous woman. No seriously, this woman is so ugly as to make an Immortal Sovereign, a being likely stronger than Godkings and Dao Celestials throw up in disgust. She wears a heavy perfume, is putting on too much makeup, and rambles on and on about her father's village. All in all she's more like a peasant girl trying to look important in the big city rather than a cultivator. And boy does she try to look important to you, it's almost like she's infatuated seeing as she goes on and on about how her Dad's village has an annoyingly loud crow flapping its wings everywhere, leaving a shadow in inconvenient places, etc... If it wasn't for the various fortuitous events that happen around you whenever she shows up, your patience might have waned fast enough to ask her to leave before she starts talking. There's a bit of an inkling that the things she's talking about are a lot more important than they seem, and that her father is far more terrifying than he lets on, but who would seriously believe that? At the very

least you can be sure in future Jumps that Heavenly forces and beings will be extra kind and helpful towards her. On top of this she gets 2000 CP to spend on perks and items.

Young Noble(-777 CP): Of course what's Emperor's Domination without Li Qiye? An extremely depressing cosmic horror of a Xianxia, but that's no reason to keep our Young Noble here is it? This option not only informs Li Qiye of your Jumpchain, but gets him to agree to come along as a companion when he eventually gets his body back. Of course he'll want to come back, but since time doesn't pass while the Jumpchain goes on, he's more than willing to take some time off the constant slaughter and posturing in this world(not to mention the much easier to achieve True Immortality in others). You don't need to worry about duplicity or betrayal with him either, he's probably the only person from this world you can absolutely be sure will never go back on his word no matter how much it inconveniences him. After the end of this Jump he gets to spend 2000 CP on perks and items in this Jump Doc.

Drawbacks: Some drawbacks are obviously incompatible thanks to their requirements. Pick one or the other in such cases.

The Desolate Era(+o CP): Taking this drawback leaves you starting this Jump at the beginning of the Desolate Era, when Longevity Spirits and Heavenly Beasts are rampaging without any check to their actions. At this point an Immortal Emperor has yet to rise, and Li Qiye is perhaps just being born. You must stay here until the end of the Current Era, around the time Li Qiye would have canonically started the Resplendent Age of the Eight Desolates Epoch by binding the world with his Primordial Tree. If you'd like an earlier start date, then you can begin any number of Epochs before the Nine Worlds one and make your exit during the Resplendent Age.

Eight Desolates(+o CP): Or, you could jump into the future that Li Qiye creates during the story, beginning just before Li Qiye is reborn and almost drowns inside the Divine Black Sect. This is an era of Dao Lords and Conquerors instead of Immortal and Grand Emperors, the Nine Worlds are no more, and the 13 Continents of the Tenth have been reduced to Six. Many wounded Overlords wander the Desolates, mysterious foreigners from another universe entirely with malicious intent lurk in the background, and the people are as arrogant as ever. But hey, at least the Cultivation system is easier to follow right?

Jumper Qiye(+o CP): With this drawback Li Qiye either never existed, was always your Origin, or died mysteriously when regaining his body. Whatever explanation works, in the end you're now the ones taking over his body with none of his memories after he's fished out of the river by Old Ghost. If you take this with the Desolate Era Drawback and choose to start in the Desolate Era, you instead enter the Dark Crow after it's been released from the Immortal Demon Grotto. Unless you purchased the Heavenly Treasures, you're going to lose the Longevity Grass if you regain a body of any kind unless you also happen to set up a very good plan to steal it permanently.

The Worst Drawback(+o CP): Is staying in this world longer. Despite that, you don't get any extra points for it, this is pure suffering with no upsides. For every purchase you can stay in this world for an extra amount of time measured in: Generations, which are anywhere from 10 to 30 thousand years, Eras, which can last at minimum millions of years, or an Epoch, which is, as far as we know, a minimum of ten million years, or a sum of 365 Era's. Each purchase increases your time spent in this Jump by that chosen measurement of time.

Abrasively Arrogant(+100 CP): Like Li Qiye after he regained his body, you have an almost suicidal level of arrogance to those who don't know better. You're entirely incapable of being low key, approaching situations in the most logical manner, and hedging your bets properly. The difference is that you may or may not have something in your sleeve to back this up, and unlike Billionaire Li, who backs this up with surety of survival, you take the same sorts of suicidal gambles just because it feeds your ego. Telling four opponents just as strong as you to fight you at once when they'd otherwise be restricted from doing so is just the least of your antics with this new personality of yours.

Showoff(+100 CP): As if the above isn't bad enough, you're just as much of a showoff as Li Qiye. You'll have no problem dragging fights out, taunting your opponents, telling them the exact functions of your Merit Laws and their names, and etc... It'll be a cold day in hell when you don't condescendingly and cryptically explain the history behind something you have knowledge of, and an even rarer occurrence where you do something important without at least getting an audience of at least one to see, no matter how inconvenient. You may even abandon something important completely because no one will be there to see.

There is no Such Thing as a Savior(+100 CP): Is what you keep saying, but boy do you happen to love acting like one! If there's any sort of injustice going on in your vicinity you can well expect that being the busybody you now are, that you'll interfere. This is regardless of whether or not you're actually capable of playing that role, because half the time you'll be jumping in to interfere based on hot blooded emotion rather than basic common sense.

What a Nobody!(+100 CP): Seriously! Who are you to be challenging the great Ultimate Heavenly Dragon Physique God Power Young King! Your name doesn't even have more than two descriptors, and your title is far too humble! This is the logic you're going to encounter in the future because for some reason everybody in this world barring the most sensible and insightful few are going to be looking at you like you're a literal who no matter how strong you are. Expect to beat your power into the heads of everyone in this world, and do it again when you get to the next region because coincidences seem to be common where some event makes it impossible to communicate between them. At the very least this will only get you into trouble with people who were looking for marks, or who would have attacked you if they didn't know your power.

They Have Eyes..(+200 CP): And really don't fucking use them. It's like every arrogant person(which is an insane number in this universe) you meet has a hate boner for you without any level of common sense. For some reason they are all offended that you dared to be on your way, or look at them without enough fellation in your inner monologue. The amount of fights you'll get into now that you've drawn the aggro of everything that thinks of itself higher than an

ant is truly mind boggling. The best you can hope for is staying out of sight and mind, and hoping one of them doesn't sense something offensive in the Cave you're hiding in.

One Can Escape a Disaster...(+200 CP): But never a self brought calamity. As if to mock you for hearing that phrase, this drawback has come into your life to make it absolutely impossible to hide from your enemies. Even if you were to have the perfect transformation technique, somehow everyone will still know your name, where you're hiding, what you look like, and your general personality. It's as if someone is just... Telling them all this stuff, and they use it to the literal best of their abilities thanks to this drawback.

Kill a Hundred...(+200 CP): And a thousand people they know really start hating your guts. That's the natural expectation, even if usually they'd keep it to themselves because of your power, now both they, and pure circumstance seem to want to make you regret the act of murder. Not only does killing someone piss off everyone they had even the slightest good relationship with, your luck makes it so that even the murder of some random peasant will eventually spiral into a fight for your life against a serious ancestor. Things just don't go your way in that regard, and won't go your way until the end of this Jump. You're going to have to practice a lot of diplomacy.

A Good Enough Maid(+200 CP): Man what is it with these Cultivators and their obsession with turning you into a bed warming maid? Even the ones who clearly shouldn't be into that can't help but spew it out and let their intentions made known at the drop of a hat. Whether it's men or women, a whole lot of them really want to put you into the humiliating position of a maid meant to warm their beds, and the worst of them won't even bother signaling their intentions before they try. If I were you, I wouldn't expect to be sweeping chambers if they succeed, and this really doesn't stop others from trying if they do.

Unluckiest Era Evader in History(+400 CP): Like everyone's favorite South Emperor, your luck when it comes to timing is so in the dumps it's actually astounding to people who have lived in this universe for a while. You could evade every Era by random and still somehow come out in the only generation where Li Qiye regains his body. You could wait and plan meticulously for the opening of a Burial Ground just to end up missing it by a literal minute. Safe to say, planning anything properly is going to be impossible because your enemies will either be too early in doing something that makes it impossible, or you'll be too late and they'll be unreachable. Even your general luck is affected as you could finally succeed at something only to find out you now have even more problems.

Life is Full of Pain(+400 CP): Especially in this world where time is such a ruthless entity. Your time here will be filled with great stories, interesting people, and beautiful sceneries, except

you'll have to watch it all wither and die. You'll be seriously affected by this, even if you had a Monstrous Dao Heart, leaving you melancholy and dejected as the seas turn into mulberry fields, and your friends and family become bones and dust.

Lamest(+400 C^P): God, do you really need to be so timid? I understand Li Qiye isn't the best role model, but your disgusting levels of cowardice and submission, even when you're far more powerful than others, is embarrassing. As a Godking you would have serious trouble actively resisting a malicious Royal Noble trying to scam you, and while you might be a little more resistant against a Palace Foundation Cultivator trying to rob you indirectly, you'll still be embarrassingly polite and non confrontational. You're almost incapable of being direct, rude, or self-respecting in any way. If you thought you might not have much public face before because of other reasons, this is a guarantee you'll have no respect in this world.

Soaring Immortal's Descent(+400 C^P): For some reason the Soaring Immortal Sect(or one like it if your World or time period is different) has descended into your location, with one goal. To kill you, and to succeed they've posted bounties with all the major powers around. In the interest of sucking up, they've all decided to help, and if you're not careful, and keep being a thorn, powers across the whole World you're in will join in. In addition Imperial Queen Ren Xiang, an Emperor Rival, and all her children who individually possess Grand Completion Immortal Physiques they can fuse, have decided to forgo caution for the sake of killing you. Li Qiye or anyone similar who would have grievances with this Sect is of course happy to watch until you're dead while preparing even more tight plans to get rid of them.

True Immortal Emperor(+600/+1000 C^P): Is what you must be during the Common Era of Emperor's Domination, otherwise known as the beginning time period of the story. Meaning you must somehow be able to wield a Nine Worlds Heaven Will, and defeat Li Qiye in the race to grab it. Since you can't face him until the Heaven's Will descends, this means you must either sabotage his efforts, or fight him at full strength with the 13 Palaces and Primordial Will. Because of that Will, this won't be a Chain failure if he gets to the Heavens Will first, but if he ascends to the Tenth World without you somehow seizing it back, then this ends your chain. At the same time, if you start far before this era, then you must somehow figure out how to survive until that time period, and if you've cultivated further, still claim a Heaven's Will without dying to Tribulations or being rejected. If you take this during the Eight Desolates Epoch then you can take 1000 Cultivator Points because you'll somehow have to forcefully claim a Dao Fruit and become a Dao Lord against a Li Qiye who is the full lord of that Epoch, and who controls the Primordial Tree all Dao Fruit come from.

Savior That Illuminates an Epoch(+600/+1200 C^P): Your only goal during this Jump is to destroy all the Dark Overlords who have succumbed to temptation during their epochs and began devouring all life to survive the Heavenly Calamity and the end of their own lives. This

includes beings like Samsara Wilds Ancestor, the Overlords behind the Celestial Court, and all the 36 Pseudo-Immortals in the World of Death. At the same time you must watch over this world for an Epoch and kill anyone who participates in that same behavior, and cannot leave if any still live by the end of it. If you want double the points, this includes destroying the Old Villainous Heavens, and the invading foreigners from other worlds.

Darkness that Swallows the World(+600/+1200 CP): This goal is far more sinister, and instead involves devouring everything below the Heavens to prolong your lifespan, and increase your power. Of course because this is something Li Qiye has been safeguarding against for Eons, you'll have to kill him, and devour his Dao Heart too as well as anything else valuable about him. This at the very minimum means killing everything across several worlds, even the hidden pocket ones. If you've already cleared a world and it gets repopulated by the heavens, you have to make sure you get to that too. You're not leaving until everything is as dead as the World of Death barring other Overlords. If you take this with the Eight Desolates option, then take double CP because you'll have to kill and devour possibly the strongest Epoch Lord in history in the form of Li Qiye at essentially his strongest, and with the entire Dao system having his back.

Jumper's Lineage(+600 CP): The drawback here is relatively simple, you just have to make sure a Sect, or set of Sects that you created, created the Dao Source, Merit Laws, and rule over come to control the entirety of the Myriad Worlds. Whether it's the Nine, Tenth, or Three Immortals' World, you must make sure that your Sect is the only lineage anyone who wishes to Cultivate openly can join, and is the undisputed Orthodox Lineage. If that's not the case, every Sect where this can also be done must bow down to yours and admit it is the supreme Orthodox one, as well as pay tribute regularly to confirm that fact. You must then keep this up for an Era as long as the Ancient Ming's to finally leave this Jump.

Old, Villainous, and Loving It(+800 CP): Oh boy, instead of waking up in your Origins place, you instead do so in the High Heavens, having taken the place of the Old Villainous one. Somehow he has escaped to live life well while you're stuck being the scapegoat of all his actions while leaving you none of his power. To make things worse, unless your perks and items say otherwise, you're still attacked by Tribulations for breaking the rule of Heavens, and unless you can somehow create your own, people will soon realize you've weakened and either act rampantly enough to destroy the lower worlds, or come up to yours for a visit. If you don't manage to keep all worlds alive, intact, and also keep your position as the High Heavens, you fail this Jump.

That Person, From That Epoch, Who Did That Thing, In That Way, Maybe(+800 CP): Somehow you've gained the interest and notice of the mysterious

Pseudo-Immortal known to be the only one second to the Heavens. Others have often noted that even Li Qiye by the time he's Epoch Lord might be a little bit behind him in terms of full power. His favorite hobby seems to be hunting down strong Overlords and(maybe) devouring them. Your only goal is, mercifully, not to kill him, but merely survive and evade his hunt for a full Epoch. While many items in this Jump can allow you to evade even the Heavens, That Person can ignore that if you stay there for too long, and even enter them directly. You'll have to find another way to lead him away, or fight him off.

A Whale in a Pond(+800 CP): Another simple drawback, this time simple enough that in other settings it wouldn't even be one. All you need to do for this is cultivate yourself into a True Immortal. That means no outside items like your perks to maintain your lifespan, being completely indestructible to the denizens of this world, and worst of all you must accomplish both by cultivating Anima. Anything else will just leave you in this world until you succeed, meaning you might need to destroy your Dao Foundation and start again if you make the wrong choice.

Jumping Through the Nine Worlds(+800/+0 CP): All this drawback does is make it so that instead of just one Crow, Xiao Shi created two to fly through the Nine Worlds. Both you and Li Qiye will be bound to the Longevity Grass and maintain your indestructibility, and you must somehow regain your body from this near Immortal Demon. To add to this, you only have the help of your Perks from this Jump, cannot cultivate until you regain your body, and aren't leaving this world until you do so. Xiao Shi If your body is destroyed, you fail this Jump, and your chain. In addition, it really does mean only the Perks from this Jump, you can only gain your items after you succeed. For 0CP you can keep everything and undergo this drawback like that.

End: Now that the Jump has ended, you can decide between these options:

Find That Sheep

This world has been too much excitement for you, it's time to go back home and enjoy your perks and items

Enslaved By the Grotto

Maybe you've taken to this world too well. This option means you stay here permanently and enjoy yourself for as long as you can.

Claim Your Answer

Or, you could leave this hell of Young Masters and Arrogant Ancestors behind to continue your chain.

Notes:

Perks and Item Rulings

- All Perks have similar effects in other cultivation worlds or power systems if that's not made clear in their text
- Avatars don't count in terms of focusing on a path for Polishing the Dao
- Dao Heart is not counted for the Emperor's Domination Perk in terms of your cultivation level
- Yes, selling things to cultivators and engaging in cultivation businesses is fine in terms of the Giving Back perk, as long as you're low key like Imp and Dragon God
- Utilizing the Moneyfall Redemption Ground doesn't affect that Perk either.
- For the sake of being consistent, the Epoch time period described in the Heavenly Scriptures Item is the ten million years minimum before the Heavens destroys a world. Usually Epochs last much longer thanks to their Lords, and people undertaking expeditions.
- Taking Triple Immortal while already having bought one Immortal Aptitude makes whatever attribute doubled up on just as powerful as the Tetra Tribulation True Fate.