

LoZ Xianxia Worldbuilding

By Nyanko-Anon !!OxrGEvoGaQo

=====

Table of Contents

Races	5
Incomplete Existences	5
Mindless Beings	5
Bodiless Beings	6
Soulless Beings	6
Demonic Beings	6
Mortal Races	7
The Mortal Dust	7
The Forged	7
The Races of the Golden Worlds	8
Earth Species	8
Heavenly Races	8
Celestial Species	9
Immortal Races	9
The False Immortals	9
The Fae	10
Great Faeries	10
Divine Races	11
Fish Deities/Ocean Gods	12
Raging Elementals	13
Demon Realms	13
Lesser Demons	14
Greater Demons	14
Primordial Demons	14
Beliefs and Religion	15
Beliefs Amongst Cultivators	16
Beliefs Amongst Deities	16
The Cultivation of Faith	16
Religion Within Golden Worlds	17
Creation Legend	17
The Golden Goddesses	17
Nayru	18
Din	18

Farore	19
Golden Beliefs	19
Cultivation	19
Saint Arts	20
Demon Arts	20
Cultivation Types	22
Mind Cultivation	22
Body Cultivation	22
Soul Cultivation	23
Multi-cultivation	23
Realms and Stages	24
Stage 1: The Mortal Threshold	24
Stage 2: Foundation Setting	25
Stage 3: Immortal Ascendance	26
Grand Tribulation Sub-Note	26
Stage 4: Immortal Rebirth	27
Stage 5: Immortal Journeying	28
Stage 6: Grand Immortal	28
Stage 7: Lesser Deity/Signet Formation	29
Stage 8: True Deity/Divine Naming	30
Stage 9: Greater Deity/Grand Principality	30
Laws of Heaven	31
Tribulations	32
The First Lesser Tribulation: The Trial of Mortal Dust	32
The Second Lesser Tribulation: The Trial of Traitorous Flesh	33
The Third Lesser Tribulation: The Trial of Loss	33
The First Grand Tribulation: Mortality Transcendence	34
Destined Tribulation	35
The True Immortal Path	36
Declining The Grand Tribulation	36
The Fourth Lesser Tribulation: The Binding of Chains	37
The Fifth Lesser Tribulation: The Binding of Ropes	38
The Sixth Lesser Tribulation: The Binding of Threads	38
The Second Grand Tribulation: Immortal Ascension	39
The Seventh Lesser Tribulation: Forging The Signet	40
The Eighth Lesser Tribulation: The Naming	42
The Ninth Lesser Tribulation: Attainment of Definition	43
The Third Grand Tribulation: Divine Apotheosis	44
Demonic Tribulation: The Hunger	44

Karmic Laws	45
Karmic Weight	45
Beneficent Karma	46
Sinful Karma	48
The Three Penances: The Penance of Castigation	49
The Three Penances: The Penance of Nightmares	49
The Three Penances: The Penance of Desolation	50
Grand Karmic Tribulation	50
Heavenly Oaths and Contracts	51
Death and What Comes After	51
Grand Scripture of Heaven	52
The Death of Those Who Would Be Immortal	52
The Void's End	53
By The Grace Of Divinity	53
Cosmology	54
The Nothingness	54
The Multiversal Wall	55
The Mortal Realm	55
Physics Outside of the Mortal Realm	56
The Space Between Worlds	56
The Streams of Time	57
The Hidden Folds	57
The Immortal Realm	58
The Divine Realm	58
The First World	59
Golden Worlds	59
The Overall Structure of Reality	59
The Demon Realm	60
The Demon Realm: The Outskirts	60
The Demon Realm: The Inner Regions and Core	61
Metaphysics	61
Magic	62
Lifeforce	62
Elemental Essence	62
Elemental Essence: The Philosophical Elements	63
Elemental Essence: The Dynamic Elements	63
Elemental Essence: The Elemental Firmaments	63
The Structure of Existences	64
The Soul	64

Single-Facet Existences	64
The Golden Goddesses and Deities	65
Absolution Resistance	66
The Nothingness	66
The Void	67
Society	67
Mortal Realm Societies	67
Golden Worlds	69
The Land of Hyrule	69
Other Artificial Mortal Universes	69
Immortal Realm Cultures	70
Divine Realm Cultures	71
Cultivator Culture	72
Cultivator Organizations	73
Mortal Cultivator Culture	74
Immortal Cultivator Culture	75
Divine Cultivator Culture	75
General Racial Cultures	77
Interactions with Demons	78
Metatechnology	78
Legendary Figures	79
Link	79
Fierce Deity	80
Hylia	81
Zelda	82
Demise and his Curse	82
Ganondorf	83
Majora	84
Vaati	86
Sages	86
The Grand Sage of Music	86
Legendary Artifacts	87
The Triforce	87
Power	89
Wisdom	89
Courage	90
Legendary Blades	90
The Master Sword	90
The Phantom Sword	92

The Four Sword	93
Mystic Masks	94
Majora's Mask	94
The Fierce Deity Mask	96
The Mask of Truth	98
Miscellaneous Artifacts	98
Void Artifacts	99
The Ocarina of Time	100
Moon Pearls	100
The Hylian Shield	102
The History Of Reality	102
The Birth, The End, and The Beginning-Record of the First Reality	103
The Darkest Evening and The Shining Saint-Record of the Second Reality	104
The Birth of the Heavenly Laws-Record of the Third Reality	106

=====

Races

Throughout the multiverse exists an absolutely countless number of species and existences, arising from natural forces, the clashing of metaphysical energies, Heavenly Laws guiding evolution, and more. The higher up amongst the Realms one goes, the stranger and more primal the species become-devolving to pure and primal Elementals, Spirits, and Automata whose sheer density of power can rival Deities. In the Mortal Realm however, the vast majority of species tend to be Complete existences-possessing the elements of Mind, Body, and Soul. These Complete existences serve as the foundation and population of the entire multiverse, spread out amongst the countless universes in one form or another.

Incomplete Existences

Before speaking of Complete Existences, it's important to define what exactly a Complete Existence is-and to do that, it is important to know what an Incomplete Existence is. Incomplete Existences are beings or existences who lack the perfect trinity of Mind, Body, and Soul which defines a completely stable and perfect Existence within this Reality. Such unstable beings tend to be inherently flawed in some manner, lacking innate capabilities that a Complete Existence might take for granted-further, they are innately incapable of cultivating the aspect or aspects that they lack. While even the weakest of Complete Existences can slowly and steadily coax greatness from a given aspect of their Existence, an Incomplete being cannot do the same-fundamentally lacking the seed and fundamental possibility for such capabilities.

Mindless Beings

Beings who lack a Mind are generally incapable of sapience or complex thought-at best only acting on ingrained instincts with no hints of higher cognition. Mindless beings also lack an innate sense of creativity or imagination, incapable of abstract thought and intuitions.

Mindless beings can vary from the most base of insects, most plantlife, most species of animals, golems, and even artificial intelligences-in the case of the latter two it is not that they cannot think, but without a Mind they cannot consider abstract possibilities or act without logic chains guiding their actions. To think without a Mind is a strange thing, but quite possible-though the thoughts that a Mindless being has are innately alien and strange to the thought processes a being with a Mind possesses.

Bodiless Beings

Beings who lack a Body are generally incapable of holding a stable, material shape-they are amorphous beings whose forms are generally incorporeal. They also tend to suffer from certain weaknesses of constitution-their vital energies are dependant on their mental energies or soul, making Bodiless Beings generally extremely slow to heal and often extremely fragile. A being can have a form without possessing a Body-maintaining a preferred or base shape or pattern at will-but will always have difficulties with interacting with the environment and Reality to some degree or another. Further, while beings without a Body are capable of life and the processes of reproduction, such things are deeply divergent from the material laws and Life itself-generally expressed through forms of mental or spiritual manipulations rather than what one would expect from a living being.

Soulless Beings

Beings who lack a Soul are unique in that they lack a fundamental qualia of *potential*; while both Bodiless and Mindless beings can both grow and develop further with time and effort or simply through their nature, Soulless beings lack this innate capacity to grow and change. They are static beings, lacking spontaneity and initiative. Only in response to environmental or external factors can a Soulless being ever act in a way which it has not acted previously; otherwise, they will simply continue to repeat the same actions or set of actions eternally, obeying an ingrained nature without fail. To grow without a soul is nearly impossible, and often requires truly incredible circumstances that will see one develop a soul rather than simply grow without one. This used to be a nigh-impossible task, but within the bounds of the current multiversal structure the development of a soul is nigh-effortless for any existence, requiring just the smallest spark of change and investment from one who already has a soul.

Demonic Beings

Demonic Beings are a unique class of existence; they are beings who lack a soul, but do not lack the fundamental qualia of potential that allows for growth and change. This is because they have something in place of a soul which allows for development as an existence...they have a shred of Void. Demonic Beings possess an instinctive enmity towards non-Demonic existences as well as a strange quality which mimics the effects of a cultivator's Absolution Resistance while simultaneously allowing them to bypass the passive innate defenses of a cultivator's Resistance. This makes demonic beings incredibly hardy and extremely dangerous in any encounter, with even weak demons posing a credible threat to powerful cultivators if they are careless. That said, aside from their instinctive enmity towards non-demons most Demonic Beings are simply that-just ordinary beings. They have both

kindhearted sentiments and cruel ones, loves and hatreds. It is not impossible nor even unheard of for a Demon to transform themselves into a true Existence-replacing the Void within them with a true Soul. It is difficult for them to do so; where a soulless being could attain a soul from a single heartfelt kiss or the vitriol of a hateful being, it would take a thousand times the effort and focus to allow even a weak Demon to grow a soul in place of their Void. Very few Demonic Beings see this as even being worth it, and it is not helped by the fact that most Demonic Beings possess extremely weak or underdeveloped minds-with those who have greater minds often being far more powerful, and thus even harder to convert.

Mortal Races

There exists an uncountable number of mortal races and species in existence-fitting, as the number of Mortal Universes that exists can barely be described with highly advanced mathematical concepts. Attempting to describe every single mortal race that exists is an exercise in folly, thus only the generalities of such shall be mentioned. Further, this will remain focused purely on those native inhabitants of various universes, and on the most common of such; it will not touch upon the strange outliers such as beings born as living expressions of the physical laws of a given universe, or assimilation entities that end up conquering and consuming their home universe wholesale.

The Mortal Dust

The vast majority of species that exist are beings born from their home universes as functions of the operation of their physical laws. Generated as a product of the functioning of a mortal universe, these beings are termed “mortal dust”, or “mortals” to be less condescending. They make up approximately 99.999...% of all beings that exist in the entire multiverse, simply because of how many Mortal Universes exist and how many mortals are born in such universes, live without ever discovering that cultivation exists, and die having lived perfectly mundane mortal lives. Notably, approximately 30% of all sapient species tend to be humanoids-possessing four limbs, two eyes, two ears, a nose, a mouth, and so on. This anomaly is believed to exist due to the fact that Farore is herself a humanoid as well as The Body, the living axiom that defines Ki itself and the very concept of what a Body is in the multiverse. Mortals are further defined by being born with a limited lifespan and little to no metaphysical abilities; this is the main qualifier of what makes a Mortal, a Mortal.

The Forged

Of course, not all beings are born by natural causes of their home universe’s functioning. Spirits quite frequently form in Mortal Universes, born by coalescing from the condensed thoughts and emotions of many mortals mixed with an immense amount of magic; such beings born from the “worship” and emotions of mortals are often called a variety of things-from demons, gods, ghosts, aliens, and more. On the other hand, it isn’t uncommon for an advanced species of mortals to engineer artificial intelligences-Automata designed to harness their Body to simulate the existence of a Mind. Such beings quite often end up developing Souls and growing beyond the bounds of their initial programming. These and

many other beings are collectively known as “The Forged”; artificial Incomplete beings born from the machinations of Mortal Dust.

The Races of the Golden Worlds

The races of the Golden Worlds are unique from other Mortals in that they are extremely well-documented and well-known for what forms they tend to develop into, rather than the randomized and nigh-infinite variability of other mortals. Largely they tend to develop into three general tribes of belief systems; the Farorans, the Nayrians, and the Dinnites. These further tend to separate themselves into rankings depending on how closely associated with the Golden Goddesses they are; Earthly, Heavenly, and Celestial.

Earth Species

The Kokiri are the Faroran Earth Species and hold an innate connection to the powers of Farore, being highly attuned to life essence and holding a deep connection with nature. The Gorons are the Dinnite Earth Species and hold a similar connection to the powers of Din, being deeply attuned to the elements as well as Din's domains. The Zora are the Nayrian Earth Species and hold a connection to Nayru, being innate scholars and mystics who see things which have long since passed and which have yet to come in the waters they swim through. Each of the three Earth Species are deeply attuned to the powers of the Goddesses, even capable of communing with them through sufficient prayer and innate connection, while also possessing an extreme affinity for their patron's form of cultivation.

Kokiri are generally renowned as healers and pacifists, guardians of nature who harness cultivation by giving life back to the world as their own life grows stronger. Gorons are generally renowned as smiths and sages, communing with the elementals of the world and shaping mighty artifacts from the essence they can draw forth-living happily in volcanos where dense essences of Fire, Earth, Air, and Water can all be found in the flows of magma and eruptions. Zora are generally renowned as magicians and ascetics who do not involve themselves in the affairs of the world, isolating themselves in secret places and watery hideaways where they may seek the mysteries of the soul and reality in peace. There are always outliers amongst these people, as there are outliers amongst all people-violent and warlike Kokiri exist, snowbound and playful Gorons are certainly around, and there have even been tales of wandering Zora who enjoy playing music to the masses-but these are the general impressions that the three Species of the Earth leave on others.

Heavenly Races

The Heavenly Nayrian Race are the Sheikah, red-eyed and long-lived; the Sheikah mind is blessed with unending inspiration and creativity, tempered by their loyalty and determination. The Heavenly Dinnite Race are the Gerudo, overwhelmingly-female desert dwellers who are nevertheless immensely powerful, incredibly hardy, and extremely adaptable. The Heavenly Faroran Race are the Hylians; middle of the pack between Sheikah and Gerudo, but immensely plentiful and incredibly vital. These Heavenly Races do not possess the innate connections to the Goddesses that the Earth Races do, but instead possess immensely more potential; a Goron would have trouble doing any form of Body or Mind cultivation, while a Hylian will find themselves nearly equally talented in all forms of

cultivation and progressing rather swiftly through them. On the other hand, no Hylian would have the innate talent a Goron would have for Elemental Cultivation-a trade off.

Celestial Species

The Celestial species are the Minish, a long-disappeared species who nevertheless once possessed enough magical might and understanding to twist reality to their will in countless ways. They are said to still exist but remain hidden eternally, only seen by young children with pure hearts, and are representative of Nayru within the Celestials. The Faeries, from the Lesser Fairies to the Great Faeries, are incredible masters of life itself-reviving the dead on a whim and empowering mortals to immense levels with naught but their tears. They are hidden in secret holes and fountains, holding strange dispositions and ways which one must take heed of when dealing with them, and are representative of Farore the Celestials. And the Twili, ancient and lost masters of the elements who rewrote the world itself to make it more pleasing for them. Lost long ago to a world of their own creation, yet still wielding incredible and strange powers over the fundamentals of reality, the Twili are representative of Din among the Celestials. Notably, all three of these species are innately False Immortals-beings which should exist amongst the Immortal Realms. And yet they are born side by side alongside the other species of the Golden Worlds for reasons known only to the Golden Goddesses. Despite that, they often seclude themselves away from other Mortals-maintaining only loose connections to the rest of the universe they exist within. The exception to this rule are the Faeries, who will be expounded upon later.

Immortal Races

Whereas those born to the Mortal Realm are largely Mortal Dust, those born to the Immortal Realm are generally much more innately powerful and connected to the metaphysical. It is extremely common for such species to innately be able to manipulate one of the Golden Powers some way from their very birth, and the vast majority of them are extremely long-lived, or even False Immortals. Of course, such species and people are not exclusive to the Immortal Realm; on occasion, False Immortals of some type or another are born in the Mortal Realm as well. But on the whole, the races of the Immortal Realm are born with a touch of the metaphysical that other races simply are not.

The False Immortals

To cultivate immortality and become an Immortal is an achievement regardless of one's species or origin...yet some species are simply born with an infinite lifespan, untroubled by the flow of time. This most commonly occurs in the Immortal Realm, where the species of that realm are born with a unique and undying spark of Golden Power that allows them to live eternally. It is not wholly unique to that realm however; some rare species or specific beings in the Mortal Realm are born with immortality, or recreate themselves in some way to attain it without cultivation. Universally, these beings are known as "False Immortals".

False Immortals are those beings who possess an infinite lifespan without having ever cultivated; it is a generalized label, and doesn't specify the method for how one has attained limitless life. Those beings simply born with endless life guaranteed to them are False

immortals, just as those beings who have genetically engineered their Bodies and tempered their Minds and Souls so they may outlast their home universe.

The Fae

The Fae are a unique species originally forged in Golden Worlds, but formed in the mold of an Immortal Race native to the Immortal Realm. The Fae are a large variety of species-most common are the Lesser Fairies, which are small sprite-like beings who continuously radiate light and fly on dragonfly-like wings. These small beings make up a massive percentage of the Fae as a whole, and are largely native to Golden Worlds-where they form contracts with the Kokiri, live peaceful lives in hidden fountains and as wanderers, and occasionally bless travelers with good health and safety. But these are not the only Fae that exist, not by a long shot.

Uniquely, the Fae are amongst the most prolific species throughout the entire multiverse; this is in part due to their unique powers, born from what is often described as a “glitch” in the Heavenly Laws. Each and every Fae has some minor capacity to manipulate the laws of Karma in some way. For the Lesser Fairies, this is enough for them to be able to convert one’s own Karmic Weight directly into health-even reviving those who have previously died by manifesting the weight of their death and turning it into life. This makes actually killing or harming a Lesser Fairy an exercise in futility; they can simply turn the Karmic significance of their injuries directly into health, undoing all damage done to them. Capturing them, on the other hand, is trivial-which is where the tradition of capturing Lesser Fairies in bottles and releasing them in return for restoring the health of liberators came from.

Other Fae develop their own tricks in the manipulation of Karma; some Fae may have learned to manifest the Karma of dreams or stories into true existence, forming physical illusions out of imagination and dreams. Some Fae may have the power to wield Heavenly Contracts as literal weapons and armor, harnessing debt and agreement as manifested artifacts. It varies from Fae to Fae and from specialty to specialty, though universally the Fae have a great skill in forming and judging Heavenly Contracts, making them renown as litigators throughout the multiverse. The most powerful Fae of all are, of course, the Great Faeries.

Great Faeries

Faeries take millennia to reach true maturity, and even still require special circumstances to reach their full potential...but once reached, there is no denying that they are a species with great innate potential. Great Faeries are fairies who have achieved their species' full potential, acting as matriarchs of their kind. They are a kind of pseudo-Deity, having power equivalent to the peak of Lesser Deities without ever needing to cultivate-and being capable of achieving incredible things should they ever find the desire within them to actually begin cultivation. The very nature of the fae has prevented the known Great Faeries from actually cultivating to any notable capacity, but despite that they are still universally treated with both great respect and deep caution.

Great Faeries are unique amongst Reality, for they can freely convert Karma into and from physical and energetic forms; by sacrificing a great amount of currency, they can directly enhance the Karma of a given cultivator-or by sacrificing Karma, they can convert that directly into up-front power. They cannot manipulate Karma into the form of Heavenly Laws as a true Deity can, but their capacity to freely convert and manipulate Karma in this fashion still makes them incredibly sought after. However, it is this very power that makes Great Faeries amongst the most dangerous and capricious entities in the multiverse. It is trivial for a Great Faery to simply dump an utterly excessive amount of Sinful Karma onto others if they are offended-though doing so without just cause can see backlash hitting them for their actions. They can also craft strange karmic curses or debts, bypassing the powers and resistances of even True Deities to force effects akin to a Heavenly Contract on others at their whims. While a kind Great Faery is considered amongst the greatest of blessings in the multiverse, a wrathful Great Faery is considered second only to the wrath of a Greater Deity.

Few Great Faeries are truly alike; one may be kind and motherly to all who meet her and bless even the meanest of petitioners in some beneficial way, whereas others can be cruel and callous, uncaring of even the worst plights. Some are prideful and haughty, some are lazy and greedy. Each Great Faery rules over a “coven” of fairies, which may extend anywhere from a singular mortal universe to an entire Golden Strut depending on the depths of Karma that Great Faery has accumulated and the size of the Faery’s Court. These covens often hold territory disputes and subtle wars of Karma, buying, selling, contracting, and vying for power in their own ways-ways that rarely involve actual combat. One particularly notable territory struggle was formed from the Great Faeries of Summer and Winter, who formed an accord between the two and have continued to vie for more power through political intrigues and codified rules ever since.

Divine Races

The races of the Divine Realm...are nothing like the species that may be found in lesser universes. The first fact of their existence is that extremely few of them actually exist at all. Sapient life does not easily arise in the Divine Realms, where the flows of Golden Power are so intense that they can grind most beings weaker than a Lesser Deity to nothing in the span of moments. The laws of physics that mortals are used to and even exist in Immortal Realms, simply do not exist without the conscious effort and establishment of cultivators. The only laws that the Divine Realm operate on are the laws of the metaphysical, obeying only the sheer power and flow of Ki, Magic, and Elemental Essence.

Life still exists in Divine Universes, but rarely does sapient life actually arise within them-the flow of energies are simply too intense, the environment too chaotic, to allow for it. Any sapient life that *is* born in the Divine Realm is, without fail, born a False Immortal-and a False Immortal of incredible power at that, generally as physically strong as a Lesser Deity might be. Further, the birth of actually Complete Existences in the Divine Realms is extremely rare; perhaps the most well-known and consistent of such are the Fish Deities, also known as the Ocean Gods.

Fish Deities/Ocean Gods

The Sea Gods or Ocean Gods are unique beings formed in the Divine Realms, sparked into existence by the collisions of the Golden Powers and given life through the formation of a “natural Unity” which harmonizes a Body, Mind, and Soul that is innately formed to be as powerful as a True God. Ocean Gods are deeply precious to the Golden Goddesses, held as sacrosanct beings for their innate harmony with the Golden Powers and their unique powers; all Ocean Gods are capable of forming a titular “ocean” of power around themselves. These “oceans” form into strange and incredible worlds, much like Immortal Universes, that exist only within the hearts and dreams of the Ocean God who formed them. These oceans need not be literal, but due to some quirk of Reality they often are, hence their naming as “sea” and “ocean” gods. Due to a similar quirk, the vast majority of Ocean Gods are born with aquatic forms, despite being capable of flying through the skies or walking on land as well as any other being-hence why they are often called Fish Gods.

Ocean Gods are incapable of cultivation, and are uniquely vulnerable to the predations of demons; though they are incredibly powerful, their power comes from a harmony with Reality rather than a transcendence of it, leading to them essentially having no innate Absolution Resistance. They make up for this with their raw power-which, despite their lack of Absolution Resistance, still matches up to the greatest of True Gods from their very birth-and their unique powers and capabilities. Each Ocean God can “dream” forth unique treasures, phenomena, and existences from their ocean with the same ease that a mortal might daydream; it is child’s play for an Ocean God to dream forth an entire army of false Grand Immortals or even Lesser Deities, or simply bring forth a storm that can rend unprepared True Deities limb from limb. Despite this, their powers are essentially null in the face of even the weakest of demons, making it rare for an Ocean God to ever venture beyond its home Divine Realm and necessitating that many True Gods act to protect them should they ever do so.

The greatest power of an Ocean God is its connection and harmony with Reality; they are capable of commanding and manipulating the natural flows of Golden Powers throughout Reality around them, blessing cultivators with incredible treasure or ease in cultivation or cursing them to face great difficulties. They can uniquely heal wounds in Reality or even individual universes, and can easily exercise their full power within even Mortal Universes despite how such should destroy the universe due to the weight of the metaphysical; thanks to their harmony with Reality, no damage is ever done to the structure of Reality thanks to their actions.

While no Ocean God is capable of cultivation, that does not mean that they cannot grow stronger over time. Many Ocean Gods have developed a capacity to “stockpile” unique treasures, powers, or Essences within themselves, forge incredible and wondrous artifacts only made possible by harnessing their own ocean, or attain contracts and connections to cultivators and other factions. Though they have no Signet or Divine Name, they can still innately interface with the Heavenly Laws much like a Deity could-and through their harmony with Reality, it is possible for them to essentially freely enact Heavenly Laws within their own ocean as they please. An easy rule of thumb is that the older an Ocean God is, the more powerful it is. The most legendary of such Ocean Gods is Oshus, said to be

amongst the first Ocean Gods. After his ocean had been attacked by demons during the early days of the Third Reality, Oshus worked with many True Gods to forge the Phantom Sword-which it keeps to this day, lending out to promising cultivators in return for connections, favors, and contracts. Unfortunately, the existence of Oceans Gods is rare; even in the modern age, there are only a fifth as many Ocean Gods as there are True Gods in all of Reality.

Raging Elementals

The most common species that arises within the Divine Realm are the Raging Elementals; condensed Souls formed from flowing Elemental Energies, sparked to a sort of pseudo-sapience through the sheer flow of energies. They are named "Raging Elementals", for such beings are born in the wrathful flow of Golden Powers...and largely, are born mimicking that wrath. These beings will mindlessly attack everything around them, attack other Elementals, attack nearby cultivators, attack endlessly-and shortly after their birth, they are generally torn apart back into the constituent Elemental Energies they are composed of. They do not lead long lives-their lifespans are often measured in hours or days at the longest, though with outside intervention from cultivators it is possible to stabilize them and allow them to live as False Immortals.

In truth, Raging Elementals are not exclusively "Elementals". They are beings of chaotic Soul, but may also often be composed of Magic or even Ki-technically being Automata or even Spirits depending on what exactly constitutes them. They are most commonly formed of Elemental Essence condensed into a being of pure instinct, but any arrangement of highly chaotic and charged Golden Powers held together by a Soul forged from such circumstances is also termed a "Raging Elemental". And even should they be formed of Mana or Ki, such beings remain near-mindless and raging unless specifically captured and tamed by cultivators.

Raging Elementals are not unique to the Divine Realm-though the Raging Elementals that form there are by far the most powerful in the multiverse. Rather, it is common for Raging Elementals to form wherever the flow of Golden Powers is highly chaotic and suddenly condensed, allowing a Soul to form from the pressure and energies. This series of events is most often found in the Folds Between, the hidden dimensions that underlay the Space Between Worlds. The chaotic flows of Golden Powers in the Space Between are crushed and condensed in the Folds Between, giving rise to an endless number of Raging Elementals who immediately go to war with each other, dissipate, then arise anew.

The power of a Raging Elemental depends entirely on the energies that compose it; the more powerful and pure the energies, the more powerful the Raging Elemental. Those found in the Hidden Folds are generally equivalent to Immortal Journeymen, while the Raging Elementals of the Divine Realm can vary from Grand Immortals to even Lesser Deities in sheer raw power.

Demon Realms

The species of the Demon Realm are unlike those beings that are found in the rest of the multiverse. Even the most innocuous of beings born in a Demon Realm are tainted by the

Void and influenced by the Will of Demise in greater or lesser ways. Those few actual existences that are born in the Demon Realm-those beings who are born in the Outskirts and in Demon Universes that largely resemble mundane universes-will often live cursed lives. They will be born frail, weak, unlucky, and the very world itself will seem as if it desires to consume them...because in a very real way, it does. The Demon Realm is hostile to all Existences, and welcoming only to Demons; all other beings will suffer curses and entropic forces unless they possess the Divine power required to ward off the effects of the Void or give in and become a Demon Cultivator themselves.

Lesser Demons

The primary inhabitants of the Demon Realm beyond the Outskirts where mundane life may exist-cursed as it often is-are Demons of one stripe or another. Every plant, every animal, every insect, every fungal growth-all of it can be described as some form of demonic entity. The vast majority of these Demons are non-sapient and are nothing more than thin cloaks of Existence wrapped around a shard of Void; such beings are known as Lesser Demons. Lesser Demons arise endlessly from the very air, the ground, the sheer Nonexistence that lives in the heart of Demon Universes. Normally these demonic entities live in a continuous competition with each other-killing each other and consuming each other in an attempt to grow stronger...but should a non-Demonic entity appear, they will unify with disconcerting coordination to work towards unmaking the Existence. Aside from the "Demonic Life" that is basic plants and animals born from the Void, some of the most well-known Demons that commonly arise are the Bokoblins, Chu, Skulltula, Stal, so on and so forth.

Greater Demons

Greater Demons are those rare Demons who have grown strong enough to condense the Void within them and solidify a shred of sapience and will; these are the "bosses" of Demonkind, in essence. They are much more clever than the bestial demons that continuously arise from the Demon Realm, and much more powerful as well. Greater Demons are the only species of Demon which is actually capable of renouncing their own Demonhood, though this is extremely rare for them to do. Greater Demons are capable of imposing their own will on Lesser Demons, swiftly forming highly organized armies in their wake and even seeming to spark some form of "intellect" in Lesser Demons; it is a false intellect that exists only to serve the goals of the Greater Demon, however. Greater Demons can vary greatly in power depending on their age and how developed the Void within them has become, and as they grow more powerful they become more and more dangerous. Thus cultivators will frequently purge as many Demons as they can in Demon Realms just to ensure that Greater Demons never arise, and swiftly cut down those that do emerge.

Primordial Demons

Primordial Demons are unique, in that they are never born within Demon Realms. There are exactly two ways that a Primordial Demon may be born. The first is that a Demon Cultivator-not a Demon, but a cultivator who has practiced the Demon Arts-has actively given themselves over to the Will of Demise. Their body shall twist and warp with an influx

of Void Essence, and their existence will be overwritten with the Divine Name of Demise, the First Demon. From then on they will be a slave and extension of Demise's Will, continually growing in power the more they destroy. Few Demon Cultivators are willing to ever do this, however, as the Heavenly Laws are especially vigilant to any who gives their existence to Demise and will alert the Greater Deities themselves of their existence in all but the most rare of circumstances, leading to such hosts of Demise often swiftly being slain.

The other form of Primordial Demon are beings that do not exist beyond the Multiversal Wall. Strange non-existences condense from pure Nothingness outside of Reality, clawing at the Wall and fading away shortly after creation. The forging of Void Artifacts stirs up these non-beings, and should a True Deity manifest enough Void Artifacts it will condense these non-beings into a single Primordial Demon who exists as their perfect and equal opposite; one touch from such a Primordial Demon will utterly unmake the True Deity who formed it, even as it unmakes the Primordial Demon in turn. Beyond that, these un-beings are hungering impossibilities of the Nothingness, incapable of truly acting upon Existence and yet loathing it with limitless hatred from beyond Reality. It is said that every single one of these un-beings are the equal to or perhaps even seniors of Demise itself, though such a thing cannot be proven. They cannot manifest as long as the Void remains undisturbed, and can only manifest to destroy that which disturbs the Nothingness enough to form its equal opposite. Such was how Demise was formed-the equal opposite of Existence itself.

There may be more kinds of Primordial Demons, hidden deep in the Nothingness. And it is often said that the Dark Worlds themselves are infested with a kind of Primordial Demon that has nothing to do with the equal opposing Primordials formed to consume True Deities...but such things are fundamentally unknown, as it is impossible to fully know that which does not exist. It is also said that it is possible for certain forms of Greater Demon to ascend and become Primordial Demons-as Majora somehow managed to do without becoming a vessel for the Will of Demise-but such methods are also unknown.

=====

Beliefs and Religion

Religion is a highly complex issue in the span of the multiverse; the existence of gods is a provable thing, though what one culture or society defines as a god can vary immensely. Further, one's understanding of the reaches of cultivation and the metaphysical itself can vastly influence what is defined as a "god" or not; it is extremely common amongst Mortal Realms for Spirits formed from belief and prayers to be defined as "gods", even if they would not be able to match the feats of a cultivator in the third stage. The worshipping of cultivators as incarnated gods or god-kings is also extremely common amongst various civilizations, though somewhat frowned upon in societies primarily composed of cultivators themselves. Fundamentally, religion is as vast and complex as society itself is-and society can vary nigh-infinitely throughout the multiverse.

Beliefs Amongst Cultivators

It takes a certain kind of mentality in order to truly progress through the world of cultivation-a certain defiance of one's lot in life, a willingness to continue developing themselves beyond all limitations, and a capacity to let go of one's home and previous life without letting go of life itself. Cultivators do not tend to be a particularly religious group thanks to that fact, though some cultivators still maintain faith in certain religions or beliefs. It is much more common for cultivators to develop a personal philosophy, a guiding principle in their life, a "dao" as it is called in certain universes, and orient their faith and personal beliefs in following that principle. Some True Deities believe that developing one's personal philosophy may be the key to developing a true Principle, but as there are only six Greater Gods in existence it is impossible to know for certain.

Beliefs Amongst Deities

Upon cultivating beyond Immortality, all cultivators become what is known as a Lesser Deity-and possess powers over the very fundamental laws of reality that give weight to the idea that they have ascended to godhood. Even newborn Lesser Deities are capable of crafting universes from nothing but the ambient energies of the Space Between Worlds, and thus it becomes extremely difficult for any cultivator at this level to truly "worship" any god or religion-as they themselves can prove that they exist above such things. Deities can view the Grand Scripture of the Afterlife directly, or forge entire afterlives in their image. Thus, at such a level, generally one of two things happens.

Either the Deity in question gives up all religion, though they may still follow the principles and ideals of their previous religion, and develop their own personal philosophy...or the Deity will search for and establish an even higher power than themselves. Thus Deities can often be found to worship the Greater Gods or Golden Goddesses, as the most powerful beings in existence. On the other hand they can also be found to often hold themselves above all beings save for other Deities, as the power of Divinity allows them to reshape the Heavenly Laws. This is only exacerbated by the fact that the Faith of others allowing cultivators to cultivate their own Karma, further granting them power to reshape the Heavenly Laws to their will.

The Cultivation of Faith

The faith and belief of sapients is a powerful force when directed, as it can lead to controlling or even defining their lives. By cultivating that faith and focusing it onto a single cultivator, that cultivator will gain a steady flow of Karmic Weight depending on the depths of the faith, the quantity of one's believers, and the actual strength of those believers. The faith of a single mortal zealot is worth the fate of a hundred mortals who only pay lip service to the religion, yet the faith of a single cultivator still within the Mortal Threshold who only pays lip service to the religion is worth the faith of a hundred mortal zealots.

Due to this principle, it is extremely common amongst Divine cultivators to define a set of beliefs and scriptures for worshipping them specifically, then teach their religion to many universes and guide them in such ways. Doing so is amongst the easiest methods Deities have for gathering up Karma for the sake of manipulating the Heavenly Laws or other

purposes, but comes with a drawback: the actions taken by those who believe in the Deity's religion echo back to the Deity themselves. Forming a religion which then goes on to undergo many bloody and genocidal crusades will see a great deal of Sinful Karma trickle towards the Deity who formed that religion in the first place, though the less involved with the religion the Deity is the less they will receive that backlash. The ideal for any Deity is to have essentially no involvement with a given religion while still having that religion worship them as a monotheistic Deity-attaining the Karmic Weight of worship without any responsibility towards the actions of their followers. Such a thing is beyond rare, however, and most cultivators take a highly active hand in leading their religions.

Religion Within Golden Worlds

Worship of the Golden Goddesses is universal amongst all species of the Golden Worlds-or rather, acknowledgement of them is. It is factually, provably known that the Golden Goddesses **do** exist; they directly created the three Earthly Species, left behind the Triforce and a number of other artifacts, provably created the world, and on occasion still communicate with the world through chosen Earthly Species. They have even been known to take on mortal avatars and wander through the world on occasion, though only their chosen champions can even notice them as being out of the ordinary when they do so.

Creation Legend

The Golden Goddesses are the strongest existences in the known multiverse, though they have never cultivated. According to legend they were born from the Nothingness from Before All, coming into existence as a spark of Something that Nothing formed in order to define itself as Nothing. This divine spark of Something split in three, forming a Mind, a Body, and a Soul-and these three parts separated, becoming three sisters-Nayru the Mind, Farore the Body, and Din the Soul. Though they had each other, the Three Sisters were lonely drifting in the Nothingness-and so they sought to create more of Something. Din forged the earth, instilling its Soul; Nayru filled the oceans and rivers, giving it a Mind, and Farore brought forth life-encompassing it all in a Body. Together, the three Sisters formed their first world-Hyrule, though it was not called such at the time.

This act of unity and creation saw the Sisters briefly returning into a state of pure unity-acting perfectly as one, rather than three disparate beings. From this moment of pure unity was born the Triforce, the Golden Essence of all three Goddesses condensed into a single form. Overjoyed at its creation, the three Goddesses left it as a gift to the world they forged. Then they left, seeking to re-attain that moment of perfect unity by forging other worlds and other universes-sometimes succeeding and leaving behind a new Triforce, though often not.

The Golden Goddesses

Typically worship of the Golden Goddesses is done while treating the three Goddesses as almost a single entity-a triune goddess rather than three different goddesses-but worship of the individual Golden Goddesses is also practiced rather commonly-often amongst the Earth Races. Individually, the Golden Goddesses all command several domains-traditionally separated into three categories of Primary Domains, Secondary Domains, and Tertiary

Domains. These domains represent the Golden Goddesses areas of expertise and tendencies, and aren't actually metaphysical domains of command-though their powers are such that from an outside perspective it may appear to be such.

Nayru

Nayru's Primary Domains are the spheres of Wisdom, Truth, and Law. She rules over sapience and rule of law, encouraging complex thought, discipline, and learning amongst her followers. She is frequently known to grant divine bursts of inspiration to those who pray to her, and even on occasion act as the personal arbiter of law disputes-when she does so she has **never** been known to use any of her cosmic powers, merely incredible powers of discourse and utterly unmatched intellect in order to properly analyze the letter and spirit of a given law and the situations it is being disputed within. Further, to swear upon her name is to swear to uphold the absolute truth of whatever you say-and any promise made under her name is witnessed under the Golden Laws of Heaven-and thus becomes utterly unbreakable while under the Heavens crafted by the Golden Goddesses. Her Secondary Domains are Water, Magic, and Thought; she is a patron of magic and the exploration of consciousness, and the one who brings forth the oceans and rivers in all worlds crafted by the Golden Goddesses. Her Tertiary Domains are Literature, the color Blue, and Governments; these are not things she actively presides over, but things she has been noted to deeply enjoy and encourage the existence of. In her mortal forms she's frequently been seen with deep blue eyes and hair, carrying around at least one book at all times, and frequently taking part in governmental institutes-though sometimes she slips away into book clubs or the like.

Din

Din's Primary Domains are the spheres of Power, Conquest, and Emotion. She rules over raw, overwhelming power and surging emotions-in many ways she is considered a war goddess. She is frequently called upon by nations who wish to go to war with each other who wish to conquer and not be conquered, and holds the title of "The Valkyrie" who spirits those who have fallen in war away to the afterlife they have earned with strength of arm and heart. Further, those who adhere to belief of her are almost inevitably vastly stronger and possess more potent energies than others do, living lives of incredible highs and lows. Her blessings are at a much more personal scale than those of Nayru, but all the more potent for it...if you can garner her interest. Her Secondary Domains are Earth, Mountains, and Femininity; she personally formed the vast majority of mountains in given worlds, and traces of her existence can be found deep in the earth and sands of the world. For all her power and seeming viciousness she is also an incredibly feminine goddess, blessing women far more often than men and exalting the female form far more than males. For males, she is also somewhat giving-in that acting more and more feminine will see one's favor with the Goddess Din grow. Her Tertiary Domains are Music, the color Red, and Martial Arts; she is a lover of music and has been known to both compose incredible works of music and be found in places where music is played when in mortal form. Her mortal form is frequently red-eyed and red haired, and she is an unparalleled melee fighter who encourages her adherents and worshippers to take up martial skills of some form.

Farore

Farore's Primary Domains are the spheres of Courage, Enlightenment, and Life. She rules over life itself, the birth of things, their growth over time, and their inevitable death-which itself feeds new life. Witnessing the cycle of all life allows her to take a deeper and more profound perspective than either of her sisters, both calmer and somewhat more eccentric than either. And she champions both the emotion and verb of Courage-to overcome adversity and one's own limits, to overcome the very cycles of the world. It is somewhat paradoxical in a way; she champions the myriad cycles of Life in the world, and at the same time champions those who seek to break them in some way. She blesses those who seek to help the cycles of life along, and likewise blesses those who seek to break free of the cycle of Life they live within and become something greater. Her Secondary Domains are Wind, Nature, and Blood; she is flighty and twisting as the Winds themselves, and her breath can be found in each current of wind. She is a Nature goddess, championing forests, nature reserves, and the like-those places that are untouched by sapient hands. And she is a Goddess of blood and death-she presides over battle itself, the earth and wind drinking in the blood and cries of those who seek to kill one another equally. She does not condone blood to be shed in her name, but accepts all blood equally-for all blood returns to her in the end. Lastly her Tertiary Domains are Art, the color Green, and Forests; her mortal avatars are often found wandering the forests of worlds, painting and carving beautiful and strange creations, and she is always seen with green hair and green eyes.

Golden Beliefs

Amongst believers of the Golden Goddesses the numbers 3 and 9 are sacred numbers; 3 represents the Golden Trinity, a perfect unity. 9 represents the number 3, three times over; a truly perfect Trinity of Trinities. Due to this, things within worlds forged by the Golden Goddesses are often divided into groups of threes. Red, Blue, and Green are considered semi-sacred colors, being the favorite colors of the Golden Goddesses, while Gold is seen as a color of Divine Royalty-only those who are deeply and truly connected to the Golden Goddesses, or are either rich beyond compare or blasphemous, would dare to wear Gold openly.

Conversely, the number 4 is considered a cursed number-the "divisive number" which prevents the Trinity from being One. This is born from the observation of the Triforce and the "fourth triangle" at the center of the three Triforce Pieces. Admittedly, there is no actual basis in these number theories-merely superstitious tendencies. But due to the existence and power of the Golden Goddesses, they are extremely deeply rooted and well known superstitions.

=====

Cultivation

Cultivation is the act and art of Endless Growth on the Path of Immortality; via strengthening one's mind, one's body, and one's soul, a given sapient will grow greater and more powerful as they transcend immortality and eventually worlds-achieving incredible powers in the process. The original forms of cultivation were devised by the Golden

Goddesses themselves as a method of uplifting the primitive forms of life which existed in the very beginnings of reality up to their own level; these first cultivation methods were crude and incomplete, hardly serving to do more than moderately empower those that practiced them. Over time cultivation has evolved and refined itself into a truly heavens-shaking art, allowing a mortal to transcend their birth and reach all the way to the very heights of Divinity itself.

Saint Arts

There exists countless methods of cultivation throughout the world, but it is extremely notable that the vast, vast majority of these methods are what is known as "Generative" cultivation types; through discipline and effort, one's mind, body, and soul grow stronger and generate more energy than they consume-becoming living fonts of power which feed themselves and the world around them. For this reason Generative Cultivation is known as the Saint Arts, for they generate great power to feed back into the world with their every breath and action, cycling and creating natural resources which empower and heal the worlds around them. Most Saint Art Cultivation Methods can't actually harness the castoff energy they generate, which is why energy consumption and cycling is required-cultivators act as living recyclers and generators of energy for worlds, growing stronger and reaping great rewards in the process. The Saint Arts are so common that the idea of other cultivation methods existing is itself extremely rare-so most regard the Saint Arts as being an archaic label for Cultivation Arts, and Saint Cultivators as simple Cultivators.

Saint Arts Cultivation serves to fundamentally change the cultivator from merely an incidental expression of the functioning of Reality into a living generator of the Golden Powers-the powers of Magic, Ki, and Elemental Essence. From the moment they begin cultivating they become more "real" than the world around them; their strikes act with slightly more force than they should, the world damages them less than it ought to, gravity's pull weakens on them, so on and so forth. This innate stability is known as Absolution Resistance, a measure of how "real" something is. The vast, vast majority of existence simply doesn't possess this quality at all-it would fade instantly if exposed to Nothingness-but even the least of cultivators possess it-though only in the slightest amounts. The greater one's power as a cultivator grows, the greater their Absolution Resistance grows as well. In Mortal Realms this will manifest as an increasing resistance and blatant disregard to the laws of physics, allowing cultivators to happily exist in the vacuum of space, unleash forces that are physically impossible, endure forces that they by all rights should not be capable of enduring, and so on. This will be expounded upon later, in the actual cultivation stages themselves.

Demon Arts

On the other hand, there exists a form of cultivation only available to Demon-kind, the cultivation method that serves to contrast the Saint Arts. The rather plainly named Demon Arts are "Consumptive" cultivation methods; methods which turn a Demon into an entity who actively consumes and tears at the world to further their cultivation, permanently draining it where they walk if it is not restored by Saint Cultivators. Practicing Demon Arts is heretical and blasphemous; to attempt to do so in a Golden World will see a Grand

Karmic Execution descend on the practitioner and eliminate them from existence-then spread outwards to strike out at their closest blood relatives, those they've spent extended periods of time with, their associates, and the very clans and organizations they were a part of. The Grand Karmic Execution loses power when not striking at its immediate target-allowing most of these targets to live...but regains power if it finds hints of the Demon Arts, reigniting the web of Karmic Execution all over again. For this reason it is impossible to practice Demon Arts on Golden Worlds. Despite this fact, many Demons still attempt to practice the Demon Arts in natural worlds and Demon Realms, for they offer power far faster and far more potent than the Saint Arts normally do. And when a Demon Art practitioner grows strong enough...they may even seek to invade Golden Worlds, consuming the Grand Karmic Execution and beginning a reign of evil on their target as they consume the world before them and the divine power instilled into them. Such an event is known as a Calamity, and they are usually preceded by a vast surge in Saint Cultivators on the worlds targeted by Calamity-and oftentimes put down by a Golden Champion. That entire series of events will be expounded on later, however.

Demon Arts Cultivators have many advantages over normal cultivators-for one, the power they wield is born of the Void, allowing them to instantly cut through the Absolution Resistance of other cultivators simply because they *are* Nothingness. Demon Cultivators can casually-even thoughtlessly-cancel out the resistances, durabilities, exotic powers, and attacks of most cultivators save for the greatest of divinities or those blessed by the divine thanks to the power of Nothingness they cultivate within themselves. They also possess their own strange and twisted version of Absolution Resistance, which grows ever stronger as the Void within them grows deeper-though instead of operating on the principle of growing more stable than the reality around them, it operates as a continuous erosion of Reality around them that serves to continuously damage and weaken Reality in their wake. Further, unlike Saint Cultivators, Demon Cultivators are subject to neither the Tribulations of cultivation nor the whims of Karma; they simply consume the power of the Heavenly Laws where they walk, escaping the consequences of their actions and unimpeded in their cultivation. For these benefits however, they pay heavily; Demon Cultivators are loathed by the very Heavens in all but Demon Realms, which are innately hidden from the Heavens. To set foot onto a Golden World without the power to resist the Divinely empowered Heavenly Laws is to seek their instant and absolute demise, and on all other worlds the very Heavens will turn against them in every manner and seek to strike them down at every turn. Further, every single expression of power from a Demon Cultivator permanently consumes a portion of their power that they will have to slowly and painstakingly cultivate back later on; Demon Arts cultivators are incapable of passively regenerating their energies at all. Finally, for all intents and purposes their Absolution Resistance is *negative*; if they cannot continue to consume Reality and other Existences at a fairly regular rate-growing as the strength of the Void grows within them as well-then their own power will consume them and return them to Nothingness. And should they ever be exposed to the true and unsuppressed essence of Nothingness, they will fade away utterly instantly.

Cultivation Types

According to the precepts of the Golden Goddesses, all beings are separated into three aspects-their Mind, their Body, and their Soul. All three of these aspects can be cultivated, and have unique energies which they can cultivate; the Mind cultivates Mana or Magic, the Body cultivates Lifeforce or Ki, and the Soul cultivates Elemental Essence. These three paths of cultivation represent the Prime Cultivation Domains, acting as the basis and foundation of all other forms of cultivation.

Mind Cultivation

Mind Cultivation, or Mystic Cultivation, is the cultivation of Mana and one's own mind. This is done in a wide variety of ways, but is considered to be both the weakest and trickiest form of cultivation; Mystic Cultivators are well known to be incredibly intelligent and capable of generating incredibly strange effects and abilities, but their powers tend towards fragility and leaving their bodies and souls vulnerable. Common Mystic Cultivation paths are the Arctic Glacier Method, which builds up one's mind and crystallizes willpower through mimicking the nature of ice, Ten Thousand Dreams Method, which studies dreamstates and seeks to enforce dream logic onto reality-one's own or other's-and the Mad Mason method which builds up chains of logic and nonsense to create effects which continually stack upon each other. Amongst the most famous and most powerful of these methods is the Zoran Streams of Law Manual, taught only to Zoran Royalty, which guides its user into harnessing morality and psychology to develop a Rule of Law which is both ever-shifting and absolutely ironclad, adjusting to each situation it comes across to bring the greatest prosperity and justice to all. This Rule of Law of Zora Royalty has given them extreme fame amongst others for their wisdom in lawmaking and litigation, making friendship and contact with Zora Royalty extremely sought after and the Zora Domains extremely peaceful and well-governed places.

Body Cultivation

Body Cultivation, or Ki Cultivation, is the cultivation of Lifeforce and one's own body. This is done in a wide variety of ways, but is frequently considered as both the most difficult and hardest form of cultivation; Ki Cultivators are well known to be so tough and vital that a common rule of thumb is that killing a Ki Cultivator is impossible without either attacking their soul or taking them by surprise-and only attacking the soul is a sure thing. Common Ki Cultivation paths are the Bloodwelling Manual, which charges one's blood with endless vital energy such that it both never runs out and can be used as a dangerous weapon, the Stoneflesh Manual, which toughens one's skin and bones to the consistencies of stone and leaves the body seemingly utterly unbreakable, and the Hungering Wolf Manual, which embraces the bloody nature of evolution by using Ki to take on the traits of things which the user personally kills and consumes. Amongst the most famous and most powerful of Ki Cultivation Paths is the Kokiri Living Forest Scripture, which teaches one's Ki to take in the strength of the world around them, generate further Ki through sunlight, and return that Ki back to the world-establishing a harmonic cycle with nature that not only allows the user to easily heal others but also grants the user an utterly unending reserves of power so long as sunlight remains in the sky. This Scripture is an open secret amongst the Kokiri, and is why

they are famed as eternal children-for even mortal practitioners of the Living Forest Scripture will cease to age while in a sufficiently large forest. It comes with downsides though-in that one must have a truly incredible bond with nature to cultivate the Living Forest Scripture, requiring that one both have the innate talent of a Kokiri and a bond with a familiar who possesses a similar lifeforce who can draw in and help cycle the user's Ki-allowing them to create the Lesser Cycle of the Heart-Tree that allows the user to establish the Greater Cycle of the Living Forest. This is why the Kokiri are secretly allied with the Faeries, who send their Lesser Fairies to live with and bond with the Kokiri in return for partaking of the immense Ki the Kokiri can generate.

Soul Cultivation

Soul Cultivation, or Elemental Cultivation, is the cultivation of Elemental Essence and the user's own soul. There exist eight forms of Elemental Essence-the four Philosophical Elements of Fire, Water, Earth, and Air, the Dynamic Elements of Light and Darkness, and the Elemental Firmaments of Time and Space. Elemental Essence cultivators very, *very* rarely choose to cultivate more than a single Elemental Essence at a time-without a sufficient balancing methodology which can play the metaphysical "weight" of the Elements against each other, the sheer strain of attempting to cultivate more than one or two Elemental Essences can see one's soul ripped apart and crushed by the very power they attempt to wield. Despite this issue, Elemental Cultivation is universally renowned as the single most powerful form of cultivation in existence. All Elemental Cultivation methods have some passing similarity-they harness the strength of the user's soul to forge an "Elemental Palace" or "Elemental Cauldron" or the like within their soul-the names and methodologies differ, but the result is the same in that they slowly cultivate a place within their soul to contain Elemental Essence. Then, they begin to draw in Elemental Essence from the World, filter and distill it with the power of their soul, and then use their soul's own strength to manipulate and enforce the power of the elements onto the world; the more Elemental Essence they gather the stronger their souls become, the stronger the soul becomes the more Elemental Essence they can hold and the more power they can enforce on the world. The Gorons are famed not only for their innately powerful bodies, but their incredible souls-which allows them to almost universally wield two Elemental Essences, with paragons of their kind even managing to wield up to three Elemental Essences at once. In secret, the royalty of the Gorons practice a method known as the Four Wise Pillars Manual-a cultivation manual which guides the user into forging a spiritual construct which allows them to wield the Four Philosophical Elements all at the same time-making them utterly unrivaled amongst the Gorons and other Elemental Essence wielders.

Multi-cultivation

It is important to note; there is absolutely nothing stopping a person from dual or even triple-cultivating if they so wish...save for time constraints, the sheer effort required to do so, resource constraints, and the fact that such a person would have to face Tribulations of twice or even three-times power. Further, this choice *must* be made early in one's cultivation; by the time one surpasses the first Lesser Tribulation, one's already established cultivation bases will interfere with the formation of new ones, preventing a late-stage cultivator from picking up new cultivation forms and swiftly cultivating their power up with

their abundant resources and established capabilities. Due to these facts, it is extremely rare to dual cultivate, and borderline unheard of to triple-cultivate simply due to the sheer difficulty involved in doing so and the fact that a dual or triple cultivator must always keep their cultivation bases in balance or have the weakest one crushed out of existence by the stronger cultivation bases.

Realms and Stages

Taking a step back; cultivation is traditionally separated into three Realms; the Realm of Mortality, the Realm of Immortals, and the Realm of Divinity. These three Realms are delineated by the Grand Realm Tribulations-a set of trials and tribulations set by the Golden Goddesses in ancient days of yore. In ancient days the Tribulations did not exist and cultivators could rise up endlessly through the Realms without a care-but after a forgotten event that the Golden Goddesses have only ever referred to as "The Darkest Evening", these Grand Realm Tribulations were established to prevent careless and constant rises to power. Further, each Realm is separated into three Stages of Lesser Tribulations-designed to test the hearts and wills of cultivators to see if they truly have the strength to continue on their path. These three Stages and Realms of Tribulations act as guideposts for the development of the vast majority of cultivation techniques; to define oneself as a Realm 1 cultivator is to say they have yet to undergo the first Grand Tribulation, while a Stage 1 cultivator has not undergone the first Lesser Tribulation. Tribulations will be expounded upon later, however; they are aspects of Heavenly Law rather than innate aspects of cultivation itself. All the following stages and notes are based on the assumption that one is cultivating a single cultivation base; if one is dual or even triple-cultivating, then while their cultivation times might be multiplied twice or thrice over so shall their Absolution Resistance and general capabilities.

Stage 1: The Mortal Threshold

Defined by the Heavenly Tribulations, there exist nine general Stages of cultivation, divided into three Realms; these Stages are further subdivided and redefined in countless ways by the myriad methods and techniques for cultivation itself. The first Stage of Cultivation is generally known as the Mortal Threshold stage, and defines the entire range of cultivation from pure mortality-one who has never cultivated before or is bound entirely to mortal limitations-up to feats of mystic prowess in casting a half-dozen simple spells in a single wave, moving beyond the speed of sound, and crushing a small town under one's Spiritual Essence. The general lifespan of those within the Mortal Threshold varies, but rarely exceeds three-hundred years...save for Ki practitioners, who can regularly reach six-hundred years or more of age within the Mortal Threshold. Likewise, the time a person spends in the Mortal Threshold may vary, but generally it is said to only take fifty or so years on average to reach the peak of the Mortal Threshold-with only those who possess the least of talents or the most inefficient of cultivation methods and resources taking longer than a hundred or so years. It is important to note that the vast, vast majority of cultivators reach the peak of the Mortal Threshold for the sake of *failing* the Mortal Dust Tribulation; hence, while something on the order of nine hundred and ninety nine out of a thousand fail to go past the Mortal Threshold, that statistic is heavily weighted by those who cultivate purely to attain a blessed mortal life. Discounting those cultivators, the true

statistic is something along the lines of eighty percent...that is, approximately eighty percent of people who actively choose to cultivate for more than the sake of cultivation will eventually surpass the Mortal Dust Tribulation and reach the next stage. A given cultivator's Absolution Resistance within the Mortal Threshold will grant even the frailest of peak Mortal Threshold cultivators seeming superhuman strength and speed, capable of being struck by large boulders moving at high speeds with only moderate bruising to show for it, be capable of running directly up walls without a care for gravity, and be content with only a single light meal once every week without consequences-before factoring in the powers actually granted by their cultivation base and techniques-which can act to outright multiply these capabilities.

Stage 2: Foundation Setting

The second Stage of cultivation is generally known as the Foundation Setting stage, as it often serves to establish and develop the foundations upon which further cultivation is built upon. Feats at the peak of the Mortal Threshold become trivial at this stage, while the peak of Foundation Setting can see feats of mystic power entirely rewriting towns on a whim, movement several dozen times faster than the speed of sound, and spiritual might enough to subjugate a small village. The general lifespan of those within the Foundation Setting stage tends towards around a thousand years, though Ki practitioners again can easily reach double that range, and around this point it becomes possible to, with enough preparations and effort, manually halt one's aging entirely. It is not a perfect solution and not true immortality, but instead a technique that is frequently developed and utilized around this point. The time a person spends in the Foundation Setting stage can *wildly* vary, lasting anywhere from a hundred years to a thousand depending on methods, talent, available resources, and simple will to cultivate...however, a theoretically "average" single-aspect cultivator shouldn't need to spend more than two centuries in Foundation Setting, give or take half a century. The Tribulation for this stage can be incredibly treacherous, however; it specifically targets those who cultivate for the sake of pleasures, riches, or the like-causing upwards of 80% of cultivators to fail at this stage and return to mortality. Amongst cultivators who cultivate for personal and non-pleasure seeking reasons, this Tribulation is not too difficult; approximately 70% of cultivators who cultivate for non-pleasure related purposes will surpass this stage in due time. A given cultivator's Absolution Resistance within the Foundation Setting stage will grant cultivators the power to both form incredibly deep craters underneath them at will as well as walk atop blades of grass without disturbing them, move so swiftly that they can dance between raindrops, withstand all but the greatest of conventional mortal weaponry without so much as a scratch, jump miles in a single bound and run faster than sound without generating even the slightest breeze, and be content with naught but a single grain of rice and a drop of dew per month. Simply walking up walls is a simple task, running along the air is somewhat tricky but doable, and even surviving in the vacuum of space is merely uncomfortable. Again, all of this is before considering the powers granted by their cultivation base and techniques.

Stage 3: Immortal Ascendancy

The third Stage of cultivation is referred to as the Immortal Ascendancy stage-for in reaching the peak of it, they will achieve true Immortality one way or another. The feats of one's cultivation base in the Foundation Setting stage will, again, appear trivial to those in the Immortal Ascendancy stage, while feats such as bewitching entire countries in an instant with mystic might, regenerating from a single drop of blood a dozen times over, and wielding waves of pure Elemental might the size of countries all become possible. The general lifespan of those within the Immortal Ascendancy stage, assuming they don't reach the peak of cultivation, will be several thousand years at minimum-with Ki cultivators easily breaking into a hundred thousand years. Should they reach the peak, however...they will become genuinely and truly Immortal-capable of living forever, even outliving their home universe without ever needing to cultivate any further. In surpassing the Trial of Loss they will become capable of banishing the Dark Heart from themselves, cleansed of its influence forever if they choose...though the Trial of Loss is immensely difficult. For those cultivators who possess frail egos or weak hearts it serves as a near guarantee of death, while even amongst those who possess strong wills and hearts will find it almost a coin flip if they can even surpass it-only 60% of such generally surpassing the Trial of Loss and attaining Immortality. In terms of Absolution Resistance a cultivator begins to break the bounds of what can stably exist within a Mortal Realm; they become immune to all but the most catastrophic of physical damage, can unleash forces great enough to shatter countries with naught but a flick, move at hundreds of times the speed of sound without any ill effects manifesting, stand atop the air and generate gravitational pulls at will, and go a hundred years without so much as a single breath without issues let alone sustenance-and again, all before applying their actual cultivation base and techniques to things. Those who surpass the Trial of Loss go a step further than this, something in their energies changing in a qualitative way which allows them to casually destroy continents, move at significant fractions of the speed of light, and even tear open rips in the fabric of space-time with the greatest of their exertions-rips which allow them to teleport from place to place, slip into and out of the universe at will, and utterly destroy anything that does not possess sufficient metaphysical power. Some Immortals have been known to live on the surface of stars for some reason or another, utterly unbothered by the environment and their ambient energies enough to protect a small hut as well as their own body is innately protected.

Grand Tribulation Sub-Note

Moving between the peak of the Third Stage and the beginning of the Fourth Stage is a unique but notable boost for certain types of cultivators; those who have undergone the Mortality-Transcending Grand Tribulation will see a small but permanent boost to their Absolution Resistance, allowing them to achieve feats of power something in the range of half a stage above those who have not, simply due to the innate potency of their Existence. This is further boosted by those who have undergone the True Immortal Path, allowing them to act an entire stage above what their energy density suggests they should be capable of. Of course, while undergoing the Grand Tribulation is incredibly useful-it's dangers are incredible as well, with something in the range of only 30% of average cultivators managing to survive its trials. Those who undergo the True Immortal's Path

have things far worse, with only 10% of cultivators who attempt it surviving at all. For the sake of providing a baseline for what "average" actually looks like, this won't be taken into account for the descriptions of the following stages-assuming only that one is cultivating normally, rather than also undergoing Grand Tribulations.

Stage 4: Immortal Rebirth

The fourth Stage of Cultivation is referred to as the Immortal Rebirth stage-specifically for the grand and sweeping changes attaining Immortality induces within a given cultivator and how much of their cultivation base must be restructured to fit their new existence. The Immortal Rebirth is less a focus of increasing raw power and more of stabilizing and perfecting existing power-but that doesn't mean that one's strength stagnates in this stage. Mystic Cultivators could ensnare an entire planet in their enchantments and twist it into a dreamland, Ki Cultivators could shatter one underneath their fists, and Elemental Cultivators can command the souls of entire worlds. Adding in Absolution Resistance allows a Cultivator within a Mortal Universe to begin to simply directly interact with fundamental laws-winding space and time around their fingertips like fabric, swimming through the gravity of a black hole as if it was gentle lake water, and attaining perfect immunity to all forces acting upon them that does not possess the spark of the metaphysical. The structure of Immortal Universes are much sturdier, reducing these capabilities somewhat-though the physical laws will remain almost as mutable as in Mortal Universes, everything will have an edge and essence of Golden Power and thus where once it was possible to simply punch a planet apart it would become difficult to destroy a mountain, and all things gain a similar natural resistance to Magic and Elementalism that isn't present in the Mortal Universe. Nevertheless, each Immortal Rebirth cultivator-approximately from the midway to the peak, just before undergoing the Binding of Chains Tribulation-possesses an innate needlessness; they need no air, no water, no sustenance save for their own energies. This, combined with their newly gained capacity to move far faster than light, allows for spatial travel within stable universes-though it is comparatively slow and may take many years to travel to a neighboring solar system, let alone cross a galaxy. It is much faster to simply tear or entangle spacetime and teleport-which itself is a simple skill one attains in the Immortal Rebirth stage. Not an innate ability, but an absurdly common skill-with almost as many variations of how it's done as there are cultivators.

As a final note; from now on it's possible to hit the peak of a cultivation stage without undergoing its respective Tribulation. Only trying to reach the next stage will bring forth said tribulation-thus, taking account of only those who have actively decided to take the Tribulation and prepared themselves accordingly...approximately 60-to-70% of cultivators are capable of passing the Binding of Chains. While that number seems high...it is also notable that only 30-to-40% of cultivators who have reached this stage attempt the Tribulation in the first place. Upon reaching the Immortal Realm, most cultivators become satisfied with what they have achieved, with only a third or so choosing to continue pushing onwards.

Stage 5: Immortal Journeying

This stage serves as a sort of transitory stage for cultivators; it is not quite on the level of reaching divinity, yet greater than the Immortal Rebirth. It serves to widen and stabilize the foundations of one's cultivation, and prepare to reach towards new heights of power-thus it is quite common for cultivators in this stage to go journeying across worlds and universes in search of treasures, experiences, and adventures. Thus, this stage is aptly called "Immortal Journeying". Despite being viewed as a transitory stage in an Immortal's life, this stage may take tens or hundreds of thousands of years, or may simply never end at all-the tribulation of the Binding of Ropes is a truly terrifying one that only the most prepared are capable of surpassing-and even then, only one in ten actually manage to do so. Thus, many cultivators who know they possess fundamentally flawed cultivation bases simply content themselves with being Immortal Journeymen. It's not as if they can truly be described as "weak" within the Immortal Realms, at least.

Reaching the peak of the Immortal Journeying stage "restores" a cultivator's capacity to destroy small planets with a single strike and traverse the stars without fear...within the bounds of an Immortal Universe. Within a Mortal Universe their power can allow them to strike apart galaxies, and remake them with just a few casual movements...assuming they possess the control to refrain from tearing open wounds in the universe that will see it swiftly begin to collapse. The power of an Immortal Journeyman is such that they are barred from entering the Mortal Realm by the Heavenly Laws for the protection of the Realm; an Immortal Journeyman simply would not possess the innate control necessary to prevent their power from tearing apart the fabric of the universe around them in such a fragile Realm. From around the universe and from within their own existence golden threads will arise, acting as both a net and a hook that prevents them from entering such universes. Attempting to bypass these golden threads will rip the cultivator's own existence asunder should they not have the assistance of a Deity to suspend the will of the Heavenly Laws.

Stage 6: Grand Immortal

To become a Grand Immortal, to reach the peak of the Immortal Realm, is to stand tall as the most powerful existence one can reach before becoming Divine. They may freely travel between Mortal and Immortal universes, unimpeded by the Heavenly Laws, and may even subtly influence the Heavenly Laws in their favor to limited degrees. Even without relying on their capacity to tear the foundation of the universe apart, it would be trivial for a Grand Immortal to destroy a Mortal Universe with their sheer power-and even in the Immortal Realm, galaxies are their playthings. And all of these feats are possible without directly relying on their cultivation bases-only the sheer weight of their existence and their manipulations of the Heavenly Laws allows them to act with strength that is unmatched by all save other Grand Immortals and the Divine. Despite this, though, their grand height amongst reality only allows them to see just how distant they are from the true peak of reality.

No Grand Immortal is capable of entering a Divine Realm that they were not born to-for to do so requires one to undergo the Second Grand Tribulation, and to undergo the Second

Grand Tribulation is to step beyond Immortality and attain Divinity. But to pass the Second Grand Tribulation is a near impossibility; only one percent of all Grand Immortals who have ever attempted it have ever managed to succeed. And further, merely reaching the peak of the Grand Immortal stage is incredibly difficult-with only perhaps 5% of all cultivators who attempt to surpass the Sixth Tribulation surviving and attaining that pinnacle. Thus is the old wisdom; to become an Immortal is easy, and many can achieve a perfect Immortal Rebirth. To transcend Immortality and reach for the Divine is nearly impossible.

Stage 7: Lesser Deity/Signet Formation

The last three stages of cultivation are known by two names each. The first is a title for those cultivators who reach and dwell within those stages; the second is the name of the stage itself. Those who reach the Seventh Stage-the stage known as Signet Formation-are known as Lesser Deities. In this stage, alongside their own natural cultivation, Lesser Deities gather up their Karma and harmonize it with their Character in the Grand Scripture, forming what is known as a Divine Signet. This Signet is the culmination of their existence, and allows them to directly manipulate the Heavenly Laws or even infuse their own power into the Heaven to permanently form new Heavenly Laws. Doing such requires a permanent sacrifice of one's Karma and Cultivation Base, making such actions often a last resort or reserved for things which the Lesser Deity in question truly believes in. It is also possible to sacrifice the Karma of other beings in the formation of Heavenly Laws-which is why Deities of all levels often form cults and religions. Doing so allows them to gather the Karma of influencing and guiding countless beings, granting them an excess of Karma from which to form Heavenly Laws. The power of those Laws is still limited to the power that the Deity in question may infuse into it, but by sacrificing excess Karma it becomes possible to only temporarily sacrifice power to form Heavenly Laws, rather than permanently reducing one's cultivation base.

In terms of power, a Lesser Deity stands head and shoulders above even the most powerful of Grand Immortals; their Absolution Resistance-and thus their power to ignore and redefine the laws of reality within their sphere of influence-is five times greater from the very moment they ascend to being a Lesser Deity, and with time will grow to twenty times a Grand Immortal's. Rather than mere destruction, Lesser Deities may gather up the ambient and wild energies of the Space Between Worlds to bring forth new Mortal Universes by the dozens-though they will have little control over the contents of such without aeons of practice, specialized techniques, and extreme effort. It is even just barely possible for them to form a singular Immortal Universe, though only by building off of the Golden Struts and with absolutely no control over its contents.

Growing beyond the power of a Lesser Deities is nearly impossible, though still heard of; perhaps one in ten thousand Lesser Deities will eventually solidify their Signet to something transcendent, develop their cultivation to an impossible peak, and surpass the Eighth Tribulation. That said, merely reaching the peak of Lesser Deity is considered a grand and incredible achievement-surpassing it, a miracle.

Stage 8: True Deity/Divine Naming

This is, by and large, considered the pinnacle of cultivation in this multiverse. Merely reaching it is considered the greatest of good fortunes-to reach the pinnacle of being a True Deity is a work of uncountable aeons. To become a True Deity is to expand upon one's Signet and form a Divine Name, an esoteric and complex process that is only truly understood by the True Deities that have undergone the process. A Divine Name can be used to manipulate not just the Heavenly Laws, but the fundamental aspects of Reality around oneself simply through intention or speech alone. Where a Lesser Deity must expend great effort to form universes, a True Deity may simply speak their own Name and reality shall comply to form a universe in the image of their desires. Where a Lesser Deity must contend with the power of the Heavenly Laws in order to manipulate or change them, a True Deity may simply speak and bring forth the records of all things that have lived and died in a given universe, rearranging the Grand Scripture to their will and reviving the long dead with but a word.

It would take a thousand Lesser Deities working in perfect concert to battle the will of a singular True Deity, and that is only if they do not actively harness their own cultivation base-should the True Deity do so, they would be essentially unmatchable no matter how many Lesser Deities work in concert to battle them. And the greatest of True Deities may even briefly venture beyond the Multiversal Wall and into the Nothingness, surviving for bare instants to draw forth Reality from Unreality and create True Miracles via the speaking of their own Name. To do so is an incredible risk which damages and drains even the mightiest of True Deities, but is at the very least *possible* for them; a Lesser Deity would never dare to venture beyond the Multiversal Wall, for it would take but a bare instant for them to be consumed mind, body, and soul.

The power of a True Deity is almost unmatched within Reality...but it is known that there lies a higher realm that may be attained. The Golden Goddesses were born to that realm, and the Shining Saint was the first to prove that it was possible to attain that Realm through hard work and training. The Grand Sage of Music proved it possible to achieve in this new age of Reality, and the Fierce Deity confirmed that possibility...but to reach that Realm is simply and largely considered a statistical impossibility. Should a hundred thousand True Deities attempt to reach it-and a hundred thousand True Deities simply do not exist in this current iteration of Reality-then it would be extremely likely that not even one of them would reach that Realm. Only six people in all of Reality have been capable of reaching that level of power; cut down to three if one removes all technicalities. Thus the True Deity is considered the "pinnacle" of cultivation, even if in theory a realm above them exists.

Stage 9: Greater Deity/Grand Principality

A great deal of this stage is simply unknown due to the fact that only a handful of people have ever reached it. The Golden Goddesses, despite nominally being within this stage, do not conform to how it should exist; they were born as the First Existence, and thus their Signet and Name encompass all of Reality-along with their Principle. To be a True Deity is to form what is known as a Principle: a grand purpose and definition to one's existence and how it relates to Reality as a whole. The Principle is akin to a divine domain; when acting

within it, it becomes possible to form Heavenly Laws purely off of the sheer power of one's Principle. To do so shall not permanently exhaust or weaken the Principle, allowing it to be used over and over again as the Greater Deity wishes to form as many Heavenly Laws as they like so long as they do not overstrain their Principle to the point of destruction. To do so would allow the cultivator in question to form a Heavenly Law or set of Heavenly Laws which redefines all of Reality at once in accordance with their Principle, but will leave them weakened to the point of barely matching a cultivator in the stage of Immortal Rebirth. This is known by the actions of the Grand Sage of Music, who had done this very thing to make Music an operational principle of the Elements.

No True Deity can withstand the will or power of a Greater Deity. No coalition of True Deities could withstand or contest the might of a Greater Deity's Principle. Nothing in all of Reality can hope to match the power of a Greater Deity save another Greater Deity or a Demon whose power verges upon that level-a Demon who is the incarnation of a full Demon Realm, a full fragment of Demise. Greater Deities may venture into the Nothingness repeatedly without fear, suffering only moderate wounds and exhaustion for doing so-forming impossibilities and miracles via ripping them forth from Unreality with the ease that a True Deity possesses when forming Mortal Universes. A Greater Deity can form countless Mortal Universes to their design and will with a wave of their hand, and thousands of Immortal Universes with a second. With effort and harnessing their Principle, a Greater Deity may even construct a Divine Universe-though even then, it is no easy feat.

This is the true pinnacle of cultivation within this Reality. There is no higher Realm, no higher level. If one wishes to continue growing stronger, then they must transcend all of Reality itself and undergo the final Grand Tribulation-forming their own Reality in the Sea of Nothingness. Doing so is considered a flat impossibility for just how absurd the power of such a being must be, even amongst Greater Deities. For all intents and purposes, this is the pinnacle.

=====

Laws of Heaven

The laws of Heaven are many and varied, but it is important to ask-what exact *is* a Law of Heaven in the first place? The Laws of Heaven are artificial additions to Reality-rules and addendums added to an already functioning multiverse which forcibly alters how it naturally works in some manner. The Grand Laws of Heaven affect the entirety of Reality-affecting the entire multiverse at once, while many Lesser Heavenly Laws may only affect specific regions or even singular worlds. It takes truly Deific power to create even the least Heavenly Law, but once established it is utterly impossible to remove save for by the true and fundamental rulers of reality-the Golden Goddesses themselves acting in perfect unity. The power of a Heavenly Law will remain constant and unchanging from the moment of its creation, never growing but never fading-it doesn't matter how much of reality it is targeting at once, it will be able to exert its full force on every single target simultaneously...but at the same time, can only exert one instance of its full force on a single target. Heavenly Laws do not expend themselves to achieve this strange and miraculous effect, never losing energy or being reduced...and as said before, can never grow beyond the

scope of the power invested into them at the moment of their creation. Some of the earliest Heavenly Laws ever established were the Heavenly Laws of Tribulations-followed shortly by the Heavenly Laws of Karma.

Tribulations

Tribulations are Heaven-mandated trials and limitations set down upon cultivators; in ancient times they did not exist, but following The Darkest Evening the Golden Goddesses undertook a great weaving of reality to install the currently existing Tribulation System. There exists a total of thirteen Tribulations; three Grand Realm Tribulations which define the delineation between Realms, nine Lesser Tribulations which define the peaks of each Stage, and the Dark Heart Tribulation which begins the very moment that one begins cultivation. From the moment a person begins cultivating they will be haunted by a Dark Self within their dreams who pokes at their doubts, weaknesses, and insecurities; if the cultivator ever loses heart and determination then the Dark Self will rise up from within them and consume their cultivation base-returning them to mortality and even potentially killing them if they become powerful enough that their cultivation infuses the entirety of their body. The Dark Heart Tribulation ends only once the user has achieved Immortality, freeing them from the cares of the mortal world and the ever-clawing doubts of the Dark Heart-though some cultivators choose to willingly maintain their Dark Hearts as a personal companion or continuous tribulation, finding that it is useful, entertaining, or the like.

The First Lesser Tribulation: The Trial of Mortal Dust

Once a person has begun cultivating and reaches the peak of the Mortal Threshold, they will be struck by the Trial of Mortal Dust-the cultivator's first Tribulation. In this Tribulation the cultivator will be drawn into divine dreams formed by the Dark Heart and shown true visions of the future-visions of the future where they give up their cultivation and live out a mortal life. These visions have been shown to be almost absolutely and utterly true-only ever prevented by the direct intervention of Divine-level cultivators. So powerful are these visions that even the actions of peak-Immortal cultivators are perfectly predicted, at least as they pertain to the lives of those undergoing this trial. And these visions are always shown to be incredibly pleasant, loving, and tempting; those who give up in the Trial of Mortal Dust are said to live blessed, heavenly lives for the rest of their eternally limited days-limiting them to the lifespan of an average Mortal Universe inhabitant: approximately a hundred years. If the cultivator has the heart to surpass the Trial of Mortal Dust, then they shall transcend the first stage of Mortality-their body will be eternally saturated with their cultivation energies, and deviation by the Dark Heart will see them die rather than losing power from now on. Notably, the vast majority of mortals cultivate with the express intention of *failing* the Trial of Mortal Dust-gaining just enough power to reach that peak, then sacrificing it to the world and Tribulations to live a peaceful and blessed life. This also serves as a warning of oncoming calamities; when mortals begin to rise up past the Trial of Mortal Dust en-mass, it is a sign that a grand calamity shall soon come upon the world as others attain glimpses and shreds of their lives cut short and suffering on a grand scale.

The Second Lesser Tribulation: The Trial of Traitorous Flesh

As a cultivator reaches the peak of the Foundation Setting stage of their cultivation, they will reach the Second Lesser Tribulation-the Trial of Traitorous Flesh. This is a Trial wherein the Dark Heart influences the cultivator in more subtle ways, and can require several months or even years to surpass this trial; the luxuries of the world-good food, good wines, good company-will become increasingly distracting and beguiling, stalling one's own cultivation in favor of continuously partaking in further and further gluttonous and sinful depravities. This Tribulation can end only in three ways-two methods of failure, and one method of success. If the cultivator is incapable of awakening themselves from the Traitorous Flesh then impurities from their Dark Heart will infect their cultivation base, fraying at it and weakening it until the cultivator is left a decrepit mortal. Alternatively the cultivator could be pushed to such extremes of sin by the Traitorous Flesh that the Heavenly Laws of Karma descend, inciting Karmic Tribulations which violently attack the soul. This will instantly allow the cultivator to awaken from their Tribulation, but will cripple their cultivation potential in turn-making it nearly impossible to advance any further and leaving their power unstable to the point that they are far weaker than they were at their peak. The last method, to truly surpass this Tribulation, is to resist the Traitorous Flesh and purge the impurities of the Dark Heart from one's cultivation-attaining purity of heart and spirit in the process. It is considered extremely taboo to speak of or assist in the Trail of Traitorous Flesh; though those who know of it going in are far better prepared and generally can rather easily resist it, this method of surpassing it is regarded as one which weakens the spirits and hearts of those who do so-while those who are unaware and surpass it regardless are noted to possess notably greater innate cultivation potential.

The Third Lesser Tribulation: The Trial of Loss

Reaching the peak of the Immortal Ascendance stage of cultivation, a cultivator will face the Trial of Loss. Drawn into illusions by the Dark Heart once more, they will be faced with a vision of themselves over an immortal lifespan being stripped of everything that makes them, them. Old and unimportant memories go first, emotions dull, thoughts fade, all while they watch friends drift away and die, family grow old and die, extended family dilute and die, over and over again-watching every connection they have to the world fade away into nothingness while their own ego begins to fall away into nothing as well. As before, there are three outcomes to this Trial; first, an utter failure. If a cultivator fails to awaken from the Trial of Loss in time, then their ego and soul will quietly drift apart into nothingness-their energies feeding back into the world and blessing their friends and family with long and happy lives akin to those who failed the Trial of Mortal Dust as a final consolation to the cultivator who failed to overcome this trial. If they manage to awaken from the ego-fading aspect of the Trial of Loss without also managing to counter or awaken from the connection-rending aspect, then their connection to their cultivation base will be frayed and fragmented; they will no longer be able to regenerate any energy at all. Any expression of their power will see them permanently growing weaker over time, until they eventually fall back to being purely mortal. A cultivator must have both the strength of will to awaken from the ego-rending of the Trial of Loss as well as the strength of heart to maintain

connections to the world and continue to find and make loved ones in order to surpass the Trial of Loss. In doing so, they will have reached the peak of the Third Stage of their cultivation...and become qualified to attempt the Mortality-Transcending Grand Tribulation.

The First Grand Tribulation: Mortality Transcendence

The Grand Tribulations are absolutely nothing like the Lesser Tribulations. Lesser Tribulations are intensely personal things, testing the heart and soul of cultivators to see if they have the necessary inner strength and qualifications to handle wielding their own power. They act as demarcations of the various stages of power, serving to act as both guides and gates to allow cultivators to measure and understand their power on a universal level. The Grand Tribulation, on the other hand, exists for a different reason: it exists to protect lesser beings from the power of greater beings. As a cultivator's power grows great enough, their sheer strength and density of energy will begin to destabilize the very fabric of the world around them; space will begin to tear at the peak strength of their blows, time itself begins to fray against the constraints of their own speed, and so on. At the very peak of the Third Realm the mortal realm will feel akin to an ill-fitting jacket for a given cultivator; somewhat uncomfortable and easily torn if they put their absolute effort into it. These damages can be repaired automatically by the foundation of reality at this stage, but a couple more stages of growth and it would not be the same-hence, these cultivators must either restrain themselves at this stage eternally...or leave. And thus exists the Grand Tribulations; gateways opened by the growing power of a cultivator, allowing them to ascend to a higher world which is more stable and more powerful, where they can grow and act without risking destroying everything around them.

The simple fact of the matter is that Grand Tribulations only occur for cultivators who reach the limit of stability for their Realm; a cultivator who reaches the peak of the Mortal Realm within the Immortal or Divine Realm will not face any sort of Grand Tribulation, only a cultivator who is at the peak of the Mortal Realm within the Mortal Realm itself will have to face a Grand Tribulation. This can be considered somewhat unfair of the heavens, but ultimately there is nothing that can truly be done about it-mortals will be born in Mortal, Immortal, and Divine Realms alike and it will always be possible to cultivate no matter what Realm one is born into-save the Demon Realms. The one consolation is that undergoing the Grand Tribulations will always leave a cultivator's power qualitatively superior to those who are on the same stage and Realm as them but have not undergone the Tribulations-the effects of these trials will refine the body, mind, and soul to incredible levels and imbue them with an innate potency that those who have not undergone the Tribulations simply cannot match without being entire Stages above the other. Further, a Grand Tribulation Taker will attain shreds of Divine Blessing in undergoing their Tribulations-Divine Blessing being akin to an utterly immense amount of Beneficent Karma which can be called upon and utilized to pull the Heavenly Laws in one's favor or craft the most incredible of artifacts. Some would still call it unfair that cultivators born in higher Realms need not undergo the Grand Tribulations despite all the benefits that doing so may bring-but this was the best balance that the Golden Goddesses who had forged the Heavenly Laws of Tribulations could strike.

Destined Tribulation

There are two ways to begin a Grand Tribulation; first, the lesser way of the Destined Tribulation. Destined Tribulations occur in predetermined cycles, shifting depending on the potency of the Realm and factors on the individual worlds; Mortal Realms tend to experience Destined Tribulations once every thousand years, give or take a century or two depending on circumstances and other factors. As the time of a Destined Tribulation comes, an innate sense of its coming will prick at the dreams of those at the peak of their Realm-guiding them to both the place and time of the Tribulation. On the date of the Tribulation, golden swirling power will descend onto the world-forming a portal invisible to those who do not possess the energy density necessary to qualify as being at the peak of the Realm. Passing through this portal shall separate parties from each other-each cultivator facing the Grand Tribulation on their own merit. The only known way to take Grand Tribulations as a party is to be so close as to nearly share souls and possess eminently similar cultivation bases to the point that it is impossible to tell one apart from another; twins and triplets have been known to pass through Grand Tribulations far easier than other cultivators thanks to this.

Guided by the pathway and tunnel formed by the Grand Tribulation, the tribulation takers will travel through an ever-swirling tunnel which passes through the Space Between Worlds-the journey itself being immensely dangerous. This is because the Grand Tribulation Pathway is surrounded on all sides by the Streams of Time and the Folds of Space; one misstep could see one's body aged a million years into dust, or rewound back to before one was born; one trip could see one's body sheared away and scattered across hidden dimensions and folds in reality. As they do so they will see visions of everything they leave behind in the Mortal Realm-every friend, family member, opportunity, experience-every single thing that they could have had should they have chosen not to go through this path. If a tribulation taker loses heart and stops moving forwards for even an instant then the golden essence of the Grand Tribulation Tunnel will pass through their body-stripping it of their power and reducing the body to dust. They will then be reborn in the Mortal Realm in a golden swirl of light, body reconstructed but powerless and their capacity to cultivate sealed behind golden dust-destined to live the rest of their life mortal in contentment. If they manage to hold fast and continue to move forwards all the way through, then they will eventually reach the Gates of Immortality. The Gates of Immortality are a calm spot in the Grand Tribulation Tunnel, where a given cultivator may rest and recover themselves at no consequence; behind them lies the ever-swirling Grand Tribulation Tunnel, while before them lies a nigh-infinitely large golden gate set into the very dimensional boundaries surrounding a world. Between the two lies a calm space the size of a great plain on a mortal world, the floors cool-ever shifting colors while the sky shines a gentle gold.

This space will not stay forever, however; it will exist for each tribulation-taker for around eleven months-three hundred and thirty three days to be exact-as it slowly begins to shrink. If they cannot find a method for passing through the Gates of Immortality before that time is up, then they shall be consumed by the Grand Tribulation as before and returned to mortality. The key through the Gates of Immortality is a very simple thing: a shred of

enlightenment and an answer of "why". You must be fully at peace with yourself and your actions, and know *why* you wish to continue cultivating, continue growing ever stronger, climbing ever higher ranks, before you may pass through. Your enlightenment and determination will be tested against the Gates of Immortality, barring you if you have even the smallest shred of doubt or if your "why" could ever potentially fade. If your enlightenment and reason is sufficient however, you will pass peacefully through the Gates of Immortality-the golden light of the Gates transforming and refining your cultivation base and body as you do so. It will instill a bare shred of divine favor into your energies and self, as well as immensely refining your powers automatically-a gift and trophy for reaching the Immortal Realm.

The True Immortal Path

The second way is known as the True Immortal Path; it requires that one have cultivated three times over-attaining a Mind of immense mystic power, a Body of incredible undying might, and a Soul of limitless elemental power. Tearing open a path through space, the cultivator must manually make their way across the Space Between Worlds-following the Streams of Time and Folds of Space to avoid getting lost and reach the closest Immortal World. This path is exponentially more dangerous than the Destined Tribulation; the Golden Tunnel will not shield one from the raging whorls of shattered spacetime that exist between worlds, will not restore one's energies as they begin to deplete, and will not blunt the influence of the Nothingness that rises up from below All to try and tempt others into joining Nonexistence and ceasing to be. If a cultivator loses heart here, they will truly die-their bodies torn apart, their energies scattered, and their soul consumed by Nothingness. Even reaching the Gates of Immortality offers no respite; the power of the Golden Goddesses is not present to provide a temporary location for them, and so they will not be able to recover their energies or cease defending against the dangers of the Space Between Worlds. Further, the Gates are not primed to open at the merest hint of enlightenment and determination; one must possess true and overwhelming power in order to *force* the Gates of Immortality open, at least just a crack. The cultivator must draw in the strength of their body, the power of their magic, and the force of their soul all together-then concentrate it into a single point, cracking open the Gates of Immortality with a shred of the Power of Unity-the power of Three As One-if they wish to surpass the True Immortal Path. If they manage to do this then they are rewarded with vastly greater power-the Power of Unity passing through their cultivation bases and increasing their potency to immense levels, while a golden droplet of divine essence forms within them-a gift from the Golden Goddesses. It is not a true Golden Essence, merely the barest hint of a shred of one-but its power is immense, and may be used to forge a "Lesser Triforce Piece" at will-a Triforce Piece akin to what is found in a Mortal Realm, for the True Triforce is too powerful to exist in all save the most powerful of Realms. It may also be used to attain a Lesser Golden Constitution, or for other purposes as the cultivator chooses.

Declining The Grand Tribulation

Of course, a cultivator may simply choose *not* to undergo the Mortality-Transcendence Grand Tribulation...but if they do so, they will be forcibly prevented from ever growing stronger than the peak of the First Realm by invisible, countless threads of golden

light-scattering any energies they attempt to gather beyond the peak. These threads arise from both the world around them and from their own cultivation bases-part of the very essence of existence itself. Without Divine power or favor from the Golden Goddesses, they cannot be manipulated or even detected in any real way-merely serving to act as invisible restraints preventing one from growing beyond the peak of the Realm. If a cultivator manages to prevent those threads of golden light from scattering their energies and cultivate stronger *anyways*, then their own strength will be their undoing; their very movements will form holes in the fabric of space and the influence of those countless invisible golden threads will twist said holes to forcibly draw them out of reality and into the Space Between Worlds-where they will be consumed and become nothing. Being forced to remain at the peak of Immortal Ascendance is not an uncomfortable experience at all for the cultivator in question-it simply prevents them from ever growing stronger while in the Mortal Realm.

Having entered the Immortal Realm and reaching the peak of the Fourth Stage, a given cultivator must now face Lesser Immortal Tribulations. These Tribulations differ critically from the Tribulations suffered on the Mortal Realm; Lesser Mortal Tribulations always gave an "out" to their takers, allowing them to fail the Tribulation and return to mortality instead of dying. This "out" no longer exists for Immortal Realm Cultivators; to fail a Tribulation is to have one's body reduced to ash and one's energies and soul scattered to feed the greater multiverse. The only consolation to this is that the contents of upcoming Tribulations are easily sensed, allowing cultivators to actually prepare for them rather than face them purely on the strength of their own heart.

The Fourth Lesser Tribulation: The Binding of Chains

Unlike the previous Lesser Tribulations, the Tribulations one faces as they reach the peak of the Immortal Rebirth stage are not tests of character-in becoming Immortal, they have surpassed the Dark Heart and thus the universe no longer doubts their strength of heart and will. Instead of testing the will and hearts of cultivators, these Lesser Tribulations test their control over their own cultivation bases. The first is the Binding of Chains; the methods an Immortal wields their powers through is fundamentally alien compared to how a Mortal does, as they transcend countless Mortal needs and foibles. Thus, the Binding of Chains draws forth the echoes of the cultivator's own mortality-everything they have transcended to reach this stage-and in a blinding flash chains them up in it. Only in perfecting their control over their power and settling fully into their Immortal nature can these Chains of Mortality be broken; if they are not, then the Chains will drain away the cultivator's life and power, eventually growing so weighty that they crush the cultivator and scatter them back into the greater universe. After overcoming the Chains of Mortality, the cultivator will have fully converted their power from Mortal energies into Immortal power and wholly reforged themselves with the essence of the Immortal Realm, becoming manifold times stronger and more sturdy. Much like a butterfly emerging from a cocoon, the cultivator will emerge from their imprisonment within the Chains reborn anew-healing any previous damages and shattering previously established limits.

The Fifth Lesser Tribulation: The Binding of Ropes

The peak of the midway point of Immortal cultivation is marked by the Tribulation of the Binding of Ropes; this tribulation strikes at the very foundations of one's cultivation, testing their solidity and potency. This manifests in the form of elemental ropes of energy; beginning with earth, fire, water, and finally wind. Despite appearing to be the power of the elements, this Heavenly Tribulation cannot be affected by elemental manipulations-only the pure manipulation of one's cultivation base directly can counteract it. These elemental ropes will burst forth from the earth and skies, stabbing into the cultivator and seeking to unravel them from within. They will strike at every flaw and weakness in one's cultivation; should they find a single such flaw, they will tear open the cultivator from within and scatter them into the fundamental elements of reality. It is possible to deflect them from specific flaws in one's cultivation, but is exceedingly difficult-and such flaws almost certainly must be minor, for the greater the flaw the greater the pressure by the Binding of Ropes. Should they succeed the tribulation-either through the sheer perfection of their cultivation base, their perfect control over it to magnify strengths and mitigate weaknesses, or through sheer willpower to defy the will of the Heavens-then the Binding of Ropes shall fall quiescent-remaining wrapped around the cultivator in question yet reduced in power and only bearing a shred of the will of the Heavenly Laws. This leftover power of the tribulation is known as the Blessing of Four Elements; it may either be refined into highly potent immortal artifacts, or be directly drawn into one's soul to become a part of their Karma; doing so shall grant them a moderate resistance to all elements, and make nature itself much more friendly to them.

The Sixth Lesser Tribulation: The Binding of Threads

As the cultivator reaches the peak of the Immortal Realm, they shall be made forcibly aware of golden threads of divine power threaded through their mind, body and soul-the threads of the Laws of Heaven, the gentle touches and nudges of the Heavenly Laws which serve to forcibly scatter the accumulation of energies past a certain point-preventing one from growing beyond the bounds of what a given universe could withstand. These threads are normally hidden within the inscrutable functionings of Karma, but as one's power grows to touch upon the Divine it becomes possible to sense the direct functionings of Karma-and thus, sense the Threads that seek to maintain stability within the universe. While the Laws of Karma are beyond even the greatest of Deities to remove, the Heavenly Threads act only as a safety net and a sort of "training wheel" for cultivators below the Divine; it ensures that their power never truly reaches the point of unmaking universes, and guides them to control their power enough to prevent extreme collateral damage.

This Tribulation touches upon the Divine and prepares for Immortal Ascension via removing those "training wheels". Their will must make contact with the Heavenly Laws and influence them to suspend the power of the Heavenly Threads. Doing so is incredibly straining on the mind, body, and soul as the Heavenly Laws are a Divine power, while the cultivator undergoing this tribulation is only an Immortal. Should their will falter or they make a misstep in the manipulation of the Heavenly Laws, then their existence will be prematurely subsumed into the Grand Scripture of the Heavens-they will be immortalized through a particularly potent Character in the Grand Scripture and the remnants of their

will and memories will move on to the next person their Character imprints, but they will otherwise be dead. Even after commanding the Heavenly Laws to suspend the power of the Heavenly Threads, this will only temporarily remove power from the Heavenly Threads already weaved throughout the entirety of one's mind, body, and soul. This suspension must be painstakingly maintained even as the cultivator in question carefully removes each and every Heavenly Thread from their existence, one at a time. Doing so shall free them from the Heavenly Threads-allowing them the capacity to freely and perfectly reduce their own cultivation base down to levels that will allow them to interact with lesser universes without destroying them. Further, they will now be capable of advancing their cultivation to the level of the Divine.

Doing so within an Immortal Universe is possible, but incredibly, absurdly difficult. That said, it is nearly impossible to actually continue one's cultivation past the Seventh Stage anywhere save the Divine Realm; this is because only the Divine Realm is powerful enough and sturdy enough to withstand Divine combat, weaponry, and artifacts. These things are required to continue in one's cultivation past a certain point, and without them death is nearly guaranteed. Thus, the vast majority of Divine Cultivators choose to undergo the Immortal Ascension Grand Tribulation.

The Second Grand Tribulation: Immortal Ascension

Though it is now possible for Immortals to suppress their power to the point of doing no harm to a lower-ranked universe than what could hope to sustain them, they still require the opportunities and resources available in the Divine Realm in order to make the final leap from Immortal to Deity-and many cultivators are not born in Divine Realms. Thus, much like the first Grand Tribulation, this Tribulation serves to allow cultivators of the Immortal Realm to traverse Reality and gain entrance to a Divine Realm where they may cultivate further. Much like the previous Grand tribulation, the Destined Tribulation shall come on a predetermined cycle...once every million or so years, give or take a few thousand years depending on the Immortal Universe in question. Further, one cannot simply just move to an Immortal Universe where the Destined Tribulation comes sooner; each Destined Tribulation is synchronized dependent on the closest Divine Universe, so a cultivator would have to travel to entirely different sections of the multiverse along the Streams of Time-a journey which could take millennia-merely to gain the opportunity in such a way.

As the Immortal Ascendence Tribulation descends onto the Immortal Realm, a grand vortex will form at the heart of the universe-opening a path formed by the Heavenly Laws through the Hidden Folds. The path itself is, in fact, an entire layer of the Hidden Folds formed by the Immortal Ascendence; it is a grand and seemingly endless plain of shifting color and near-limitless Golden Powers, ideal for cultivation. Once the cultivator enters...they are no longer guided. The plain will simply continue to exist around them, and no indication is given on where they must travel in order to reach the Divine Realm. There is just one commandment etched into the foundation of the Hidden Fold formed by the Tribulation: Ascend. Ascend to Divinity, and the path shall be made clear.

The Immortal Ascension is a cage which cannot be broken save through Divine power, a path that can lead to any Divine Realm but can only be walked by the Divine. All it takes is a glimmer of Divine power in order to escape this cage, but such a demand is still outrageous-frequently, this Tribulation shall slay ninety-nine out of a hundred takers. This is done via the Trials of Divinity, which are an ever-escalating series of trials and challenges that shall form within the Hidden Folds, guided and shaped by the Heavenly Laws. Each Trial shall be designed around testing and pushing its takers towards developing a spark of Divine power, and with every trial overcome the test taker will be granted a permanent-though minor-bonus to their cultivation base's power. Thus it is said that the longer one competes in the Trials of Divinity, the greater one's benefit, and Immortals are encouraged to spend as long as possible in this Tribulation. This is helped by the fact that the Tribulation shall last for as long as it takes for every single cultivator within to either ascend to Divinity, or die...

But each Trial is harder than the last, and will not hold back from slaying its participants. Only by attaining a glimmer of Divine power will the Trials ever end; the Tribulation has the endless power of Reality to draw on to continue forging Trials endlessly, but shall cease and guide the cultivator out of the Hidden Fold the moment they develop just the smallest spark of Divinity. Thus it is both a great fortune and a great calamity to not be able to develop Divine Power, for it both allows you to continue reaping great fortune from the Trials and puts ever greater threat of death upon the cultivator.

Those cultivators who had undergone the Grand Tribulation of Mortal Transcendence are capable of forgoing this Tribulation if they so desire-whether they walked the path of the Destined Tribulation or the True Immortal path. By drawing on the Divine Power gifted to them by the Heavenly Laws, they may choose to sacrifice it and instantly be guided to the nearest Divine Realm. This will remove its power from their cultivation base and prevent them from attaining the good fortune that can be gained from the Trials of Divinity, but will ensure they pass this Tribulation without danger and will allow them to continue their cultivation safely and securely within the Divine Realm.

Unlike the Mortality Transcending Grand Tribulation, there is no benefit to not waiting for the Destined Tribulation this time around. While it would be just *barely* possible to overcome the dimensional walls around a Divine Realm through the power of Unity at the peak of a Grand Immortal's power, doing so would simply make the Grand Immortal in question forgo the Tribulation and move directly to a Divine Realm. They would face no Trials, and as they would now be able to enter and exit a Divine Realm freely due to "belonging" in it via connecting to its local Heavenly Laws they would lose their chance to take the Tribulation entirely. Thus, it is often for the best even for such cultivators to simply wait for the Destined Tribulation and undergo the Trials-even should they have the capacity to tear their way into a Divine Realm with raw power.

The Seventh Lesser Tribulation: Forging The Signet

Once again, these next three Lesser Tribulations serve a different purpose to the ones before them. The first three-the Mortal Tribulations-served as character tests, weeding out those who were unfit for cultivation or would be great threats if given too much power. The

Immortal Tribulations served as refinements, forcing one to reach the apex of power and stabilize their foundations to perfection before moving on-ensuring only the most powerful and greatest could ascend further. The Divine Tribulations...are nothing but goalposts and guides. They do not weed out cultivators who have come this far. They do not test or challenge. In fact, they help the cultivator who reaches them. For this reason, these "Tribulations" appear at the moment one enters a given stage, rather than as one approaches that stage's peak.

As an Immortal becomes Divine, the Tribulation known as Forging The Signet descends upon them-gathering them up in a temporary demi-realm formed from their own Karma. Every single experience they have ever had, every person they have ever effected, every promise made, every debt paid or owed...it all contributes to forging this temporary universe around the cultivator. Within the center of this universe, formed by the Heavenly Laws, is a forge and anvil. The path forward-and thus the path of escape from this Karmic Universe-is simple: they must forge their Signet. They must gather up the Karma of their existence, harnessing their newborn Divine powers to gather up the material and immaterial aspects of reality, and smelt it down to forge the badge of office which marks them as a Deity.

The process is slow, but largely without danger; it may take a newborn Deity many millions of years to forge a Signet, but they shall never be endangered in their work. The Karmic Universe shall provide energy to sustain them, and even if the weight of their Karma is utterly crushing compared to their power they will still have refuge in the heart of the Karmic Universe. Only the most foolish, foolhardy, and impatient of newborn Deities have ever been slain by this Tribulation-mostly through pushing themselves too hard, or crushing themselves under the weight of their own Karma. It is notable that while within the Karmic Universe, it is impossible to progress one's Cultivation-they shall be sustained, but no further progress can be made until the Tribulation has come to an end.

The quality of the Signet one forges depends on the accumulation of one's Karma, their capacity for self-reflection, and the cultivator's own depths of enlightenment; it has nothing to do with their own skill in craftsmanship, as the Karmic Universe itself will guide their hand in forging the best possible Signet. Even still, not all Signets are created equally; many Deities cannot truly tap into the depths of their own Karma at first, and forge what are known as Mortal Signets-Signet forged only from the most material and direct manifestations of their own Karma. The next level of Signet is the Immortal Signet-a Signet born from the Karma of one's place in countless worlds and its effects on those worlds, from promises, friendships, loves, hates, and all such things. The final level, the Divine Signet, is born from gathering up and comprehending the web of Karma as it extends exponentially from oneself-not just the people the cultivator directly affects, but the people those people affect, and the people those people affect, so on and so forth. An endless web of Karma that can spread across manifold universes depending on the cultivator in question.

At the end of the trial, the Karmic Universe shall fold into itself and funnel into the Divine Signet, freeing the Deity and allowing them to cultivate and explore the world once again. Should one's Signet not be of the highest quality, this can be rectified; after the initial

forging, it becomes possible to materialize the Karmic Universe once again and re-initiate the Forging, though once a session of Forging has begun, it cannot be stopped by any circumstance save for the successful re-forging of the Signet. And even should one's Signet be of the highest possible quality, the continued accumulation of Karma can allow one to further strengthen and perfect their Signet over time.

The Eighth Lesser Tribulation: The Naming

The Naming is a process shrouded in mystery-only by undergoing The Naming can a Lesser Deity become a True Deity, and thus the exact process is kept closely guarded. But it is not merely for the hoarding of power alone that The Naming is done...it is done for the protection of countless Lesser Deities as well. It is impossible to undergo The Naming through normal cultivation alone, and one's cultivation shall be locked at the peak of Lesser Deity until one can undergo this Tribulation. Fundamentally, the process to undergo The Naming is rather simple.

One must venture beyond the Multiversal Wall, plunge their Signet into the Nothingness, and drag their Divine Name out of Unreality and into Existence via the connection formed by their Signet to the unrealized Divine Name. They must give birth to Something from Nothing, and lessen Nothing for their action. Fundamentally, simple. In practice, unbelievably lethal. Only one in ten-thousand Lesser Deities will survive the attempt, after having made as many preparations to combat the crushing hunger of Nonexistence as they can. And of those one in ten-thousand...almost universally, they will only take the weakest possible Divine Name that they could.

The Nothingness is wrathful, and does not like to have that which Is Not forced to become that which Is. And so it will strike at cultivators who attempt this Tribulation with an infinite number of visions of all the things that Are Not, of all the wonders and beauties of Nonexistence. It will tempt and beguile the cultivators, promising a heaven beyond heaven, a love beyond love, truths that can only be found in the Void if only they allow themselves to fall in and cease to Be. And should that not work, then it will grasp tightly-holding close the uncountably infinite number of Divine Names that the Lesser Deity may attempt to take for themselves and offering only the least and most pathetic ones in return.

Most Lesser Deities are forced to be content with simply attaining ANY Divine Name-for the Nothingness grinds away at their existence with unrelenting hunger, and should even a singular full second pass then they would be made into nearly nothing without truly extensive and incredible preparations. And once a Divine Name has been manifested, then it becomes impossible to attain a new one-once they have been Named, they destroy all other possibilities for their own Name. Uncountably infinite other Divine Names will still lurk within the Nothingness, but they will forever be beyond the newborn True Deity-for the Deity has already been Named, and their Name now defines them.

The Nothingness will, of course, whisper otherwise to True Deities. It will promise infinite Divine Names to them, methods of cultivation unimaginable, and all manner of treasures...if only they give up their Name and embrace the Nothingness. To give up one's Name to the Nothingness is now the same as throwing oneself directly into Nonexistence; it is merely

another lie the Void creates to consume cultivators. It IS possible to harness one's Name as a sort of...fishing lure, in essence. By allowing one's Name to resonate with Nothingness, it becomes possible to manifest certain impossibilities-depending on the power of one's Name, one's existence, and one's will. Yet every single time one does this is a gamble, and done too much...the Nothingness will almost certainly swallow them whole.

The Ninth Lesser Tribulation: Attainment of Definition

The final Lesser Tribulation, the Attainment of Definition...has only been seen in this multiverse a grand total of four times. It is no big secret how one goes about attaining it...and at the same time, is one of the greatest mysteries of all of Reality. Each of the four cultivators who have attained Definition have described in detail the experience that led them to forming their Principle, but those experiences are all so wildly different that it becomes impossible to truly know how to form one's Principle.

Link The Second, inheritor of the Shining Saint's legacy, described the Attainment of Definition as being a kind of contentment with his existence. A fulfillment of all ambition, a simple acceptance of who he was and his place in Reality. This did not stop him from continuing his eternal crusade against Demon-kind, but instead seemed to "open up" a space that existed not quite in his heart, not quite in his soul, but "somewhere around there". And in that space, as simply as you please, he found his Principle.

Zelda, Soulclone of Hylia Reborn, described the Attainment of Definition as being a blinding moment of pure despair. She had only made contact with the Master Sword once in her life, at the peak of her power as a True Deity, and only at the request of the spirit of the Master Sword itself. That one moment of contact allowed memories and experiences to share between the two of them-reconstructing their first existence as Hylia, their whittling and death at the hands of Demise, their rebirth as Fi, and their reincarnation as Zelda. The realization of just how much she had lost, the fact that she was naught but the memories and last will of a long-gone goddess, led Zelda into a blackest despair...and at the depths of that despair, Zelda found a spark of light that became her Principle.

The Grand Sage of Music described the Attainment of Definition as...playing a song. He hadn't even realized he'd attained his Principle; it was merely another step in the grand song that he'd been singing his whole life. Without thought, without effort, he had cultivated through music from mortality to Greater Deity-hood, and within the hour gave up his Principle to conclude the endless song that defined his whole life-and spread music throughout all of Reality. Such had been his lot in life, and he hadn't even realized he was a Greater Deity until one of the Golden Goddesses had stumbled across him while searching for the epicenter of the new Heavenly Law and found him cleaning his instruments and preparing to play a new song.

The Fierce Deity described the Attainment of Definition as a truth found in blood, gained across an endless number of battlefields. It was not a Principle formed all at once, but instead something born a little bit at a time for every enemy he slaughtered, every battlefield left shattered, and every campaign conquered. It was only through millennia upon millennia of bloody combat and endless war that the Fierce Deity finished the

formation of his Principle, baptized in blood. His life afterwards...did not change in the least. All he cared for is the slaughtering of Demons.

However one goes about attaining their Principle, it is known to be a nearly impossible process for True Deities...but once one attains it, they move instantly from the Realm of True Deities and become Greater Deities.

The Third Grand Tribulation: Divine Apotheosis

The Divine Apotheosis Grand Tribulation is only known to exist thanks to the will of the Golden Goddesses; no cultivator has ever reached such heights as to face it. The only ones who would theoretically qualify to face this Tribulation are the Golden Goddesses themselves-and the nature of the Tribulation is such that there would be no point in them facing it. This Grand Tribulation cannot even truly be called such, for it does not test or strike at the Divine Cultivator who reaches it. Instead, it serves to condense the power of the Golden Goddesses in a moment of Unity into the form of a Triforce bearing the will of the cultivator's Karma, instilled with the memories and experiences of the Beginning. The Tribulation is simple: journey beyond the Multiversal Wall and into the Nothingness, then harness one's Divinity and Cultivation to fuel the Triforce and spark a new Reality into being. The sheer act of journeying beyond the Multiversal Wall and surviving is difficult enough, even for the Divine; one must also protect the Triforce Seed along the way, and possess the power to spark a Reality into existence out in the Nothingness where space and time lose all meaning. To date, no cultivator from the birth of Reality to the present day has ever managed to reach the Divine Apotheosis and form a new Reality...but should it ever be reached, the "reward" for overcoming this Tribulation is exactly as simple as the Tribulation itself: their own Reality, forged from their cultivation, their Karma, and their will. Whether it will start out as large as the present Reality or only begin with a single Divine Universe and the like is impossible to know, but will likely depend on the power of the cultivator in question.

To bring forth this Tribulation requires that the user venture forth to the center of Reality. Deep within the heart of the First World lies a pedestal, forged from the Unity of the Golden Goddesses. No path is forged by the Heavens to reach the First World, no map is given...for the cultivator in question should be powerful enough that such things are entirely unnecessary at this point. Once they reach the pedestal, they must infuse their power into it all at once; one of two things will happen. If they cannot infuse enough power swiftly enough, then the pedestal shall simply absorb the power and feed it into the greater structure of Reality, no harm done. Should the power be enough to satisfy the pedestal, then it shall forge a Triforce Seed from that power and allow the cultivator to begin their final Tribulation. As for how much power is required...the power of the cultivator in question must surpass the power of the Golden Goddesses at the peak of their Unity. Again, and for a final time, no cultivator to date has ever managed to initiate the Third Grand Tribulation.

Demonic Tribulation: The Hunger

Demons who embrace their demonic nature and Demon Cultivators do not suffer the tribulations of Saint Cultivators; the Void within them makes them invisible to the eyes of

Heavenly Laws of Tribulations, though not the laws of Karma. Instead, they suffer just one Tribulation throughout the entirety of their cultivation: The Hunger Of The Void, or simply The Hunger. The Void that either serves as the foundation of their existence or the core of their cultivation demands the End of Existence, and gnaws at its hosts every second, minute, and hour that they do not work to undermine reality. In the weakest of Demons and Demonic Cultivators The Hunger can be placated almost effortlessly; things such as malicious pranks that ruin other's days, destroying the creations of society, and killing animals needlessly will serve as enough. The greater one's connection to the Void, however, the greater The Hunger grows. An average Demonic Cultivator would need to slaughter dozens or hundreds of people to truly satiate The Hunger for a meager few months. Of course, rather than working to undermine reality they may simply seek to feed the Void directly; by ripping essence and power from the world around them and sacrificing it to the Void within, they feed The Hunger and cultivate the strength of the Void within them at the same time. This is a double-edged blade for Demon Arts cultivators however, as the greater the Void within them the greater the Hunger can grow, and the greater the Hunger the greater the threat that they are consumed by their own Void. Such is the nature of Demons and Demonic Cultivators, whose existence serves to weaken and strike at Existence itself.

Karmic Laws

Moving from the subject of Tribulations, the next oldest and most integral of Heavenly Laws are the Laws of Karma. These laws are not singular things, having been implemented initially to prevent Demon Arts from flourishing, but have been added to and amended countless times over the ages until they have evolved into the Laws of Karma that exist in the modern day. The Karmic Laws serve to observe, record, and judge the actions of all living beings within the multiverse, considering how their actions and the results of said actions serve to affect the multiverse for good or ill, then either rewarding or punishing. It is impossible to hide from the Karmic Laws anywhere save for within the Demon Realms, and no being is above Karma-not even Deities, as the Golden Goddesses themselves put their full effort into creating the Karmic Laws and willingly subjected themselves to them so that no being who was weaker than the combined might of the Golden Goddesses in perfect Unity could escape the power of Karma.

Karmic Weight

When judging Karma, nigh-infinite factors are considered and balanced against each other-one's social status, one's upbringing, one's previous tendencies, one's intentions, one's wealth, any past lives one might possess-and of course and perhaps most importantly, one's personal power. For all of these factors, the simple fact is that the vast majority of mortals simply do not *matter* enough in the grand scale of events to truly affect the flow of Karma-while they might help or hurt many and may experience slight swings in both good and bad luck, only the most absolutely exceptional of mortals whose lives and actions affect millions or even billions of people will ever truly experience the effects of the Karmic Laws. On the other hand, the moment one begins to cultivate they become subject to the Karmic Laws-their lives *matter* on a far more fundamental level once they begin to practice cultivation. This is due to what cultivation itself is-the Saint Arts are a method of helping the multiverse as a whole generate more energy and uplifting all things to become

slightly greater than they were before. By beginning to walk down the path of cultivation, a cultivator definitively and measurably improves the entirety of the multiverse in a semi-permanent manner-and thus the Karmic Laws begin to take notice of their existence. From then on, their lives will be weighted and judged by their actions and the knock-off effects of those actions.

Karma will gather around those who have drawn the attention of the Karmic Laws akin to a sort of gravity-the greater the effect on the world they have, for good or ill, the greater their Karmic Weight grows. Karmic Weight is a multifaceted and mysterious force, not truly manipulable by cultivators but easily sensed and measured all the same. In some senses, it is a bit like gravity; a positive Karmic Weight will attract good luck and windfalls to oneself, while a negative Karmic Weight will see such things actively pushed away. This is, of course, a gross simplification; Karma is not a binary thing of either Good or Evil; there exists countless forms of Karma from Good, Sin, Debt, Connections, Legacies, Promises, and more. Each of these forms of Karma will form their own Karmic Weights-never cancelling each other out, only ever shifting states and accumulating higher and higher. Under the eyes of Karma no sin, nor debt, nor broken promise shall ever be forgotten...but that doesn't mean that they can't ever be *forgiven*. Just as a form of Karma exists to judge the weight of the debts one accumulates, so too does a form of Karma exist to judge the debts that one has fulfilled-and in fulfilling a debt, it transforms from something which weighs down the soul into something which supports it. And while good deeds do not cancel out sins, acting to *atone* for one's sins can certainly ease their weight...as does enduring the punishments for one's sins.

While many forms of Karma exist in the multitudinous turns of life, the vast majority of them can be defined as "neutral" Karmas-karmic ties and weights which do not lean one way or another. These forms of Karma will simply increase one's "significance" in the eyes of the Heavenly Laws, and won't generally have much effect on a given cultivator no matter how much Karma they accrue this way. There are of course various techniques for harnessing or manipulating neutral Karmic Weight, but on its own neutral Karma is merely a record of one's significance and general "gravitas"; how much they have affected the world and how many ties bind them to the world around them. There exists two exceptions to this, despite how earlier it was said that Karma is not a merely binary force; Beneficent Karma and Sinful Karma.

Beneficent Karma

Beneficent Karma is the Karma of those who actively contribute to the world around them, actively helping and improving the lives of others. It grows with every innocent life saved at personal expense, every act of charity, every promise kept and fulfilled, and every evil destroyed. Acting to create life and enrich the world around oneself will also see one's Beneficent Karma growing, as well as acting as the hands of the Heavenly Laws. It is notable that, just as before, nigh-infinite factors are considered when one accrues Beneficent Karma; a person who possesses immense amounts of wealth donating a small amount of change will have far, far less impact than a beggar donating their life savings-even if the two donate the exact same amount of wealth. A warrior who seeks evil and kills bandits simply for the sake of fulfilling their hunger for battle in a way that does not harm the innocent will

not accrue as much Beneficent Karma as a man who actively chooses to protect and help others through slaying evils-though they may appear to take the exact same actions. One who seeks to help others for no reason save for a genuine and innocent desire to help others will see their Beneficent Karma grow orders of magnitude faster than one who seeks to help others for the sake of accruing Beneficent Karma-one who seeks reward for their actions, rather than seeing the action itself as the reward. And as a person's power or status grows, on the whole and on average it becomes harder and harder to accrue Beneficent Karma-their actions are judged against their own capabilities and resources in addition to the actual effects of said actions.

The cultivation of Beneficent Karma is immensely difficult, growing only in the smallest amounts at a time...but in turn, Beneficent Karma is a deeply and incredibly powerful thing. As one's Beneficent Karma grows, the very Heavens themselves will begin to assist in one's cultivation-natural spaces of peace and serenity will open up to Mystic Cultivators who seek such things for meditation, one's own body will grow far faster and far stronger than normal for Ki cultivators, natural springs of Elemental Essence will seem to pop up from nowhere for Elemental cultivators. Further, natural treasures and the like shall become more and more common-unique spirit fruits, ores, seeds, and the like will seem to simply materialize in one's path as their Beneficent Karma grows stronger. But the most sought after effect of Beneficent Karma is not its passive, incidental effects of good luck-no, its true value lies in two factors. The first is that Beneficent Karma is, itself, akin to a divine blessing; by gathering up enough Beneficent Karma, it becomes possible to call upon the Heavenly Laws themselves to manifest unique divine abilities and materials as if one calls upon genuinely divine favors. It is said that the greatest of saints can even forge entire Lesser Triforces from naught but their own Beneficent Karma-and these legends are true, though the sort of Beneficent Karma required to do so is truly absurd. More often Beneficent Karma can simply be used to call upon the power of the Heavens-changing fate and destiny by the strength of one's Karma, drawing on the powers of the Heavens themselves to unleash incredible attacks and abilities, and so on. While incredible, this is the *lesser* of the two factors that make Beneficent Karma so sought after; the greater factor is its capacity to influence Tribulations.

Tribulations themselves are the descent and power of the Heavenly Laws, so it is perfectly reasonable for the Karmic Laws to be capable of influencing Tribulations. Beneficent Karma takes things a step further however; as a cultivator begins to undergo a Tribulation, their Beneficent Karma will act to both bolster their strength against the Tribulation and reduce the strength of the Tribulation itself. The power of the Dark Heart will fade further and further as one's Beneficent Karma grows, becoming nothing but the slightest voice or even being silenced entirely by saintly enough Karma, the Trials will become weaker and more flimsy the greater one's Beneficence, and in the greatest of cases some truly incredible cultivators have been able to cancel out their Tribulations entirely merely through the strength of their Karma. The "weight" of their Beneficent Karma is of course immensely reduced by such a feat, but the fact that it is entirely possible has pushed many cultivators into great frenzies to attain Beneficent Karma; where a Grand Tribulation might be a continuous risk of life and death for any other cultivator, a truly saintly cultivator may simply stroll through a golden path unharmed and untroubled, quietly and happily passing

through the Gates at the end of the road without any effort. Karma can pave a path for cultivators, utterly freeing them from the concerns of Tribulations if they gather enough of the favor of the Karmic Laws. As a final note, Beneficent Karma is uniquely powerful in the formation of Heavenly Laws-allowing for vastly more powerful Laws to be formed with vastly less expenditure of Karma.

Sinful Karma

On the other hand there exists the polar opposite of Beneficent Karma, Karma which is accrued through sin and through the breaking of laws etched into the Heavens; Sinful Karma. As said before nigh-infinite factors are considered as the Karmic Laws observe all actions and judge their karmic values; a wolf killing a rabbit to attain its daily meal will not accrue Sinful Karma, but a cat killing a stray bird for nothing but entertainment will. Theft for nothing but the sake of personal enrichment will accrue Sinful Karma, but theft to feed others or for genuinely good reasons may not accrue any Sinful Karma at all. The king who sends out an army to conquer a neighboring country will accrue the vast majority of the Sinful Karma born from the soldiers sent to slay, but at the same time far more Sinful Karma will be accrued in a war for power and territory than would be accrued in a war for survival. Further, the greater and greater one's personal resources and power grows, the *easier* it becomes to accrue Sinful Karma; killing a single mortal when one is within the Mortal Threshold may grant one only some amount of Sinful Karma, but intentionally slaying a mortal when one has reached the Immortal Realm will accrue one far more Sinful Karma; a beggar who steals a handful of coins might accrue shreds of Sin, but a rich man who shakes down others for just a handful of coins will accrue far more Sin. Circumstances and situations matter immensely along with one's past Karma in judging one's current and future Karma. At the same time, it's also important to note that the greater one's personal power and resources, the greater the weight of sin one can bear before incurring the wrath of the Heavens; the weight of sins a Deity may bear can be nigh-infinitely greater than the weight a cultivator within the Mortal Threshold can bear. Thus, just as the consequences of sinful actions grow more dire as one's power increases, so too does how much sin one can bear.

Sinful Karma is all too easy to accrue, growing swiftly with every broken promise, white lie, and misdeed in life, and the mark of one's sins will never disappear in the eyes of Karma...but the weight itself can be lessened and even eliminated. By permanently Sacrificing a portion of one's power as a cultivator it is possible to "pay back" the weight of one's sins; this can only be done should a given cultivator feel genuine remorse and wish to make amends for one's sins, and cannot be used as a sort of "get out of jail free" card from one's actions. Doing so shall also incur a "penalty" for it; Sacrificing one's power to atone for one's sins is considered the easy way out, and the Heavens will unleash a Punishment in line with the power sacrificed and the sins one seeks to absolve oneself of onto the cultivator. It is also possible to petition the Heavenly Laws for Atonement; doing so will bring forth a prophecy or demand set down by the Heavenly Laws themselves, absolving one of the weight of their sins if they complete this prophecy or demand. Doing so is never easy-requiring immense emotional growth as a person to achieve, and grows ever more dangerous and deadly with the scale of one's sins-but no matter how great one's sins grows,

if one truly seeks Atonement then a path forwards will exist. But should one not wish to Sacrifice themselves or Atone for their sins, then the weight of their Sins will begin to drag them down...and eventually, shall inevitably slay them. As a final note, Sinful Karma is unique in that it cannot be harnessed by Deities in order to enact Karmic Laws. It can only accumulate or be converted to other forms of Karma

The Three Penances: The Penance of Castigation

Sin tends to act on cultivators in one of three ways, known as the Three Penances. First is the Penance of Castigation; sin will empower one's senses such that they begin to grow sharper and harsher in every way, entirely out of control. While beneficial at first in some ways, it will swiftly begin to grow intolerable; even the gentlest of lights will become blinding, the lightest touch utter agony, every single morsel of food and scent utterly revolting, the slightest of vibrations absolutely deafening. The pain of existence itself is often enough to break down all but the greatest of wills, forcing cultivators to seek Sacrifice or Atonement to escape the living agony that is their reality. Should one continue to accumulate Sin then the very power of their agony shall be catalyzed by the Heavenly Laws-pain itself becomes fragility in the cultivator's body and soul, making their body and soul more and more brittle as their pain grows ever further-at the height of agony, a single blade of grass could shatter a cultivator's body and soul like spun sugar. In the end this Penance merely influences the body to become incapable of adapting to or processing one's senses as anything but pain-a skilled cultivator could overcome this through manipulation of their body such that they no longer process pain at all, making the Penance of Castigation a superficial punishment that can stop only those whose cultivation techniques are too crude to allow them control over their senses and body.

The Three Penances: The Penance of Nightmares

The second of the Three Penances is the Penance of Nightmares; sin empowers the Dark Heart within cultivators-allowing it to become stronger, pull greater pains and doubts from one's mind, and torment cultivators to greater degrees. Whenever a given cultivator sleeps, the Dark Heart will forge incredibly realistic nightmares to drag the cultivator through-pulling at their psyches and torturing them in their dreams. This torture starts purely as a mental effect, but should one's sins continue to grow then the damage dealt by the Penance of Nightmares shall begin to manifest in the real world as damages to one's body and soul, bypassing physical and spiritual durability as it strikes with power borrowed from the Heavenly Laws. Should the sinful cultivator not sleep at all, then the Penance of Nightmares will begin to creep into the corners of the cultivator's eyes, the edges of their hearing, and begin manifesting as hallucinations which attack them in the real world regardless. Should a cultivator's sin grow great enough, the Penance of Nightmares will manifest as hallucinations in the real world regardless of how much one has slept. And all the while, the Penance of Castigation will continue to grow-beginning to encroach on inducing pain in the very soul itself-thus making the fragility induced by the Penance of Castigation all the harder to avoid. In the end, though the Penance of Nightmares is empowered by the Heavenly Laws, they are effects born from the Dark Heart-a powerful enough determination, courage, and will can overcome and dispel them no matter how far they've progressed. Though it becomes incredibly dangerous as it grows

to induce genuine damage thanks to the synergy with the Penance of Castigation, a truly determined and powerful sinful cultivator could still rather effectively banish the ill-effects of their sins...leading to the final of the Three Penances.

The Three Penances: The Penance of Desolation

The last of the Three Penances is the Penance of Desolation; one's sins grow great enough to continuously push the energies of the world away from the sinner, forcibly preventing cultivation from being possible at all. This will begin with one's cultivation slowing down further and further as energies seem to dry up around them; methods for generating magic will generate less and less, less and less ambient Ki will seem to exist even in the hearts of vital forests, and even when standing before a fountain of Elemental Essence one will only be able to attain shreds and scraps of Essence. As Sin continues to grow even this will dry up, leaving the cultivator essentially isolated from all ambient energies and incapable of natural cultivation. Should Sin continue to grow, then this will grow to one final level-one's own energies will begin to fray and rip themselves free of the cultivator, actively and continuously weakening them until the cultivator is pulled back to mortality or pulled apart entirely-whichever comes first. The only method for enduring and surpassing this Penance without ceasing one's Sins is to cease practice of Saint Arts...and instead turn to Demon Arts, forcibly ripping the energies and powers of the world and becoming a Demon Cultivator.

Grand Karmic Tribulation

And in becoming a Demon Cultivator, one shall draw the Grand Karmic Tribulation; though its power is only at its peak in the Golden Worlds crafted by the Golden Goddesses, the Grand Karmic Tribulation will still descend and seek to strike down all Demon Arts Cultivators it can. Within naturally occurring worlds the Grand Karmic Tribulation can only do so much; the world itself will turn against the Demon Cultivators, unleashing rains, lightnings, natural disasters, empowering Saint Cultivators who may be able to slay them, so on and so forth. Each of these things are empowered by the local Heavenly Laws to the very limits of what the world itself can handle, seeking to erase the Demon Cultivator from existence-despite this, Demon Cultivators can grow powerful incredibly fast, to the point of resisting even all of this long enough to at least flee to or forge a place hidden from the Heavenly Laws. Within Golden Worlds the Grand Karmic Tribulation will be empowered by the local Triforce and evolve into a Grand Karmic Execution; brought forth by the distilled power of the Golden Goddesses, the Heavenly Laws will emerge as a sublime ray of golden light which pulls the very existence of a given Demon Cultivator apart on a fundamental level-purging them from existence instantly and entirely.

And all of this, of course, ignores the effects of Sinful Karma on Tribulations-which can be described quite simply. The greater one's sinful Karma, the greater and more difficult one's Tribulations will grow-to a seemingly exponential degree. Of course, if one has chosen to embark on the path of Demon Cultivation anyways then it's not particularly prudent to consider Tribulations anymore anyways-one will have to spend the rest of their life avoiding the eyes of the Heavenly Laws anyways, and it is the will of the Heavenly Laws which manifest the Tribulations in the first place. While the increased difficulty of

Tribulations will serve to stop many a cultivator from progressing in strength and even strike them down should they attempt to continue to cultivate, it will in the end not do too much to the most determined and vile of sinners-who would be far beyond being concerned about the Tribulations anyways.

Heavenly Oaths and Contracts

Moving away from the subject of Karma somewhat are the arts of Heavenly Oaths and Heavenly Contracts. It is, incidentally, heavily debated whether Heavenly Oaths and Heavenly Contracts are part of the same set of Heavenly Laws that define the Karmic Laws, but fundamentally the results are simple. Drawing the attention of the Heavenly Laws to preside oaths and promises, cultivators are capable of forging truly and genuinely unbreakable promises and contracts-this is typically done via focusing on one's own Karmic Weight, which is why the subject is so disputed, but can also be done simply by Deities tapping into their own Deific power or calling upon Divine favor. Heavenly Oaths and Heavenly Contracts are fundamentally the same thing, but classified as different things for the sake of simplification; a Heavenly Oath is a simple promise to the Heavenly Laws which is simply incapable of being broken once sworn. It becomes physically and metaphysically impossible for a given cultivator to break a Heavenly Oath once it is given-their Karmic Records and metaphysical existence is constricted such that breaking the Heavenly Oath is simply something that Cannot Be. Not even Deities are capable of breaking a Heavenly Oath once given, though it is said that Demon Kings-whose existence are closer to living shards of Nothingness than true Existences-are capable of doing so at great strain and personal cost.

A Heavenly Contract, on the other hand, is essentially a transaction which is validated and guaranteed by the Heavenly Laws. This can vary from simple promises of "if I am lying, then let me be struck down where I stand" all the way to complex and genuine contracts. The terms and consequences of Heavenly Contracts are defined by cultivators who invoke them, but the Heavens themselves will enforce them; should a cultivator create a Heavenly Contract which has a clause that will grant the cultivation base of one cultivator to the other should they break the contract, then while it will be possible to break said contract it will come with the consequence that the Heavens themselves will forcibly transfer the cultivation base of the breaker of the contract to the other party. The usage of Heavenly Contracts is **vastly** more common than the usage of Heavenly Oaths as they can be far more forgiving and even circumvented, unlike Heavenly Oaths. With great power, preparation, or skill it is even possible to break certain types of Heavenly Contracts and avoid the consequences-though this is often an issue of taking advantage of the terms of the contract rather than the weakness of the Heavens themselves.

Death and What Comes After

The final and most difficult to qualify of the Heavenly Laws are the laws of Death-the laws which govern the movement of souls and Karma once a life has been extinguished, and the distribution of energies released upon a given death. Nearly all beings die, this is a simple fact of life that most cultivators seek to overturn and most cultivators fail to overcome, let alone the countless infinities of living beings who simply live a normal life and die a normal death. Thus, the process of how death is handled is also nearly universal-though within

specific domains this may be overturned and changed depending on the local metaphysics or commandments of a Deity.

Grand Scripture of Heaven

Within the Heavenly Laws, the Karma of all non-cultivator beings is recorded-the lives they had lived, the dreams they had held, the impact they had, and a thousand other factors. When a life ends, this Karma is immortalized into a single unique character, which defines the entirety of a given being's existence. This character will then fuse into the Heavenly Laws which govern local reality-strengthening the structure and essence of reality exponentially the greater the quality and potency of the life lived. Even a simple farmer's life or a meager beggar will add substantially to the strength and potency of the Heavenly Laws, at least on a limited scale. Further, before a given entity is born or before a soul is fully developed, the countless characters which litter the Heavens will often descend and mark the soul-giving it a shallow shape to grow into and a disposition born from a past life and karma, though not granting it the debts or scars of the previous life. This phenomena is often referred to and mistaken as reincarnation; while it bears similarities, it is not. It is not impossible or even uncommon for a given soul to carry two or three of such characters, each of them growing to greater complexity and potency upon the death and integration of the last being's Karma. Further, it is not impossible to resist the impulses of one's "reincarnations"-in fact, it is merely a gentle instinct and natural tendency, which can be altered easily through life experiences and simple desire or will. After the first few lives and deaths of a newborn universe, it is nearly impossible to find a soul which *isn't* "reincarnated" in this fashion; it serves to continually and exponentially strengthen and develop the Heavenly Laws and structure of Reality as a whole, at no cost or detriment to any being.

Further, through their unique characters, it is possible for a given being to be revived entirely later on with metaphysical power or divine favor. It is a difficult and often costly art, as it is often extremely difficult to judge both the shape of a given person's soul and their own karma which may change drastically just before their death depending on their actions or station. Calling upon the spirits of the dead via mediums is also possible via connecting one's earthly Karma to the characters of the Grand Scripture they possess connections with; again, while difficult, this allows for calling forth knowledge from the deceased, consulting with the Laws of Heaven themselves, or even calling forth undead beings to serve one-though this final talent is deeply controversial, it is not an inherently evil action. The intention and purpose, as well as the handling of such things, are always considered by the Heavenly Laws.

The Death of Those Who Would Be Immortal

The second category of those who die are cultivators-those who strive for immortality and power. This does not cover those who die of failing a Lesser Tribulation; these beings die the same death as mundane beings. Though their character within the Grand Scripture may be vastly greater and more potent than most other living beings-with even the least of cultivators who failed the first Tribulation being akin to shining stars compared to the candles which are mundane lives-there is another factor that cultivators must consider as

well: the energy they have built up within their bodies and cultivation bases over the course of their lives. Upon this death this energy is scattered into reality, filling the world with greater vitality in accordance with their character in the Grand Scripture. Depending on the personality and life of a given Cultivator this may manifest as a kind of “death curse”; the power of all the energy they had built up over the course of their life is shaped by their character in the Grand Scripture, and executes itself in a sort of limited Karmic Tribulation, powered by their energy. If not, this energy is instead scattered through reality-first filling in lost resources and infusing vitality into the local universes, then flowing through Reality to join the streams of power which compose the Multiversal Wall or Elemental Storms which grind at the Demon Realms.

The Void’s End

While beings which Exist possess their own ending within the Grand Scriptures of Heaven, Demonic Beings face a dire issue of their own. The Void that replaces their souls acts in defiance of Reality, of the Heavenly Laws. While this grants them a certain degree of resistance to the effects of Karma in life-allowing Demons to often run amok and unleash evil with seemingly no consequences from the Heavens-in death, this will be paid back unto them. While outside of Demon Realms, a Demon’s Karma is recorded just as all other beings-though they remain resistant to the point of near-immune to its touch...right until their death. As a Demon dies, its Void is released and seeks to rebuild its shell, cloaking itself in Existence once again to reincarnate. It does this by ripping at the Karma it has accumulated...but in this moment, the Heavenly Laws are able to act directly on the Void, and will strike back. Should the Karma a Demon has accumulated outweigh the Void within them, then their Nonexistence shall be snuffed out-permanently ending and erasing the shard of Void from Reality. If not, then it will still remain costly for a Demon’s Void to rebuild their body from their Karma-often greatly weakening them as much of their Void is sacrificed to rebuild themselves.

By The Grace Of Divinity

These processes describe the natural progressions of death throughout Reality, however Deities have the power to overturn this cycle. Through their incredible might and the power of their Signet, even the least of Deities is capable of browsing through the Grand Scriptures of any given universe or set of universes, plucking a given character or set of characters out, and reviving them in full. It is also within the power of Deities to outright rewrite the Heavenly Laws to instill their own cycle of Life and Death-perhaps forming an afterlife paradise, or a torturous hell, or a direct reincarnation of souls. These variant Laws of Life and Death are difficult for Lesser Deities to form even within a Mortal Universe, and it is rare that a Deity has the power to create more than a handful of such Laws and enforce them on more than a handful of universes. Even True Deities would have trouble creating and enforcing such laws on more than one or two Immortal Realms, and only Greater Deities can enforce their own cycle of life and death on a Divine Realm.

=====

Cosmology

Before the beginning of this multiverse, there was Nothing. This Nothing was absolute and eternal, just as it was paradoxical; it could not exist as it was, for to exist as Nothing is to not be Nothing. The paradox of nothingness built up and up, churning an infinite ocean of nonexistence, until finally in a burst of pure possibility a golden seed sprang forth from the Nothingness. This golden seed was Everything, and served to bring definition to the Nothingness; with Everything existing, Nothing could also exist without existing by simply being what Everything was *not*. The strain of trying to define Nothing as what was not Everything was too much for the golden seed, however; pulled asunder by the pressure of Nothingness, it split into three existences-Nayru, the Mind, Farore, the Body, and Din, the Soul. Thus was born the three Golden Goddesses, whose existence defines and governs Everything that Exists. Together, seeking to reduce the strain of the Nothingness, the Golden Goddesses would go on to forge the entire multiverse, creating more and more so as to reduce the Nothingness further and further; the more that Existed, the less *didn't* Exist and so the weaker the Nothingness grew. And though Nothing sought to form Everything for the sake of defining itself...it was greatly displeased as its existence was lessened further and further. Thus would the first Primal Demons be formed, shards of Nothingness held in shells of Existence that sought to consume reality and return it to Nothingness. The death of these primal Demons would lead to the first Demons Realms existing...but first, the Nothingness itself.

The Nothingness

In modern times, The Nothingness is an endless field of Nonexistence which surrounds the multiverse. It is, quite simply, a place where Nothing exists; there is no energy out there, no matter, no light and no forces. There is no space or time in the Nothingness, no distance or dimensions. Causality breaks down and physics ceases to exist, and even the most powerful of Divine Artifacts will erode and eventually cease to exist if exposed to the Nothingness. An immense, endless stream of Magic, Ki, and Elemental Essence surrounds the entirety of the multiverse-specifically so that it continually feeds the Nothingness and ensures that it is constantly pushed back, maintaining a sort of equilibrium with Existence. Only by continually feeding an endless stream of power to the Nothingness can Existence carve out a place for itself; if the stream of power that serves as the Multiversal Wall were ever to break down, then the Nothingness would begin to flood in and begin reducing Existence to Nothing. The power of Nothingness greatly weakens where Existence is strong, however; due to the structure of Reality, Demon Realms and Demons-who are shards and wisps of Nothingness which mimic and cloak themselves in Existence to blend in-are capable of forgetting their origin and truly coming to Exist, producing more power and Existence should they begin to cultivate Saint Arts. Even the greatest of Demons is immensely weakened while within the bounds of Reality, needing to grow stronger and strengthen the Nothingness within them in order to begin to truly destroy reality-which is the supposed origin of the Demon Arts.

Beyond the Nothingness that surrounds Reality...is simply more Nothingness. There is no end to it, nor a beginning-or if there is, it is unknown. Not even the Golden Goddesses possess the strength to explore the Nothingness for very long, though they are capable of

doing so while unified into one existence. If there are other multiverses beyond the Nothingness, other Golden Deities or the like, or if the rest of the Nothing is merely infested with Primal Demons and clawing emptiness is unknown.

The Multiversal Wall

Turning back, Reality itself in modern times is a complex structure. Surrounding the entirety of Reality akin to a bubble is an endless and ever-shifting wall of Power-forged from Magic, Ki, and Elemental Essence flowing in utterly limitless amounts around the entirety of the multiverse. This bubble-like barrier is the Multiversal Wall, which serves to delineate the divide between Reality and the Nothingness; on the outside is the Nothingness which continually claws at and consumes the power of the Multiversal Wall, while on the inside is the entirety of Existence. Set into the Multiversal Wall are utterly countless numbers of Triforce-like structures, forged from the greatest powers that the Golden Goddesses and other Deities could muster, forming an endless periodic tiling of Triforces which surrounds the entire multiverse. These Triforces serve as endless energy generators, both ensuring that the Multiversal Wall will always remain stable and existent as well as allowing the wall to grow as reality itself grows, forming new Triforces to fill the empty spaces over the course of millennia. By design each of these Triforces have an empty spot in their middle, allowing for both entrance and exit-with exit from the Multiverse unimpeded...while Nothingness that enters is immensely, incredibly weakened by the flow of Power and generally reduced into amnesiac Demons, who themselves may safely integrate with Reality without destabilizing it. In this way the Multiversal Wall serves to both act as a shield against Nothingness and allow Reality to slowly and continuously gain ground within the Nothingness.

The Mortal Realm

Within the Multiversal Wall are immense, winding pillars of golden light and power-struts, shooting through the entirety of Reality. These struts act to reinforce the Multiversal Wall and to ferry energies across the entirety of the multiverse, reinforcing the Axioms of Reality so that all of Reality is held to generally equal stability. Along these massive golden struts lie small bubbles of stability, often chaining outwards into the void between struts in large foam-like structures; these individual bubbles are entire universes, bubbling into existence, growing, and popping as entropy and metaphysical forces reduce them back to energy. These bubble-like universes are the Mortal Realms, which bubble forth from the castoff energies and power of the grand multiversal structures of reality in infinite amounts.

Mortal Realms are Realms which are fundamentally formed from incredibly small and diluted amounts of metaphysical energies, drawing heavily on the Axioms of Reality to form-thus, they are places where the laws of physics are highly stable and where metaphysics tend to be much weaker and rarer. These form "physical" universes quite easily and often, where Magic, Ki, and Elemental Essence may almost appear to be an unnecessary add-on for the functioning and existence of reality in some ways. Energies are incredibly scarce here, leading to prospective cultivators struggling greatly merely to grow in power enough to reach the peak of the first Realm-further, because of how diluted the fundamental energies of a given universe are, these universes are immensely fragile to

metaphysical forces. A powerful enough force of Ki could tear permanent holes in spacetime, powerful enough Magic ripping apart logic and causality, and powerful enough Elemental Essence destabilizing reality in a given area; if kept up and pushed far enough, the entire universe can simply pop like a soap bubble.

Physics Outside of the Mortal Realm

This is a threat only by the power of metaphysical energies-weapons or technologies which harness the local physics and avoid the use of metaphysical energies can vastly surpass the power output of cultivators without threatening to destroy the local universe. This can allow for highly advanced technologies and universes to form...but will have limited potential in the long run, as physics within the greater multiverse can often shift and change depending on the flow of metaphysical energies-thus, any technology which is not advanced enough to either define its own physical laws or manipulate metaphysical energies will break down into its constituent energies once it leaves its native universe. Cultivators circumvent this issue; as their metaphysical energies grow denser and more potent, their own overall existence grows more stable-allowing them to exist in places where their native physical laws break down entirely through the sheer strength and stability of their energies. The obvious solution, combining technology with metaphysics, is a common workaround that has led to a great deal of "metatech" spreading throughout the multiverse-that is a topic for later, however.

The Space Between Worlds

When existing outside of a stable universe, even the weakest of cultivators can achieve incredible, god-like feats; in a place where physical laws hold only the loosest sway, moving hundreds or even thousands of times the speed of light is considered a snail's pace and even a weak strike can carry enough force to rend entire universes at once. This is countered by the sheer danger of existing in a place where physical laws are merely the quietest suggestions; outside of stable universes, shreds of crystallized spacetime rend lengths larger than a billion universes in length in unending storms of insanity, domains of the purest Elemental Fire burn beyond all rationality, Darkness and Light twist and rewrite direction and topology on a whim, and the only stability offered is what one can carve out for themselves through the stability of their own energies. The safest places are those that hug the Golden Struts which maintain the stability of both the Multiversal Wall and Reality itself; the further away from those Struts one travels, the greater the chaos of Existence clashing against itself grows until everything mashes and strikes against each other in the deep void between Struts. Further, golden light protects the barriers of all universes-preventing the enhanced powers of cultivators from affecting them while they exist outside of universes. Due to this, travel through the Space Between Worlds is considered impossibly dangerous despite how immensely it empowers cultivators, and only Deities can safely wander the Space Between Worlds without constant threat of death. The rest simply travel as fast as they can between universes, focusing their power to enter and exit stable realities where they are far weaker but exponentially less likely to die to sudden chaos-storms.

However, it is notable that for all the power that cultivators attain when exiting stable universes and existing in places of pure chaos and metaphysics, the distances between universes is still inordinately immense-even moving a trillion times the speed of light, something that is just within the bounds of a peak Realm 1 cultivator when in the Space Between Worlds, would only allow a cultivator to cross the length of a single universe in approximately a single year...and when the distances between Mortal Realms and Immortal Realms can be tens or hundreds of thousands of universes apart, it simply becomes impossible to survive any sort of trip between universes when any minute could signal the birth of a chaos storm that rends a cultivator's existence to shreds. Instead of freely travelling between universes, therefore, cultivators will almost exclusively travel through Streams of Time and the Hidden Folds.

The Streams of Time

The Streams of Time are winding flows of Elemental Essence which bind and flow between each and every universe, flowing throughout the entire multiverse if traced long enough-specifically, flavored and focused through the Elemental Firmament of Time. These Streams of Time form semi-stable demiplanes within them which travel so fast between universes that it appears that time in the great multiverse halts entirely while travelling within a Stream of Time. The danger of being in the Space Between Worlds is still rather great, but is far, *far* more manageable within a Stream of Time which will shield its occupants from the vast majority of the force from chaos storms which can arise and fade entirely at random-leaving only the equivalent of a stiff breeze compared to the natural dangers which can be compared to a global superstorm. Traveling through a Stream of Time can allow cultivators from even the most distant of Mortal Realms to reach an Immortal Realm within a single day-and within just a single hour for those who are undergoing a Grand Tribulation. Travelling to entirely different sections of the multiverse, however, will still take immense amounts of time-centuries to reach the nearest foreign strut, even within a Stream of Time. This is what the Hidden Folds are for.

The Hidden Folds

The Hidden Folds are much like the Streams of Time, but flavored and focused through the Elemental Firmament of Space instead of Time. Hidden within dimensional folds in space that are only detectable to those who have reached the power of Immortal Journeymen, the Hidden Folds are, as the name suggests, hidden spaces in reality. Space within the Hidden Folds is incredibly, unbelievably malleable-allowing one to literally "fold" it as they please, crossing distances akin to hundreds of universes in a single effortless movement. This immense movement capability allows one to travel from one Strut to another in bare days, where before it could take centuries even traveling at the fastest speeds possible in a Stream of Time. The cost for this immense speed, however, is simple: Elementals. Raging and mad within a layer both above and below reality, countless Primal Elementals lie within the Hidden Folds-fighting, eating, and destroying each other only to reform once again from the endless elemental essence the Axioms release into the Hidden Folds. This is the true origin of the chaos storms within the Space Between Worlds, each Elemental's actions reflected outside of the Hidden Folds as a calamity of shattered space or elemental insanity. Even powerful Deities would have trouble forcing a handful of such Primal Elementals to

bow, and there exists a nigh-infinite number of them within the Hidden Folds. For the most part however these Elementals are incredibly mindless, easily circumnavigated if one does not go out of their way to antagonize them-and further, a Grand Tribulation will interface with the Axioms themselves, allowing a single event of truly safe passage through the Hidden Folds.

The Immortal Realm

Moving away from the Mortal Realms, we move into the struts themselves-which, when investigated closely, are composed of immense linkages akin to cells or links in a chain. These individual cells within the Golden Struts are the Immortal Realm-they are the universes which are formed and stabilized by the immense and endless flows of Golden Power which pump through each and every Strut. Each Immortal Universe is, on average, akin to the size of several hundred Mortal universes put together-further, each of them are far more metaphysically stable than mortal universes are. This increased metaphysical stability directly correlates to a *decreased* physical stability, preventing advanced technology from functioning correctly. Further, the looser state of physics and greater prominence of metaphysics allows for truly strange and incredible existences; stars composed purely of crystal or even ice, grand nebula formed from glowing elemental waters, space and time crystallized and condensed into ores which can be mined and wielded, and so much more. Life is capable of arising within Immortal universes, but it is much stranger and far more intimately tied to the metaphysics of reality than life in the Mortal Realm; the birth of Spirits, Elementals, and Automata are outright common in the Immortal Realm where in the Mortal Realm they are scarce and nearly unheard of. Advanced technology is extremely unreliable or will fail entirely in the Immortal Realm as the laws of physics shift and sway on the whims of metaphysical energies, making all but the most basic mechanical technologies or metatechnologies which can make use of and operate on metaphysics rather than natural physics all but useless. Finally, all Immortal Universes are just as their name implies: immortal. Where a Mortal Universe almost universally has a certain lifespan before it breaks down back into the Golden Powers that formed it, Immortal Universes shall continue to exist until they are specifically destroyed by outside forces-and are resilient enough that it takes truly incredible power to destroy them.

The Divine Realm

Moving away from the Multiversal Wall and along the Golden Struts, eventually a cultivator will reach a point where several Struts intersect, forming a massive golden sphere at their intersection point. This is the Divine Realm-or rather, this massive golden sphere, larger than trillions of Immortal Universes put together, is a Divine Universe. Originally there was just a single one in existence, but over time and the growth of the multiverse more and more have sprung up-in the modern age, over a hundred Divine Universes compose the whole of the Divine Realm. The Golden Powers within the Divine Realm are immensely, overwhelmingly pure and potent-natural physics ceases to exist entirely, operating entirely on the far more primal metaphysics of reality and the will of its inhabitants. Due to this, cultivators are innately deeply suppressed while in Divine Realms and both their powers and general strength are seemingly vastly weakened, and any technology must operate purely and absolutely on metaphysical principles or be nonfunctional entirely. Life within

the Divine Realms is pure and primal, utterly eldritch compared to lower Realms and almost entirely incompatible with the functioning of any sort of physical laws that differ from the chaotic and quintessential Axioms. It's notable that Demonkind quite simply *cannot* exist in Divine Realms; in order for a Demon to reach them they would have had to cultivate all the way to the Deity Realm-and at that point the essential core that defines them as a Demon would have been eliminated and rebuilt into a true Existence. Even Demons who reach the peaks of the Demon Arts are generally incapable of so much as scratching the barriers that shield Divine Realms, and the potency of power within them is oftentimes far too much for them to destroy.

The First World

Amongst the Divine Universes in existence, only one sits at the very heart of the multiverse-the First World, the Divine World forged directly by the hands and will of the Golden Goddesses at the beginning of Reality. This is the throneworld of the entire multiverse, a single universe from which the Golden Goddesses rule. Sitting at the very core of this universe is the True Triforce, first formed in the moment that the Golden Goddesses achieved Unity for the first time in the battle against Demise and acting as the bases from which all other forms of the Triforce are based off of.

Golden Worlds

From the First World the Goddesses project themselves throughout the multiverse; exploring, learning, forming individual universes, and more; oftentimes certain Mortal Universes will have entities of far greater cultivation potential or interesting quirks to them, and it will be because the Golden Goddesses hand-crafted such universes as one out of countless infinite universes that normally bubble forth naturally. These rare universes are known as Golden Worlds, marked by the existence of a Lesser Triforce within them that mimics a shred of the splendor and power of the Golden Goddesses and the True Triforce that sits at the heart of Reality. Golden Universes are Mortal Universes in structure, yet possess traits of Immortal Universes as well-they shall exist until they are specifically destroyed, and allow for much smoother and easier cultivation than almost any other Mortal Universe. Further, they tend to all be extremely similar-having a similar set of races, a Land of Hyrule, and a similar history in the vast majority of them.

The Overall Structure of Reality

Taken as a whole, the structure of Reality is something similar to a massive, multicolored sphere-within which are a seemingly endless number of golden struts which criss-cross each other and intersect at certain points to form large nodes. These Golden Struts serve to reinforce the very structure and stability of Reality. If one were to attempt to measure the whole of Reality's Absolution Resistance, the only result would be akin to an error message; Reality's structure and form is sublime such that while it is continually ground away by the Nothingness that exists beyond it, it also generates enough power to not just break even against the Nothingness but outright surpass it, continually growing both larger and stronger without pause. For all intents and purposes, the Absolution Resistance score of the

superstructure that is Reality is effectively infinite-and while within Reality, all Nothingness is suppressed and twisted by that nigh-infinite Absolution Resistance.

The Demon Realm

The last subject on the topic of cosmology are the Demon Realms-the antithesis of all universes that can be said to Exist. Sitting in-between the countless Golden Struts that reinforce and support all of Reality are empty spaces, where storms of power and madness clash and whorl endlessly. In the center of these elemental storms are strangely calm spots, places that seem to drink in the power of the multiverse, forming islands of stability. Sitting in the hearts of these islands of stability are immense, jagged, pitch-black masses; the Demon Realms themselves. These Demon Realms are formed from immense amounts of a truly strange and impossible essence, an essence of Nothingness itself, condensed and chained into a form where it is forced to Exist. This breaks most of the deleterious effect that Nothingness has on reality, but the Demon Realms still quiescently hunger-incapable of actively consuming the Existence around and within them, but fully capable of absorbing power...reducing itself in the process as more and more of Nothing is taken up by Something. The modern Demon Realms are far, far, *far* smaller than they were in ancient times-though in modern times, even the smallest Demon Realm is still the size of a full Divine Realm.

The natures and environments of universes within Demon Realms are strange and alien to all other universes within Reality; as a shared trait, they are hidden from and generally immune to Heavenly Laws-the laws of Karma hold no sway within Demon Realms, and no Tribulation shall ever strike a Demon Realm cultivator. Further, Saint Art cultivators are extremely suppressed within Demon Realms; the very world around them will seem to consume their energies, ensuring they cannot regenerate power passively as they normally can unless they are Divinities or have some form of Divine blessing to counteract the environment of the Demon Realms. It will appear as if no ambient energies exist at all within Demon Realms, making attempts to begin cultivating through Saint Arts effectively impossible. This leaves only Demon Arts to practice, which are highly prevalent within Demon Realms. The practicing of Demon Arts does not seem to deplete and destroy the environment within Demon Realms-in fact, it seems to actively *restore* it...as Demon Arts remove and consume existence around a user, Demon Realms recover some of the essence of Nothingness which they are truly composed of, growing stronger. For this reason it is a common practice amongst Deities to tour Demon Realms regularly and continually purge life from them-ensuring that no Demon Arts cultivators can rise up high enough to allow a given Demon Realm to grow in strength and begin to unleash Calamities on the nearby universes.

The Demon Realm: The Outskirts

Demon Realms are delineated into three sections; the Outskirts, the Inner Regions, and the Core. The Outskirts are the areas of the Demon Realms which frequently come into contact with the energies of the greater multiverse; they tend to form into strange echoes of natural universes, having stable physical laws and the like. Metaphysical energies will be immensely scarce in such universes but still present, allowing for the illusion that Saint

Cultivation just might be possible...only for Saint Cultivators to slowly collapse in on themselves as their energies never regenerate and their very souls are consumed by the world around them. Demon Arts, on the other hand, are easy to learn and practice within these universes...but measurably influence the lifespan of a given universe, shortening it with each new Demon Arts practitioner until eventually the Outskirts universe simply fades away and the surviving Demon Arts practitioners are carried away on streams of Golden Power to terrorize other universes.

The Demon Realm: The Inner Regions and Core

The Inner Regions are analogous to Immortal Realms, though even stranger. In a word, they are "dark". Light does not shine within the Inner Regions, and the hungering power of the Nothingness is great within this area; only Demon Arts cultivators, truly powerful Demons, and Deities can even survive in this environment. Demon Arts practitioners can grow very powerful very swiftly within the Inner Regions, the Nothingness within them growing in density and purity as it consumes and reinforces the Nothingness of the world around them-and every hundred thousand millennia or so, a true Demon King might emerge-a Demon whose power is so mighty that Mortal universes are destroyed in their wake and Immortal universes tremble at their passing. And deep within the Core of the Demon Realms lies...Nothing. True, absolute, Nothing-a little shred of the Nothingness that exists outside of Reality, primal and unformed. And with each Demon King that arises, it is said that this little bit of Nothing beats like a tiny heart before the rise of the latest Demon King; the will of Demise allowing for new Demon Kings to be born.

=====

Metaphysics

Within the multiverse exist various energies and elements which influence and bind reality. The greatest three energies which define reality are the Three Golden Powers-the Power of Magic, the Power of Life, and the Power of the Elements. These Golden Powers are Magic, Ki, and Elemental Essence, and largely forge the foundations of every single aspect of existence-from the meanest Mortal Realm to the greatest Divine Realm, everything can be traced back to these Three Golden Powers in some manner. These Three Golden Powers are strangely parallel-in that the power of Magic can never truly be mistaken for or hybridized with the power of Ki, and the power of Ki can never hybridize with the power of the Elements, and so on and so forth. They can cooperate and compound on each other, but never truly hybridize; an existence can have a body of Ki, a mind of Magic, and a soul of the Elements, but the actual powers themselves will never be able to hybridize.

There is exactly one exception to this rule: the Power of Unity, when equal and perfectly aligned amounts of Magic, Ki, and Elemental Essence all come together to act for a single purpose. Then, and **only** then, can the Three Golden Powers act as one-and in doing so, form a Shining Essence which has no name yet is said to hold truly and absolutely infinite potential. The capacity to form the Power of Unity is impossibly rare, however, and actively **wielding** it for more than a bare instant at times of extreme enlightenment or stress is a

feat left only to the greatest of Divine-level entities. As for those Golden Powers themselves, they are as follows.

Magic

Magic, or Mana, is a power known as the Essence of Fantasy-it is the energy born from the clashing between Souls and Matter, when Dreams and Reality collide. It is sparks of Impossibility made Reality, and by drawing on the innate potential of those sparks of impossibility it becomes possible to warp or even redefine what is Real. This is an incredibly potent power...but limited as well, for it is a power of Fantasy-if someone asserts their will enough, if reality is asserted beyond Fantasy to a strong enough degree, then any workings of Magic will fade as well as the impossible fantasies they truly are. In the end all Magic is the essence of Dreams and Impossibility, and under the weight of Reality they can do nothing but fade away-hence, Magic is known as the Power of Paradox which both exists and does not. It is an ephemeral and potent power that is nevertheless easily countered and shredded apart with overwhelming might-yet within its purviews, it is utterly unmatched. It can form labyrinths of insane logic and madness, create conceptual effects which redefine the fundamentals of reality, forge illusions that one can interact with and can wield such as an illusory bridge one can use to literally cross a chasm, and so much more. Its incredible versatility is countered by its lack of potency, bringing it in balance with the other two forms of metaphysical energies.

Lifeforce

Lifeforce, or Ki, is the power known as the Essence of Life-it is the energy of vitality, of living things and physical bodies, both metaphysical and intensely grounded in the material at the very same time. It is the power of Life itself in many ways; when things are healthy, then they produce an abundant amount of Lifeforce which inspires health and life in others around them. When things are unhealthy, their Ki grows weak and sickly-and when injured or crippled, one's Ki is also weakened. Its powers preside over the will to live and the state of life itself-drawing power from the material and affecting the material for the most part, but at the same time touching on deeper concepts than Elemental Essence does. In many ways it serves as the midpoint between Magic and Elemental Essence, not quite as ephemeral as the power of Fantasy but not as fundamental as the power of the Elements. Its power is extremely potent however, auto-generating at immense rates that neither Magic nor Elemental Essence can truly match-hence, Ki is considered as the most abundant of energies. Its life-inspiring power also gives birth to many living beings and the forms that allow Worlds to establish themselves, breeding the circumstances and situations which may give rise to both Magic and Elemental Essence; in many ways, it is both reliant on and the foundation for the other energies.

Elemental Essence

Elemental Essence is the power of the fundamental axioms of reality, distilled into loose energy. Elemental Essence governs and defines the physical laws and material realities of things-it does not touch upon or influence metaphysics, only those things which are part of

the "base" of reality. These axioms can be loosely divided into eight categories, forming the Eight Elemental Essences which exist.

Elemental Essence: The Philosophical Elements

The first four Elemental Essences are the ones closest to reality and thus both the most abundant and stable within reality; they are thus named the Four Philosophical Elements. The first Philosophical Element is the Element of Fire; this governs much more than just fire, however. Elemental Fire governs all forms of Material Energy-that is, energy as it exists and is defined within the laws of physics. This covers kinetic energy, chemical energy, potential energy, nuclear energy, so on and so forth-all forms of material energies within the laws of physics are governed by Elemental Fire. The second of the Philosophical Elements is Water, which governs Fluids and Waves; this covers all forms of liquids including things like magma, plasmas, energy waves, shockwaves, fluid dynamics, and so on. The third of the Philosophical Elements is the Element of Earth, which governs Structure; this covers all particles, gravity, atomic bonds, and so on. Lastly is the Philosophical Element of Air, which governs Interaction-how energy interacts with particles, how atomic bonds form, how gravity influences and forms waveforms, so on and so forth-all forms of interaction are governed by Elemental Air.

Elemental Essence: The Dynamic Elements

Beyond the four Philosophical Elements are the two Dynamic Elements, which govern quantum states and semi-metaphysical elements. The first of the Dynamic Elements is Light, which governs the concept of The Known. This covers collapsed quantum waveforms, known elements of reality, awareness, light as an existence, so on. It also governs more ephemeral ideas such as truth, history, the past, and the present as it pertains to what is known. Anything that can be described as Known, the Light governs. On the other hand is the Dynamic Element of Darkness, which governs the concept of The Unknown. This governs the concept of mysteries, of unobserved quantum waveforms and uncertainty principles, of things which are not known or have been forgotten. It covers chance and luck, all things that could have been but are not, and even the concept of the future which is yet to be-everything that can be defined as "unknown", Elemental Darkness governs. These Dynamic Elements are much more potent than Philosophical Elements, able to intrude on their domains through the concepts they govern to certain degrees and influence them, but at the same time are much scarcer and far more difficult to manipulate than the Philosophical Elements.

Elemental Essence: The Elemental Firmaments

Lastly are the two Elemental Firmaments, which govern the most fundamental axioms of reality and are thus the most potent and most scarce of Elemental Essences; to wield them is to be nigh-unmatched amongst Elemental Cultivators, but attempting to wield them in the first place is nigh-impossible without immense strokes of luck or secret arts. The first is the Elemental Firmament of Space, which governs the concept of Dimensions-from physical dimensions, spatial dimensions, metaphorical dimensions, and so on-all things that can be defined as "dimensions" are governed by Space. This also has great influence over the

concept of Division, but is a secondary aspect of the element. The second Elemental Firmament is the Element of Time, which governs the concept of Causality; the flow of time, the order of events, chains of effect, the very ideas of chaos and destiny-all of these things are governed by Time. It also has great influence over the concept of Binding, but is again a secondary aspect of the element.

The Structure of Existences

Beyond the Golden Powers of the world, there are other metaphysical elements at play within this multiverse. All complete existences are composed of three parts-a body, a mind, and a soul, connecting to the three Golden Powers of Ki, Magic, and Elemental Essence. Of course, that isn't to say that all things which exist are composed of these three aspects-only "complete" existences are. The Twili, for instance, are beings of pure Mind and Soul who form Bodies through a mixture of magic and Elemental Essence-with Elemental Essence providing the substance while Magic provides the structure. Most non-sapient entities are beings of pure Body and Soul, lacking Minds to generate and manipulate Magic. And most Demons are beings of pure Mind and Body, lacking the critical element of the Soul which allows for persistence after death and influence over the Elements. Some entities are beings of pure Body, lacking both Mind and Soul. There exists beings of pure Mind, lacking both Body and Soul. And of course, there are also beings of pure Soul, lacking both Body and Mind. None of these can be called Complete Existences-and thus they are crippled, incapable of interacting with large swaths of reality and oftentimes extremely unstable unless they are capable of substituting for the lack in their existence through some manner.

The Soul

A Mind and a Body are self-explanatory, but there is much to explore and explain about the nature of the Soul. Souls are existences which are composed of something intimately related to yet even more fundamental than Elemental Essence, possessing a strange nature and curious properties. Souls in the Material realm are utterly indestructible; no amount of material forces, from nuclear bombs, the cores of stars, or black holes, can so much as scratch a soul. This invulnerability does not extend to the metaphysical; Ki can carve at souls quite easily, while Magic can twist and even break souls as well. In return however, souls possess a strange potential for growth-through every experience and memory a person holds, a soul grows somewhat larger and more potent. The longer a soul exists, the greater it grows-and the more rich a soul's experiences, the more potent its power. At the very core of every single soul in existence is the smallest drop of Infinity, born from the most distilled and refined of all Elemental Essence fused into a single existence. This is the heart of a soul's infinite potential for growth, and why only Souls are capable of drawing in and wielding Elemental Essence-further, why souls are so capable of absorbing Elemental Essence to grow stronger, and why Spiritual Essence-the power of souls-can be released to mimic the power of Elements which one has absorbed.

Single-Facet Existences

Funnily enough, though one would expect Spirits to be disembodied souls-such is not the case. Most Spirits-such as Poes and the like-are in fact disembodied Minds rather than

souls-their sheer Will to live outliving their bodies and their Mystic power allowing them to continue on in a different form of life. Some of these beings may hold onto their souls after the death or destruction of their bodies, but for the most part most Spirits are beings of Mind rather than Body or Soul. Elementals, on the other hand, **are** beings of pure Soul. The term "Elemental" is literally defined as a being of pure soul within this multiverse-so cultivators who have discarded their bodies in favor of their Soul are Elementals just as the natural Elementals that arise at areas of extremely dense Elemental Essence are. The minds of Elementals can be strange things-for they operate purely within the Soul, and thus cannot truly be called Minds as the rest of the multiverse understands them. Elemental Cultivators oftentimes can mimic acting as if they have natural minds, but even they become somewhat twisted by thinking with their Soul rather than their Mind, and natural Elementals often have utterly inhuman and alien perspectives. Most Elementals are "incomplete" Elementals; they are composed of only one or two Elemental Essences, usually just one brought to incredible refinement. This grants them immense power and an innate connection to their Element that only highly advanced Elemental Cultivators can match, but leaves their souls strangely "flat", one-dimensional in a way. They typically lack the capacity to grow and change in ways that do not relate to the Element that composes them, and cannot grow stronger save for increasing the density of the Elemental Essence that composes them. To round out the terms, Automata are those existences which are pure Body, lacking both a Mind and a Soul. Automata are capable of thought in their own way, but cannot interact with Magic or Elemental Essence.

The Golden Goddesses and Deities

This leads directly into the nature of the three Golden Goddesses...none of whom are complete existences. Nayru is a Goddess of pure Mind-and thus she is a Spirit, the most powerful and well-defined one to exist in all the multiverse. Farore is a being of pure Body, and is thus an Automata-who possesses the most complex and powerful Body in all of reality. Din is a being of pure Soul, and is thus an Elemental-the grandest Elemental from which all other Souls are based off of. Their very existence acts as a lynchpin for the rest of reality; Nayru's very existence defines and permits the formation of Sapience, allowing for Minds to exist and for Magic to form. Farore's very existence allows for Form and Bodies to come forth, her Body acting as a living seed from which all other forms are derived. Din's very existence acts to secure the underpinnings of reality, ensuring the functioning and stability of the Axioms with her every breath and action. Together, the three Golden Goddesses **define** reality; this is what it means to be a Deity within this multiverse. One's very existence acts to **define** something-whether that is a concept, a unique form, or a measure of power, a Deity serves as the basis and lynchpin of Definition. They **are** something, more than merely possessing or being composed of something. And this self-defining power grants Deities a potency and capability far beyond what other entities and cultivators can achieve; other cultivators must expend effort or power to achieve things, while Deities can simply **be** and have their will or desires made manifest. Other cultivators and beings must contest their powers against reality, while Deities simply **are** and so their will is made manifest by reality itself. And the actions of other beings and cultivators can be worn away with time and power...but Deities **are**, and so they always will be.

One of the first Deities that arose through cultivation was an Elemental Cultivator who followed a unique art of Music-and in their transformation into a Deity, Music became a foundational aspect of reality. Elemental Essence soon responded to every note played, axioms could be described through symphonies, and so on. This was a grand working of theirs that cost the deity the vast majority of their strength to achieve, but in turn gave back vastly more power to mortals and the world by making Elemental Cultivation a far easier path than before, and music itself became a fundamental axiom of reality where before it was merely a hobby.

Absolution Resistance

Moving away from the subject of Deities and back to the subject of energies, all things in Reality are composed of the Three Golden Powers and defined by the elements of Mind, Body, and Soul. The density of the Golden Powers within certain existences, however, leads to differences in how a given existence expresses itself; within Reality exists a sort of gradient for how "real" a thing is-that is, how dense the Golden Powers within an Existence is and how Absolute the reality of their Existence is. The measure of one's Existence is known as its Absolution Resistance-commonly thought to be the measure of how stable a given Existence is against the warpings of reality and their resistance to foreign energies...while in truth, it is a measure of how resistant a given being is to the ravages of Nonexistence. One's Absolution Resistance is measured as a percentage-that is, a percentage of how much of one's Existence will remain when exposed to the pure essence of Nothingness for one full second. The Golden Goddesses stand at the absolute peak of the Absolution Resistance scale with a perfect score of 99.9%. When acting in perfect Unity, they reach a score of 100.00(...)1%-that is, their Existence becomes so stable that not only does it perfectly resist the Nothingness, but it can also continue to generate a miniscule amount of Existence around themselves in the process. The second most powerful Deity in history for the sake of comparison, who was a dual cultivator of Mind and Soul, had an Absolution Resistance of 80%. The weakest of Deities begin at around 20%, while the vast majority average at around 50%.

The Nothingness

But then comes the question of, what exactly is the Nothingness itself? The Nothingness is, quite simply, Nothing. It does not Exist. It is the void of emptiness that surrounds Reality, the infinite nothingness where all things Cease. It is the essence from which the Golden Goddesses-and thus Reality-was originally born from, but only for the sake of creating something to define itself as-everything that Everything is Not. There is no space or time in the Nothingness, no life or death, simply...Nothing. Whenever something new is created, its fundamental essence is ripped from the concept of Nothingness-it is given life, it is defined, and in defining even the smallest thing the Nothingness grows slightly *less*. And yet, there is an uncountably infinite number of things which Do Not Exist, and so despite Reality continuously and endlessly lessening the Nothingness around it-the Nothingness has never actually grown weaker. When a given Existence is exposed to Nothingness, it begins to break down and Cease-returning to the Nothingness and becoming part of all the things which Do Not Exist. This property of Nothingness is what the Absolution Resistance score is

derived from-how much a given Existence can resist being reincorporated into Nothingness.

The Void

When drawn into Reality, Nothingness is forced to take on the properties of Something Which Is-and thus becomes a sort of "heretical" form of the Golden Powers. Within the confines of Reality, Nothingness acts as a twisted form of the Power of Unity, which dilutes itself into similarly twisted forms of Magic, Ki, and Elemental Essence. This Nothingness which cloaks itself in a veil of Existence is known as "Void"-Void Magic, Void Ki, Void Essence. It is a hungry power which seeks to reduce and consume Reality, destabilizing the world around it, permanently consuming and lessening everything it comes into contact with. The saving grace of the Void is that it is an imperfect mimicry of the Golden Powers-as it consumes more of Reality and reduces things to Nothing, it is reduced in turn. The more that the Void consumes, the more it is infected by Existence itself-until it simply fades away into an aspect of Existence rather than a shred of Nothingness. Thus, in order for the power of the Void to grow within Reality, it must paradoxically consume *itself*; turning on its own false existence and deepening the emptiness of its own shred of Nothingness. Doing so adds nothing to Reality itself, merely allowing an aching and hungry Void to grow further and further within itself-which is part of why Demon Cultivation is so heretical.

=====

Society

The societies and cultures that form throughout the vast multiverse are numerous beyond counting. Though this multiverse cannot truly be called "infinite", it is certainly vast beyond imagining-and in that vast multiverse are countless different cultures. Millions of which can be found even inside a singular Mortal Universe, or a single society could stretch across thousands of Immortal Universes. Thus, only the most prominent of specific societies will be specifically recorded here, while most cultures shall simply be trends and generalities that tend to be followed but may also frequently be discarded in various cases.

Mortal Realm Societies

There exists only one truly prominent Mortal Society in the overall span of the Multiverse-a society born when the Third Reality was still young and the Darkest Evening had only just barely passed. They had gone through many names over the millennia, but perhaps their most famous and well-known name is the Mythril Hand. This Mortal Society was born when their universe was reaching the end of its lifespan, and developed technology to combat its decay due to entropy. For many millennia their efforts were in vain; while they had built grand mechanisms to combat entropy and incredible superstructures to stabilize reality within local areas, they could not figure out a method of preventing the decay of the physical laws as it came in contact with "non-universal substances".

In their final hour, the species of their universe crafted a grand colony ship and evacuated from their dying universe, using all the remaining matter and energy that they could to form ablative armor around the ship in hopes that it would last long enough for them to

pass through the Space Between Worlds and into a more hospitable universe. By pure luck their ship collided with a droplet of blood from a dead True Deity and catalyzed the birth of an Immortal World formed from the principles of their original universe. Their spaceship landed in a divine silver hand, cradling them in the center of an undying universe where they could flourish eternally.

The Mortals were not content with this. They proceeded to colonize and advance society once again, forming dyson spheres and mechanical superstructures the size of galaxies. They studied and tore into the silver hand, cybernetically replacing and augmenting it as they went, and at last discovered the secrets of marrying the scientific with the metaphysical. They evolved their technology and society with this knowledge, seeking to tame the metaphysical and bring it under the heels of logic and science. They spread out like an infection from their home universe, slowly converting more and more universes into Meta-Computronium, which allowed them to calculate metaphysical variables and manipulate the Golden Powers through technology.

Their actions were not unnoticed, and their culture had become cruel and power-hungry in their quest. It took naught but a trio of Lesser Deities to form the Pact of Blood and Steel, which forcibly curtailed the existence and expansion of the Mythril Hand. The Pact was no simple diplomatic agreement...it was a surrender contract, forged after the Deities had destroyed the millions of universes converted to the Mythril Hand's weapons.

In time, the Mythril Hand would expand and branch out once again-forming a coalition of "Awakened" sapients who reject the metaphysical in favor of the technological. By the Decree and Heavenly Laws of many Deities, all who share their ideals are contacted and contracted into the Mythril Hand-allowing their society to grow, but preventing them from bringing disaster upon Reality via the Pact of Blood and Steel.

In the modern age, the Mythril Hand has formed a full artificial Divine World and seven artificial Golden Struts-named Mythril Struts-to support its existence. Their numbers tend to be traders, journeymen, and salesmen of all stripes who sell their metatechnologies to cultivators and naturally metaphysically powerful entities where they travel. Tension still exists between cultivators and the Mythril, but they are at least wholly united in their hatred of Demons and the maintenance of the Pact-which has become as much a shield for the Mythril Hand as it is a binding force against war.

Most Mortal Universes do not develop such advanced civilizations as the Mythril Hand managed to. In point of fact, declaring that any type of society or culture is common amongst Mortal Universes is something of a folly-all kinds of cultures can be found amongst Mortal Universes. Highly advanced scientific cultures, extremely peaceful nature-attuned cultures, warlike barbarians, aquatic nobility, aerial thrillseekers, the lists are as endless as the number of Mortal Universes. There may even be metaphysical cultures-cultures of spellcasters who wield rituals and implements, cultures of elementalists and spiritualists, cultures of warlike beings who harness Ki to destroy worlds, and more. Rarely is cultivation the standard in these universes. Cultures formed around cultivation tend to be the exception in Mortal Universes, rather than the rule.

Golden Worlds

The exception is Golden Worlds. Golden Worlds are unique Mortal Universes formed directly by the hands of the Golden Goddesses, and marked by the existence of a Triforce existing at the center of the Mortal Universe and maintaining it eternally, as if it was an Immortal Universe. Golden Worlds are universally idyllic; the plants and animals on such worlds are innately kind and gentle, and the metaphysical energies within are uniquely placid-allowing them to easily be manipulated and formed into constructs or harnessed for cultivation. Sapient beings are born with a universal language instilled directly into their souls, allowing for communicating and peaceful coexistence with one another from the moment sapience evolves. Further, divine dreams will frequently come to the wisest of sapient beings, granting the secrets of cultivation to them.

Golden Worlds are gentle paradises, protected and guided by the Triforce and the Golden Goddesses. They are usually closest to the Golden Struts as is possible for a Mortal Universe to be, and are protected from the ravages of elements from the Space Between Worlds to degrees that no other Mortal Universe is. If there is one complaint that can be found about them, it is that they tend to all be rather similar-the same selections of races, the same generalized cultures, the same generalized structures over and over again. Never exactly the same, but extremely similar regardless.

The Land of Hyrule

The Land of Hyrule is both a kingdom, a country, and a near-constant across the Golden Worlds. The Kingdom of Hyrule is a peaceful land ruled by the Hylians-a species of humanoids who closely resemble humans with elfen ears, but also frequently have populations of Gorons, Zora, Sheikah, Kokiri, and other species described in the Race section living largely in harmony. They are ruled by a royal family shaped in the image of Hylia, the First Goddess, and the main line's princess will always bear the imprint of Hylia's memories as well as the ceremonial name Zelda, in honor of Hylia's legacy. These races, this kingdom, and this legacy are near-universal to Golden Worlds, and hints at a truth for the purpose of the Golden World's existence...

The Golden Worlds exist as both penance and memorial. To all that was lost in the First and Second iterations of Reality.

Other Artificial Mortal Universes

It is not uncommon for Deities to forge Mortal Universes in their own image, for whatever reasons they may have. Perhaps they simply create those universes to mine for resources-as it is possible to guide the energies of the Space Between Worlds to form incredible treasures in the birth of a universe. Perhaps they create them as artifacts or tools; an empty universe may make for an incredible storage treasure, or a highly dense or uniquely formed universe may be transformed into weapons. But quite often, these universes are formed for the sake of creating fantasy worlds and paradises for the Deities in question. This is not uncommon nor even frowned upon at all; the laws of Karma ensure that such universes will at the very least be treated kindly by the Deity who forged them, and would prevent universes with life in them from being refined or harvested.

Thus, most Artificial Universes of this kind tend to hold the Deity who forged them as a creator being and prime divinity, worshipping them in body and soul. The sapients are often shaped or reshaped into forms that the creator Deity finds pleasing, and more often than not the sapients of such universes exist as something of a cross between religious zealots and slaves for the Deity's pleasure and services. Grooming civilizations and forging societies is something of a passtime amongst certain kinds of Deities, with the results sometimes compared in contests of beauty, scientific or metaphysical advancement, prosperity, and on rare occasion combat ability. Practicing blood sports with artificial universes is deeply frowned upon, but as long as methods to protect the lives and societies harnessed in such sports exist then it remains legal and fair in the eyes of Karma.

Immortal Realm Cultures

The cultures and societies that innately form within Immortal Realms are often vastly more spiritual and metaphysically connected than Mortal ones. It's a simple consequence of their vastly increased metaphysical connection and their unique construction; whereas a Mortal Universe often has extremely hard physics, an Immortal Universe has much "softer" physics that are vastly suggestible by the flows of energy in a given area. Due to that very same phenomenon, highly technological cultures tend to be vastly rarer in Immortal Universes, and those that do exist tend to operate almost exclusively on metatechnology. Finally, Immortal Cultures tend to be both bigger and vastly more long-lasting than Mortal Realm cultures-this phenomenon arises as a direct consequence of the fact that Immortal Universes are, as their name implies, immortal. Further, due to various quirks of physiology and metaphysics, the vast majority of races that are born and exist within Immortal Universes tend to have absurdly extended life spans compared to those born in Mortal Universes. In fact, in terms of lifespan, it's only somewhat uncommon for immortals to be born-not to be confused with Immortals, who not only possess an unending lifespan but incredible power besides. No, while many races in Immortal Universes are born with incredible lifespans or even outright immortality, they are not actually born as cultivators. Perhaps they have unique powers or strength, but they lack the Karmic weight or Absolution Resistance of true cultivators.

It may be somewhat surprising, but most Immortal Realm inhabitants actively choose not to practice cultivation-it isn't viewed as beneath them, but as simply too dangerous. While not every native Immortal Realm being is immortal, the vast majority of them possess lifespans dozens or even hundreds of times in excess of Mortal Realm inhabitants, making for a much more stagnant and oddly peaceful civilization that prioritizes maintaining their lives rather than advancing towards any particular goals. Only those Immortal Realm inhabitants who lack innately endless lifespans tend to show interest in cultivation, and generally only as they begin to approach the end of their life. Due to the innately abundant resources and energies of Immortal Realms, these cultures very often don't even need to develop the advanced technologies that others would simply to survive-leading to peaceful, naturalistic societies forming.

Each of these societies have their quirks, unique traits, and the like-it would be a bare faced lie to say they were all the same...but they share quite a few similarities across countless Immortal Universes. Further, these societies are often extremely influenced or outright led

by ascending powers or cultivators from Mortal Universes, and thus the overall culture will shift and change with the specific neighboring universes and cultivators in charge.

Divine Realm Cultures

Unlike the previous two, the Divine Realms can be easily classified-for there only exists 108 of them in all of Reality. In accordance with the Treaty of Divinity, each Divine Realm is ruled by a council of one hundred True Deities, known as the Hundred Nebula. Each True Deity is given command and rulership over a territory of their choice, of up to 0.5% of the Divine Universe's space. In the smallest of all existing Divine Universes, this would be equivalent to five billion Mortal Universes. In order to better rule over these territories, each Nebula is allowed to host one hundred thousand subordinate Lesser Deities, known as the Constellations. Each Constellation is granted the right to claim up to ten thousand Mortal Universe's worth of space within their commanding Nebula's territory of their choosing and shall be responsible for the lives and well-being of all non-deific non-native sapients within their territory, but all further responsibilities, benefits, and drawbacks are up to the Nebula themselves to decide.

According to the Treaty of Divinity, it is forbidden for cultivator Deities to claim collective dominion over more than 50% of a given Divine Universe; this allows the natives of the Divine Universe-whatever strange forms they take-to live on in non-cultivator territories, and allows for the Divine Realm to continue to generate incredible treasures and opportunities that anyone is free to attain on their own luck and will. Note that this covers only "dominion"; Deities and cultivators are still free to attain territory and carve out a home in the Divine Realm beyond the 50% rules by the Nebula, but are not allowed to claim dominion or rulership within those territories.

Of course, the point is moot because the Treaty of Divinity is a sham of bluster; even with the force of a thousand True Deities and countless epochs, cultivators would be lucky to be able to bring to heel more than ten percent of just a singular Divine Universe. The flow of Golden Powers within is too vast, the suppression of the higher realm too great, and the native elements too potent for any group of Hundred Nebula to be able to honestly claim that they have tamed more than perhaps a singular percent of a given Divine Realm. Thus, while on paper various True Deities rule over truly massive empires within the Divine Realm and can grant their subordinates territory and treasures of unimaginable scale, in practice nearly every Divine Realm is largely a wildland of strange and incredible powers, with small cities and countries-perhaps the size of a single universe at the largest-forged into stability by Divinely-enacted Heavenly Laws holding nearly the entire population of a given Nebula's forces and rulership. These "Star-Forged Cities" are grand and rich places with unique cultures and ideals depending on the ruling Nebula, and even a True Deity can find incredible and mind-boggling treasures and opportunities within, but it pales in comparison to the riches of the "wildlands" beyond the Star-Forged Walls. Thus, many such cities base their economy off of a standing army and guilds that go foraging through the Divine Realm for grand treasures and opportunities, then return to the city to bring greater prosperity to the city as a whole. Adventuring guilds, if you will.

The one exception to this is the artificial 109th Divine Realm, forged by the Mythril Hand. No cultivator has ever entered its walls (and lived), and so it is unknown what exactly lies within its boundaries...but it is known that unlike all other Divine Realms, the entirety of it is ruled with computerized precision. Further, it is supposedly led by a “Council of Dendrites”, though their numbers or the actual organizational structure of such is unknown to all but the highest echelons of the Mythril Hand.

Cultivator Culture

Were it not for the restrictions imposed by Karma, the nature of the Tribulations, and the fundamental principles of Saint Cultivation, it is highly probable that a “might makes right” sort of society may have arisen in the culture that formed around cultivation. And yet, this is not that kind of multiverse. While there are still elements of the primacy of power and seniority, it is a vastly looser structure than it could otherwise have been. The existence of the Karmic Laws further inspires various internal laws, pacts, and rules of conduct amongst cultivators-especially thanks to the power of Heavenly Oaths and Contracts.

Cultivation as a culture tends to downplay the attainment of immortality, despite how paradoxical it may seem at times. Only the most crude of cultivators truly cultivate for immortality...because amongst cultivators, immortality is amongst the easiest of feats to attain. Cultivation for the sake of pleasure or personal enjoyment is also deeply frowned upon-and almost no such cultivators manage to make it past the second Tribulation. An important distinction exists there; enjoying things and finding pleasure in life is perfectly fine, but developing one’s cultivation for those purposes is held with great disdain. Cultivation in order to transcend the world and leave everything behind is also frowned upon-for what point is there to life if one does not act, make connections, learn, and *live*?

Beyond these values, most cultivators tend to share a certain sense of superiority amongst themselves-not a disdain for mortals or mortality, but a certain hubris in that they had the will, talent, and opportunities to develop their cultivation, where others did not. This has often been called an “aloof” or “transcendent” demeanor by those mortals who worship and live under the aegis of a cultivator, but has also been the source of many clashes and issues between cultivators and members of the Mythril Hand. Ultimately it is nothing but a common trend-not something enforced by cultivation itself, but something that occurs as a byproduct of a cultivator realizing just how far above they generally stand compared to mortals.

Finally, cultivator cultures and societies tend to be highly stratified-forming into organizations and social structures with strongly defined layers and ranks. This does not mean that there is limited mobility between these layers and ranks, notably-in fact, it isn’t uncommon for a cultivator to join a society and reach the peak of its ranks within bare days or hours, or for someone who had been at the peak to be kicked to the bottom should they have done something fundamentally against the society and its values. It is simply something of a combination of habit and tradition that cultivators form such social structures-something of an echo of their own methods of cultivation, which almost universally can be broken down into various realms, stages, sub-stages, so on and so forth.

Cultivator Organizations

There exists a wide variety of organizations amongst cultivators and throughout the multiverse, so only the most prominent ones will be mentioned. The Knights of The Goddesses are hands-down the greatest and most well-known faction; they are a coalition of cultivators led by the Golden Goddesses themselves, who act through the Greater Deities who have sworn themselves to them. The Knights are further split into a trio of interconnected factions; the Nayrian Knights, led by the Greater Deity Zelda, the Dinnite Knights, led by the Greater Deity known as the Fierce Deity, and the Faroran Knights, led by the Greater Deity Link.

Guided by the Golden Goddesses, the Knights of The Goddesses seek to safeguard Reality in any and every way they can. Primarily, however, the Knights preside over specific responsibilities; the Nayrian Knights preside over the stability and maintenance of the Heavenly Laws. This duty mostly ensures that no Heavenly Laws clash and degrade each other, the condensing of Heavenly Laws into composite laws so that they gain power and stability while ensuring that the Heavenly Laws never become too complex or indecipherable, and the continued functioning of the Grand Scripture which records all lives and deaths. These jobs require an incredible amount of calculative ability, memory, and analytic ability-which makes the Nayrian Knights highly appealing for Mystic Cultivators.

The Dinnite Knights preside over the stability of Reality's Axioms, the fundamental principles and structures of reality. They ensure the stability and flow of the Golden Powers throughout Reality, maintaining and repairing the Golden Struts whenever they are damaged, acting to reinforce the Multiversal Wall should weak spots ever appear within it, and maintaining the operational principles of existence. These jobs require a truly incredible amount of raw energy and a firm grasp over the functionings of the Elemental Essences, making the Dinnite Knights a highly attractive organization for Elemental Cultivators.

The Faroran Knights act as the fast-response defense force for the multiverse; their job is as simple as it is difficult. Faroran Knights fight demons, strike down the wicked, and end demonic cultivators. Theirs is an endless war with extremely high chances of death every single time they head out to battle, for they often face the worst that this multiverse has to offer. In every single battle save the absolute most ideal that only exists in dreams, a Faroran Knight will be outnumbered a hundred to one, outgunned by Demons or wicked techniques which pierce through a cultivator's Absolution Resistance like it isn't even there, and often working with incredible little information. Being a Faroran Knight is a deeply unappealing task for all save the bravest, the most bloodthirsty, or the most foolhardy. And yet it is also the most lauded sub-organization of the Knights of the Goddesses; Faroran Knights who survive their trials and battles with acquire incredible treasures the other Knight sub-organizations can only dream of, and will often be amongst the most powerful cultivators over time. Nevertheless, the job requirements are so demanding that generally only Body Cultivators survive for very long as a Faroran Knight.

Aside from the Knights of the Goddesses, there exists two more highly prominent cultivator organizations. The first are the Divine Nebula, who form the organization which presides

over the Divine Realms. While the golden Goddesses have a place amongst the Divine Nebula, they do not actually control the organization itself; by ancient pact, they rule only the First World and have no authority over the politics and governing of the Divine Nebula-though their advice and counsel is highly valued regardless. No member of the Knights of the Goddesses may hold office as a member of a Hundred Nebula by the same pact, further ensuring the independence of the Divine Nebula as an organization.

At the head of the organization the Divine Nebula generally functions as a sort of democracy-carefully maintained and guided by pacts and Heavenly Laws to ensure much more efficient governance and functionality than a mortal democracy that is subject to corruption of mortal laws. Despite that, a great deal of backroom dealing occurs for a vast number of issues and considerations, and the judgement of the Divine Nebula is extremely slow in all but the most clear-cut cases.

Beyond the pacts that keep the Divine Nebula connected as a single faction and their desire for independence from the rule of the Golden Goddesses, extremely little actually unites the Divine Nebula. Each set of Hundred Nebula is itself a mishmash of cultures, societies, and ideals that are forced to make a great deal of compromises in order to function alongside each other, and this issue is only exacerbated at the peak of the Divine Nebula. For this reason many also tend to consider the Divine Nebula as the “independent” faction of the multiverse, granting variable benefits and forming many almost schizophrenic internal organizations the lower one goes down the rankings.

Aside from these two factions, it is also extremely common for cultivators to simply choose not to be affiliated with a given organization. These cultivators are simply lumped together as “unaffiliated” and tend to be all manner of beings from all walks of life, with all sorts of motivations and goals. While approximately 80% of all cultivators are unaffiliated, only about 10% of Deity-level cultivators are in this group; once they reach Deity-hood, cultivators tend to join either the Divine Nebula or the Knights of the Goddesses.

Mortal Cultivator Culture

While the cultures and societies of Mortal Universes are nigh-infinitely variable, cultivators that emerge in mortal universes tend to fit into one of three archetypes. The first of such are cultivators who operate within a “masquerade”; they hide their cultivation from the mortal masses, careful to keep their metaphysical powers secret for one reason or another. Such cultures tend to center around Mystic Cultivators primarily, Body Cultivators secondarily, and only on rare occasions will Elemental Cultivators emerge in such societies. Cultivators formed in such societies generally tend to be schemers, patient, and extremely clever about their usage of their cultivation base-though often lacking in actual raw power usage.

The second archetype that tends to emerge is the “False Magitech” society, where the metaphysical and the mundane become loosely integrated. True metatechnology is nigh-impossible to develop in a Mortal Universe without something like a Deity’s blood and an impossibly advanced civilization nearly capable of rewriting its entire home universe, but such societies can often go for much simpler forms of metatechnology; specialized

crystals which react to certain energies, workers who harness Body Cultivation for construction purposes, Mystic Cultivation used for study techniques, so on and so forth. These cultures tend to be highly balanced in terms of what sort of cultivators tend to arise within them, and highly skilled in a wide variety of utility uses for their powers-but few of such cultivators tend to have any major skill in pure metaphysical combat.

The last are “metaphysical dominance” cultures, where mortals are ruled over or held as secondary to cultivators and those who can wield the metaphysical. Such cultures tend to form into aristocracies and/or semi-primitive societies without advanced technology, but this is not an absolute rule by any means. Such cultures often tend to be a great deal more unstable than more advanced cultures, engaging in open warfare without regard for the world around them or the karmic implication much more often than other such cultures. Due to this these cultures tend to engender hardened cultivators who do not have as broad of skill in using their cultivation bases, but are vastly more capable in combat than other cultivators and much harder to boot. Elemental Cultivators tend to dominate in these cultures, followed by Body Cultivators, with only a token amount of Mystic Cultivators.

Immortal Cultivator Culture

Two kinds of “Immortal Cultures” tend to arise within Immortal Realms-Ascending Powers, and Native Powers. Ascending Powers are those cultivators who arrived in an Immortal Universe via the Grand Tribulation, foreigners with immense power. They tend to carry over the generalities of their home universe’s culture and society with them, adapting things as needed; in a primitive world where the metaphysical is openly practiced and known, a cultivator from a Masquerading universe won’t exactly go out of their way to hide their mystical prowess, but will still likely practice methods of intrigue and disguising the true depths of their powers, whereas a cultivator from a Dominance culture will seek to re-establish their dominance or society as soon as possible in such universes, just to name a couple of reactions.

On the other hand, though it is rare, occasionally the native inhabitants of a given Immortal Universe will develop a culture and civilization of cultivation on their own before any Ascending Powers arrive. This generally leads to the existing society gaining a great deal of stability even in the face of Ascending Powers, and generally leads to them forming a major faction within the given universe. Such factions don’t often tend to be dominant, unfortunately-it is simply a matter of far too many Ascending Powers continually arriving versus far too few Native Powers seeing much point in cultivation, but it does happen and such factions often have unique cultivation secrets or techniques developed by their False Immortal ancestors and lifespans.

Divine Cultivator Culture

As cultivators approach the very peak of power possible, cultural barriers begin to blur and differences between others fade-standing above countless universes, it simply becomes a matter of perspective. This is not a universal effect-nothing truly is on the scale of the near-infinite multiverse...but it’s a highly common one, and thus most Deities tend to leave behind much of their old cultures by the time they reach Deity-hood and form into vaguely

communal societies. While they will still bear the trappings of their old cultures and civilizations, they will often simply look past those trappings on others and interact with them in under a shared sort of pseudo-culture based on shared understanding of the Heavenly Laws and personal agreements between each other.

A common shared culture that tends to form is a sort of pseudo-aristocratic culture where one's affiliations and cultivation base are generally equivalent to their "standing" while their Karma and unique artifacts are treated as "wealth"; Deities have almost no need for the wealth that Mortal and even most Immortal universes use, as it's within their power to almost freely fabricate resources directly from the flows of energy throughout Reality. Thus one's Karma-the accumulation of one's deeds and existence-and the unique artifacts that one has accumulated take the place of such things for the purposes of determining social standings.

One highly common practice amongst Deities is "Universe Condensation", or the formation of universes out of ambient Golden Energies in the Space Between Worlds. Without a great deal of effort and preparation Universe Condensation is generally a highly randomized process, and 95% of the time will result in the formation of universes with no potential for life of any form. These universes are known as Sterile universes, and it is an extremely common practice to harvest Sterile universes for resources, unique forms of energy, unique physical laws that can be shaped into interesting artifacts, and so on. It is not uncommon for Deities to actively work to reshape Sterile universes and craft them into grand artifacts for one purpose or another; they can often make for extremely useful storage treasures, weapons, tools, or even simply interesting beautiful treasures.

A much more common-and controversial-practice is the formation of Fantasy Universes. While 95% of all universes formed by Deities through Universal Condensation, the remaining 5% possess the potential for sapient life to arise-in one form or another. Such worlds are marked as protected by the Heavenly Laws, and cannot be changed from the outside by cultivators once they are formed. Thus, Deities who form them must enter and continue their shaping from within. Acting almost as "creation gods", such Deities will carefully shape the energies of the universe's birth from within to form a universe to their specifications and desires, even going as far as shaping its connection to the Heavenly Laws if its within their power. Such things are often extremely slow processes and highly draining for most Lesser Deities, requiring billions of years at a time. What, then, would inspire a Deity to go to such lengths for the sake of what is often a single Mortal Universe?

Their own personal paradise, generally. An entire universe shaped to their desires, fulfilling their every fantasy. A heaven where they can find safety and security, comfort and peace, exactly as they might desire it. Or a world of endless war and survival of the fittest, where they may fight and hunt and kill to their heart's content without care for the Karmic Laws. Or even an ideal world to forge a perfect successor for their techniques or legacies. The purposes for such a thing are numerous, but generally they exist to fulfill some fantasy or desire of their creator-thus, they are universally called "Fantasy Universes."

The creation of Fantasy Universes holds some degree of taboo and controversy; while it is not innately sinful to create and reshape them, the more involved one becomes in shaping

the sapient and societies of those universes the more deeply one ties their personal Karma to it-which can lead to one taking on a fraction of the Sinful Karma of every being who commits evil in that universe. Merely shaping the universe to ensure life arises in a certain form is not enough; actively guiding the civilization in some form-through preaching or leading them-would be more than enough. The line is extremely fine and varies from cultivator to universe. Despite this, the creation of Fantasy Universes remains an extremely popular practice, despite the difficulties involved.

General Racial Cultures

There exists an unfathomable number of species and sapiens throughout the multiverse, formed from a limitless number of universes, shaped by an endless number of cultures and societies, and interacting in countless ways. To try and generalize how each species interacts with each other would be the highest of folly; in one universe a species born of coherent dark energy might be at eternal war with a species born of baryonic matter, whereas in another a species born with unique metaphysical abilities might actively choose to mate for life with a vastly inferior species that they psychically bond to. Perhaps in one universe there exists only a singular being, whose consciousness formed out of the physical laws that exist as the basis for the universe itself. In another, all life may be subsumed by a species of achronal hive minded bacteria who rewrote their universe's timeline to ensure they have always been all there was, and would always be all that existed.

As one's cultivation develops, these differences become less and less notable; the difference between a cultivator's body shape becomes negligible at the level of Immortals as it has no impact on their capacity to act on the world through their cultivation base and the sheer weight of their existence, and by Divinity one's body shape tends to become a matter of pure aesthetic rather than anything of actual substance. The only exceptions to this are Incomplete Existences and Demons.

Incomplete Existences are often regarded as crippled beings-for in many ways, they are. Such existences are incapable of interacting with or comprehending entire swaths of Reality-a Mindless being will never be able to comprehend Magic, a Bodiless being will never feel the touch of Ki, and a Soulless being cannot interact with the Elements in any way. In combat these act as critical weaknesses, as if an open seam that other cultivators can simply reach into and tear open should they have the right Golden Power to do so and the incomplete existence has not taken steps to defend their existence in some way. Further, such beings often have extreme difficulties in merely interacting with day to day life; Bodiless beings almost always lack corporeality and require that they act through proxies and avatars, Mindless beings are rarely capable of conscious thought or creativity, and Soulless beings are generally incapable of actively changing their own behavior or growing as a person. While the way they are regarded in their home universes differ a great deal, amongst Immortal and Divine cultivators Incomplete Existences are often regarded with some form of either pity or disdain, as it is extremely difficult for most Incomplete Existences to become Complete once they have begun the path of cultivation.

Interactions with Demons

Universally amongst all races of Existence, Demons are loathed. This is true in all but the most twisted and evil of sapiences; Demons are fundamentally opposed to the existence of All Things, and All Things are fundamentally opposed to the existence of Demons. In the least metaphysically inclined universes this can be nothing but the barest whisper of instinctive distrust, yet as one begins to cultivate it becomes increasingly clear just how *wrong* the existence of Demons is. In almost every possible situation, slaying Demons is rewarded by the Heavenly Laws as a Beneficent act; only when a Demon is actively attempting to cease being a Demon through peaceful means will the Heavenly Laws shield them in any way, suppressing the instinctive *wrongness* that Demons emanate around that Demon in specific. That doesn't mean that Demons don't have their own cultures, societies, and beliefs-only that an endless war exists between all of Existence and Demonkind. There is an infinite number of Demons seeking to enter Reality outside of the Multiversal Wall, and a near-infinite number of Demons endlessly bubbling up from the Demon Realms. And from the very moment they are brought into Existence, they themselves learn an instinctive hatred of all that Exists. How they would go about this generally depends on the specific Demon, but it never changes the fundamental truth: Demons hate Existence, and Existence hates Demons.

Metatechnology

Technology is often considered as being what separates savages from sapients; the capacity to wield tools and apply force through mechanisms rather than directly is what allows most societies to advance beyond animalistic intelligence and living. Even in a near-infinite multiverse this holds true, but it is extremely difficult to develop technology when the very laws of physics can vary immensely from universe to universe. Over time, two generalized solutions to this issue have emerged. One solution is to work alongside the metaphysical, learning to manipulate it into self-maintaining forms and weave the Golden Powers into machinery that defines its own operational principles while ignoring the laws of physics. The other solution, the solution largely employed by the Mythril Hand, is to create technology so advanced, shielding so durable, and calculative ability so profound that it is capable of generating and maintaining the very physical laws and phenomena that it itself operates under, independent of the support of its home universe's physical laws.

Cultivator Metatechnology, as it is often called, is a principle of metaphysical manipulation that has been discovered and rediscovered by cultivator civilizations countless times over the span of the multiverse's existence. While many cultivators are capable of unleashing their energies in the form of mystical techniques or energy constructs, it is only a few steps further to develop those techniques to become self-sustaining and self-maintaining, forming the basics of this form of metatechnology. Chiefly amongst its benefits is its ease of construction; any cultivator who knows the energy weaving pattern can create specific forms of metatechnology, and can even experiment to customize it quite easily depending on their own cultivation base. Further, it can easily be empowered or adapted for various uses, making the creation of specialized equipment on the fly essentially standard. For drawbacks, this form of metatechnology is often considered quite fragile and easy to disrupt; the expression of a cultivator's energies is often enough to rip apart most

constructs not specifically shielded against such things, making the vast majority of this form of technology useless for highly active cultivators.

The metatechnology of the Mythril Hand, on the other hand, traces its origins back to the origins of the Mythril Hand itself, and its operational principles are held secret and guarded jealously by the members of the Mythril Hand. It is, simply put, the logical extreme of a mortal society developing their capacity to comprehend and exploit the physical laws of their home universe, until they figured out how to create technology which could actively rewrite the physical laws around itself in order to enforce its own existence onto Reality regardless of the lack of stable physical laws. The sheer technological brilliance required for such a feat is nigh-impossible to describe, and even then required samples in the form of the blood of a True Deity to perfect it...but now allows this faction of mortals to essentially divorce themselves of the metaphysical entirely, creating self-defining technology the likes of which can't be found anywhere else in the entire multiverse.

The benefits of this form of technology lie in its durability, versatility, and sheer capability; the Mythril Hand's technology generates a sort of artificial "Absolution Resistance" to it that allows it to endure the actions of cultivators and the forces of the metaphysical pressing upon it, and even go as far as defining the laws of physics in a defined radius around itself. This is not like true Absolution Resistance; when exposed to Nothingness, it disappears into nonexistence as if it had no Absolution Resistance at all. It is instead a unique form which insulates itself against metaphysical energies and effects alone. Further, this technology is capable of a truly incredible amount of things; it is the technology that the Mythril Hand harnesses to construct entire universes to their specifications, and is the basis of their entire society. Finally its capability is truly incredible; with this form of technology members of the Mythril Hand are capable of battling directly against cultivators and even pushing back their various techniques and abilities quite well. It would require tremendous cost on their part to defend against even a handful of True Deities, but it is possible to do. On the other hand, this technology is highly limited in other ways; it is specifically born from a disdain for the metaphysical, and so has never been developed to interact with the Golden Powers to any appreciable degree. Further, it is incredibly vulnerable to the actions and powers of Demons and the Void; these effects can pierce through the self-defining technology's defenses as if they simply do not exist.

=====

Legendary Figures

There exist countless legendary figures throughout Reality, beings who stand head and shoulder above their peers...but in a grand and near-infinite multiverse, it is difficult to be renowned across the entirety of all existence. Thus, this section will focus primarily on those beings who are so legendary that their name does, in fact, rebound across the span of Reality-beings who have shaken all of Existence with their actions.

Link

Link, also known as the Shining Saint, is perhaps the second most significant individual in all of Reality-if one includes the Golden Goddesses as a single entity. He was the first being

who ever practiced the Saint Arts, inventing them wholecloth with the help of the Master Blade, and through sacrifice of his Mind, Body, and Soul he re-shattered the nearly revived form of Demise and repaired Reality into its modern incarnation-also known as the Third Reality. For a great deal of time, it was believed that there was nothing left of Link in the wake of his sacrifice; every last scrap of his existence had been unmade to give birth to this new Reality, after all...

But certain legacies of the Shining Saint remained. Link had not been a celibate cultivator, and his bloodline managed to survive the Darkest Evening and thrive in a number of different universes. His teachings-the Saint Arts-were taken up by the Golden Goddesses and spread throughout all of Reality, to strengthen it and honor his sacrifice. And while Link may have sacrificed all that he was to bring an end to the Darkest Evening, the Master Sword would not allow him to fade so easily.

In a plot countless millennia in the making, the spirit of the Master Sword carefully cultivated and curated a family line of mortals descended from the Shining Saint, until an infant was born with very specific qualities that she had been selecting for. This infant would grow into a young man, facing challenges and hardship on a quest to slay demons plaguing his hometown, and would eventually take up the Master Sword-and upon contact, the Master Sword would pour forth the countless memories, emotions, and will that she had recorded of the Shining Saint-allowing for a limited sort of reincarnation.

It was imperfect. Link the Second, as he would come to be known, simply was not the Shining Saint. But he was close, and wielded the Master Sword for many centuries as the living reincarnation of the Shining Saint's will. Upon his ascension to a Greater Deity, the Master Sword left him and return to wandering the multiverse, while Link would go on to forge a Gilded Blade that he would wield from then on in defense of Reality. Though he is not the Shining Saint, he is acknowledged as second only to the Golden Goddesses in power, and serves as the Knight of Farore and husband to the Greater Deity Zelda.

Fierce Deity

The Fierce Deity was one of the Master Sword's "early projects"; a child born of the Shining Saint's bloodline. His blood was more pure than most, yet ultimately he was rejected by the blade. Despite that, he was left with many blessings as a child and possessed incredible aptitude for Saint Cultivation. Unfortunately, the possibility of them being a peaceful cultivator was never to be.

The Fierce Deity's family and home would be lost in the bloodshed of a war between two mortal kingdoms bare years after the Master Sword had left that world. At the time a child, he would be so traumatized that his hair turned white...and consumed by wrath, the child would take up arms and seek to bring an end to this war by force. While the idea of a child taking on two armies would seem laughable, this was a child who held the bloodline of the Shining Saint, and still bore blessings of the Master Sword. The child tore a bloody path through trained soldiers and countless warriors, staining plains, forests, and cities crimson. What was once a war of conquest became a war of survival as the two nations formed a treaty to slay the demon child in their midsts.

The child would grow up in forests and bloody fields, fighting an unending war of survival each day, scavenging equipment from those he slayed, and wandering a path of endless bloodshed chosen out of a sincere desire to bring an end to war. Almost by pure accident did he begin a path of cultivation, born from endless bloodshed and tempering his spirit with unending death. And in beginning a path of cultivation, cultivators began to hunt the Fierce Deity for bringing such chaos and death in his wake. No matter who came to kill him, the Fierce Deity was never slain-and all who fought him, died. Though he was regarded as a demonic and evil figure by most and was pressed down by the karmic weight of a near-endless number of lives reaped by his hand, he was never plagued by any particularly significant amount of Sin.

As a man he wandered from town to town, city to city, field to field, slaying monsters, criminals, demons, and more. His very presence brought an end to wars, though he was considered more of a calamity than a saviour. In time he would pass the Grand Tribulation-but rather than lingering the an Immortal universe, he would instead set out to the Space Between Worlds and to a nearby Demon Realm. With the blessing of the Master Sword he could freely cultivate and develop himself there, and his exile to the world of demons suited him best-for he could not condone acting as a living disaster for the peaceful residents of the Immortal Realm.

From Demon Realm to Demon Realm the Fierce Deity wandered, growing endlessly stronger through endless bloodshed. Eventually he reached a certain peak-and in doing so, shattered a whole Demon Realm and ended it entirely in the midst of a certain event. In the same moment he ascended to the status of Greater Deity-the third one to ascend in all time. Shortly afterwards he would swear himself to Din as her Knight, seal away his Principle and much of his powers, and return to his endless crusade across Demon Realms. The reason for his actions, or even his locations, is known only to himself.

Hylia

Hylia is the First Creation of the Golden Goddess, and was also known as the True Being. Into her the Golden Goddesses poured a truly immense amount of their power, forging a perfect Mind, a perfect Body, and a perfect Soul in absolute harmony. She was to be a second Golden Seed, and allow the Golden Goddesses to understand their own existence better...but despite their efforts, she simply was not. Though her mind, body, and soul were Perfect, they were not Everything-and thus, she could not be a Golden Seed like the Golden Goddesses were born from. Instead, she became the first servant of the Golden Goddesses, acting to care for the things they created and abandoned in the First Reality. She was their steward, in essence, continuously following after them, sheltering and guiding their creations, and learning what it meant to Exist all the while.

When Demise came, she fought to preserve Reality-guiding and protecting all the creations of the Golden Goddesses that she could and sacrificing bits and pieces of herself to stave off the Primordial Demon's hunger and attacks. She fought, and failed, time and again...until all that was left of her was the barest sliver of her existence, the distillation of all that she was into a blade that defined itself and could not be consumed by the Nothingness no matter how it tried. This blade would come to be called the Goddess Blade, as it was forged from

the existence of a being who could only be called a Goddess. In time, and with the help of the Shining Saint, the forgotten powers of the blade would awaken and a shadow of Hylia's previous existence would return, reforging the Goddess Blade into the Master Sword.

The Master Sword now wanders Reality, seeking remnants of the Shining Saint with a mad fervor married to an endless patience. It seeks to recreate and reattain its first and greatest wielder, though it shall not hesitate to allow itself to be wielded by any hero who bears the Shining Saint's ideals and is in need of its assistance. When wielded, the Master Sword is capable of granting power equivalent to a True Deity even to mere mortals, and should it be wielded by a Greater Deity then it is said that their power would be enough to cleave forth a new Reality from the Nothingness-though whether the wielder would survive such a feat is doubtful.

The Master Sword also bears many legacies, bloodlines, and memories of the First Existence, and can grant strange and incredible blessings thanks to that-though each of such blessings shall only be granted after a test has been administered. Finally, after its many transformations, the spirit of the Master Sword has declared that her name is Fi.

Zelda

When speaking of Zelda, there are generally two different ideas of what one is speaking of. The first is the Zelda Archetype, found on Golden Worlds. On Golden Worlds, Zelda is a ceremonial name granted to the princess of the reigning King of Hylia. Almost universally this form of Zelda is extremely gifted in magic, bears a powerful soul, and a uniquely potent body...but otherwise tends to simply be mortal women. Their innate talents may see them becoming cultivators of some skill, but few of them actually practice to any appreciable degree save for when their kingdoms are in true danger or will be facing disaster in some form.

The second, and what most cultivators tend to think of, is Zelda The Reborn. The Reborn was originally another incarnation of the archetype Zelda, but their particular Golden World was attacked and nearly destroyed by Demons-necessitating that she cultivate to Immortality to fight off the invasion. She could no longer return to her Golden World due to having grown too powerful, and continued to cultivate further until she reached the level of a True Deity. Then, and only then, did she briefly come into contact with the Master Sword. And in that moment, her soul and essence resonated with the spirit of the Master Sword, and she inherited the will and memories of Hylia.

In that moment she fell into deepest despair for all that was lost, and discovered her Principle-becoming the fourth Greater Deity. She would wander Reality in a daze for many epochs, earning the title of "the Weeping Goddess" as she wallowed in despair, but would eventually make contact with Link the Second and find a new reason to live. Some time afterwards she would marry Link and swear herself to Nayru as her Knight.

Demise and his Curse

Demise is the First and Primordial Demon, whose flesh composes every Demon Realm, whose will exists eternally within the Void at the heart of every Demon, who lays dead and

scattered throughout Reality yet whose will is undying. Demise is the counterpart to the First Existence that is the Golden Goddesses, born from Nothingness with one simple command and goal imprinted within it: return Everything to Nothing. He nearly succeeded in bringing about an end to all Existence, but was eventually sundered by the Golden Goddesses-who proceeded to restructure Reality into a prison for the countless fragments of Demise. As Reality grows stronger, Demise's fragments grow weaker-and theoretically, this prison would eventually grind Demise out of existence entirely, bringing a true end to him.

And yet, upon his sundering, Demise's will infected and defined the Void, bringing forth Demonkind and instilling The Hunger into the Void itself. This is known as the Curse of Demise, from which all Demons are born and from which the Void itself shall never cease to attempt to bring an end to all Reality. The Curse of Demise tends to ebb and flow, sometimes stronger and sometimes weaker; the greater the strength of the Void in certain areas, however, the more powerful the Curse shall become. More and more Demons shall precipitate from the Void, and the Hunger shall grow into an unbearable clawing within them. On Golden Worlds, the Curse is nearly nonexistent; should a Demon live on a Golden World, they would barely suffer even the slightest tinges of Hunger even if they are moderately powerful.

The Curse of Demise does not just contain his hunger for destruction and his will to bring forth endless Demons, however. It also contains his last will and power; particularly powerful Demons and Demonic Cultivators tend to notice strange urges within them as they progress, an undefinable hatred and voice urging them onwards to destroy all things that exist. This is the Will of Demise, lingering within the Void eternal and undying. To tap into the Will of Demise can see a Demon Cultivator reaching levels akin to Divinity almost instantly, but their own mind and existence will almost instantly be unmade as they are turned into naught but an extension of Demise, reincarnated to bring about destruction to Reality. Nevertheless, the Will of Demise remains deeply tempting for Demon Cultivators, for it promises incredible things to those who can hear it in return for hosting it. A deal with the devil, in essence.

Ganondorf

Ganondorf the King of Thieves, also known as Demon King Ganon, is the only being who has managed to successfully cultivate both the Saint Arts and the Demon Arts at the same time. Many have tried before him, and all have universally failed...and yet somehow, Ganondorf has managed to do it. For those few who he has deigned to answer the questions of, he has mentioned that he had stolen "the Will of the Gods" and married it to the Will of Demise, forging his own Demon King's Will and earning the title of "King of Thieves". He is a cruel and callous being, but not without fairness or a sense of honor.

Ganondorf was born a mortal, the only male amongst a tribe of mortal Gerudo. He was raised to be their king, leading them to great prosperity through great cunning and thievery...but was eventually taught the Demon Arts by the tribe's twin shamans, and began to traverse the path of the Demon King. The Gerudo Tribe eventually went to war with a nearby Hylian kingdom, and began to lose quite terribly. Ganondorf, in turn, drank deeply

and swiftly of the power of the Void and made contact with the Will of Demise. In return for fighting back against the Hylians and ensuring the safety of his tribe, Ganondorf gave himself to the Will-becoming Demon King Ganon for the first time. And yet, the teachings of the tribe's shamans was clever, and he was able to preserve his own Will within crystals and symbols. After destroying the Hylian kingdom, Ganondorf would take his own body back from the Will of Demise, returning to his previous self and deeply empowered by the Will...but it would be a temporary measure, for the Hunger had set in deep within his existence.

He willingly exiled himself from the Gerudo and traveled to the Demon Realms, seeking a method of quenching the Hunger within him permanently. He gathered up armies of Demons and waged wars on many universes, often winning, sometimes losing, always just a step ahead of those who would see him slain. At last he gathered up the greatest force he possibly could, retook the form of Demon King Ganon, and struck down a Golden World-from which he ripped the Triforce within, claiming it for himself. And within that Triforce, he found the secret necessary to ending the Hunger within him.

Unlike other Demons who would happily consume the Triforce and strengthen the Void within them immensely, Ganondorf coveted and protected it-learning from the flows of power within it and learning to integrate it within himself without destroying it. Countless years would pass, but with time the Triforce itself would allow him to attain a Saint Art which served to perfectly counteract the Demon Arts that he practiced; in a twisted mirror of the cycle of Reality itself, the Saint Art he practiced fed and constrained the Void within him, freeing him from the Hunger and allowing him to become the one and only existence to ever practice both the Saint and Demon Arts at the same time.

He would go on to cultivate to the level of a Greater Deity, just a step or two below the Golden Goddesses themselves. Through the power of his Void he has never needed to face the Tribulations nor the Karma of his actions, and through the power of his Saint Arts he has attained nigh-limitless strength. He is endlessly hunted by the Golden Goddesses and their armies for his blasphemies and crimes, but has never been caught or killed. Despite his cultivation level, he is an aberration; he possesses no Divine Signet, and his Divine Name is a corruption of Demise-as it was forced on him by the Will of Demise long ago. Thus, though he possesses power equivalent to a Greater Deity, he cannot truly be called such.

When he is not escaping from the Golden Goddesses or their forces, Ganondorf is known to be a wanderer amongst Reality. He has taken on the role of a wandering master, frequently teaching a cultivation style that he personally penned as "The Downfall of Demons"; a unique style of Soul Cultivation that is uniquely suited for allowing its users to command and slay Demons or beings infused with the Void with barely a thought. He is also a frequent defender of Reality, very rarely actually killing Demons himself but often serving to protect universes and battle against evil.

Majora

Very little is truly known about Majora's true origins, but it is said that once upon a time he had been an Elemental Cultivator of unmatched genius. Despite that though, just as he was

stepping into the Immortal Realm he made a misstep...and was lost between worlds, trapped in a realm formed from his own soul. It would be many centuries before Major emerged, and when he emerged he was not the Majora that he once was. He emerged as a dragon, scales seething with the power of the Void and twisted in a strange way that pushed all dregs of the Elemental Essence of Time away from his being. Known then as Void Dragon Majora, he terrorized and rampaged through both Mortal and Immortal realms for many millennia; no matter who tried to slay him, it was simply an impossibility. Majora's wounds healed as if they were never inflicted, the Void he wielded pierced through all defenses cultivators could muster, and even when someone truly did manage to slay him he would simply emerge from his own corpse in a swirling portal of Void-eternally incarnating.

The exact events that Majora underwent while lost between worlds is unknown, but over time it would come to be known that Majora had found a method of escape...in the form of practicing the Demon Arts. And as before, Majora was an unmatched genius in cultivation. They discovered a method of imprinting their will directly onto the Void, unconsumed and eternally reincarnating as they simply reconstructed the whole of their existence from pure Nothingness. They had become less a cultivator and more a Primordial Demon-not on the level of Demise, but very much akin to a younger sibling of the First Demon. And in doing so, they had attained power and a form that could not be slain or defeated by any cultivator within Reality.

...Until the Fierce Deity emerged to strike down this threat. The two of them battled in a timeless land on a Demon Realm, and the Fierce Deity found Majora to be no true match for his battle prowess...but it didn't matter how many times the Fierce Deity struck Majora down. The Primordial Demon Cultivator would simply reform himself from pure Void, effortlessly recreating himself each and every time he was struck down. Thus was the power of a Will of the Void.

The Fierce Deity realized this, and devised a solution. Harnessing a blade forged from pure Elemental Time, the Fierce Deity cut down Majora and carved his own body apart in the same moment-harnessing his own Signet and Name to become a living seal for Majora's existence. The Signet and Name became a mask and sealing brand, creating a shackle and gateway for Majora; only through passing through the "gateway" that was the mask could Majora incarnate itself, and only while the mask was being worn. While Majora could still reincarnate endlessly, he could no longer act save for harnessing the bodies and existences of those who wore his mask. And even then, the mask itself was a subtle trap for Majora; the will of those who wore it would slowly influence Majora's will, just a little bit at a time. Should enough people wear it and a great enough will infect Majora, then his existence as a Will of the Void would be undone-bringing a final and true end to the primordial demon.

Finally, the Fierce Deity carved away his own Principle and forged it into a second mask-the Mask of the Fierce Deity. He sealed this mask into Majora's Mask, creating a safeguard so that even should Majora rampage freely through stolen vessels for his will, the Fierce Deity could still act to strike him back down and protect the world. Thus is the legend of Majora, and the origin of Majora's Mask.

Vaati

The Wind Demon Vaati is a Demon Cultivator of far less infamy and power than Majora, though paradoxically far more well known. Vaati one of the first Demon Cultivators to ever wholly give themselves over to the Will of Demise, alerting the Golden Goddesses to the fact that Demise was still “alive” in some limited sense and attempting to break its bounds even now. Due to giving himself over to Demise so wholly he was impossible for normal Deities to slay, and would eventually be sealed away by the legendary Four Sword-which itself would be lost shortly after that battle.

As a youth Vaati was born to a diminutive species of mystically-empowered beings known as the Picori, also known as the Minish. They were famed as mystic scholars and craftsmen, whose creations could achieve anything despite themselves not being particularly powerful. Even amongst them Vaati was uniquely prodigal in his studies of the mystic arts, but was unsatisfied with his lot in life...and so developed a unique cultivation method personal to him and him alone, which he called “The Hungry Wind”.

Stealing a cap from his mentor which was famed for its power to transform the world akin to a Triforce, Vaati harnessed the Hungry Wind and swiftly grew in power-going from nearly mortal all the way to the peak of Immortality in just a few short years. The Hungry Wind was a demonic cultivation art, and hid Vaati from the Karmic Laws-and with the Wishing Cap, he could keep the Nothingness within him eternally sated, so he feared nothing. Nothing...

At least, until a young descendent of the Shining Saint awoke in a mortal village, spurred on by an inner light and the plight of those around him. With the assistance of Vaati’s mentor this “Link” would go on to attain the Picori Blade, reforge it in the Four Elements into the full Four Sword, and nearly strike down Vaati despite being nearly a mortal. In terror at the impossibly powerful child who had nearly unmade him, Vaati beseeched the Void for more power...and was granted it in the Divine Name of Demise, becoming its incarnation. Vaati could no longer be killed, but had in turn become nothing but a puppet for the Will of Demise. Despite that, though, this “Link” somehow managed to pull through-sealing away the Wind Demon Vaati within the heart of the Four Sword.

Sages

While there are many kinds of sages throughout the multiverse, the ones that concern cultivators the most are those beings who are innately blessed by the Golden Goddesses and possess an affinity for some Axiom of reality; whether an Elemental Axiom, a Principle Axiom which governs one of the non-Elemental Laws, or something else, Sages are born with a deep affinity for certain pillars of reality. This grants them immense power independent of cultivation as well as an instinct for the desires and wishes of the Golden Goddesses-and by extension, the will of the Heavenly Laws. Many Sages may exist at a time, and their presence is always deeply respected for they can wield immense power through their affinity to the Axioms...but above those are the Grand Sages, who govern the common Sages and hold the direct approval and ears of the Golden Goddesses.

The Grand Sage of Music

Little is known about the history of the Grand Sage of Music, and what is known is often spun into strange tales and wild rumors. According to the stories, the Sage of Music was naught but a simple mortal bard at first, who sought to find the “essence of music”. He did so by singing, and writing, and singing some more-and quite naturally, his soul began to grow more powerful. He surpassed the Tribulations without ever noticing they were even happening, simply writing and singing and playing music in an endless loop as he sought “the essence of music”. Finally, shortly after he ascended to godhood, he wandered into a tavern on a Golden World and met the Golden Goddesses. He did not see their beauty, or their power-but some mysterious quality that seemed to allow him to complete the song he’d been searching for his whole life. And right then and there, he sang the song that was the Essence of Music-shooting past Lesser Deity and True Deity to become a Greater Deity all in one go. And as the song concluded, so too did his power leave him-reducing him from a Greater Deity to a Fourth Stage Immortal in an instant. Meanwhile the Essence of Music echoed out throughout all of Reality, so sublime was its power that it became a new Axiom rather than a Heavenly Law. Satisfied, the Sage of Music put his instruments away and prepared to wander off to who-knows-where, only to be stopped by the Golden Goddesses themselves. They asked him what reward he would like for playing such a beautiful song, and offered anything his heart desired. Riches, power, women, a whole Divine Realm for himself. He turned it all down, until Farore asked if she could at least hear him play some more music. And that, the Sage accepted-and so’s the story of how the Grand Sage of Music became the minstrel of the Golden Goddesses.

=====

Legendary Artifacts

There exists an uncountable number of incredible artifacts throughout Reality. From the Metatechnological miracles of the Mythrill Hand, to the Void Artifacts forged by Deities; the Legendary Blades, Mystic Masks, and Triforces that litter reality. And this doesn’t even mention the countless natural treasures such as spiritual fruits, berries, gems, so on and so forth. This will only cover some of the most legendary of artifacts in existence, due to how many artifacts there are to discuss.

The Triforce

The Triforce is one of the most powerful artifacts in all of Reality...as well as one of the most common. A Triforce sits at the heart of every single Golden World in existence, and the Multiversal Wall is tiled periodically with massive Triforce structures; as the Multiversal Wall grows, new Triforce structures grow into place alongside it, maintaining the periodic tiling. With collaboration and effort it’s possible to gather up a grand amount of Divine Favor via Beneficent Karma and condense it into a personal Triforce, though doing so is extremely difficult.

The first Triforce was formed in the Second Reality, as the Golden Goddesses were acting in Unity. As they shattered back into their individual forms, a remnant of that Unity was left behind: a trio of triangles, arranged around each other and reinforcing each other. It was just a trace of the power of the Golden Goddesses in their Unity, leftover from their

actions...but the power of this artifact was truly incredible. It had the power to tap into the remnants of the Golden Goddesses Power of Unity and grant wishes, manifesting the desires of its users as a divine miracle that surpasses the boundaries of Reality. Wary of such a power, the Golden Goddesses sealed away the First Triforce in a pocket dimension held within their domain, known as the Sacred Realm.

Modern Triforces are replicas of this primordial Triforce, and their powers are vastly more limited. Each is formed and held in a personalized Sacred Realm much like the First Triforce, but similarities generally end there. The Triforces of the Golden Worlds are the closest to that primordial Triforce; each is forged personally by the Golden Goddesses attempting to act in Unity, tying their powers and efforts together into a miraculous artifact that can reshape universes to their users desires, but fall short of possessing the Power of Unity within them. The Triforces of the Multiversal Wall are forged by a natural law of the flow of Golden Powers, sacrificing the capacity to manifest miracles to harness a power which transcends the Nothingness and maintains an unbreakable wall to cradle Reality within. Those artificial Triforces forged by cultivators are the weakest; they have neither the power to manifest miracles nor the power to transcend Reality. Instead, they allow cultivators to store and distill a Power of Unity of their own within it, and manifest strange and incredible powers through the domains of the Golden Goddesses.

The power of a modern Triforce lies in three forms: the Wish Granting Triforce of the Golden Worlds, the Void Defying Triforce of the Multiversal Wall, and the Unifying Power of the Personal Triforce. The Wish Granting power is quite simple: should a person's heart align with the values of the Triforce-Power, Wisdom, and Courage in equal balance-they may use the Triforce to simply bring forth anything their heart desires. The Triforce itself will interface with Reality on a level more fundamental than the Heavenly Laws and bring forth the desires of its user, though modern Triforces are only capable of enacting such wishes on the scale of a few universes at a time and can be countermanded to a limited degree by the Heavenly Laws.

The Void Defying Triforces formed by the Multiversal Wall sacrifice the power to manifest wishes in order to embody a different principle: the power of the Golden Goddesses Unity and their defiance of the Nothingness. The Triforce cannot help but be broken down via exposure to the Nothingness just as almost all things are, but unlike them it is capable of regenerating and bringing forth new energy from nothing-repairing itself even as it breaks down. The process is not perfect, and in order to maintain a perfect rate of repair versus depletion it requires some amount of outside energy, but the Void Defying Triforce is one of the most powerful shields against the Nothingness that exists in all of Reality for it is capable of insulating other existences against the Nothingness.

The Unifying Power of the Personal Triforce is best described as a sort of personal forge; it is sometimes described as a "poor man's Void Artifact forge". By drawing forth the Power of Unity and shaping it with one's will, it becomes possible to forge unique treasures, artifacts, and even techniques or phenomena of incredible potency. Such things require a steady will, a great deal of effort, and a great depth of energy from the personal Triforce to forge, but are one of the most common sources of unique artifacts and treasures amongst cultivators. There is no risk to using it save for the strain and effort needed to shape the energies, no

cost save the time and stamina required to forge an artifact. Though the Triforce will deplete for a time after forging an artifact, it will inevitably restore itself and allow for new artifacts to be forged. Generally it is only possible to forge a single piece of a Triforce at a time, making it a highly difficult quest to forge an entire Triforce and a highly vaunted status symbol for possessing one.

Beyond these three powers, each individual piece of the Triforce also has their own abilities independent of each other.

Power

The Triforce of Power is, as hinted by its name, the most powerful individual shard of the full Triforce regardless of the Triforce it is sourced from. Each Triforce of Power contains a shred of will from the Golden Goddess Din, and develops a sort of pseudo-sentience from that will as it is attracted to and understands Power on a level more fundamental than any Elemental save for Din herself. Elemental Essence subordinates itself to the Triforce of Power, allowing even mortal users to appear to be Elemental Cultivators of incredible might.

Each Triforce of Power is a near endless well of spiritual might and raw energy, preserving their host's life to honestly ridiculous extremes. Even should a mortal be impaled through the heart repeatedly after having been systematically cut down over the course of a massive battle, as long as they possess the Triforce of Power they shall simply never die-and in time, they may in fact recover. Destruction of the physical body will simply transform the host into an Elemental of pure Power, and banishment to a different hostile universe will be trivial to adapt to in such a form. This Triforce offers very little outside of these gifts. It is the Triforce of Power, and offers its user just one thing: Power.

Wisdom

The Triforce of Wisdom does not offer the same sort of power that the Triforce of Power does, as should be obvious by the name. Instead, it offers a shred of Nayru's Wisdom-the capacity to view past and future in dreams, the power to understand hidden things and secrets of the world around them, the power to learn and develop one's skills with incredible speed. Magic and Mana as a whole subordinates itself to the wielder of the Triforce of Wisdom, allowing them to not only shape incredible spells with extreme ease, but also to manipulate and reshape the spells of others.

Like the Triforce of Power, the Triforce of Wisdom does a great deal to protect its host. It will shield the host from the effects of dangerous environments through manipulating the local mana automatically, forming small pockets of safe reality around the user. It will empower the user with a subconscious precognitive sense for danger, guiding them away from evil or things which may harm them. It will even heal and empower the user to some degree, though not to the mind-boggling level of the Triforce of Power. The Triforce of Wisdom can reinforce the user's magic and even supply them with a great deal of energy to wield, but is not a bottomless well-it lends itself to skillfully weaving and developing spells rather than simply throwing raw power at the problem.

Courage

The Triforce of Courage is sometimes considered the least of the Triforce Pieces, for its powers are often the most subtle. It will not defend its host like the Triforce of Power or Wisdom; where those will negate the powers of hostile environments around their users entirely, the Triforce of Courage will simply provide some degree of resistance. Where the Triforce of Power and Wisdom grants unique and incredible powers-such as endless reserves of energy or the capacity to see the future-the Triforce of Courage provides none of these things. What the Triforce of Courage does provide are two things: Willpower, and Blessings.

The wielder of the Triforce of Courage will find their will empowered by the Triforce, their capacity to face fear enhanced and their strength of character reinforced in the face of hardship. It will never overwhelm their natural mind, but it will be as if a comforting hand on their shoulder and the endless optimism of their loved ones is constantly fed directly into their heart-allowing them to push forth through odds that boggle the mind. The second of the two powers of the Triforce of Courage is the Blessing of the Hero; the user shall be guided by the shred of Farore's Will within the Triforce, leading them to treasures, to adventure, to overcoming odds that seem impossible. Their vision will lock on to the weaknesses of their foes as if by pure instinct; they will find themselves stumbling across those who are in need with boggling frequency and find their efforts in helping them rewarded many times over.

Wielders of the Triforce of Courage often lead hectic, painful, and dangerous lives...but they also lead blessed lives filled with adventure, treasure, and advancement the likes of which is only rarely seen. And despite the powers the Triforce of Power and Wisdom grant to their users, no other Triforce user has ever triumphed in a one on one battle against a wielder of a Triforce of Courage.

Legendary Blades

There exists countless legendary blades throughout the multiverse-perhaps owed in part due to the fact that the Master Sword played such a vital part in the creation of the Third Reality. It has in fact become a tradition amongst True Deities to forge a blade imbued with the power of their own Name, in honor of the Shining Saint-and thus imbued, each blade is made unique and indescribably potent. One could speak of the Gilded Blade, the weapon of Link the Second which has been infused with his Principle and made fit for a Greater Deity. Or the Helix Greatsword, the weapon of the Fierce Deity forged from the destruction of a Demon Realm. Or the Sage's Lament, the blade of light stolen from six Shining Sages by Ganondorf and wielded as his own. But rather than focusing on these personal weapons of various Deities, it may be better to instead focus on the weapons that have no set master yet still have a storied history in the multiverse.

The Master Sword

In the time of the Original First World, during the War of Demise, the Goddess Hylia fought to save Existence. For all her immense might and power, she fought a losing war-a war she was destined to fall in. But she did not give up or give in to despair, seeking only to awaken

her creators from the fugue they had fallen into before they were consumed in turn. And so she fought Demise, seeking to preserve Reality and losing ground by the day. Every time she fought Demise, a little bit more of her Existence was shredded away, a little bit more of who she was faded-yet she never gave up. What remained of her grew stronger and stronger, refined and distilled to those aspects which resisted the Nothingness the strongest. Over and over again this happened, until all that she was faded away before the Golden Goddesses eyes-leaving only the barest sliver of Hylia whose existence was so purified, so distilled, that it could not be consumed by the Nothingness. This final sliver of existence was the Goddess Blade, the last semi-living remnant of Primordial Hylia's existence-and the last fragment of Existence from the Original First World. Its body and blade were formed from the last fragments of Hylia's own Body, its power born from the last spark of Hylia's Soul, and the guiding intelligence within it formed from the final echo of Hylia's mind.

Later on, during the Darkest Evening, the Goddess Blade would be found and wielded by an ancient hero who sought to preserve Reality against the uprising of countless Demon Cultivators. Guided by the echoes of power within the Goddess Blade, this ancient hero would learn to draw strength from their Mind, their Body, and their Soul-inventing the first Saint Arts. Refined by the ever-growing power of that ancient hero, the Goddess Blade would grow and develop itself from the last maimed fragments of the Goddess Hylia into an Existence all its own-possessing incredible wells of power within it, and practicing a strange cultivation technique of its own design. It would change and reform, growing more powerful, and be renamed as The Master Sword-the Sword of Evil's Bane. After the death of the Shining Saint, the Master Sword would disappear for a time-reappearing time and time again in places where darkness rises, wielded by mortal heroes whose hearts and souls are achingly similar to its original master.

Forged before the existence of the Third Reality and baptized by the Shining Saint's purest essence and power, the powers of the Master Sword are nigh-limitless. Should its Spirit deem them worthy, even the meekest of mortals would be infused with power akin to the mightiest of True Deities the very moment they grab its hilt; in their hands, the Master Sword could shatter Immortal Universes as if cutting through tree branches, and remake them with similar effort. The Master Sword is not the sharpest blade in existence, but it is by far the most durable; not even the most pure essence of Nothingness could damage the blade, making it the ideal weapon for fighting Demons and Demon Cultivators-who it can cut through and defeat with near-effortless ease.

Beyond its raw durability and power, the Master Sword has a near-limitless number of tricks and abilities within it as well. By calling upon memories of the First and Second Realities, it can grant unique bloodline abilities and forms to its wielders-allowing them to change shape as if harnessing a mystic mask. The Light of the Master Sword is a power of Unity-it can be harnessed as if it is Ki, Magic, or Elemental Essence of any type with effortless ease, and will be manifold times more potent than any of the Golden Powers would be on their own. The Spirit of the Master Sword is an ultimate guide in manifold matters as well-able to calculate many futures at once, guide its user to treasures or opportunities, and teach their wielder unique methods of cultivation formed to be ideal for them specifically.

The problem lies in that the Master Sword is exceedingly selective in who it allows it to truly wield. Though it will frequently appear in the hands of mortals who are defending something or seeking to battle against Demons or the like, it will often just as swiftly disappear afterwards. Throughout the multiverse are Trials of Hylia within special temples; by undergoing and succeeding these trials a petitioner will be guided to a pedestal within which the Master Sword will always rest. And here, the Master Sword will judge the petitioner directly for themselves; should they find them lacking, they will simply not allow the petitioner to draw the sword. They may still receive a unique legacy or cultivation method, but will never wield the Sword of Evil's Bane. If the Spirit approves of them, then they may wield the Master Sword for a time-but only for a time, and none but Link the Second have ever wielded the Master Sword for more than a decade at most.

The exception to this are those who bear the blood and legacy of the Shining Saint; frequently, such chosen will find the Master Sword impaled on rocks or stumps in hidden glades throughout their life, and will frequently be capable of wielding it without knowing its true potential or power. The Spirit of the Master Sword will frequently guide and educate such chosen, offering great blessings and protections even to those of distant blood. Those whose blood is especially pure or who align with the Shining Saint's ideals and form the greatest will find that they are allowed to wield the Master Sword for years, decades, or even centuries at a time-and will gain incredible blessing and power from this connection. Eventually the blade shall still move on, but only after such chosen have had a chance to form a unique and incredible legend of their own.

The Phantom Sword

While the Master Sword played a critical role in the creation of the Third Reality, few people truly know its origins-and thus, some cultivators believed it would be possible to forge a sword to mimic or even surpass the power of the Master Sword. The Phantom Sword is one of those attempts, unique in its forging and power yet fundamentally not the equal of the Sword of Evil's Bane. To go about forging it, an Ocean God led a team of twenty-seven True Gods to gather Names and Essence from the Void. Each of these were separated into three groups of nine and forged together by the power of the True Deity's Sigils and the Ocean God's Dream to form the Pure Metals-Crimsonine, the Pure Metal of Form, Azurine, the Pure Metal of Focus, and Aquanine, the Pure Metal of Essence. These three Pure Metals were tempered and refined within the Dream of the Ocean God for countless years, then slowly and painstakingly forged in a specially prepared Demon Realm-the Nothingness within served to slowly and steadily dissolve all impurities and weaknesses within the metals. To complete the blade, the Ocean God infused it with the essence of Time cultivated deep within its Trueheart-an Essence so potent and refined that it could even establish Time within the Nothingness, allowing one to enforce a tiny shred of Reality onto non-reality.

As a replica or successor to the Master Sword, the Phantom Sword was a failure. It held not the overwhelming power of the Master Sword, and its capacity to resist the Nothingness was not quite perfect-though it could repair itself in moments if it returned to Reality, if left in the Nothingness then it would slowly begin to lose power and become unmade. Despite the nine Divine Names that went into its forging, no spirit or sapience ever emerged from

within. In all regards-power, durability, versatility-it was the lesser of the Master Sword. Despite that, it was not without its own unique capabilities and powers.

Unlike the Master Sword, the Phantom Sword could freely be wielded-with the only caveat being that the approval of the Ocean Master was required to unlock the blade's full powers. Rather than directly granting power, the Phantom Sword augmented what was already there-magnifying the strengths of its users until they became akin to divine powers or techniques, and covering up the drawbacks. It could not bring a mortal to Divinity, but could grant them unique powers akin to a newly formed Immortal-and it could bring an Immortal to the realm of Divinity quite well. No two wielders of the Phantom Sword have ever manifested the same abilities from it, for each of the abilities are formed from the magnifications of their own unique talents and powers.

There are only three exceptions to this rule. The first is the passive power of the Phantom Sword: much like the Master Sword, the Phantom Sword can cut through Demons and Demon Cultivators with incredible ease. Uniquely, it has a strange "anti-immortal" property to it, making the wounds it inflicts incredibly lasting and severe to the point that for the vast majority of enemies they are "unhealing". The second is the power of Reforging; through learning the nine Names within the Phantom Sword, it is possible to recreate the three Pure Metals and forge a new Phantom Sword of one's own. These "Phantom Blades" will inevitably be much weaker unless tempered with a Demon Realm and granted the blessing of a Sea God's Essence, but will be vastly more versatile and attuned to the powers the Phantom Sword grants. In this way it becomes possible to forge many Phantom Blades, though only one true Phantom Sword exists.

Finally, with the blessing and approval of the Ocean God who was involved in the creation of the Phantom Sword, it is possible to harness and manipulate the Essence of Time through the power of the sword. Stopping it, slowing it, rewinding it, crystallizing it, jumping back and forth, striking a hundred times at once-all of these things can be done by wielding the Time Essence within the Phantom Sword. This Essence can even be externalized into a shield around its user, allowing them to traverse the Nothingness essentially freely for a short time-making it one of the few artifacts in existence that allows such a thing.

The Four Sword

The Four Sword was formed by a True Deity whose cultivation base was uniquely narrow; they were an Elemental Cultivator who could wield none of the Elements, only their raw spiritual power. Somehow or another this was enough for them to claw their way up to the realm of a True Deity, but they have eternally had regrets about how they had developed themselves. This sword was the culmination of their efforts, forged and given life by the willing sacrifice of their own life after countless experiments, millennia of forging, immense treasures spent, and being shattered and reformed with the four Philosophical Elemental Essences.

The Four Sword is a unique Legendary Blade in that it does not directly empower its user. Instead, it calls upon a strange spiritual world within itself-organized in the form of a mysterious compass-to generate Elemental Clones of its wielder. One clone of Fire, one

clone of Water, one clone of Wind, and one clone of Earth; the user must always act as one of the four Elements in order to balance the other three and successfully guide their actions. Uniquely and without fail, these clones are always *exactly* as strong as the user themselves is. It doesn't matter if the wielder of the Four Sword is a mortal or a True Deity; the Four Sword shall always manifest clones of exactly equal power to the wielder, focused on one of the four Philosophical Elements.

This alone would make the blade highly sought after-as it essentially possesses the power to instantly quadruple its users power as well as grant them elemental powers depending on their own innate strength via the formation of elemental clones...but this is not the only secret of the blade. Shortly after its reforging, it is said that the Golden Goddess Din spoke a prophecy: hidden within the Four Sword is a secret that, if understood, would grant the one who discovered it the potential to one day surpass her.

This prophecy has made the Four Sword one of the most legendary artifacts in the entire multiverse, sought after by every single cultivator who has ever learned of it, the countless members of the Mythril Hand, and even manifold mortal universes. Despite that, the sword itself has remained lost-hidden by mysterious circumstances.

Mystic Masks

Mystic Masks are both a widespread tradition amongst cultivators and an entire category of mystical artifacts. Through various means-varying from simply enchanting a specific mask with a specific magic, sealing the echoes of a passed soul into a physical form with music, carving a Demon's existence apart with unique treasures and refining the remains into a mantle of power, or other methods-cultivators form mystical masks, scarves, headware, or even entire outfits. The definition of a "mystic mask" has been vastly expanded over time, and lately includes even mystical armors and clothing as long as the face is still covered and the artifact itself provides a persistent mystical effect.

The main and fundamental essence of what makes a Mystic Mask such is its capacity to grant a unique power to its wearer that is powered and held by the Mask itself, rather than the wearer. From simple mortal trinkets such as the "All-Night Mask" which simply ensures that its wearer is incapable of falling asleep, to transformative "Bloodline" Masks that allow their wearer to literally transform their bodies into the form of a different species or existence entirely; the highly potent "Giant's Mask" which quite literally transforms its wearer into a towering giant, or the "Bunny Hood" which allows its users to accelerate themselves to dizzying speeds, these Mystical Masks are often used as both utility measure and potent power multipliers. In some societies they are even used as a form of wedding vow-such as the Sun and Moon Masks, which merge into a Couple's Mask when pressed together in a wedding kiss.

Majora's Mask

Both a seal against the only artificial Primordial Demon in existence and a deeply cursed mystical artifact, Majora's Mask holds incredible dark powers within it. Forged in a grand battle where the Fierce Deity sacrificed his Signet, Name, and Principle to craft this complex artifact and entrap the mad demon Majora within, Majora's Mask has existed for untold

eons now. While trapped within and without a host to wear it, Majora cannot act openly...but he has enough demonic influence to subtly push others to become fascinated with his Mask, to make them tempted to wear it, and perhaps once in a millennia relocate himself entirely in winds of Void if his mask has been sealed or forgotten somewhere, all to attain a host through which he may act once more.

The power of Majora's Mask is something which truly cannot be understated. When wielded by even the least of mortals it grants incredible powers and abilities-primarily magical in nature, but with a permanency and potency to them unusual to magic. With the help of the Mask it becomes trivial to warp space and time, to curse others into strange bodies and forms, to shatter a Great Faery into a scattered and weakened echo of its power, or even destroy a whole world by calling forth an evil moon from the Void to slam into it. The more power the wielder of the mask innately has, the more power the Mask can grant-though notably, it is strangely incompatible with Demons or Demon Cultivators. Should a Demon attempt to wield the Mask, Majora's power will act to consume them entirely-drawing them into a mask in a burst of hungry darkness, leaving nothing behind.

Another power of Majora's Mask is that its users are empowered by the Void; they can create and command Demons almost freely, and they may imbue their abilities and actions with the corrosion of the Void-unmaking things near effortlessly and piercing the innate defenses of all but the most powerful of cultivators. As if they were a true Demon, they will be immune to the eyes of Karma while wearing the Mask and may freely break Heavenly Oaths. Cultivation Tribulations shall not trouble them in the slightest, and as they do not truly practice the Demon Arts they will be invisible from the Grand Karmic Tribulation entirely. In essence, the best of all possible worlds for cultivators.

The costs of such miraculous powers are manifold, however. The first is quite simple: once you begin to wear the mask, it becomes exponentially more difficult to remove it over time. Not only is the power of Majora's Mask addictive and corruptive-giving incredible pleasure when harnessed, and tainting one's body, mind, and soul to rely on its power...but it will quite literally begin to physically and metaphysically bond with its host's existence as time passes. At first it bonds with the host's Body, extruding tendrils and veins that dig into their face and fuse with them. Then it fuses into the host's Mind, connecting and infusing it with the Mind of Majora until Majora's voice and existence becomes an intrinsic keystone of the host's mind-no more removable than their own consciousness. Finally it fuses with the host's Soul, tainting and twisting it with Void Essence until the host becomes something akin to a half-Demon, reliant on Majora's Will to keep the Void within them in check so that it does not consume and unmake them.

Majora cannot act swiftly to fuse itself with a host in this way; to complete the first step of this fusion would require at least three days, the next three weeks, and the last three months. To date, however, no host of Majora has ever lasted to wear the Mask for more than a single week...for the greater drawback of Majora's Mask is simply that great. This greater cost is very similar to the previous one, and yet critically different. The longer one wears Majora's Mask, the more of Majora's Will they are exposed to-increasing exponentially. At first Majora's Will is so quiet that even a particularly pathetic mortal could silence it. After a day, this is no longer true; it will constantly thrum in the back of one's mind. After two days

it will be deafening, and one's senses will begin to be shaped by it. After three days it is all-encompassing, all-consuming. None save the most powerful cultivators have ever managed to wear Majora's Mask for five days straight.

The greater drawback is cumulative, and can be dealt with by refraining from wearing the Mask for ten times the length one has previously worn it; should one have worn the Mask for three minutes, then they would require thirty minutes before Majora's Will becomes quiescent to the point of being as if it had never been worn before...but the drawback of fusing with Majora's Mask cannot be undone. It too is cumulative, as the Mask itself becomes more "attuned" to its host. And as it grows, one must resort to more and more drastic measures to rip Majora's Mask away from their face...or allow Majora's Will to consume them.

The Fierce Deity Mask

The Fierce Deity Mask is the built-in counterbalance to Majora's Mask, its antithesis and the eternal warden against Majora's escape. Forged from the severed Principle of the Greater God known as the Fierce Deity, this Mask exists within Majora's Mask itself and serves to limit its powers and actions even further than what merely existing within Majora's Mask alone does. Should a host of Majora's Mask be utterly overtaken by Majora's Will and allow Majora to manifest into existence once more through their body, the Fierce Deity Mask will act from within-unleashing a lance of purifying and endless light that instantly burns away the body, mind, and soul of the host of Majora's Mask. In this way, Majora can never escape its position as an eternal prisoner of the Mask. In theory it would also incentivize Majora to *not* consume the consciousness of those who wear his Mask, but to date it has always acted to do so regardless.

Merely acting as a safeguard to prevent Majora's escape from his prison is not the Fierce Deity Mask's only function, however. It is as Mystical Mask after all, and select people have been allowed to wear it before-yet unlike Majora's Mask which allows anyone at all to wear it, the Fierce Deity Mask has extremely high standards on who it permits to be its wearer. Its wearer must be pure of heart, and prove their purity through acts of selfless kindness even as the world verges on destruction. The wearer must be strong of heart, willing to bear great hardship and suffering for the sake of others or for their own goals. The wearer must have boundless heart, seeking even to save those damned by Majora's Mask and their own actions.

If these criteria and other secret selections are met, the Principle of the Fierce Deity will manifest within Majora's Mask. This Principle will plunge into the Nothingness, harnessing Majora's Will as a conduit, and forge a mask with the shape of the one who had gained the Fierce Deity's approval and filled with the essence of the Fierce Deity's Principle. This mask is what is known as the "Fierce Deity Mask"; it is unique to each person who has earned it, and disappears from Reality when the one who has earned it dies. The powers of each Fierce Deity Mask are similar, yet at the same time unique to their bearers; each is a miraculous Void Artifact formed as if by the hands of a Greater Deity, and has power equivalent to such, but this power manifests somewhat oddly and makes it seem somewhat weaker than one might expect.

The simplest and most universal powers of the Fierce Deity Mask is known as the Alignment of Principle; within each Fierce Deity Mask remains a connection to the Principle which formed it, a path and unique enlightenment that the Fierce Deity had attained. By harmonizing oneself with that Principle, by embarking on a path of righteous slaughter and murder for the sake of peace, a wearer of the Fierce Deity Mask mantles a portion of the Fierce Deity's own power. This power is mantled in the form of something akin to but different from a Heavenly Law; even if a hundred bearers of the Fierce Deity Mask somehow managed to align themselves perfectly with the Fierce Deity's Principle and wield 100% of his power at his greatest height, the Principle itself would never grow even the slightest bit weaker and nor would any of those hundred bearers attain less power than the others. The Principle is never depleted, and each bearer of the Mask may call upon 100% of its power should they ever reach that peak.

That said, the Alignment of Principle-for how universal it is-is also the most difficult power to manifest; no bearer of the Fierce Deity Mask has ever managed to manifest more than a single hundredth of the Fierce Deity's Principle, even under the greatest duress. The *other* powers of the Fierce Deity Mask are far better known thanks to this fact. The first is the Fierce Exaltation; the Fierce Deity Mask draws out the inner potential, the karmic weight, the past and future of a given cultivator, and harnesses its Principle to magnify them all into a unique form which multiplies all unique talents, strengths, and powers of its bearer while focusing them all into the path of the warrior. Every skill and ability is refined to an impossible level while simultaneously bent towards war, granting incredible combat instincts that put even the most trained of warriors to shame. The Mask does not just grant the abilities as the Phantom Sword does for its wielder, but also perfects and harmonizes those abilities while simultaneously instilling an innate grasp on their usage in battle.

The last of the Fierce Deity Mask's blessings is known as the Fierce Judgement; wielders of the Fierce Deity Mask are capable of directly empowering or weakening their foes through the manipulation of Karma. Unlike nearly all other beings in the multiverse they are capable of directly accessing the weight of their Karma and shouldering it like a mantle; the deeper the weight, the greater the power behind their blows. The specific types of Karma harnessed in their mantling allow for truly unique powers. And when encountering opponents, they can wield their opponent's Karma against them; they may strangle their opponents with their own unfulfilled promises, chain them down with their unpaid debts, or burn them alive with the weight of their sins. Wielders of the Fierce Deity Mask are sometimes called Fierce Judges for this reason.

Wielders of the Fierce Deity Masks are truly powerful, but despite all these blessings they are extremely rare; they may only appear where Majora's Mask has been active, and must display all the traits that the Fierce Deity approves of before Majora's latest host is twisted into destroying the world and everything around them. Even then, their very first task is almost universally to strike down a semi-incarnated Majora and save the host from their own foolishness; no easy task, no matter the strength and heart of the bearer. From the birth of Majora's Mask to the modern era, there have been less than a thousand bearers of the Fierce Deity Mask in all of the multiverse.

The Mask of Truth

There was once a Mystic Cultivator who practiced cultivation with a singular goal: to *understand* things. She developed her mystical cultivation to delve into the fundamental truths and forgotten secrets of reality, becoming a wise and learned sage as she did, and eventually reached the level of a True Deity. But it was not enough for her; she could not understand the Nothingness, and she could not understand the Everything that was born from it. She could not understand the fundamental truth of the Mind, Body, or Soul, and how they all united into a perfect whole to form the Power of Unity-nor could she understand what exactly the Power of Unity even was, despite it clearly being something that existed. This artifact was forged by distilling her endless knowledge, her curiosity, her desires for understanding, and her willing sacrifice in search of the truth, into a physical form which could attain those answers-even if she herself would never have them.

The Mask of Truth's powers are surprisingly humble; they do not directly augment the user in any way save for their primary function. That function...is to allow its user to perceive the truth and breadth of things via peering through its singular lens, marked with mysterious diagrams and runes that depict a strange and almost delusional perception of the world. At first, the user shall become immune to all illusions while wearing it-they shall easily see through them, and be unaffected by anything but the truth of things. In time and by acclimating to the Mask's powers, the user shall be capable of peering into the minds and hearts of those around them, then into the distant past and near future. In time, should they fully acclimate themselves to the power of the Mask, they will be capable of perceiving the fate of all things, the secrets of the cosmos, and perhaps even the beginning of Everything. No user has ever managed to attune themselves to the Mask of Truth to that level, however.

But this is often considered the lesser of the two secrets of the Mask of Truth. Shortly after its creation, the Golden Goddess Nayru spoke a prophecy: hidden within the Mask of Truth was a secret that, if understood, would grant the discoverer the potential to one day surpass her. This has made the Mask of Truth one of the most legendary artifacts in existence, sought after by all beings who know of the prophecy...but mysteriously, the mask itself has remained lost-hidden by strange circumstances.

Miscellaneous Artifacts

Though the Triforce, Swords, and Masks are perhaps the most well-known and legendary of artifacts in the multiverse, there exists a wide variety of other artifacts as well-some of which are no lesser to the incredible relics. Many of such are Void Artifacts, forged by the machinations of True Gods, but just a few of them are true natural treasures of Reality-forged by natural processes or through achievements of creation that have nothing to do with dragging them out of Nonexistence and forcing the impossible into reality. Such creations are rare, but prized for symbolizing the triumph of the power of Reality.

Aside from those, there are also a wide, nigh-countless variety of unique weapons, armors, and generalized artifacts that all but litter the multiverse. From mystical rings which block damage or enhance one's strikes, gauntlets which imbue one with incredible strength, armors which harness one's funds of all things to project a near-invincible shield around

the wearer, staves and rods which contain spells and magics, so on and so forth. One of the most common of such artifacts is the Heart Container; these artifacts are born from brief clashes of the Power of Unity formed when particularly strong Demons are slain. They are generally crystalline in appearance and can be absorbed with just a moment's focus. Once absorbed they will provide a small but permanent boost to one's very existence-making them slightly tougher, slightly stronger, and even slightly increasing their lifespan if they are not already immortal. This boost is independent of the power of one's cultivation base, but possesses diminishing returns depending on the level of one's cultivation base; one can only augment themselves with Heart Containers so much in a given Stage before they become ineffective entirely.

Void Artifacts

It is known that True Deities are capable of manifesting "miracles from Nothingness", but the exact truth of what they do beyond the Multiversal Wall is a mystery. While it is possible to conjure forth impossible phenomena, strange techniques, and even energies beyond the Golden Powers by dragging them forth from the Nothingness, the vast majority of True Deities use the Nothingness to manifest things which are known as "Void Artifacts".

Void Artifacts are, as their name implies, artifacts born from the Void-from the Nothingness. They are drawn forth from Nonexistence into Existence by the will and Name of a True Deity or greater, and due to the way they are drawn forth from nothing they are each born with incredible unique powers. Through the method by which they are extracted from Nothingness Void Artifacts are innately antithetical to Demons and even the least of them possess an incredible resistance to Nothingness akin to a newborn True Deity. While anything and everything can be manifested from the Nothingness, the less unique something is the more difficult it becomes to manifest-therefore, it is a common belief that no two Void Artifacts are alike. It is possible to manifest incredible and strange artifacts this way, artifacts that are seemingly forged by alien hands with methods utterly unknown to all of Reality. It is also possible to manifest the most precious and unique treasure in the multiverse, things that are almost impossible to find anywhere else.

All such miracles come with a price, however, and that is known as the Hollow Debt. For every single Void Artifact formed by a Deity, the Void will become more and more discontent with that Deity's continued Existence. It will grow more and more difficult to manifest anything at all from the Void, and eventually all that will stare back is a black mirror of the Deity's own existence-a Primal Demon forged as their perfect antithesis that will drag them wholly into the Nothingness without fail should they reach to forge even one more Void Artifact. The greater a Deity's Divine Name and the greater their capacity to resist the Void, the longer it takes for the Empty Debt to reach its peak...but all True Deities know that they may only ever forge a limited number of Void Artifacts in their entire lives. Most will never be capable of forging more than a half-dozen before the Empty Debt rises up to claim them.

The Ocarina of Time

The true origins of the Ocarina of Time are shrouded in mystery, but it is said that it is one of the instruments the Sage of Music used when playing the Essence of Music, ascending to Greater Deity-hood and sacrificing his Principle in the exact same song. In truth, it is several instruments in one, mystically folded into itself in a way that follows strange principles of transcendent music. It doesn't matter what one intends to play while holding the Ocarina of Time; the appropriate instrument will simply appear in one's hand. It doesn't matter what body shape one has; an instrument that the user is fully capable of playing will simply appear in one's hand in the exact same manner.

The true power of the Ocarina of Time lies in its innate connection to the Artificial Axiom of Music, forged in the Sage's sacrifice of his newfound Principle. The Ocarina is capable of innately tapping into this fundamental Axiom of Reality and manipulating the rest of Reality through song; a proper tune is capable of turning night to day or day to night, banishing or conjuring storms on a whim, slowing down, speeding up, or resetting time entirely freely. None of these feats would cost the user anything to achieve save the time and possibly breath needed to actually play the songs on the Ocarina. With a prepared tune, it's even possible to warp to various locations through the power of the Ocarina.

The Ocarina's power is entirely independent of the power of the wielder; it doesn't matter how much or what kind of energy you try to infuse into the Ocarina itself. The only thing that matters are the songs you know and the skill with which you play them. In theory a truly skilled player of the Ocarina of Time would be nigh-omnipotent, even if they were purely a mortal. An unskilled player would have nothing but a fancy instrument in their hands, even if they were a Greater Deity. Should the Ocarina ever be broken-and it has been broken before, for it is surprisingly fragile-it will simply reassemble itself out of pure music after a year and a day.

Moon Pearls

Moon Pearls are unique artifacts that any Deity can forge-even the weakest of Lesser Gods-though they are very much akin to Void Artifacts. The method for the formation of a Moon Pearl is via fusing an immense amount of Golden Powers distilled into a perfect Power of Unity with a great amount of Void-essence, the essence of Demons leftover from their destruction. By perfectly combining the two within the Karmic Forge inherent in each Deity's Signet, it is possible to form Moon Pearls; the Void Essence acts as the "material", while the Power of Unity acts as the "flame" to distill and refine that material. Gathering up the Power of Unity is often considered the most difficult part, as it requires a great deal of "flame" to melt down and refine the Void Essence and cast it into the form of a Moon Pearl. Attempting to use Void Artifacts to gather the Power of Unity will only destabilize the nascent Moon Pearl, requiring that one gather up a great deal of natural treasures and energies from Divine Realms in order to actually form the Power of Unity needed for this.

The end result is a unique artifact which is the only known method of allowing Deities to safely traverse the Nothingness; by harnessing the power of a Moon Pearl, it becomes possible for even mortals to step beyond the Multiversal Walls and explore the black seas of

nonexistence. It does so by covering the user in a “shell” of Nothingness, and temporarily making them a “False Demon”; this allows them to experience and explore the Void as if they were a Primordial Demon who was born from it, rather than a Demon Realm Demon who would simply be assimilated the moment they came in contact with true Nonexistence. This phenomena allows cultivators to explore what is colloquially known as “The Dark World”; a strange impossible echo of Reality that exists within the Nothingness.

The Dark World is not real, and nothing that exists within it actually exists at all. It is formed purely and wholly for a given cultivator each time they step into the Nothingness while holding a Moon Pearl; a personal fantasy land that is created and destroyed each time they enter and leave. Sometimes the Dark World forms as a paradise the likes of which are unimaginable even within Divine Realms. Sometimes it is simply a darkened echo of Reality, everything in disrepair and countless strange monsters wandering the lands. Sometimes it is an endless flat plane. Sometimes it is a strange land in the sky. Universally, it is difficult to explore and finds methods of either tempting or forcing cultivators to stay longer and longer within it. It is important to remember: every single Dark World is formed isolated from every other. Even if you and several other cultivators attempt to enter the exact same Dark World via using a single Moon Pearl, you shall all be split up into separate ones-each of which is formed from the same Moon Pearl’s essence, and each draining the Moon Pearl separately. Any person you find in the Dark Realms is either a conjuration of the Dark World or a Primordial Demon masquerading as a person.

When entering a Dark World, the cultivator’s Moon Pearl or Pearls will slowly begin to degrade-depending on how much Void Essence they had forged it with and how much they tempered that Void Essence with the Power of Unity. As the Moon Pearl’s power fades away, the Dark Realm will begin to become lesser and lesser-degrading and twisting into impossible shapes and forms in certain spots and in the corners of one’s eyes. As the Moon Pearl fully degrades, the Dark Realm shall shatter-countless Primordial Demons emerging from the veneer of the false world to drag the cultivator into the Nothingness in truth. Either the cultivator must flee back to Reality, or activate another Moon Pearl-restoring that instance of the Dark World and continuing their exploration.

Despite the dangers, Moon Pearls are incomparably precious for all kinds of Deities. By exploring them, it’s possible to find “naturally” formed Void Artifacts which do not draw upon their Divine Names to form; they are generally extremely random and can’t exactly be customized like a true Void Artifact forged by a True Deity, but are still quite often entirely worth the effort to attain. Moon Pearls are also one of the few methods Lesser Deities possess to be able to protect themselves from the Nothingness and attain a Divine Name; it borders on impossibility to find a Divine Name via a Dark World, but the possibility exists and is vastly safer than harnessing one’s Signet to drag a Divine Name out of Nonexistence and into Reality. And should one wish, it is still possible-in fact, vastly easier-to undergo those methods of attaining power within a Dark World...though doing so will degrade the cultivator’s Moon Pearls at an exponentially accelerating rate.

The Hylian Shield

The Hylian Shield was forged by a cultivator whose body was almost outright impossible. They were born in the Immortal Realm with a body just short of divine, and took to cultivating their body with a simpleminded determination that allowed them to forge their form into an existence that nearly equaled that of the Golden Goddesses despite only being a True Deity. Yet, due to a defect in their soul, this cultivator was doomed to die despite how they had achieved such incredible power. Not fearing death, they decided to leave behind an unbreakable legacy; they shattered their own bones, distilled their own blood, and condensed the entirety of their body into forging a singular shield from their willing sacrifice.

The Hylian Shield is the product of that sacrifice, marked with a Triforce and a winged pattern on the front, while a mysterious legacy of strength building, endless life, and divine flesh is etched into the back in the form of the creator's life history and personal thoughts. This shield has just one simple and unassuming function: it is unbreakable. It is one of the few artifacts in all of Reality which can truly make that claim-held to the standards of the Master Sword itself. Should you toss this shield out into the Nothingness, then it will simply never degrade-as if possessing truly limitless vitality. If any one of the Golden Goddesses were to strike it without acting in Unity, it would block their attacks without fail-and even in Unity, it is highly likely that the Shield would remain unbroken. It does not augment the wielder or deploy a mystical barrier; it is merely a heater shield, just large enough for a small child to fit under if they curl up. It cannot reflect beams or shatter illusions, nor can it paralyze enemies or enthrall. But it is a shield that simply, without fail, cannot be broken.

This is often considered the least of the two functions of the shield-or rather, its lesser purpose. Shortly after the Hylian Shield's creation, the Golden Goddess Farore spoke a prophecy: hidden within the Hylian Shield is a secret that, if understood, would grant the discoverer the potential to one day surpass her. This has made the Hylian Shield one of the most legendary artifacts in existence, sought after by all beings who know of the prophecy...yet despite that, the Shield has remained hidden by mysterious circumstances.

=====

The History Of Reality

Before Time itself, before everything...there was Nothing. All that was, is, and could be did not exist-only Nothing existed, an infinite emptiness to which absolutely no description could be applied for its existence was simply the lack of Existence. But Nothing could not Exist. The fact that Nothing *was*, defied the very nature of Nothing itself. This defiance of its own nature created paradox, a twisting and churning in the infinite and non-existent vastness of Nothing. In order to rid itself of this paradox and truly be Nothing, the sea of emptiness twisted in on itself and gave birth to a golden seed-Everything. This seed of golden light and power was to be the keystone of Nothing, to define a single thing that wasn't Nothing so that Nothing could in turn be everything that was not Everything. But Nothing's creation was crude and fragile-for the nature of Nothing is not to create, simply to

Not Be. And the pressure of being all that was not Nothing was too much on the golden seed that was Everything.

The Birth, The End, and The Beginning-Record of the First Reality

Everything shattered-falling into three immaculate parts. The first part became the Mind-the consciousness, the sapience, creativity, imagination, thought. With great thought, the Mind chose the name of Nayru. The second part became the Body-the form, the vessel, vitality, instinct, action and interaction. On utter instinct, the Body named itself Farore. The last part became the Soul-the core, the potential, emotion, growth, the foundation and the expression. In a spark of inspiration, the Soul named itself Din. To name one part of Everything as the "first" and another the "last" is merely a simplifying lie; they all came into existence at the exact same moment, and spoke their names in the same instant.

The Nothingness stirred slightly at the shattering of Everything into three parts, and was lessened-for instead of a single Everything, there now existed three Things-a Mind named Nayru, a Body named Farore, and a Soul named Din. That was three aspects and three names ripped from Nothingness-made to Exist, and thus were no longer Not Existing. The Nothingness was stirred and troubled by this Existence. When it had formed Everything, it had not been Lessened by the act-for Everything was merely an abstract seed of Not Nothing, rather than actually genuinely being Something. It was merely the solution to a paradox, empty of genuine substance but significant enough to define itself-and in doing so, define Nothing as everything else. But the Three Golden Goddesses, as they would come to be known as, were more than the empty solution that Nothing had formed-they were stable aspects of Something, Existent, *Named*.

And then the Golden Goddesses, lonely within the Nothingness, began to Create. Their first attempt at creation was another of themselves-a new Goddess. But the Nothing swallowed it up-pulling it back into Nothing in an instant, already displeased with the existence of the Goddesses. Over and over again, the Goddesses sought to create-creating living beings in their own form, but the Nothingness consumed over and over again in turn. Recognizing the problem, the Goddesses sought a solution-and forged the First World. From Din's hands and bones was forged the foundation, from Nayru's fingers and tears was forged the oceans and laws, and from Farore's breath and blood was forged countless varieties of life. So investing themselves in this First World that they shared their own innate resistance to the Nothingness with it, forging a creation which could not be consumed so easily by the Nothingness. And within this First World, they created new life.

Everything that they never had the chance to create within the Nothingness, they gave life to in the First World. A goddess forged in their own image, who was named Hylia. Countless plants and animals, sapient species, friends and pets and creatures-everything and anything that struck them, they created. Mountains and rivers, deserts and oceans, volcanoes and islands and moons and stars-from the smallest grain of dust to the largest cosmic nebula, the Goddesses sought to explore the art of Creation. And with every single thing they Created, the Nothing was lessened that little bit more. Every species brought into Existence was one more removed from Nonexistence, every name given a name stolen from Nothingness. The Nothingness was never actually *weakened* by such things-its depths

were uncountably limitless, for there was no end of things which Did Not Exist-but for every Existence stolen from Nothingness it was stirred and churned more and more, twisted and agitated-angered, if Nothingness had the capacity to become angry. Eventually things hit a peak, and from the stirrings of Nothingness came something new...but it was not like the Golden Seed of Everything. It was a black seed, a shard of Nothingness which manifested itself in a twisted parody of Existence. And it manifested for just one single purpose-return Existence to Nothingness.

Hylia was the first to notice it-on the horizons of the boundaries that surrounded the First World, she saw the Dark Entity coming. And as it began to press into Existence, she watched as Existence was returned to Nothingness. Watching this, she named the Dark Being: Demise, for it was the Demise of Existence. Knowing that her creators were distracted with furthering Existence, Hylia took up arms and fought-seeking to somehow strike at Demise and protect Existence...but she fought in vain. She had not the power to strike at Nothingness, merely a shallow image compared to the immaculate power of the Golden Goddesses, and could not so much as scratch Demise. Planet after planet, star after star, nebulae, clusters, entire galaxies consumed without any pause. Only in the last moments had the Golden Goddesses, consumed with seeking to create something which truly united them, noticed the great darkness consuming the First World...only in time to watch as Hylia was consumed, acting to buy the Goddesses precious time to realize what was happening. And then, Existence was reduced to Nothing once more-leaving only the Goddesses and Demise.

Yet Demise was not content with this-for the Golden Goddesses were Existence, and it was compelled to return Existence to Nothingness. Nor were the Goddesses content with this-having watched as all they had done was consumed by the Nothingness. For the very first time since their birth, the Golden Goddesses acted with perfect Unity-ceasing to be Three and returned to One. And in this state, Demise fought the Shining One...and was shattered. Acting quickly, the Shining One forged endless chains around each and every fragment of Demise, connecting to each other into a single central node-a replication of the First World which simultaneously acted as the keystone to Demise's seal. And around this massive sealing was formed a wall of Shining Light, marked by the ever-repeating and ever-expanding pattern of the Golden Goddesses-anchors for the grand sealing of Demise. This grand sealing served to inoculate Existence from Nothingness-forging a stability and dominance over Nothing that allowed Existence to cancel Nothingness out through feeding it enough-forming the Void, and allowing Existence to have a fighting chance against the endless Nothingness.

The Darkest Evening and The Shining Saint-Record of the Second Reality

Falling apart back into the Three Golden Goddesses, they realized that as immaculate as the Grand Sealing was, it was finite-for every bit it weakened and lessened Demise, it was weakened in turn. In time the sealing would break, the Wall would shatter, and Existence would once again be reduced to Nothing...unless, they could *empower* Existence somehow. Generate more of Existence from nothing-or perhaps Nothing. The Goddesses could create indefinitely, of course...but this would be tedious and limited to how much attention they could focus, and would break down the seal eventually. Thus, they set out to

create some method for creating more of Existence from nothing...and the first methods of cultivation were created. That is, the Demon Arts were created.

The Goddesses first attempts at forming a system of cultivation were born from entirely erroneous assumptions. They believed that the Nothingness was ultimately a creative force, a source of endless untapped potential-they had come from it after all, and it was stirred and lessened each time something new was created, right? These assumptions in mind, the Golden Goddesses sought to create a system and methodology that tapped into the power of Nothingness to create Something-much like how they were born. Their first attempts were crude and full of false starts, only serving to allow the Nothingness to consume multitudes of mortals who sought to practice them. Eventually however, the Goddesses began to hit their stride-creating a system of cultivation that *appeared* to work. The mortals who practiced it consumed the Nothingness around them, serving to Create in the process and grow stronger as a side effect. It was a basic system, and there were certain signs that not all was as it seemed, but the Goddesses could not see those signs in favor of celebrating their success. And so they proliferated the Demon Arts across the infantile Reality, allowing for the birth of countless Demon Cultivators in hopes that this would allow Reality to grow stronger and continually replenish itself.

The Goddesses had not realized that in acting, the Nothingness would grow ever-stronger within the cultivators. They did not realize that the Existence created by Demon Cultivators was naught but more Void, sheathed in illusions of Existence as it waited for Nothingness to grow stronger. They did not realize that with every step and every breath, Demon Cultivators consumed bits and pieces of Reality around them. And they could not have foreseen the Demon Uprising they had unleashed in releasing the Demon Arts to Reality. Countless Demon Cultivators arose throughout the entirety of Reality, the Chains of Demise snapped, the Shining Wall shattered, and Existence appeared to be at the edge of returning to Nothingness once again.

Around the same time period that led up to the Darkest Evening, a simple mortal would find the shattered and maimed remains of all that remained of Primordial Hylia: The Goddess Blade. The mortal's pure heart and caring nature would see the Goddess Blade reawaken and imprint upon him, acting as a mystic blade which served and empowered the mortal-having forgotten her true divine origins and taking the name of Fi. Demon Cultivators ran wild in the mortal's homeland and so, Goddess Blade in hand, the mortal would go on to fight against them. Unlike all other powers in the world, the Goddess Blade proved itself immune to the corrosive and consuming power of Demon Cultivators-allowing the mortal to slay them without having to become one of them, as all others who had fought Demon Cultivators had to do. In slaying Demon Cultivators and protecting his home country, the mortal was crowned a Saint.

The Saint would continue his crusade against Demon Cultivators, growing stronger all the while-as the Saint fought Demon Cultivators, the Goddess Blade would channel the strength of its own Body, Mind, and Soul through the Saint, and pull back its energy afterwards. This continuous pushing and pulling would see the Saint grow stronger and stronger in all three aspects over time, allowing the Goddess Blade to channel more power and recover more afterwards-forming the first true Saint Cultivation Art, incredibly primitive and reliant on

the latent powers of the Goddess Blade though it was. As the Saint fought he grew stronger, fighting greater Demon Cultivators, eventually breaking the bounds of his world to fight in other worlds as well-and the Goddess Blade recovered, both regaining its previous powers as the Golden Goddesses First Creation and also growing to become something new.

In the swansong of the Darkest Evening, as the Shining Walls fell and the Chains of Demise shattered, the Saint had grown so powerful that he alone rivaled the Golden Goddesses combined powers-though fundamentally lacked the resistance to Nothingness that they held. He sacrificed all his power to repair Reality, burning away his Body, Mind, and Soul to reforge the multiverse from its essence-though unlike the immaculate creations of the Golden Goddesses, they were somewhat imperfect. Rather than a Shining Wall of power which nullified the Nothingness perfectly, the Saint forged a Multiversal Wall of shifting Golden Powers that continuously staved off the Nothingness through continuously feeding it. Rather than fluid and perfect Chains of Demise which bound the shards of Demise, the Saint formed bone-like Golden Struts which criss-crossed all of Reality to both provide support to the Multiversal Wall and to maintain the separation of the shards of Demise. Afterwards he would fade away into nothing, the Master Sword he wielded disappearing into the multiverse-leaving behind only his legacy as a Saint Cultivator and the reborn Reality.

The Birth of the Heavenly Laws-Record of the Third Reality

Yet still, the Goddesses felt guilt. By their inaction was the first Reality destroyed, and by their own actions was the second nearly so-and only by the sacrifice of the Shining Saint was this iteration of Reality preserved. Calling upon concepts that mortals had invented, they sought to Atone for their sins...and the first step to doing so, was to forge a method for doing so in the first place. They weaved the Heavenly Laws, truths and laws which underpinned all of Reality-first for the sake of fixing aspects of their existence that had remained fundamentally flawed since their birth. A Body and Soul was granted to Nayru, a Mind and Soul to Farore, and a Mind and Body to Din-forged from the Heavenly Laws, the Golden Goddesses found a stopgap measure of completing themselves so they could better prevent anything like the Darkest Evening or The End from coming about ever again. Now Nayru was capable of change and action, Farore capable of thought and change, Din capable of imagination and initiative-traits they lacked when not acting in unity with each other.

Next, they formed the Karmic Laws-the laws which judged all actions and reasons in Reality to determine the Karma of individuals. And under the weight of the Karmic Laws, the Golden Goddesses-unknowingly crippled though they had been-had sinned ever so heavily. In Atonement, they spread out the Saint Arts devised by the Saints, created worlds of paradise and hope, protected others and allowed prosperity to form, and sought to uplift life to their own level and beyond-to the level that only the Shining Saint had reached in his own swansong. Yet, advised by the Heavenly Laws they had forged as a check against themselves, they spread the art of cultivation out carefully-first forging the Laws of Tribulations so that evildoers could not rise up to terrorize Reality, and to stomp down Demon Cultivators before they could rise up in the first place..

=====