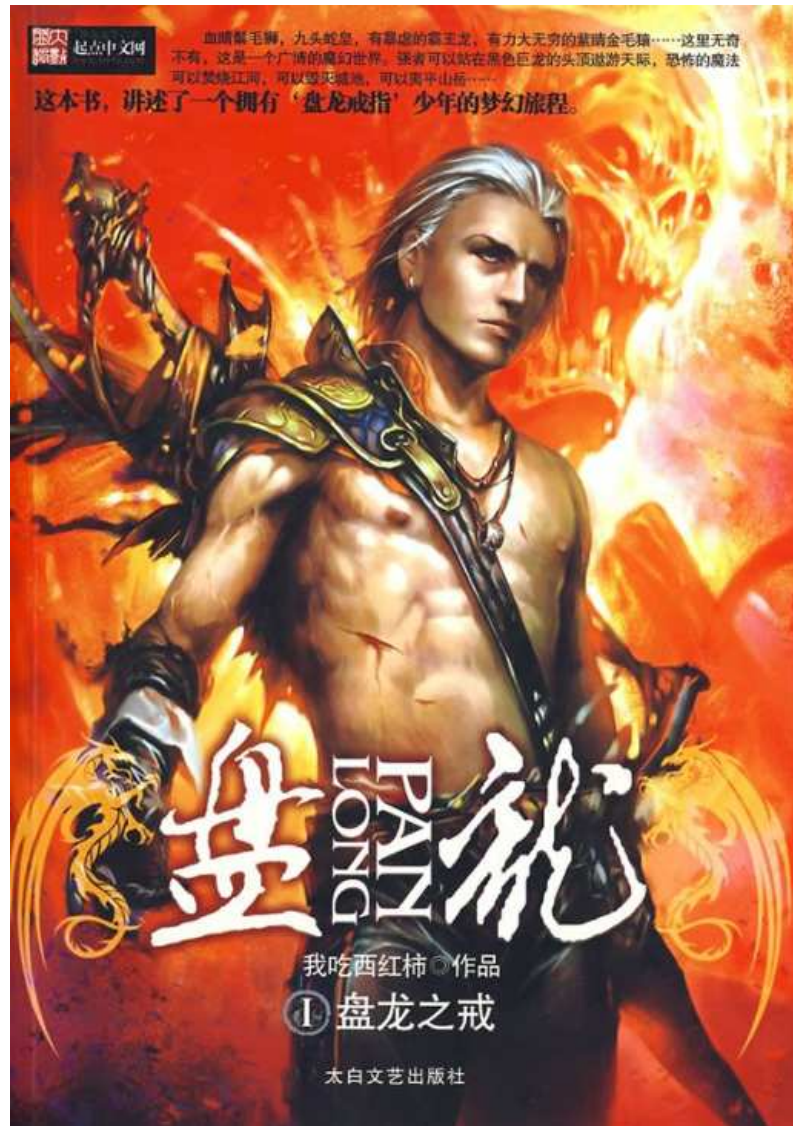




Coiling Dragon – (Panlong) Jumpchain V.7
Empires rise and fall on the Yulan Continent. Saints, immortal beings of unimaginable power, battle using spells and swords, leaving swathes of destruction in their wake. Magical beasts rule the mountains, where the brave – or the foolish – go to test their strength. Even the mighty can fall, feasted on by those stronger. The strong live like royalty; the weak strive to survive another day.

By Bramastra with much help from Legion (who by now has written half the Jump)and Co.

Welcome to the World of Coiling Dragon, where people use the power of the world to cultivate their bodies or their Spiritual Essence. 5,000 years ago the War God O'Brien and the Holy Priest of the Yulan Empire emerged and fought to a standstill. After that they created two other Empires as a buffer zone to prevent further conflict. In this same period the Four Supreme Warriors, Baruch, Prey, Armand, and Hyde, also made their names known, Cesar the King of Killers formed the organization "Saber", and multiple deities who participated in a world shaking event were imprisoned. You arrive in this world the day Linley Baruch finds the Coiling Dragon Ring and sets out on a journey to reclaim glory for his Clan and explore the limits of power, and you will stay here for either the next 10 years, or the next 11,500 years. You can't change after making your choice. Oh and here are 1000 Cultivator Points for all your needs.

+1000 CP

Origins: All Origins start with a Cultivation of the 2nd Rank. roll 1D8+10 for age or pay 50 CP. You may pick your gender.

Drop-In (Free): You wake up in your chosen location with no memories to hinder or help you. Good luck.

Warrior (100 CP): As a child you and many others, were trained to become soldiers with the ambitious goal of reaching the 6th Rank. While your goals may not be high, you gained a lot of bodily training and combat experience. You're also well trained in meditating to feel the Battle-Qi in your body, which you can infuse with Elemental Essence to strengthen your body. You, unlike your peers, quickly showed your talent and potential. Because of this your parents have sent you to the most prestigious warrior school in the O'Brien Empire.

Magus (100 CP): You are a child who had a great enough magical potential to join the Ernst Institute, and are on route there from your starting location. While your physical abilities aren't the best, you still have a small amount of knowledge on the basics of magic due to the books of a prior Ancestor who was a Magus, through these books you managed to sense your spiritual energy and the Elemental Essence around you, and learn to store it as Mageforce to perform spells.

Noble (100 CP): You are a member of one of the many noble families in the Yulan continent, you grew up in luxury and had many resources to help with your training, so you have a good Cultivation base at the 2nd Rank. you can pick which clan you belong to for a Kingdom level Clan like the Debs it's only 50CP, for a Nation Level Clan like the Leon Clan it's 100CP. For 150CP you may pick a continent spanning Clan. If none of these are picked then you become a member of a Clan that resides over a Township where you start. (see notes)

Location: All Origins start in the Yulan Plane and Continent. You may also pick what area of any empire you start. Roll 1D8.

- 1) **Wushan Township(Free Four Divine Beasts Clan):** A small town in the country of Fenlai where the future legend Linley Baruch and his clan, the last bloodline of the Azure Dragon Clan left in the Material Planes, live.
- 2) **O'Brien Empire:** The location in which the War God O'Brien formed his mighty empire that rose to be one of the 4 Great Empires, it is mostly populated by warriors and has an incredibly prestigious Warrior Academy. The Capital is the best place because it is a huge gathering of Warriors, and those that distinguish themselves may become disciples of the legendary War God.
- 3) **Holy Union:** The Union run by the Radiant Church which worships the Sovereign of Light and are currently at odds with the *other* church that worships a Sovereign. While not evil most of the time, they still have an annoying tendency to well... Hope you don't have a pure soul. The Kingdom of Fenlai is a good place to start as Fenlai City is the place with the most amount of trade in the Holy Union making it good for item grabbing.
- 4) **Yulan Empire:** The oldest of the 4 Great Empires, it once had control over the entire Continent before infighting led it to fracture. Despite being reduced in power, it is still the richest of the 4 Great Kingdoms, and overall produces the best collective of Magi. The Capital is also the best place here due to the great amount of Magical knowledge stored up in the libraries. Those who distinguish themselves here may also become disciples of the High Priest. Don't expect to be friends with the O'Brien Empire.
- 5) **Dark Alliance:** Currently at odds with the Holy Union, this Empire worships the Sovereign of Darkness. Surprisingly they are less dicks about it than the Holy Union, not that that says much in their favor.
- 6) **Mountain Range of Magical Beasts:** A ten thousand kilometer long mountain range filled with Magical Beasts, the closer you get to the center the stronger they become and the more dangerous the terrain gets. The Magical Beasts aren't the only threat though, as there are more gains to be had from killing and looting others in these

mountains than there are in honest work and many know this.. You might want to start hurry your journey along. You may pick any place in the outer areas to start.

- 7) The Forest of Darkness:** Well now, someone is unlucky. The Forest of Darkness like the Mountain Range of Magical Beasts is a place that is home to many magical beasts. What sets it apart from the Mountain Range though is that it is settled by the strongest Deity Level Creature in the entire Plane. It is also home to the most fearsome type of Magical Beasts: Rodents, magical beasts who are all at the very least of the third rank that can reach numbers in the hundreds billions, bite through a fully grown man's neck while taking blows that can shatter boulders, and move fast enough to be unseeable to the normal human eye. Be careful not to get caught in a storm or your life might end in one of the most gruesome ways possible.
- 8) Free Pick:** Well, isn't someone lucky? Go ahead and pick any place in the Yulan Continent.

Perks: All Perks Except General ones are discounted for the corresponding Origin. 100 CP Origin perks are free for their origin.

General:

Cultivation (Free): The power everyone in this multiverse has, the ability to purify the Elemental Essence in the world and either convert it to Mage Force or use it to fuel Battle-qi. Battle-qi is stored in a fist sized area in the body called the Dantian where it can then be expelled through the rest of the body to give such effects as a flaming fist depending on what type of Elemental Essence is absorbed. Mages on the other hand create mageforce by sensing Elemental Essence around them then absorbing it to the Dantian and then transforming it into sufficient Mageforce which they use their Spiritual Energy to harness into spells. Mages must train their Spiritual Energy as well as accumulate Mageforce, making training much harder. As a general rule of thumb a mage is one rank above a warrior in power until they reach the Saint rank.

Average Affinity (Free): Many in this world have at least an average affinity for one of the elements, with this perk you also gain an average affinity among the elements of: Earth, Wind, Water, Fire, Lightning, Dark, and Light. Because of your affinity only being average it will take you thousands of years to reach the Deity stage, and hundreds of thousands to reach the Highgod level. You may pay an extra 50CP for another element.

Required Secondary Powers(Free): Some of the feats in this universe when used in another could cause cataclysmic events on their own, such as moving fast enough to tear a hole in space in this universe creating a plasma bomb the size of a city in others. With this perk you don't have to worry about physics messing up everything you attempt. Moving fast enough to tear a hole in reality here in another universe will simply cause a small sonic boom. If you're a Sovereign moving past the speed of light will also not divide by zero the Universe

The Four Divine Beast Clans (400 CP)(Discount Continent Spanning Clan)(Mandatory Eight Greats Drawback for 0 CP)(Wushan Township Free):

You come from one of the Clans that descends from the Four Divine Beasts. Not only this, but you are superior even to other such descendants who don't have a high concentration of the Bloodline to transform since you have just the right concentration. This allows you to gain a transformation that lets you hit one level above your weight class, and when you become a Deity, multiplies your strength to the point where you can become invincible to those in the same level as you. You may pick from the Redding Clan, The Laius, the Bowen Clan, and the Nimo Clan. Each of these have a transformation with different boons. If you pick Redding, you could even be related to Linley as a cousin or sibling, same for the Barker Brothers or the other clans. Unlike others of this world, you can use your transformation throughout all your Divine Clones.(See notes).

Profound Sleuth (400 CP): The Profound Laws and Edicts are the laws that govern a specific element of the universe and have many mysteries that represent those parts(Gravity and Vibrations being Mysteries of Earth, Ice being a Mystery of Water and Sound being a Mystery of Air)) that Saints or Deities need to be comprehend in meditation in order to advance further in power. With this perk you find that you discover these Laws and Edicts much easier than other people. While it would still take thousands of years to learn all the Profound Mysteries in a single element, you learn them in a sixth of the time it takes other people. The 7 elements are: Fire, Earth, Water, Wind, Lightning, Darkness, and Light. If taken when one is a practitioner of the four Edicts you gain much faster enlightenment to the path you follow. The 4 Edicts are: Life, Death, Destruction, and Fate. Beyond this Jump magic or abilities that fall under these categories may also be improved. Beyond this jump, this gives you a deep understanding of the the underlying principles of the worlds you visit, allowing you to enhance any abilities that would benefit from a deeper understanding of the principles of a world, the various kinds of -kinesis or an ability based around orderly manipulation of reality, for example. Of course, it should go without saying that this will also provide the same degree of help in other Xianxia worlds where understanding is the greatest weapon.

Profound Fuser (400 CP): The fusing of Profound Mysteries inside a Law which are the many things that make up a Law is the next step in growing in power after one reaches the level of a Highgod, someone who has gained an insight into all these mysteries by immersing themselves in the Essence of the world through meditation. This is also the only way to become a Highgod Paragon, the absolute top of the Deity Realm, and with this perk you can fuse them in a sixth of the time it would take others. After this jump, you gain an innate ability to work with magic, mixing and matching spells, techniques, indeed all types of magic, to the extent that you can create entirely new spells and tricks. Put in some real effort, and you could create an entirely new type of magic out of existing ones.

Soul Mutate (600 CP): When the soul undergoes tremendous damage, but doesn't immediately dissipate, it draws in surrounding energy in a frantic attempt to strengthen itself. This process also forces the soul to undergo a "mutation", allowing the fusion of multiple elements. You are one of the lucky few to undergo such a process and survive. A soul mutate is typically ten times more powerful, as are their attacks, than those of equal level to them. The mutation of a soul, and the fusion of elements, has a more profound effect once one reaches the Deity level. The mutation allows one to fuse two Divine Clones of typically disparate Laws or Edicts, within the Saint Body and Profound Mysteries from mutated Laws and Edicts can be fused together to provide a slew of potent new insights. Maybe taken multiple times, each additional purchase is 300CP. Can only be bought less than, or more than 4 times, no inbetween.

Divine Beast(800 CP): Divine Beasts are beasts created by the Material Planes and unlike other animals and Magical Beasts, Divine Beasts become Deities when fully grown (60 years for you), as they comprehend the natural laws that they were born towards and awaken their Innate Divine Abilities which can have a multitude of effects such as manipulating Gravity, manipulating Time (only to directly affect a single person), and even things such as rupturing the soul with no way to defend yourself. With this perk you may pick one Divine Beast that is not a Godeater Rat to become, though if you wish to, you can become a Godeater Rat for 1200 CP. You still get Origin discounts but you no longer have a background in the world. You also gain Spark Strips and Godspark Forging free of charge.

Drop In:

Dual Focus (100 CP): The two paths of mortal endeavour both have their own weaknesses. The Warriors, while possessed of incredible physical strength, endurance and capability, suffer

from a lack of methods to fight multiple opponents of their level. While Mages can lay waste to entire armies at once, a single Warrior of equivalent level will still see them slain without much fanfare. By taking this perk, your advancements along either path will be reflected in the other. Advancing a level as a warrior will see you advancing a level as a magus as well. This only affects the magic of this world.

Soul Trap (200 CP): The soul is the most fundamental aspect of a living being, indeed, you cannot live without one. However, for those with few scruples, the soul can provide a potent source of power if absorbed. With this perk, you gain the capability to draw in free floating souls and absorb them into your body, adding the power of the soul to your own. However, the soul is a nebulous thing and you'll need to refine it using the Arts of Death or a similar method to gain the most power possible from the absorption. Normally a Deity's soul is fused with their spark, preventing it from being cut loose without destroying it. You, however, have the ability to separate a Deity's soul from its spark upon death, for an even greater boost. Somehow, a Deity's soul will always survive the damage you deal it enough for you to absorb or manipulate it. For all intents and purposes the Deity is dead and they cannot revive if you simply leave the Sparks lying around.

Artifact Forging (300 CP): The creation of a Divine Artifact is an incredible task, requiring thousands of years wielding your artifact and immersing it in your spiritual energy. However, by taking this perk you've gained the ability to create Divine Artifacts in a matter of hours by immersing an object in the power of your Soul and some of your Elemental Essence. You can determine what effects this artifact is capable, though these effects can only be from the purview of whichever Law or Edict you used during the creation of the item. Weapons will produce offensive effects, whereas armors develop defensive abilities. Accessories can be granted more esoteric abilities based on your Laws or Edicts, such as soul protection or refinement. The power of the artifact is limited to the power you held when you created it, though you can update it's power by undergoing the process again.

Spark Strips (600 CP): Godeater Rats are the only creatures in all the Cosmos capable of damaging or changing a Divine Spark. Beirut, the oldest Godeater Rat in existence, has learned to strip the Insights from a Deity's Spark, rendering them into Spark Strips that can be absorbed by someone else to gain those Insights without any damage to their potential. You now possess this ability as well. By killing a Deity, or a Saint, you can strip their Insights into the Profound Mysteries from their soul, though you must kill them and the process of refinement takes some time. Post-jump, any gods that you kill will drop a crystallised portion of their divine power that you can refine into Strips that will teach you their abilities.

Real Genius (800 CP): On the Yulan Continent, being able to reach Saint rank within one hundred years is considered the sign of a genius among genius'. Truly, the average man could take thousands of years to advance. With this perk, you receive enough raw talent to rival any one hundred peers of your level. Additionally, you no longer suffer from diminishing returns while training. Each advancement is as easy to make as the first. Advancing through the mortal ranks is as quick as advancing from Rank One to Rank Two all the way up to Saint, for example, but once you reach Deity your training speed will be reset. However, advancing from God to Highgod only takes as much effort as it took you to advance from Demigod to God, there is no reset applied to reaching the Paragon level. You are, by this world's standards, a real genius. Expect to reach the Deity stage within five hundred years just with this, assuming you put in a token amount of effort. Facing life or death battles, and tragedies may even shorten this to a few decades.

Warrior:

Determination (100 CP): You've dedicated your life to your training so you can become greater and make your family proud. As a result of this, you have an incredible work ethic, being able to train for years in complete isolation without ever becoming bored and having the will to push on when you reach a bottleneck.

Underestimated (200 CP): Something about you just inspires overconfidence in your opponents. Enemies that you fight will always underestimate you during your first encounter with them and should you not correct this misconception then they will continue to believe so. Perhaps they might ignore you for your companions, who are seemingly more impressive. Or maybe they will give you a handicap, because of your obvious disadvantage. Whatever the situation, the effect is dispelled the moment you prove them wrong. It can also be negated if they hear from someone who had been proven wrong in the past. You may pick and choose when this activates.

Best Aspect (300 CP): Training is admirable, certainly, but a generalist will always be defeated by a specialist in his area of expertise. Pick from strength, durability or speed. The attribute that you have picked will be raised to a higher level, enough that you can easily outperform any of your peers in that area. Your increased aspect will be as if it were a few ranks higher than the norm. This may only be purchased twice. Once you reach the Deity level, this aspect will allow you to suppress those a whole realm above you.

Indomitable Soul (600 CP): The most deadly art of attack found in the Cosmos are those that directly attack the soul. These forms of attack, known simply as soul attacks, call upon a user's spiritual energy and form it into an immaterial projectile of varying shapes and forms that bypass all forms of material defence to strike directly at the soul. The only way to defend against these attacks is with the aid of a soul protecting Divine artifact or by possessing a stronger soul than the attacker. By taking this perk however, you will never have to worry about such things. Any direct strikes against your soul will simply dissipate harmlessly and any manipulations of the soul, such as those wielded by those who specialize in the Edicts of Death, will also fail without your consent.

Godspark Forging (800 CP): Godeater Rats like Beirut are able to devour the indestructible Divine Sparks and digest them to increase their power. However, he is also capable of forging them into artifacts that possess the peerless durability of the Divine Sparks. Such artifacts are priceless and second only to Sovereign Artifacts, because they lack the tremendous spiritual energy of a Sovereign. You can forge any kind of weapon or armor you can think of with enough Divine Sparks on hand. You can only acquire these Sparks by killing gods though. The sharpness and defensive power of your artifacts is dependent on the strength of the Divine Sparks that went into making them, though they all possessive the signature durability. After this jump, any god or deity that you kill will drop a crystallized piece of their essence that will act as a Spark. Weapons and armor created post-jump will protect from and pierce through any attack or defence weaker than the power of the gods that went into creating them.

Magus:

A God In Spirit (100 CP): Spiritual essence is half of a magus' power, those with higher spiritual essence will be capable of greater feats of magic. How fortunate, then, that you possess such tremendous potential. You begin this jump possessing as much spiritual energy as any seventy of your peers.

Exceptional Affinity (200 CP): Elemental Essence is the second half of a magus' power, with the strength of your Elemental Affinities determining how quickly you can rise through the ranks. Purchasing this perk will give you an Exceptional affinity for one of the Elemental Laws, making your training with that Law several times faster. Your ability to synchronise with this Law and grasp at the Profound Mysteries of your chosen element is also bolstered greatly. You may buy as many additional purchases as you like for 100 CP each.

High Magic (300 CP): Beyond the seven Elements are the four Edicts, known as Death, Life, Fate and Destruction. By purchasing this perk you are given an exceptional affinity for one of the four Edicts, as well as the necessary soul purity and shape to cultivate it. The powers of the Edicts are much greater than the Elemental Laws in the Mortal Realm, with Life Magic being capable of healing incredibly grievous wounds and manipulate nature. Death Magic can resurrect entire armies of high rank beings, read memories from and dominate the mind, it can even refine captured souls to increase the power gained from absorbing them. Fate Magic, known as Oracular Magic to the mortals, has many unpredictable effects evocative of the Law of Light and the Edicts of Death and Life. Destruction Magic is true to its name, though it also governs over bloodlust and conflict. The downside of these techniques though is that they do not require training after the Deity Realm is reached, but instead require the Essence of the World to deem a person has necessary Enlightenment based on their adherence to the Principles of that Edict such as those who practice the Edicts of Death being able to understand and accept death in its fullness.

Cheapskate (600 CP): It is a difficult task for a magus to cast a spell of the level that he has reached, due to the large energy costs requiring him to speak a drawn out incantation and gather his energy. However, spells of a lower rank cost so little energy comparatively that they can be cast instantly, without any delay. This perk, however, eliminates that problem. Your magic now costs a mere sixth of what it did before, allowing you to quick cast spells of your level with ease. This perk extends to all forms of magic you possess.

Angel Creation (800 CP): The Sovereigns of Light are possessed of a truly wondrous ability, one that allows them to convert pure souls into powerful Angels whose loyalty to them is without doubt. This is the ability that you now possess. The Angels that you create with this ability are absolutely loyal to you and will not betray you under circumstances, however, there is a downside to this. The Angels are static beings who cannot grow in power beyond their initial strength and the process of their creation strips them of free will, leaving them extensions of your will. Post-jump you will gain the ability to convert beings into Angels while preserving their personality and free will.

Varying levels of wings indicate an Angel's position in their tier, with a one winged angel possessing the power of a lesser Saint, whereas a three winged Angel possesses the power of a Prime Saint. Their power rises with the number of wings from there, with Twelve Winged Angels possessing the most power, equivalent to a Seven Star Fiend. Soul purity isn't based on personality or deed, but rather qualities inherent to the soul since its creation. Your Warehouse will gain a door that leads to an attachment off of the side of arbitrary size where all of your

Angels who lack free will may stay, to travel with you on your journey. Takes about an hour or so to convert a soul.

Noble:

Law Giver (100 CP): When many Nobles have children, they almost always end up being spoiled brats who can't back up what they say and quickly end up getting wrecked by a person they offend, with this perk on the other hand any children that are born to you pick up from your personal level of power when they were conceived and slowly awaken to that full power at the age of 16, as an added bonus they also get the same amount of insight into the Laws as you did when they were conceived. You can choose specifically how much they inherit.

For the Clan (200 CP): To those raised in the noble clans of Yulan, family is everything and they will go to any lengths to preserve the pride of their Clan and their Ancestors'. Allowing the murder of their children to prevent the clan from suffering repercussions or taking credit for treason you didn't commit to preserve their clan is only natural. This perk inspires a tremendous sense of underlying loyalty to the clan in anyone that you are related to, such that they will be willing to work towards ensuring the sanctity and success of the Clan.

Friends Are Worth It (300 CP): A Noble without friends and influence is either really strong or has relatives that are really strong. Since you probably don't have either, you, of course, have to make many friends, this perk helps with that making you much easier to befriend and much more charming to other people boosting your charisma to the point that only the most antisocial people - those who hate having contact with another living being -will spurn your friendship, but even for them this may not last if you are persistent.

Ever Growing (600 CP): The soul of a Deity is a powerful thing, yet their potential is not infinite. While they can grow to incredible heights, they can never reach beyond the level that they reside in, though reaching the peak is certainly possible. With this perk, however, you will find that your soul can grow infinitely, however increasing the power of your soul gets exponentially harder the further you rise beyond the bounds of your level.

Linley Armor (800 CP): The main protagonist of Coiling Dragon, Linley Baruch, is a man blessed with incredible luck and success across his life. His luck was such that he was able to pull off a transformation that no one in the entire Cosmos, composed of countless Planes over a span of six quintillion years, was able to. You receive this same amount of luck, finding artifacts

and treasures, meeting individuals that are truly important, and having your loved ones or yourself saved by others at the most critical moment of danger. To put it simply your luck is tremendous and the Universe itself allows for you to escape harm.

Items and Gear: All Items respawn in the Warehouse after a week upon being destroyed unless stated otherwise.

Magical Beast Meat(-50 CP)(Free Drop in): Magical Beasts, while insanely dangerous, also have amazingly delicious and healthy meat. You now have an interspatial ring filled to the brim with all types of meat from all Magical Beasts in the Multiverse, and even some not, maybe being hybrids or having entirely new effects. You gain all of this cooked or not, alongside other derivatives like Rampaging Iron Bull Milk, Velocidragon Blood Wine, Fire Dragon Omelette, etc... You always manage to pull what you want out, and the meat from Magical Beasts or equivalently strong animal-like creatures will be added to this in future worlds as well.

Gold (50 CP)(Free Drop In, Noble): Gold is the universal currency of the Yulan Plane, accepted everywhere on the continent. With this you get a sack of one hundred gold pieces, enough to live eighty years peacefully. This gold does not replenish if and when used.

Heavy Weapon (100 CP)(Free Warrior): An enormous weapon that only a warrior can wield. It can injure magical beasts of the 2nd rank unaided. You may choose between a sword, an axe and a warhammer.

Staff (100 CP)(Free Magus): An immaculate Magus staff, topped with a crystal ball that halves the magical energy needed to cast spells. Doesn't stack with Cheapskate or Azure Dragon Ring.

Interspatial Ring (200 CP)(Discount Drop In): An interspatial ring is an artifact that, when bound by blood like all artifacts, will lead to a hidden pocket dimension. The size of any given interspatial ring's dimension typically varies, but this one is 300 cubic yards of space. Unlike normal interspatial rings, when yours is destroyed its contents are only returned to your Warehouse instead of cast into the Chaotic Space. Using it is as simple as feeding your spiritual energy into the ring and thinking of what you want. On the Yulan Continent there are less than a

dozen of these rings across the world, such is their rarity. In the Higher Planes however, they're more common than bags, and are near worthless as a result.

Secret Training Manual (200 CP)(Discount Warrior): Most people in the world use the generic Qi gathering stance to train their bodies and Battle Qi, and only some have special access to manuals that allow a person to accumulate Battle Qi faster. You get one copy that details the special technique to use for the benefits. As Battle Qi is a part of the Mortal Realm, it's naturally useless after the Saint Stage. It's benefits before the Deity stage are incredibly useful though. After this jump the manual will update itself with instructions for any supernatural abilities you should find yourself acquiring, showcasing alternative techniques that should be sufficient to allow you to train in it faster, though this is only if it can be trained up.

Book of Sculpting (200 CP)(Discount Magus and Noble): This is a book detailing the Straight Chisel form of stone sculpting created by Doehring Cowart. This school of sculpting, while very good on its own merits, also allows someone to train their Spiritual Energy and Elemental Essence, while normally it would only be Earth style, this book details ways to train any form of the Elements. The sculptures are also worth a lot and look really cool. Comes with a set of indestructible tools.

Tome of the Higher Realms (300 CP)(Discount Drop In): The Divine Planes and the Four Higher Planes are enormous, the Infernal Realm possess multiple continents that are billions of kilometers across, naturally it's very hard to gain information on these realms and the many dangers that hide themselves in those places. This small book on the other hand has detailed information on all of these planes plus the Material Planes allowing you to avoid most dangers found in these places. Post jump, this gives you similar information about the reality you're in as well as the ones around it.

Pearl of Life (300 CP)(Discount Warrior): A Pearl of Life is an incredibly potent artifact, incredibly rare too, that is filled with an incredible amount of life energy. When bound by blood and absorbed into the body it bestows an incredible regeneration factor on its owner. Typically they become useless after the Saint stage however, as the Divine Body can simply be restored by the Deity in much the same manner. Unless your soul or body is completely destroyed then you will recover from all damage within a minute. Though that's only for human sized bodies, mind you, if you're significantly larger then it will take proportionally longer to regenerate fully, it's still incredibly potent though, and total destruction is still required.

Book of Spells (300 CP)(Discount Magus): The most important aspect of a Magus, aside from their spiritual potency, is the spells they know and can use. This tome holds every

spell created or discovered in the Yulan Plane by the time of your arrival. The spells within go from First Rank to Saint Rank and are spread across every Element, things like Windscout, Windshadow, Earthguard and Earthtremor, all the way up to the Forbidden Spells, like Void Extermination, Absolute Zero, Annihilating Tempest, Dimensional Edge and Heavenly Meteor's Descent. It also has spells and arts for the Edicts, like the Death Art of Souls scouring and Wraithcall. In future worlds it updates with new spells and knowledge, though only those weaker than effects of the Saint Rank. Also comes with decent instructions on the Art of Formations. At a minimum you'll make good headway.

Bond Formation (300 CP)(Discount Noble): A magic formation that allows you to bond with a Magical Beast of any rank. Exceedingly rare and expensive. You can choose between a master-servant bond, wherein you would have complete control over the Magical Beast/Divine Beast to the point where you can abuse them to your heart's content and they won't be able to resist or even speak up against you, though this is not recommended if you ever intend to let them go one day, or a Bond of Equals which is more of a partnership that both sides agree to uphold. Regardless of which bond is taken, the two bonded parties can feel the emotions of the other and can sense the other's location. You get a new one every month in your warehouse.

Ization Pool (300 CP)(Discount Four Divine Beasts Clan): The Four Divine Clans have a procedure called the Ancestral Baptism where the recipient gains insight into the elements one of the four clans is aligned towards, is transformed into a Divine Beast, becomes able to utilise the Divine Ability of their progenitor and they ascend to Demigod of the appropriate element. You gain a vial with the ingredients and the Jewel needed to create an Ization pool when dropped in a small pool of water. This pool will only affect people who share your blood no matter their level, however you can only use the pool if you are Deity of a Law or Edict. If you are already a Deity of the element your clan is aligned towards then you will simply gain the Divine Ability and become a Divine Beast. Unfortunately, this method will only transform you into an inferior kind of Divine Beast, weaker than your progenitors.

Azure Dragon Ring (600 CP)(Discount Drop In): This is a true treasure that you've got here. This innocuous looking ring was, in fact, the soul protecting Sovereign Artifact of the Azure Dragon, Lesser Sovereign of Water, one of the Four Divine Beasts. He was slain by the Chief Sovereign of Light Augusta nearly twenty thousand years ago, whereupon his ring fell into the Yulan Plane and was eventually found by Doehring Cowart. The ring is an incredibly versatile artifact with many different abilities. It can automatically draw in free floating souls, as well as the Amethysts of the mountains in the Infernal, and automatically refine them into a soul empowering mist. It automatically feeds this mist to your soul without any input needed on your part. And finally it lowers the cost of any magic technique to a sixth of its original cost.

Contained within it is three drops of Water-type Sovereign's Might and a drop of the Azure Dragon's Blood Essence (see notes). All of these effects, as well as its contents, cannot be activated or retrieved until you reach the Deity stage, though the soul protection remains active regardless. The hole in the defences will repair itself on its own as you feed it your spiritual energy, an entirely autonomous process that only requires you to wear the ring. The process is a long one though, taking decades at the Highgod level.

Metallic Lifeform (600 CP)(Discount Warrior): The primary form of travel for Deities, this Metallic Lifeform can come in the shape of various animals, constructs or buildings. The inside is luxuriously furnished, and comes with regenerating delicacies. It can also be planted as a metallic castle that's very expansive in size. The inside will shift to match. When traveling it can travel a distance of a billion kilometers a year and is insulated against the outside assuming something with force stronger than a basic 1 Star Highgod doesn't attack it. Even if that would happen, it would regrow itself minutes afterwards. As you grow stronger, the speed and durability increases with you. As a Seven Star Fiend, the Lifeform could cross continents in the Higher Planes in a month and survive strikes from Commanders. Can expand to the size of a Mountain while maintaining durability.

Sovereignty Artifact (600 CP)(Discount Noble): A Sovereign Artifact is a weapon that, after thousands of years of being imbued with a Sovereign's energy, has developed special abilities. They are essentially indestructible and can survive in Chaotic Space which reduces most things to dust.. You now possess one and, unlike regular ones it only works for you, family and designated users. Everyone can sense this fact and won't try to take it from you. You can pick between three different kinds of artifact. An Armor type, which melds with the body and protects it against anything less than a Sovereign weapon or a Sovereign trying to kill you. A Weapon type, which can be any kind of weapon you like, that possesses a single, tremendously powerful offensive ability. Keep in mind however that the true power of the offensive ability is locked away until the Deity stage and it's essentially just a very strong weapon until then. Finally, you can take a Soul Protecting type, which protects against soul attacks from anything up to, and including, Sovereigns.

Sovereign's Might Flask(600 CP)(Discount Magus): I don't know how you managed to get this, but this is a flask filled with about a 100 drops of Sovereign's Might. When absorbed by a Deity, it can make their power skyrocket. This flask contains Sovereign's Might which can even be used by mortals. It is a tremendous waste however. Refills every year if used.

Planar Battlefield (800 CP)(Discount Drop In): A small door appears in your Warehouse that when opened reveals a new Plane called the Planar Battlefield. You may not

leave until the end of the battle, and if you die inside you are shunted out to your Warehouse and cannot enter it for ten years. Here multiple Deities form and battle for extremely long periods of time to kill others. Every time you open the door you enter a planar war which happened in the past, though these ones take place in an alternate timeline so don't worry about messing things up. When you enter the battlefield all time in the outside world is stopped and if you collect enough Commander badges you can turn it in for a Sovereign's Artifact. (see notes for extra clarification)

Red Caltrop Diamond(800 CP)(Discount Warrior): This diamond is a copy of the one mentioned in the Overgod mission. What it does is tremendously boost the life force, and strength of anyone holding it, enough that a 2-Star Fiend could massacre a group of 7-Star Fiends and remain untouched. This also applies to mortals, allowing someone below the Saint Stage to battle with Demigods, a God to battle Highgods, and Highgods to battle even Paragons. If a Paragon were to use this gem, they may even be able to compete, if barely with a Lesser Sovereign in power, but not speed. As this is just a copy of the real Red Caltrop Diamond, it cannot be used for the Overgod mission.

Golden Soul Pearl Bank (800 CP)(Discount Magus): Golden Soul Pearls are small pearls each filled with the Soul Essence of countless people (20 million in fact), strengthening one's soul by a truly incredible amount, allowing their soul to be at the peak of their tier of power (God Highgod). The stronger the soul, the faster the insights into the profound mysteries. This item is a small box which appears in your warehouse that can hold up to 10 Golden Soul Pearls. Refills once every ten years. Comes with the peace of mind from knowing you didn't slaughter one hundred million people.

Soulseed(800 CP)(Discount Noble): This item is a Soulseed, to be exact, its 10 of them deep somewhere in your soul. Usually, these are formed by Necromancers through a certain technique, but yours simply work anyhow. You gain the ability to implant these into anyone weaker, or at the same level of strength as you, and when you do, they become your eternal slave. You become the most important person to them and they will treat your orders as the most important thing, and will follow them even if it means committing Genocide, or the murder of their families. Once implanted there is no way to remove this unless you are killed. They regenerate every ten years, but only if used.

Companions:

Import (400 CP)(Discount Drop In): Import up to 8 Companions in any one of the Origins with 800CP to start. During your journey in this world you'll naturally meet up with them.

Magical Beast Import (200 CP): You have a Magical Beast for a companion, if you feel like it you can insert one of your companions into the role, giving them 600CP. Magical Beasts reach the Saint level when they mature, and you get one as a baby. It'll take 20 years for it to fully mature. To import all companions into this role you must pay an extra 200 CP

Divine Beast Import (400 CP)(Discount Divine Beast): Divine Beasts, unlike Magical Beasts, become Deities upon reaching adulthood. You may pick one Divine Beast that isn't a Godeater Rat. From this list includes: A Suanni Lion which has the divine ability Heaven Devourer which allows it to create a great vacuum force that leads to their stomach (which is another dimension that immediately kills anything inside), a Ba Serpent (which has the similar ability called Ocean Devourer that allows it to do basically the same thing), an Amethyst Beast which has the signature Blackstone Space that can manipulate gravity in a sphere, and even extinct races such as the beasts of the Four Divine Beasts Clan which had abilities like 'Dragon Roar' that slowed down time for the targets soul or races that have only one known member, like the Sable Leviathan, whose ability Soul Cage allows them to completely immobilize those weaker, or drastically slow, those weaker than them.. You may also import a companion into the body of said beast giving them 800 CP to spend, you may also pay an additional 600 CP to make this companion a Godeater rat. You gain them as a baby and they will take 40 years to mature. (see notes) To import all companions into this role you must pay an extra 400 CP.

Drawbacks: *No Limit on Drawbacks. If you feel like making your time here worse, go ahead.*

Battle Qi/Mageforce Deficiency (100 CP): Battle-Qi and Mageforce are required for training before the Deity Realms. Unfortunately you have a very hard time collecting either. Expect it to take at least twice as long to increase in power.

Trust is Fun (100 CP): In the past you held a deep love for someone. You loved them to the point of being willing to give your life away, but sadly this person betrayed you and because of that you have serious trust issues being unwilling to trust any person who you haven't known prior to said event making you extremely unforgiving to new people you meet. With sufficient willpower this could be mitigated.

Naive Fighter(150 CP): Sometimes, people should be given the benefit of the doubt right? Even this random woman you found in a place filled with cutthroat murderers, obviously she couldn't possibly be the same right? You seem to find yourself unable to tell when someone is lying, even if it is the most obvious half hearted attempt. Expect much danger to come from your naivety and gullibility.

Mountain Range Spawn (200 CP): The Mountain Range of Magical Beasts is normally filled with Magical Beasts of the Fifth Rank around the edges and much more dangerous beasts (up to the Saint level) the further you go in. Regardless of starting point you now start in the most dangerous area where multiple beasts of the Ninth Rank and even some Saint Ranked beasts call home.

His Infamy Shakes the World (200 CP): Wherever you go in the Yulan Continent or the Higher Planes people seem to just assume the worst. Many towns or cities you go to will have guards and other people constantly pestering you because they believe that you are some sort of criminal. Store owners will also refuse to sell to you because they believe that you are a criminal. Have fun buying anything useful. Like medicine. And weapons.

Those Are People(200 CP): All of these Deity's and Saints are immoral, killing millions of people for a simple boost in ability is simply horrific. Not you however, you have an outstanding set of moral principles that won't allow you to do such a thing as murder anyone for your own personal gain, in fact you cannot bring yourself to increase your power in any way that will directly hurt someone else. For example you won't hunt deities down for their sparks to increase your own power, neither will you slaughter thousands to increase the power of your soul. Things of that nature are simply immoral and cruel. That is unless you happen to run into these resources or you are attacked first of course.

Radiant Hunters(400 CP): The Holy Union of the Yulan Continent is the Empire that backs up the Radiant Church which worships the Sovereign of Light. The Holy Emperor Heidens has decided that your potential for growth is dangerous. Thus they have decided to hunt you down and end you, they have thousands, if not at least a million warriors of the Sixth Rank and higher to attack you with, and not without a fair share of those in the higher ranks. These armies will constantly be on the patrol for you trying to find and kill you if you are within their territory. If you do leave their territory on the other hand they will send constantly escalating experts to match your level of power(from within reason of course), and even some angels in their desperation to kill you as they've now irreversibly offended you. The Holy Emperor Heidens

may even step in and will still try to have you killed by using Fate magic that was bestowed upon him by his Sovereign after his sacrifice of Lina Baruch. If you start anywhere other than the territory for his side he will still continue to send experts like crazy unless you are in the capital of either the War God or the High Priest, the only two deities in the whole Plane apart from Beirut. Otherwise the Holy Union will not mind going to war for the chance to murder you.

Dark Assassins(400 CP): The Dark Alliance is the second Empire run by a religion. They worship the Sovereign of Darkness and ban all use of light magic in their borders. The Dark Patriarch of the Alliance has decided that you are a threat to the foundation of his religion and its legacy. Because of this he will send assassins who specialize in dark magic and even fallen angels to try and kill you to stop your threat. The armies of his empire are just as huge as that of the Holy Union, and their ability to specialize in stealth makes them formidable. The Dark Patriarch may even step in and try to kill you with poisons that could cripple those under the Ninth Rank, and maybe even weaken a saint. If you start anywhere other than the territory for his side he will still send people after you, just more discreetly than the Holy union, even assassinating the leaders of the other Empires, this of course excluding the O'Brien and Yulan Empires though low ranking members of these empires aren't safe.

Against All Odds (200 CP)(Requires Radiant Hunters and Dark Assassins): The Holy Emperor Heidens and The Dark Patriarch Affleck have decided to work together so that they can deal with you. Expect a wave of at least 10 Saint level combatants, Angels, and Fallen Angels flying around to hunt you down in packs. Also expect multiple teams of the Ninth Rank and below to be in every town and checkpoint in their territories. If you pick this drawback your starting location is also locked to the Holy Union/Dark Alliance territory unless you picked the Gebados Planar Prison, Drawback in which case they'd be preparing for your freedom. If instead the Mountain Range Spawn Drawback was taken, they will take at least a year to find your location and attack it.

Just a Love Tap(500 CP): Love is something that everyone in this world seems to fall into as if it's destined. For you however, tragedy and misfortune are all that awaits you in that department, lovers you will meet will end up leaving you a complete mess due to their betrayals, not even allowing for you to train properly for what could extend to even a year. No matter what you do, attempting to evade these doomed lovers is just as futile, you find that you will at least fall in love with one person every 3 years or so.

Zacharias Leylin (600 CP); Zacharias Leylin, better known as Bluefire, is one of the five kings of the Gebados Planar Prison, a dimension that is parallel to the Yulan Plane used to imprison those that have offended Beirut. He is incredibly powerful, and is already a Paragon of

Fire and is almost one in Earth. With this drawback he somehow escapes the Gebados Planar Prison and has come to the conclusion that fighting (and killing) you who jumps to many different worlds will allow him to gain the insight to make that breakthrough to become a Paragon. He will escape the prison a month after your coming here and will be gifted knowledge on where you started, and updated on your location every month. Going to the Higher Realms will not help you because no one wants to fuck with a Paragon and they will likely help him.

Eight Greats (600 CP): The Eight Great Clans of the Divine Planes are in a constant deadlock with the Four Divine Beasts Clan due to their attitude when the Four Divine Beasts were still alive, after their death they decided they wanted revenge which lead to the deadlock mentioned above. If you are a member of the Four Divine Beasts Clan anyone who is either a member of the clans or affiliated with them will immediately be able to tell your allegiance and will wildly attack you even using Sovereigns Might if you are a Seven Star Fiend. This is much more prominent in the other Planes where they have a lot of influence. If you are not a member then the clan will simply decide that your future potential is too threatening and will send experts of the Highgod level to find you the moment you enter other planes thanks to the Planar Overseer of the Yulan Plane (who manages the teleportation array that moves people between different Planes) is part of their Clan, and he will inform them of your location. If you camp out in the Yulan Plane for too long expect them to gain knowledge of your location and an update regarding where you are every month. You also lose any abilities that allow you to shift dimensions if you stay too long,

Gebados Planar Prison (800 CP)(Incompatible with Mountain Range Spawn): The Gebados Planar Prison is the side dimension of the Yulan Continent made to trap Deities and Saints that pissed off the Planar overseer or Beirut, there is no Elemental Essence so the only way people under the Deity level have to train is to kill others and absorb the Essence from their bodies. You now start in this prison and have to either wait for Linley Baruch to make a weak spot in the Barrier or wait even longer and wait until Olivier blows up the sealing formation that releases hundreds of Deities and Saints. Did I mentioned it's only populated by Saints and Deities?

Unwilling (800 CP): Half of advancing in power in this world is hard work, the other half is natural talent. With this Drawback you have lost the first half finding it almost impossible to dedicate yourself to increasing in power in any way and instead focus more on the finer things in life, expect to go years without entering another level. No amount of will power will negate this other than your own very weak one and you may not grow in power through any other means.

The Right of Might(800 CP): The world of Coiling Dragon has many types of people, you however belong to a special breed of people, this breed of people is so widespread there is no name for them. Yes Jumper, you are a dickhead, and not just any dickhead, you're a dickhead worthy of rivalling Augusta on any day of the week, with terrible self control and pride just the icing on the cake. While you might be able to rein yourself in if you feel your life is in danger, any other situation will lead to you acting on your dickhead urges.

Sovereign of Light (1000 CP): The Sovereign of Light Augusta is the strongest of the Elemental Sovereigns. He is extremely vain, to the point where he killed the Four Divine Beasts simply because they had a Clan that rivalled his in power. He now believes that you are also a threat to his Clan and will do anything in his power to fuck you over, including making you a pariah to his church and gifting them thousands of Angels at the Saint level, hundreds at the Demigod, and if he feels your threat level is high enough, maybe even a few dozen Gods and Highgod level Angels. These Angels will most likely be ruthless and will slaughter everyone in their path, after all his motto is "Better let a thousand innocents die than let a single guilty man go free". If you ever leave the Yulan Plane he will try to kill you immediately because he will have bribed several Planar Overseers who will tell him where you went. You may not leave until you have killed him.

Sovereign of Fate (1000 CP): The Sovereign of Fate Orloff seems like an amiable man on the outside but is actually completely driven by his training and towards getting stronger. Of course he started to realize that certain things didn't add up such as who could have created the Overgods? Why do the Planar Wars even exist? Contemplating that something was actually guiding the multiverse to this point he decided that he would ascend the multiverse and beat this invisible hand... By cutting a hole straight through the fabric of the multiverse and killing everyone in it just to see how pissed that being would be. Instead of that plan he has learned that you are an extradimensional presence and now lusts to dissect you so that he can gain the secrets of your travel. Leaving the Yulan Plane at all could end in immediate death by Sovereign due to his status as the strongest Sovereign in existence. You may not leave until you have killed him.

Two Sides of the Same Coin (500 CP)(Requires Sovereign of Light and Sovereign of Fate): The Sovereign of Fate Orloff and The Sovereign of Light Augusta are in fact the same person, this is because they were once part of the Bula Race a race created by a material Plane that has the ability to split themselves into two bodies, one with all the emotions that they do not want to keep, and one with all the emotions they want to keep. This allows one to focus on their training and have all of their negative emotions move over to another place. The downside to this being that both sides go to the logical extremes of the emotions that were separated. With this drawback both sides are now combined and instead of just keeping the same level of power, the

new being now has his strength doubled and has three Overgod Artifacts. Expect general things such as destabilizing the Cosmos by attacking too hard, destroying your soul just by thinking about it and warping you until you become his eternal slave at ranges best defined in light years. He can also destabilize all Planes of existence due to his presence alone and has no need to fear the Overgods at this level, so hiding in a material plane won't save you. Basically he's on the level of a Universe Creator who hasn't written their name on the Grandmist Banner. The only way to escape is to kill the newly created Sovereign, or else everything in the Cosmos dies with you. If you succeed, and the rest of the Multiverse survives, then you can choose to be granted your spark or continue on your chain. If the Multiverse is destroyed then you may continue on your chain however you would, without a spark.

END-JUMP SCENARIO

JUMPER Baruch

Despite what your origin says, you are now inserted into the body of a young Linley Baruch upon entry into this Jump. From here you must achieve a four way soul mutation, as well as fuse four types of Sovereign power, and write your name on the Grandmist Banner before you can leave this jump, and claim your spark. Along the way you must achieve several other goals. First, at least five of Linley's original loved ones must survive until you achieve Universe Creator Hood, for these purposes you will have an aura that allows you to easily become friends with these people like Linley did. Second, Linley's worst future enemies must be dealt with, these enemies are: the Eight Great Clans, Augusta and Orloff, The Holy Union's Emperor, and the Duke and King of Fenlai. If you wish to continue your chain after this then you will be restricted to the power of a Universe Creator without their name on the Banner, this includes minor control over Grandmist Energy.

After The End

You have three choices:

Crippled: This world calls to you, it's endless conflict and growth touching some hidden part of you. Or perhaps the power and prestige you've come to hold is too great to give up. Whatever your reason, you've decided to stay in this world. The restrictions on Sovereign Spark acquisition are lifted and the highest realms of power are waiting for you to grasp.

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Bottlenecked: Perhaps this realm was too much for you? The constant struggle and escalation, endless violence and horrific danger guttering the enduring flame of your will. Or perhaps you simply want to go home and this was the final link in your chain? Whatever your reasons, your home awaits.

Breakthrough: There are greater and brighter realms beyond this one, further reaches of power to pursue and greater glories to seize with your own two hands. Or perhaps you're simply glad to leave this place? Regardless of your reason, your chain continues.

Notes

Restrictions and Out of World Capabilities:

- **Should you acquire your Planeswalker Spark then you will be capable of all forms of Grandmist Cultivation, should you decide to return here.**
- You may pass on the ability to cultivate Elemental Essence to someone by filling them with a small Divine Energy or Spiritual Energy.
- People given Cultivation this way will gain one exceptional affinity in an element, and very rarely in two elements, they can get two elements if you awaken them while a Highgod.
- If you became a Highgod in your stay here all people you choose to give cultivation this way will be able to reach Saint level in several years instead of the hundreds it normally takes.
- All abilities will be able to work outside of this world unaffected.
- In future world's as long as one of your Divine Clones survives to the end, all of them will regenerate by the beginning of the next jump.
- In future world's, if you have the ability you may enter a copy of the Netherworld which acts as a hub for all the afterlives in the setting. Souls are "mirrored" in that they exist there as well as in whatever afterlife they are in allowing you to draw on them with Necromancy.
- The settings local(or strongest) death God will oversee this dimension meaning if you wish to resurrect someone you have to speak to them. In the case that the setting doesn't

have a God of Death then it's free lunch(you will be able to find these souls even without a Sovereigns help).

- Only beings lower than Saints are mirrored in this realm.
- **You may now use the Sovereign sparks within the Necropolis of the Gods, or any others you may find. If you are able to convince Beirut/steal them from him then they're yours for the taking.**
- **It is completely impossible for you to fuse Earth, Water, Fire and Wind Sovereign Power to ascend to Universe Creator until your chain ends unless the Jumper Baruch Scenario is taken.**
- If you do become a Sovereign then after you leave another Spark will replace yours so that you don't break the metaphysics of this world.
- If you do obtain a Sovereign Spark(even if you don't absorb it) another 77 Sparks will also appear in other worlds though they will be scattered around said setting and it could possibly take several years of effort to track one down, at least with what you have here. Don't worry about any locals picking them up and fusing them though, one needs to be a Highgod of the appropriate Law or Edict before they can fuse a Sovereign Spark.. And don't worry about them being thrown about in an area the size of a Universe, it'll be a couple of star systems at most.
- If you ever gain access to the Divine ability Godeater you must be just as powerful as the Deity it is being used on to succeed.
- For the sake of completion assume that blood essence refinement is pouring spiritual energy into the blood to remove all the most impure parts.
- **Trying to become a four way Soul Mutate is an incredibly challenging prospect, so much so that the only person in the entire history of the Cosmos to do so is Linley. Should you succeed in this endeavour then when you acquire your Planeswalker Spark you will gain the power of a First Rank Universe Creator like Hongmeng, Linnmeng and Qinnmeng, as well as a nice name composed of the first syllable of your name and the word Meng. This process is very specific however, you need four divine clones and the divine clones must be of the Fire, Earth, Wind and Water configuration. Any more or any less means that becoming a Universe Creator this way is impossible.**
- **The prerequisite to soul mutation is that you need more than one divine clone, once you've achieved this you must survive a near fatal soul attack. During the healing process the soul draws upon elemental essences to aid in the regeneration, changing the structure of the souls in the process, allowing for fusion between them. Should any divine clones be outside your original body during the process they will also slowly acclimatise to the mutation with time spent within your body.**

- If one becomes a Highgod in three clones while they are four way mutated, they will be as strong as a Paragon, and if all four divine clones are Paragons you would be a match for any of the Lesser Sovereigns, and even some Chief ones.
- If you also can't read at all blowing up a continent $\neq$ Being on the level of an Elder Evil. The ranking system is just a name and you're not an actual capital G-God unless you are a Sovereign. Nowhere in the books does anyone not a Sovereign go higher than Life-Wiping level('cept for Paragons). The only thing that would put them higher than this is the Godrealm ability which basically no-sells anyone who isn't Divine, and Soul attacks because they ignore all durability.
- Ripping holes in reality is also bad for anyone not a Paragon as it is instant death for normal deities, and constant confinement for Paragons. The only people who can safely move through here are the Sovereigns.
- Luckily, ripping holes in reality is(maybe) a lot harder in other settings. The Cosmos, as created by Hongmeng, is stupendously fragile for what it is. In other settings, unless it's mentioned that reality is particularly fragile, or you've reached a spectacularly high level of power, then tearing open holes and ruptures will be much, much harder, especially without actually attempting to.
- You can escape the Chaotic Space if there is a similar rip in reality nearby.
- You have an average level of speed in your training before perks come in.

Power Levels: *If you are confused about the way this works, I'll use Warriors as a benchmark for each rank up until Saint.*

- The First Rank allows someone to throw around 100 pound boulders with some effort
- The Second Rank has a benchmark of around 300 Pounds.
- The Third through Fifth Rank are mostly glanced over through the story.
- The Sixth rank is where the real benchmark for the 'mortal' Realms comes in, At this point a thousand pounds isn't really a problem
- The Seventh Rank is another rank up in power, except at that point the Battle Qi or Mageforce becomes Liquid which is pretty much the only thing that is mentioned about it other than Warriors of the Seventh Rank can jump over a wall that is over thirty meters tall.
- The Eighth Rank is when six thousand pounds becomes a slight effort to wield, someone at this level can notice that they can live 150 years or so.
- The Ninth Rank is when ten thousand pounds actually becomes easy. Magus' at this level on the other hand are known as Arch Magus'. Lifespan increases to around 500.
- One moves on to the Saint Level when after a Ninth Rank Magus or Warrior has gained enough Battle-Qi and Mageforce while also gaining insight into a small amount of a

mystery(.0001%) by meditating on the essence of the world . This is where the practitioner no longer needs to worry about age, memory, or basic needs. Total recall also seems to come with this stage.

- All of the various levels have three stages that are either Early Middle or Peak.

Saint Level is when things get slightly ridiculous, at this point most Saints in the mid level can drill holes through mountains or even collapse them whole, and the upper end Saints can barely tear holes in reality (albeit very small and only in Material Planes, whose stability is terrible)) by moving too fast or using too strong of an attack admittedly this isn't really that impressive but is a good measuring stick to see how strong an attack is since it is able to upset the balance of a plane. The only way for one to become a Saint/ advance as a Saint is to gain insight into the Laws of a certain element which then show themselves as a Profound Mystery. Those who have gotten to the Battle Qi requirement to become Deities but don't have enough insight into the Laws are called Prime Saints. Prime Saints are pretty much unbeatable by other Saints that aren't Prime Saints. Despite all of this, Saints are considered near animals in higher planes. It's also important to keep in mind that materials in CD are far stronger than mundane ones, so many of the mountains would be far more durable than the ones in the mundane world, even in just a Material Plane.

When a Saint reaches the requirements of Battle-Qi/Mageforce the Natural Laws Descend and create a Divine Spark based on their insights which will make them a Demigod. At this point a Saint has the choice between splitting their soul to have a Divine Clone who is pretty much an entity controlled by the individual, the advantage to this is that they can continue to train in multiple Laws and also have an extra life in case one of these bodies dies. The downside is that your soul is actually being ripped in half and it is really painful, this isn't really much of a problem outside of the initial pain, so definitely pick this option because even the author acknowledges its supremacy . The other option is keeping it in your body and becoming unable to comprehend any other Element or Edicts giving you only one life. Demigods enjoy much more power than a saint being able to vaporize a Mountain with a sword swing (in a Material Plane), and also have what is called a God Realm which allows them to stop others from eavesdropping in their conversations, and force those of a level weaker than them to be unable to move. The more one advances the higher the power of the Godrealm gets.

After becoming a Demigod, one has to gain insight to three Mysteries to become a God where they gain the normal increase in power, and the Soul also becomes much stronger, and is able to absorb more energy to strengthen itself. Gods are able to (with some effort) carve a chunk out of a Mountain in a Higher Realm (which are made of much tougher materials such as Adamantium which Saints have trouble *denting*). At the Deity level anyone can gain energy from worship to make their training faster, though this caps out at a 5% boost to anyone not a Sovereign, and it

takes a minimum of 20 million people to get to that, but for Sovereigns this can even be a 50% boost. Although, the energy gained is limited by your nature, how well you are known and your power in competition with your rivals. If you are known to your people as a Radiant God of Light, rather than Jumper the Magnificent (or similar) then any local God of Light with more power than you will suck up the majority of the energy. In setting, 99% of the energy produced by its inhabitants is sucked up by the Sovereigns. Demigods are barely seen as better than Saints, they're pretty much the peasants of the Higher Planes while Saints are the farm animals.

After becoming a God, one has to then gain Insight into **every single Mystery in a Law** before becoming a Highgod, Highgods have multiple levels based on the number of Laws they've fused, those being:

- One Star Fiends: Highgods who've just recently ascended with no Mysteries fused may fall under this.
- Two Star Fiends: Highgods who've fused at least 1 Mystery.
- Three Star Fiends: Highgods who've fused at least 2 Mysteries
- Four Star Fiends: Highgods with 3 Mysteries fused
- Five and Six Star Fiends are Highgods who've fused 4 mysteries but are different in levels of power due to how strong the Soul is. At this point a mountain in the Higher Planes would collapse after tremendous effort from the Highgod.
- Seven Star Fiends: Highgods Who've fused 5 or 6 Mysteries they are pretty much the cusp of the normal world only being eclipsed by Commander Levels and Paragons. They can outright destroy a mountain in the higher realms, and with a tremendous amount of effort shatter a continent whole.
- Commander level/Lord Prefect Level: Seven Star Fiends who are on the peak of becoming Paragons. Can fuck up a mountain in a Higher Realm with minimal effort and after spending some amount of effort can shatter a Continent. Many of these people challenge a lord of a city for their position so that they may rule over that area and gain riches.
- Highgod Paragon: A Highgod who has fused every single Mystery into One, because of this they gain the power of Will which is the same power the Sovereigns have. The difference between even a Seven Star Fiend and a Highgod Paragon is huge, with one Paragon being able to slaughter an entire army of Seven Star Fiends and sinking multiple continents. They have enough power that if they weren't in this Multiverse they would easily be capable of destroying planets and moving/sensing across a good section of a solar system. Becoming a Paragon is actually extremely hard, with there being only 8 or so in the past hundreds of millions of years (Sovereign's don't count). Their abilities include using their will in an attack to rip holes in reality (in Higher Planes), vaporising entire mountain ranges (in Higher Planes), moving at what would be relativistic speeds in a normal universe on average, and even being able to survive in this universe's version of

the Howling or the space between Planes. Unless you pull some serious bullshit it's gonna take a lot of work to reach this level(or you just have real genius).

Sovereigns are different from Highgods because there is no actual work required to become a Sovereign, instead there are a set number of Sovereign Sparks given by the Overgods (77 to be exact) and those who were lucky enough in the early days of the universe to become Highgods and fuse with one (which is instantaneous). Sovereign's may also only fuse with their spark if they had become a Highgod with their own power, and after they become a Sovereign they gain the power of Will much greater than a Paragon to the point where they can straight up murder a lesser Deity simply by moving their lips. Sovereign's can also fly through the Chaotic Space (what is basically the space in between universes) in ridiculous speeds, enough to get to other Planes, so trying to escape them by jumping in there is a horrible idea.

Elements and Edicts: *What they're good at Specializing in.*

- **Water:** Good for all purposes really, but is good at defense (like Earth) without the same offensive power, can do things like immediately freeze the surrounding area and make Illusions from Fog.
- **Wind:** Amazing for speed and like Darkness is good for running away. Has a Mystery that allows someone to do things like manipulate sound to attack an enemy's soul, windwalk (which is pretty much travelling through air wherever the wind is), and making attacks that are strong and sharp enough to rip holes in reality (most Laws can do this but Wind can do it much earlier.) Has access to the Doppelganger techniques, though different from the others.
- **Earth:** Great for defensive techniques and material attacks like armor, manipulating gravity and vibrations to kill enemies, and worldwalk (travelling through Earth). Not very good for speed and such.
- **Fire:** Has the greatest attack power of the Elements because it is good at both material attacks and soul attacks, but with lacking defense. Can do things like turn the body into fire, remote detonate areas around the user and is good for bursts of speed akin to teleportation for those of similar rank.
- **Lightning:** Good for attacking and speed but horrible for everything else, not much info is given on its capabilities, but it is extremely fearsome if Soul Mutated.
- **Light:** Good for very fast healing and regeneration, and soul attacks, it can also do things like devour Souls and turn the body into light. The Material Defense and Soul Defense are on the other hand pretty bad. Experts of Light are the fastest individually. This has access to the Doppelganger techniques, though different from the others.

- **Darkness:** Good for assassinations and debilitating effects like blindness and inciting anger in a person, also good for running away through doppelgangers. Since it mostly focuses on assassination type moves speed and material attacks are also a major strength.
- **Destruction:** Amazing for material attacks and soul attacks of any sort, but just all around terrible in defense.
- **Life:** Great for fast healing, soul protection and soul attacks that are semi-sentient which allows them to seek out weak spots in a person's soul or defend weak spots.
- **Fate:** Normally affects the soul but has a whole host of other effects that are kind of a mix between Death and Life magic. Has absolutely no material attack or defense to speak of and mostly relies on the Soul.
- **Death:** Good for summoning undead, destroying Souls, enslaving souls and scouring souls. Enslaving someone's soul is the equivalent of making them a slave that follows your orders and to scour someone's soul is to sift through it's entirety, like mind reading but more thorough and violating. Death Magic also allows one to potentially summon hundreds of minions that are a level under them in power if they beat them in the nether realm.

Fun Facts: *Any of the things I left out.*

- Highgods can make their own Pocket Dimensions the size of a room. A room, not a plane, filled with a certain type of Elemental Essence for faster training but this can only be done in Material Realms.
- Unless you're a God, or at that level, do not go to a higher Plane, to put it simply people treat Saints there like humans treat ants, and Demigods are treated like peasantry in Game of Thrones, even as a God I wouldn't recommend it due to the hundreds of thousands of roving bandit bands.
- Sovereigns can create entire Planes, not Highgods, Sovereigns. Though this process takes at least a thousand years for a plane several million kilometers in circumference. It is possible to create planes with fused Sovereign power, wherein they become much more stable but the power and time needed create even a small place becomes exponential, such that a plane of Earth and Water, 10,000 kilometers across, took 4000 years to properly construct.

- Sovereign's Might is a very concentrated amount of a Sovereign's Spirit Energy that shows itself as a Liquid Droplet. When absorbed by Deities their power temporarily increases several fold. It can be used to extend the range of Divine Sense dramatically.
- In the Infernal Realm the currency used is Inkstones. We don't actually know what the currency of the rest are.
- All Inkstones and other currencies in the Higher Realms have a small bit of Sovereign power that when refined can make Sovereign's Might. This takes a number of about 3 trillion Inkstones which is enough to buy 3 Billion Highgod Artifacts... For a single drop.
- Sovereign's cannot enter Material Planes that they did not originate from as their will begins to overpower the Plane and collapse it. Though they are easily capable of creating projection clones with power equal to a seven star fiend, allowing them to enter Material Planes with far lesser power.
- Someone can research the Blood Essences of Divine Beasts to create techniques which have special effects such as making a person perceive time slower, or directly destroy a weaker opponents soul.
- Someone may also use the Blood Essence of a Divine Beast to make another branch of that Species.
- Mountains in the Higher Realms are made out of things stronger than adamantium, which most Saints can't even break.
- Material Attacks: attacks that focus on attacking the physical body like punching someone with vibrations that can liquify organs through their defenses, fire hot enough to kill or a blade of air sharp enough to cut space.
- Soul Attacks: attacks that only focus on affecting the soul and thus go right through defenses and directly affect the Soul making someone lose coherency or just straight up destroying it. Such things include sound that causes the soul to "tremble", a green mist that seeks the weaknesses in a soul defence then dissolves the soul on contact or an ephemeral blade of darkness that passes through all matter and damages the soul.
- The Cosmos is composed of elemental "particles" as opposed to conventional matter and runs on the Laws and Edicts, rather than anything resembling conventional physics, this allows for all the incredible feats without the tremendous destruction that would result in a normal setting.
- There are ranks in Sovereigns, they go Lesser, Intermediate, and Chief.
- The Chief Sovereigns of the Edicts are much stronger than the Chief Sovereigns of the elements with the Chief Sovereign of Fate Orloff being the strongest of them all.
- For the Chief Sovereigns of the Elements the Chief Sovereign of Light and general dickwad Augusta is the strongest. He is also hiding his power and is up to ten times as powerful as the other Elemental Sovereigns.
- Beirut pretty much created the Four Supreme Warriors by experimenting with the blood of the Four Divine Beasts.

- The Yulan Plane by itself has been around for 4 quadrillion years at the least.
- Hongmeng created the Cosmos six quintillion years ago.
- Commander level Highgods can actually carve out a pocket dimension by ripping a hole into the Chaotic Space and filling that hole with their divine energy. Depending on what type of energy they filled it with it can make training with that element/edict faster.
- Bluefire once made a continent. No reason why, he just felt like it.
- Artifacts are Items that have special effects that range from protecting the soul to shooting fire balls because they were nurtured by the Divine Energy of a Deity. These effects get more and more powerful depending on the power of the user who made it, For example a Highgod Artifact made by a Highgod who just became one would be unbreakable by Highgods of the same level and be able to harm all Highgods of the same level unless they were also using an artifact. Overgod Artifacts also follow this trend, so if any one being was to gain three Overgod Artifacts which protect the Soul, the Body and any sort of weapon they would be invincible.
- The thing that sets Sovereigns apart from normal deities is that they have the power of Will, this ability lets them enforce their Will upon the Universe in limited ways such as adding it to their attacks to make them multiply in strength, and kill a Deity by willing their Soul to be destroyed. This works on anyone with a level of Will lower than a Sovereign. Though any level of Will can allow someone to resist the Will of a Sovereign, the difference given by a small amount of Will is negligible. Although distance is also a factor in resisting a Sovereign. A Paragon, with their own Will, can resist their destruction with incredible distance, but the struggle becomes exponentially harder the closer you get. This shouldn't be a problem however, Paragons are respected by everyone, even Sovereigns, as the pinnacle of skill and achievement, you probably deserved it if you managed to provoke a Sovereign into killing you.
- Paragons also possess Will but to a much lower degree as they cannot outright kill others with it and can only boost their own attacks. Their power of Will also gives them an innate awareness of their surroundings, that Sovereign's possess in greater magnitude, that also provides them a certain control over their surroundings. In this manner they can control the effect they have on the surrounding space, so as to not create ruptures with excess force, or create larger ones with little effort.
- The Four Great Empires are the Rhine, Rhoualt, Yulan and O'Brien Empires. The first two were solely made to be buffer zones but have become moderate powers.

Perk, Drawbacks, and Origin Notes: *Notes on things that haven't been explained in regards to the Jump*

- For the Four Divine Beasts Clan the Redding Clan are the most balanced with the best offense, the Nimo Clan have the best regeneration and are also well balanced which pretty much makes them unkillable monsters when transformed, The Bowen Clan have

the best defense at the cost of speed, and the Laius Clan have the best speed at the cost of defense.

- All the Clans have a transformation which include: A Draconic form for Redding, a Pheonix Form for Nimo clan, a strange Armored Form for Bowen, and a Tiger Form for the Laius Clan. These names are all in order for the above transformations.
- The Redding Clan focuses on Water, the Nimo Clan focuses on Fire, the Bowen Clan focuses on Earth, and the Laius Clan focuses on Wind.
- The Four Divine Beasts are the Azure Dragon, the Vermillion Bird, the White Tiger, and the Black Turtle. They were all Lesser Sovereigns until the Chief Sovereign of Light Augusta killed them for having a Clan as strong as his. Even though they were lesser Sovereigns they were still able to match a normal Chief Sovereign with their innate Divine Abilities
- The innate Divine abilities for these clans are mostly unknown, but we do know that the Azure Dragon's innate Divine Ability was Dragon Roar which slows time down for a single target.
- For Divine Spark splitting your soul is something one can do when they become a Deity which allows them to train in other Laws and have the equivalent of an extra life. Not doing this leaves the body made only out of the Essence of one of the Elements or Edicts making them unable to sense others.
- Blood Essences are the distilled Blood of a Divine Beast which contain a portion of their soul. This is basically just ultra purified Blood.
- The Planar War is a war in which two planes fight on a huge premade plane to see who will win. This is actually a way for Sovereigns to gain more portions of Will, and prove their supremacy. In this huge plane there are two sides that are separated by a Stellar River which is an area filled with rips in reality. The two ranks for the opposing sides are Commanders and soldiers. Most soldiers are at the 5 Star Fiend level and it takes a hundred of the badges that they have for a drop of Sovereign's Might. Commanders range from being as strong as Seven Star Fiends to being Paragons. Killing 10 of them nets you a Sovereign Artifact. Alternatively you can also kill 1000 Soldiers for a Sovereign's artifact.
- For the Clan levels a Clan that encompasses a kingdom like the Debs Clan is Kingdom level. A Clan that is at the front of an empire like the royal Leon Clan is Nation level. And a Clan like the Dawson Clan which encompasses the whole continent is a Continent level. For comparison of how much power each level wields, a Clan like the Debs would be pretty rich but not enough to really matter having a clan fortune of eighty million gold coins. The Leon Clan in comparison probably has a storage of twelve billion gold coins. The Dawson Clan on the other hand would have maybe a trillion saved up.
- Taking the Unwilling Drawback with anything that has someone hunt for you is an almost guaranteed death unless you are an OCP or something.

- Divine Beasts become full Deities when mature but find a hard time increasing in power the tougher they are innately because of the rules Hongmeng set up on the Universe. So it might take many hundreds of thousands of years to even gain a level.

Recommendations: shit you should probably do/never do:

- Taking the Four Divine Beasts Clan and picking Armand means that picking up Best Aspect: Speed is a good idea.
- Taking Soul Mutate with the Edicts Life and Death is good if you want to focus on soul attacks since the Edicts of Life can heal quickly while also keeping Deaths capability of extremely damaging soul attacks. The fusion of Life's weakness seeking soul attacks and Death's extreme damage capabilities would be a potent combination.
- Taking Soul Mutate with any of the Edicts except Destruction is good for Soul Focused stuff since most of them focus on Souls, with Destruction only focusing on Material attacks.
- Taking Soul Mutate with Fire and Earth is good if you want to have extreme offense and extreme defense
- Do not take Gebados Planar Prison with the Zacharias Leylin drawback. It's pretty much an instant death.
- Going to the higher Realms as a Saint is a bad idea. You'll be treated like an animal and you'll probably never get the chance to advance.
- The Infernal Realm is good for training all the elements as the density of essence there is stronger. But it's really fucking dangerous. Like really.
- The Divine Wind, Water, Earth, Fire, Lightning, and Darkness Planes are good for training their own specific Elements and are MUCH, MUCH safer than the Infernal Realm though that isn't saying much/
- The Celestial Realm, The Life Realm, and the Netherworld are also good for trying to gain Enlightenment in the other three Edicts(also really fucking dangerous)
- A good way to prepare for trying to become a Paragon is to fuse the Mysteries as you go instead of after becoming a Highgod. This cuts the difficulty level in half.
- Don't call Phusro a Kitty.
- A good tactic for dealing with Paragons you can't harm due to Sovereign Artifacts is to throw them in the Chaotic Space where they'd be stuck.

Below is a Jump Strategic Guide, decided to keep it here for people.

Where Am I?

The World of Coiling Dragon where most of the natives practice cultivating to reach Superhuman levels with their bodies, because of this most people are taught that they have to be strong to. There are 11 Planes made by Sovereigns which are split into the Divine Planes and the Higher Realms. The Divine Planes are made by the Sovereigns of the Elements: Earth, Wind, Water, Fire, Lightning, Darkness, and Light. While the Higher Realms are named after the Edicts: Life, Death, Destruction, and Fate, they have the names of the Life Realm, the Netherworld, the Infernal Realm, and the Celestial Realm. These planes are incredibly dangerous for anyone under the Demigod level, and even then one needs to at least be a Highgod before they can be considered safe. This is especially true in the Infernal Realm where the Edicts of Destruction demand that it's followers slaughter and battle no matter what Elemental Affinity they prioritize in. This makes the Realm a hotbed for everyone since all of those that practice in the Elemental Affinities have their training boosted. This effect is replicated in other planes, but only for a singular Element that they were made of such as the Divine Wind Plane only boosting Wind based affinities.

Our Story is set in the Yulan Plane, a material Plane not made by the Sovereigns, but the Overgods which are the equivalent of Universal AI's who make sure that everyone follows the Laws of the Edicts which the Universe would collapse if not maintained. The Yulan Plane has 6 different Empires(later 3) and is cut through by a massive mountain range filled with magical beasts, superhuman animals that can eventually reach the Saint Level. The O'Brien Empire formed by the War God O'Brien 5000 years before the start of the series by fighting the High Priest Catherine and splintering her humongous empire into two. She did not take kindly to that and so they then proceeded to fight each other to a stalemate and decided to have peace. In the process of their fight they had created a country spanning river, and decided to form two other Empires as a buffer zone. These two would become known as the Rhoualt and Rhine Empires. The Yulan Empire was once the first Continent-spanning Empire that came about after the eradication of the Pouant Empire during the Necropolis of the Gods incident, where hundreds of Deities descended to the Yulan Plane to seek the Sovereign Sparks that were rumored to be hidden in the Necropolis of the Gods a Giant extraplanar area meant to hide the Sparks of the leaders of the Four Divine Clans by Beirut. The Yulan Empire was so influential before its fracturing that the entire Calendar is based off its founding. The last two empires were made from two religions based on the Chief Sovereign of Light the Radiant Church and the Chief Sovereign of Darkness the Cult of Shadows that was once a part of the Pouant Empire and the Yulan Empire as minor churches. After the destruction and splintering of those Empires they formed their own rivaling political powers: The Holy Union and the Dark Alliance respectively these Empires had a massive chunk ripped out of their lands after Linley inadvertently frees the Demigod Dylin who beats the shit out of the leaders of both superpowers. Dylin ended up turning this land into a haven for magical beasts but let's Linley and his alliance take it . Later in the timeline in revenge for his mother being sacrificed by the Radiant Church, Linley destroys

the Holy Union and the Dark Alliance(who ironically decides to help the Holy Union) and takes their land under his own empire, the Baruch Empire. Several years after this Linley, The War God, and the High Priest decide to set their eyes on the Rhine and Rhoualt Empires assimilating them into their own empires.

After Linley ascends to the Higher Planes a man named Odin breaks through the Gebados Planar Prison(because of Linley's later actions in continuing to weaken the seal) a place meant to hold people that pissed off Beirut during the Necropolis of the Gods incident. Odin proceeds to carve a huge chunk in the territories of every single one of the Empires and kills several of Linley's closest friends. Linley after returning to his home Plane beats the everloving shit out of Odin kills his son, and then chases his last Divine Clone to the Netherworld where he kills him after also whooping the Sovereign Emissary that was hiding him.

Who Should I Care About?

- **Linley Baruch:** The Main character of the story who started off as a boy from a failing Clan. Thanks to the Coiling Dragon Ring and his insane determination and love for training he manages to go extremely far in a small amount of time. He is descended from the Four Supreme Warriors Who were created by Beirut, because of this some in his clan can turn into a Dragon-like form if they have enough Density in their veins. Linley did not, so much later he ended up drinking the blood of a 9th Rank dragon to awaken his blood. His brother Wharton is the first person in thousands of years to have a good enough density. When he goes to the Infernal Realm after making his empire from the ashes of the Holy Union and becoming a Demigod at the age of 50(something that taking 5000 years would have been called miraculous) he reunited with his Clan where he finds out the one in the Yulan Plane was a branch of.
- **Bebe:** The second Godeater Rat in existence, Bebe's parents were killed by the Stellar Sword Saint Dillon and the Grand Magus Saint Rudi. As a last act his pregnant mother gave birth to him prematurely before telling him to stay in the compound of Linley's home. Here he is found by Linley who starts feeding him until Bebe decides that he wants to become his magical beast. Throughout his journey he acts as Linley's partner and later his only source of company after the death of his father and Doehring Cowart. Later on through their journey Bebe learns from Beirut of the deaths of his Parents and goes on a Rampage where he kills both Saints. Bebe is shown to be extremely lazy despite his strength and unlike Linley and depends mostly on his Divine Ability as well as his Body. He later marries a woman named Nisse and has a child, and also resurrects his parents

alongside Yale, George, and Linley's father. While he is a smug fuck, he doesn't commit any horrible atrocities.

- **Doehring Cowart:** a Grand Magus Saint of Earth that lived 5000 years before the start of the series, and died right before the Necropolis of the Gods incident. He ended up sealing himself inside of the Coiling Dragon Ring to preserve his soul and stop his eternal torture in the hands of his rival. He becomes a mentor to Linley after he discovers him, making him the only disciple to the Straight Chisel form of Sculpting which helps Linley gain much acclaim and acts as a form of training which is also the cause of Linley's incredibly fast training. Doehring later sacrifices himself and uses the energy in his soul to execute a Saint Level spell to save Linley. Because of this his soul dissipates and he is forever unable to reincarnate or even come back to life, something Linley finds out that even the Overgods and a Universe Creator are unable to stop.
- **Beirut:** The First Godeater Rat in the history of the Multiverse, Beirut was created by the Yulan Plane like all Divine Beasts, and because of his fondness of Rat type Magical Beasts gives them a home in a Northern Forest known as the forest of Darkness where he lets their numbers swell to the hundreds of millions, each Rat being able to bite through the waist of a fully armored superhuman man with the durability to survive a 6000 pound boulder to the face. He was lucky enough to witness Augusta killing the Four Divine Beasts and he later takes one of their sparks for himself while hiding the others in the Necropolis of the Gods this earns him the unending hate of Augusta who forces him to confine his only Sovereign Clone in the Yulan Plane. Several thousand years later one of his descendants has the child who becomes the Second Godeater Rat Bebe. While only having the Spark of a Lesser Sovereign, Beirut is strong enough to fight against any Chief Sovereign that is not of the Edicts thanks to his nature as a Godeater Rat giving him the ability to rip the Divine Spark out of anything weaker or on the same level as him instantly killing them, and devour it to increase his body's speed and toughness, which after hundreds of thousands of years has allowed him to shrug off Sovereign Artifacts. Augusta is the only exception to this rule. Beirut also created Linley's ancestors through the use of the DNA of the Four Divine Beasts.
- **Hogg Baruch:** The Father of Linley, Hogg spent his whole life in extreme pain because after the birth of his second son Wharton, his wife was kidnapped by persons unknown which changed his personality drastically. The incident caused him to be an extremely harsh man who rarely showed any strong emotion. To add to this, the Baruch Clan was on a downturn thanks to one of the former Ancestors selling their ancestral Warblade and driving the clan into debt, because of that he was extremely harsh on Linley as a child as he wanted him to bring glory back to his house and cover their shame. After Linley entered the Prestigious Ernst

Academy and obtained enough money to relieve his clan from debt he decided he could finally investigate his wife's kidnapping. During this investigation he was mortally wounded and later died in his home covering up his death as falling ill, but not before finding a lead on who had kidnapped his wife. Linley coming back to his home upon his father's death uncovered the secret by begging their family Housekeeper who told him everything and lead him to the brother of the king of the country he resided (this country was named Fenlai and was under the Holy Unions control) which leads to Linley following the lead and destroying the Holy Union and the Dark Alliance. He is later resurrected alongside the others.

- **Wharton Baruch:** Linley's younger brother Wharton, just like Linley is a Genius, but unlike Linley all of his genius was due to his own efforts and hard work, which allowed him to reach the Eighth Rank in a shorter time than his own brother. Sadly after becoming a saint his potential dropped and he found himself hitting a wall which made him decide to relent and use a Divine Spark so he could protect his children something that would cause him to lose any future chance of advancing in power, but he still became a Highgod despite this handicap. It could be argued that he is a more genuine genius than Linley
- **Yale Dawson:** The heir to the Dawson Conglomerate the biggest trading superpower in the entire Continent, Yale is one of Linley's friends and he has multiple horrible things happen to him such as when he is mind controlled by a Demigod and is forced to commit a genocide of 40 million people, and is later tortured to insanity by the Deity Odin who kills his entire family which forces his friend Reynolds to mercy kill him after he asks him to. He is later resurrected by Linley and borrows multiple sparks from him so he can become a Highgod and remakes his clan in the Yulan Plane.
- **Reynolds Dunstan:** One of Linley's close friends who is from the Walsh Clan, a clan that is extremely powerful within the O'Brien Empire and holds a great amount of control within the military of the Empire. Later in the series Reynolds is almost killed due to one of the princes within the Empire refusing to open the gates within a city even though they had the superior numbers. He is later found to have been sold into slavery by his captors by Linley after killing the prince. After that during Linley's 10000 year excursion to the higher realms he is the only one of Linley's close friends that survives Odin entering the Yulan Plane and is the one that tells Linley of what happened after becoming a Demigod.
- **George Walsh:** The last of Linley's close friends, George is a smart young man who joined the Ernst institute and ended up becoming advisor to the Emperor of the/After that during Linley's 10000 year excursion to the higher realms he is killed by a Seven Star Fiend and resurrected by Linley after he makes a trip to the

Netherworld to ask the Sovereign of Death to resurrect him. There he is found to have reached the level of Saint.

- **Zacharias Leylin/Bluefire:** One of the kings of the Gebados Planar Prison, and a Paragon of Fire(later a Sovereign of Fire), Bluefire is an extremely strong man that used to live in the Yulan Plane when it had three continents(his home continent and another one was destroyed in The Necropolis of the Gods incident). After being imprisoned for a reason we are never given, Bluefire seems to have mellowed out and became an incredibly peaceful man that even tutored Linley for a small amount of time. He also recreated his old continent and named it after himself.
- **Olivier:** Another genius, Olivier became a Saint at the age of 30 and defeated the Stellar Sword Saint Dillon soon after becoming one, something that only Linley ever replicated. After he challenged the Monolithic Sword Saint Haydson and was injured gravely enough that he ended up becoming a Soul Mutate. After training bitterly for many years he came back for a rematch and killed him in one blow. Soon after that he became a Deity even faster than Linley and during their fight with another Deity broke the seal to the Gebados Planar prison releasing hundreds of Highgods, Gods, and Demigods, one of which attacked the head of the O'Brien Empire before being killed by Beirut for insulting him. This event later helped weaken the seal which allowed Odin to escape. After entering the Infernal Realm he got married with a woman who was apparently also in a relationship with another man before she left him, the man promised to leave their family alone if she came along, but killed one of Olivier's sons which drives him into an insane rage and forced him to absorb another Spark so that he could have resonance in both of his soul mutated bodies since they were stronger when both sides were at the same strength, sadly because of the man's Sovereign artifact he couldn't harm him which is where Linley stepped in after his own soul mutation and killing the man. Olivier is a very cold person as many note, and has an insane determination which he puts only to becoming stronger, and later to his family which he tries his hardest to protect.
- **Dylin:** Dylin is a Divine Beast known as a Suanni Lion or the Heaven Devouring beast with the ability to devour hundreds of 30 meter tall Dragons. He was imprisoned in the Gebados Planar Prison because he offended Beirut while trying to secure Divine Sparks for his children because they weren't divine Beasts like him and were stuck at the Saint level. Thanks to Linley pulling the sword Bloodviolet from the sealing array, Dylin managed to escape but not before two of his children had died in the prison. Sadly for him one of his children also died when they entered the Necropolis of the Gods to try to obtain sparks since he couldn't help them. Linley helped him out by giving his children two of the Sparks

he won in the Necropolis because his son dies saving his life. He causes the biggest moment in the plot by starting his 'Apocalypse Day' and telling the leader of the Holy Union to "run north/south and when I feel like I've taken enough land I'll stop", which saves Linley from an execution as he had killed the King of his country in his drive for revenge against his country. Despite only being a Demigod, thanks to his status as a Divine Beast, Dylin was able to make a name for himself in the Prison despite it being filled with Highgods and Gods.

- **Tarrose:** Tarrose is a Divine Beast known as the Ba-Serpent, which is 10 Kilometers long and has an ability similar to Dylins known as Ocean Devourer. Unlike Dylin who he was close friends with, Tarosse was not imprisoned in the Gebados Planar Prison, but was instead made to guard the Necropolis of the Gods. He is an extremely laid back person and he even saves Linley's family when one of the lackeys of the God that takes over the O'Brien empire tries to attack his empire too.
- **Cesar:** A six thousand year old peak-stage Saint-level assassin, he was one of the only Saints to survive the Necropolis of the Gods incident five thousand years before the start of the series and became a Saint in an incredibly short time and proceeded to do the same again by becoming a Demigod in only 5000 years and a God 10000 Years after, a feat that even the War God O'Brien cannot replicate. He really takes a lot of pride in his "Manliness" and was so ridiculously powerful that even when he was just a Saint he straight up killed a high ranking official of the Holy Union and proceeded to use their badge to do whatever he wanted in their territory. Even the Emperor of the Union just kind of let it go.
- **O'Brien the War God:** As mentioned above, O'Brien started the O'Brien Empire and managed to become a Demigod by taking a Fire type Divine Spark after the death of a Deity during the Necropolis of the Gods incident.
- **Catherine the High Priest:** Unlike O'Brien, Catherine actually managed to become a Deity on her own and later is forced to use a Spark to become a God. There are some implications that she later starts a relationship with O'Brien.
- **Delia Leon:** Linley's future wife, and a Wind Magus who was given Spark Strips by Beirut so that she could reach the Deity-level. She's an incredibly kind person and is also in the main line of Inheritance for the strongest clan in the Yulan Empire the Leon clan, she has an older brother named Dixie who just like Linley is a ridiculous genius, reaching the sixth level when he was sixteen, a feat that most people spend their entire lives working towards(He also started training when he was six like everyone else so it only took him a decade.)
- **Augusta:** The Sovereign of Light and also a complete dick. His favorite quote is "better kill a thousand innocents than leave one guilty man free. That should tell you a lot about the things he's done. He is also one half of a being that split

themselves into him and Orloff so that the Orloff part could focus on training. He also had Linley's mother sacrificed to him to become an Angel, and when Linley asks for her back he doesn't free her and instead mind controls her to act like she's free. He is killed when Linley finds out about that as well as his connection with Orloff. He is also extremely strong, able to fight against any of the Sovereigns of the Edicts despite no one knowing of this. He has several hundred sons and daughters who he kidnapped to start a clan which caused him to kill the Four Divine Beast Clan Leaders simply because he wanted his to be #1. Killing him is something I would recommend for anyone no matter what.

- **Orloff:** Seems like a good guy at first before you find out about his plan to murder everyone in the Multiverse so that he can see who made it. He is killed by Linley after he fuses all Four Sovereign Powers and causes a black Hole. Same recommendation as above.