



Desolate Era (The Chaosverse)

By Bramastra

You didn't think that would be the end did you? No, the world of cultivation is that of no boundaries, no ceilings, and no limits. Unlike the Three Realms, the Endless Territories is the vast cosmos filled with Chaosworlds, and beings far more powerful than you can imagine. To access this second part you must have reached the World level either in the first part, or in any other Jump visited afterwards.

As you may have already guessed, the Three Realms aren't the end all be all of this setting. Outside it's reaches lie the Endless territories, a section of the wider collection of Chaosworlds. Beyond even this, there are other territories and miscellaneous Otherverses all within what is called a Realmverse. the number of Realmverses lie in the millions, and together they form a single gargantuan Chaosverse. One that may be under threat sooner than you may think. You'll be staying here for 10,000 Years, because of this I suppose it won't be too bad if I gave you this:

+1000 CP (Cultivator Points)

Origins: *You can be whichever Origin you want, but you get an extra 500 CP for staying the same origin as you were in the original jump.*

Wandering Expert (Free): You were once a simple wandering expert, no home to your name, no family to speak of, and not much companionship. Yet despite your start as a simple person with a Beastskin fur and your body to aid you, you have managed to become the greatest being in this Chaosworld. Maybe your name is known throughout the entirety of the Three Realms, or maybe it's just known to the select elite, or maybe it isn't known by anyone. Either way however, none can deny your place at the top. Maybe you have countless people you saved that remember you, or those you killed that curse you, but now such people are nothing but ants under your feet, the question is whether you will crush them or lift them up?

Tribesman (Free): Once upon a time you were merely a disheartened, bored person who was stuck in a cycle of tragedy. For that is the only fate a tribe in the Grand Xia would eventually meet. Tragedy. Somehow however, you managed to break this cycle and soar to the very top of the Grand Xia, and then the Three Realms. Not many would believe you had such humble beginnings if you told them so, but then again everyone has to start somewhere. Leaving your home isn't something you're unfamiliar with, but once again you're asked the questions "Where to go, what to do?"

Hired Expert (Free): Many tout Genius' as the end all be all of Cultivation. In fact you may have been one of them. As a household guard and general friend to one of the Clans in Stillwater commandery you met many of their "Geniuses", but as your power continued to rise you noticed something about these geniuses, and that was that there was always someone with more talent. Thus for a person like you seemingly at the peak of power it may have looked like the end. Yet you continued to rise above them all until finally you stood supreme, a once hired blade standing at the top of the entire Three Realms, it wouldn't be a stretch to say that you're proof that genius isn't all that's needed, that the speed of cultivation wasn't the most impressive

Child of a Superpower (Free): As a child you lived in utmost luxury, you were the Young Master who's very identity shook the area around you. You were handsome, talented, and rich. One would think that lack of struggle in your life would lead to a weak cultivation and an even

weaker character, but against all odds, here you stand stronger than anyone in recorded history. Many like to say that a genius is nothing if their potential is not realized, but many of these same people forget what it's like when that potential is fully unlocked.

Races:

Dao Alliance Cultivator (Free): You keep the race you choose in the first part, and thus are one of the numerous normal cultivators in the vast Chaosverse. Some might say that this is for the best - there is a reason that all existing Autarchs are cultivators, after all.

Ancient Cultivator (-400): Ancient cultivators are similar to Chaos Godbeasts in that they were formed by the primordial chaos. However, the true difference between the two is that while Chaos Godbeasts have incredibly strong bodies and innate gifts, the Ancient Cultivators have tremendous comprehension abilities. On the day you reached the World Level, you found yourself awakening to your true form as an Ancient Cultivator, as well as some inherited memories that will lead you to their, and now your, ancestral home. And while your body may be weaker than that of a Chaos Godbeast, it is still equal in power to an ordinary First-Step Daolord while you are at the World Level.

Chaos Godbeast (-400): Much like Fiendgods, a Chaos Godbeast is born in the endless Chaos between Chaosworlds. All are born with tremendous power, enough to allow them to face off with those an entire level above them. It seems that somehow you were born in the same space as the clash of the two Chaosworlds, and entered its reincarnation system. After reaching the World Level your true body has come back to you and you are identical to others of your race.

Sithe (-400): The Sithe, perpetrators of the Dawn War that took place several Chaos Cycles in the past. They are beings from another Chaosverse, the main difference being that theirs has a Chaosverse Controller. This Controller has an apprentice who goes by the name of Iyerre whose ambition reaches to becoming a Lord of Chaos himself and thus started an invasion on this Chaosverse. Because of this, Quadrillions of Sithe acted as an invasion force and barrelled their way to the Chaosverse. Trillions of them were capable of matching Eternal Emperors, and their control over technology and machinery was enough to mean that they were slated for complete and utter victory. However, the Autarchs of the Chaosverse suddenly struck back and utterly decimated their invasion force then sealed the rest in the Sithe homelands. You are a successful experiment by those Sithe trapped in the Homelands, the full abilities of a Sithe, except not suppressed by the power of a Foreign Chaosverse. Even with your power at the World Level you

could easily fight on par with a first step Daolord. All of this is, of course, with the aid of a “grey mist” energy that is a combination of Divine Power, Heartforce, and Immortal Energy.

Location:

The Three Realms:

You’re still in the good ol’ Three Realms, or wherever else you left off.

General Perks:

Reaching OMEGA (-600)

Something has happened to the Dao you’ve been cultivating Jumper, your Dao has traces of becoming an Omega one. All it would take is following your instincts to allow you to transform it into an Omega Dao. Be careful however because a Dao like this means an even harder time passing the Daomerge.

Origin Perks:

Wandering Expert:

Forced Oath (-100)

Lifeblood oaths are sometimes a bit of a hassle. For a World God like you, finding a Lifeblood Stone may vary from slightly challenging to very hard. Thankfully, you don’t need to rely on such gimmicks anymore. Any oath you impose on another being, be it simply asking them to swear upon their honor will now carry the same consequences as a full blooded Lifeblood oath. Even beings that don’t follow the normal rules of this reality may be subject to your oaths.

It’s all the same (-200)

It’s sometimes hard to remember that in something as wide as the Endless Territories that humans don’t actually exist anymore. Multiple varying shades of slightly humanoid to completely alien are now the norm, and it just gets weirder the further out you explore. You however seem to be blessed with the ability to simply look over, and easily comprehend such changes in fundamental viewpoints and bodily composition. No need to worry about such things being an issue, no siree.

Unfed Forge (-400)

The biggest problem with techniques or artifacts is that eventually, if you don't rise in power, status, or connections, you won't be able to procure the necessary materials needed to also bring your power up to par with others at your level. So I'd say it's a good thing that you have the ability to use the same materials at lower levels to create things at your level of power. If you felt like it you could use Steel to make a Golem capable of killing Celestial Immortals while you were a World God. With materials meant for actual immortals, even baseline Celestial Immortals, you would be able to create artifacts capable of comparing to Universe treasures while weaker than Hegemons assuming you have such a mastery of forging.

Woes of the Heart (-600)

While all cultivators at your stage are the absolute pinnacle of luck and dedication, all with godlike stories and personalities, they all still hold weaknesses in personality. Be it pride, lust, greed, or cowardice they all have it unless they've truly perfected their Dao Hearts. Thus for someone like you who can see all of these imperfections, it is almost trivial for you to exploit them in battle. You may pick one way you can do this, from illusions to words, regardless, anyone you fight and choose to exploit in this manner will have their fighting power drop by nearly half (that is of course unless they have the aforementioned perfect Dao Heart).

The Untold Strength of the Outsider (-800)

The Dao is an interesting strength. So is the power all cultivators harvest, from Immortal Energy to Chaos Nectar, for it is all subject to the Chaosverse they live in. And thus, should they leave that Chaosverse, all of this power will be useless. Sure they can still use their various Energies, but without a place to absorb it from, they can only keep at a certain percent of their maximum power to keep functioning for long periods of time. The power of the Dao is also completely unusable in foreign Chaosverses. This would probably be an incredibly pressing issue if not for a single fact. You are not a natural denizen of this world, no history, or ties to it. Thus why would you be beholden to its laws? Such a thing would be ridiculousness in and of itself. The thing is, you're completely self sufficient. You're capable of using the infinite power of the Dao as if you were a Chaosverse in humanoid(?) form, and any of your energies that rely on you absorbing from the surroundings can be replenished no matter where you stand. After this jump you will have the limitless endurance of a Chaoslord even if you have not yet achieved that state. Your energy pool(s) do not grow any larger than they otherwise would but they instantaneously refill regardless of expenditure, allowing you to exert yourself at maximum effort indefinitely without a break. Mana, ki, chakra, spiritual energy, whatever energies you draw upon receive this benefit. Furthermore, you will be able to use anything you have learned or obtained at full effect even if its energy source would normally be unavailable in the reality that you currently occupy. In the same vein things like the suppression of a Chaosworld also fail to do anything, a Cultivator is

beholden to no laws. In fact, in situations where you're away from your source, or can be considered an outsider in a place, all your powers double.

Tribesman:

Living off the Land (-100)

There is a variety of environments and lands throughout the Endless Territories, thus it may seem daunting to gain the amount needed for the cost of living, especially when currencies can change. After all, the cost of a single Inn could eclipse the treasures of most of the strongest Daofathers in the Three Realms. There's a strange effect when it comes to you however, that being you never really exert yourself to find the minimum amount of money required to live somewhere. Whether through small lucky instances or a character traits of yours, you can always find yourself living in a city away from the danger of the outside.

New Frontiers (-200)

As said above, there is an insane amount of Variety in the environments of the Endless Territories. It's not just a matter of Entire planets made of certain materials, but some of the laws of Physics could be completely flipped. Good thing you have the ability to navigate your way through these diverse environments without much issue as long as they don't contain threats that surpass you in strength. Even if a world has no such thing as Gravity, you'll still be capable of living and operating there as if you had done so your entire life.

Friend of Beasts (-400)

Like a certain egg Ji Ning gains in his travels, you seem to have the effect of endearing monsters and other mindless beasts to you simply by being in their proximity no matter their strength. You could easily tame something such as a Chaos Godbeast with barely any effort, and if you were to meet something like a Chaos Primordial, while it would take a bit more time, would still be doable. You also seem to have a strange effect of running into such beasts on a semi-regular basis.

One Against Many (-600)

When the wider Realmverse hears of a grand treasure, it is not uncommon to see alliances between some of the strongest World Gods, or Daolords in existence. So of course when someone decides to go off on their own, they'll usually find that attempting to fight a group of those on the same level is near impossible. But that's not true is it? You know for a fact that any group, no matter how big will have its weaknesses, weaknesses that you are so adept at taking

advantage of, that you might as well have a supernatural power for it. Even if a hundred Daolords came together, as long as individually none of them were capable of besting you, their defeat would be as guaranteed as if you were fighting one of them alone.

Thirty Thousand Seeds(-800)

It's tedious to continually check in on all of your projects, especially when they're on the other side of the known Chaosverse. Scientific endeavors need maintenance and tweaking, raising a student might not lead to them being useful in any way. Thus it's probably a good thing that side projects like that always advance as if you put 100% of all your effort into them, and always come back to benefit you in some way, no matter how miniscule. Leaving a kid you found with some techniques might let him skyrocket in strength to one day come help you in a war. Creating a race of ultimate warriors might see them naturally evolve to fulfill that directive, maybe even evolving traits that make them stand above the rest. Casting aside a single Godgem to create a Chaosworld may lead to the creation of the greatest genius in the history of the Chaosverse. Though that one's still pretty unlikely. Even if these side projects don't help you much, they'll never be a detriment. Go ahead and seed the entire Chaosverse with your power.

Hired Expert:

Observant (-100)

Years spent in this Universe has taught you much. One of the greatest lessons is the importance of your perception. Whether it be of a technique, or a location, your ability to notice small details is enough that if in a battle against someone equal to your strength, you'd be able to find a flaw in their technique or personality based on simply a few exchanges.

A Strong Bond (-200)

Unlike in a Xianxia Novel, meeting new people in real life doesn't mean they suddenly consider you a good acquaintance simply because you weren't a dick. Good thing for you, this IS a Xianxia Novel, meaning that even new acquaintances will be willing to make small sacrifices to help you out if they come across you. They won't risk their lives, but they won't mind helping you out in a pinch or loaning some things. Making friends with these people is even easier than it should be too.

Connected to the Greater (-400)

Every Cultivator is connected to the heart of a Chaosworld, or the greater Chaosverse. Because of this, major events that would affect the entire Chaosverse/world form a sort of premonition

within all Cultivators, giving them a sense of the upcoming events. All of this is fueled by the Prime Essences of the Chaosverse. You however are different. These premonitions are much stronger, to the point that any time there's a major threat either to the world or you, the nature of the threat will be hinted at, and your subconscious will slowly nudge you towards a way to succeed. You can still miss these signs if not careful, and they may not always allow total victory against the threat, but it does allow you to at least weather it. This only applies to threats that have a very high chance of killing you or enacting a grand upheaval/destroying the world or universe around you.

Ascended Mentor (-600)

To raise a student to amazing heights brings pride to almost all masters around the Chaosverse. They serve as a legacy, as well as a tool. Beacons to continue your name, as well as enforcers for your school/clan. Thus it may be frustrating when your students stay one step below you, unable to be truly useful to your own personal battles. Now, there is no such barrier. Even if you picked a mortal from a chaosworld, with sufficient time and resources, they'd be able to reach the same level you currently stand in. They might not be able to match you, but at the very least they'll provide incredibly useful assistance. The heights you can raise your students fail when you reach the Autarch level, and unless you become an Omega Autarch, they won't be able to step into that level. If you wish you may also make it so your students will never surpass you in your current strength.

The Genius Killer (-800)

Each and every World God, Daolord, and Eternal Emperor represents the pinnacle of genius. Each of them has created a foundation necessary to ascend and has the mind to comprehend absolutely massive concepts like the Dao, no matter their complication throughout the eons. Thus it would be absurd to assume that these absolute pinnacles of strength, intelligence, cunning, and luck will simply stay static as you grow stronger. Thankfully, you know a thing or two about dealing with Geniuses, boosted by the fact that whenever you face an opponent in battle, and survive, their strength no longer becomes capable of growing to match yours. Until they die, or stop being enemies, their strength shall never grow from when you fought them. Keep in mind, this has to be a fight. You cannot just throw a punch then run, you have to actually engage them in combat/survive for at least several exchanges with an enemy.

Child of a Superpower:

Call me Darknorth(-100)

Seems like you really have a catchy name, when you perform feats worthy of fame your name sticks around far more than it should, spreading faster than communication can allow. This

always leaves you with the ability to intimidate others with reputation alone, assuming it isn't anything too important.

Ain't that a Pretty Technique(-200)

Despite what Ji Ning would have you think, not everyone can simply learn techniques of Dao's that they don't even specialize in. You however, aren't everyone. Even if you only dabbled in fire Cycles ago, you'd still be able to comprehend and use a Hegemon's Fire arts as if it was for your main art. Doesn't mean you can learn everything though, if you don't have the prerequisites, you can't learn it.

One in 20 Octillion (-400)

It is a fact that everyone in the wider Chaosverse who has reached a certain level of power is a genius. There's no two ways about it, yet somehow, despite coming from the equivalent of rural Africa, you're still considered a genius amongst the beasts of the Chaosverse. Whatever level of Genius you hold, you'll soon find will never become obsolete in the face of scaling strength and new worlds. If you were a minor genius of Formations in the Three Realms, you'll still be a minor genius of Formations in the Chaosverse rather than a complete buffoon.

Perfection of Heart (-600)

The Dao Heart, a mysterious concept pertaining to one's devotion to the Dao. Yours is an impressive specimen, reaching what many would call "Perfect". What does this mean? Any attempts at illusions, manipulation, and unbalancing your psyche simply fail. You gain perfect understanding of yourself, and an infinite Willpower to survive for quadrillions of years under torture without even considering giving up. This is also failing to mention any effects this would have on your heartforce, which is now far stronger than it should be. Even if you didn't specialize in it, with this you are now capable of forming a heartworld.

The Man who understood infinity (-800)

One such as you who has a shocking and unseen talent can feel forced into a single path, the one you are best at. But you did not become the greatest in the Three Realms simply for the sake of being another specialist. No, you're a Genius, with a capital G. Whatever you find your most interesting specialization, you can uplift other side projects to train just as fast. There is one caveat however, that being that this can only be applied to five specialties at a time, though you can switch between them with little to no fanfare. If you're a master of the sword but have a deep admiration for Spacetime, there's no need to worry about talent anymore, you'll have enough to get to speed.

Items: Items are discounted 50% to their origins, while 100CP options are free to their respective origin. All items will refill and if lost, stolen, or damaged/destroyed will reappear unless stated otherwise.

General

Chaos Meats and Wine(-100)

This collection of food and wine is special in that it's made from extraordinary ingredients. Whether the meat of a Chaos Dragon, eggs from a Divine Phoenix, wine made from grapes that grew on a Chaos Star, etc.. No matter how strong you are, you can choose to be affected by the extra nourishment the wine and food grants such as allowing you to refill your energies, getting you very drunk, or calming you down. The effects of this food on Mortals and other weak creatures could increase their lifespan by thousands of years. You can summon this food and drink anywhere with no limit on the amount alongside dishes, and can choose the general effects of each dish. The stronger you are the greater the ingredients, and the greater their effects.

Lifeblood Weapon(-400)

Lifeblood Weapons are tools that grow with those they are bound to. This particular weapon comes in whatever form you wish, even as a set of weapons, and is already at the level of a Chaos Weapon. Unlike other lifeblood weapons, all this one needs is to feed on your energy to grow to your level of power. It is however much quicker to feed it precious materials. You may import any past weapons into this role.

Dream of the one Realm(-800)(Discount if Dream of the Three Realms was taken in Part I)

An extension of the 'Dream of the Three Realms' Technique, this version includes a much upgraded range, allowing one to, at its peak see events over an entire Chaoverse at once and travel through it. At the beginning, this may only extend across the original Chaosworld size, but with time, you could eventually cast this technique across the entire Chaosverse, and even the void surrounding it. Though you're going to need to be an Autarch for that level of use.

Sithe Blueprints(-800)(Discount Sithe)

The Sithe are many things. What they cannot be considered however is inept. Their technology puts everything within this Chaosverse to complete shame. With this item you gain blueprints with details on how to create any and all Sithe technologies, from Realmships, to even something like the Decimatus Wave. The instructions are good enough that even a newly ascended World

God could make full use of them. Of course these technologies require materials that may not exist in this Chaosverse, thus many equivalents are listed in the plans.

Wanderer

Chaos Nectar(-100)

Pure raw energy in its most primal form, Chaos Nectar serves as the primary form of currency in the Endless Territories, as well as a way for World Gods and above to fuel formations, techniques, restore their energy, or even with enough, help break through. You gain one hundred thousand bottles of Chaos Nectar, and one hundred thousand Chaos Jewels. Refills every year.

Hegemon level Dao Seal(-200)

This particular item, taking the shape of whatever you wish, is a Dao Seal that contains the equivalent of a full powered strike from a Hegemon. When crushed, the power within will explode forth and annihilate anything that the user wills. Refills every hundred thousand years.

Universe Treasure(-400)

A Universe Treasure is the pinnacle of treasures most Eternal Emperor's can obtain, created by Hegemon's or Autarchs, these weapons are completely indestructible to those under a certain level of power, and with their special abilities can allow for even Daolords to explode in strength. This treasure can come in any form from weapon to ship. You may import any past weapon into this role.

Lifeblood Dao Seal(-600)

A Lifeblood Dao Seal is an artifact of amazing power. Once bound, the owner can be resurrected at the location of the seal, at full strength without any drawbacks. This particular seal even teleports your belongings back to you. You gain a single one of these seals, it only regenerates ten thousand years after the last use, or once every Jump. Whichever comes sooner.

Ten Chaos Seals(-800)(Discount Child of a Superpower)(Double discount if taken in part 1):

Burned into your minds are the Ten Chaos Seals created by Autarch Awakener, and later perfected by Ji Ning, Chaos Seals which you have now fully comprehended. With it you can transform your Heartforce, Immortal and Divine Energy into "Mana", an energy source which increases your power to an insane amount. As a World God, you could fight a Daolord of the Second Step with body power alone, and as a First Step Daolord, you could dominate those on the Fourth Step. Since this is a perfected technique, it can even exit your body and fuel

techniques and weapons, increasing their powers by a great amount. As if that wasn't enough, your durability directly scales with whatever level of power you're at, World Gods gain bodies at the level of Chaos Treasures, Daolords Dao treasures, and etc...

Tribesman

Dao Tips(-100)

This Jade slip contains a set of tips geared specifically towards your particular Dao. It contains anything from ideas for techniques, tips about your outlook on your Dao, or even advice on how to break through a bottleneck. By itself, this could be a potent aid as it updates every time you advance in the Dao.

Bugbeast Armada(-200)

Inside this special estate-world, contains a vast armada of Bugbeasts completely under your control. These simplistic lifeforms can match up to cultivators in strength purely with their bodies. The contents of this armada changes depending on your personal power, at the very least however, it will be an armada of 10,000 bugbeasts at your level of power. Despite technically being on your level of power, they have barely if any insight into the Dao, and thus would find themselves at a massive disadvantage against those on your level. If killed they will instantly breed themselves back to their full power.

Novessence Arts(-400)

Created by Daolord Allgod, the nine Novessence arts are a series of techniques that utilize the harvesting of special sorts of natural elements to form a sort of domain attack. These natural elements range from water, fire, lightning, and all the other elements. You gain a full understanding of the arts, and a set of Chaos-level elements already integrated in your body. Every time you advance in power, you gain more powerful sets of elements fully integrated. Using just these arts for attack could allow you to completely eclipse your realm of power and jump an entire realm.

Silver Daolord Drops(-600)

The Sithe have created a number of amazing technologies, of them include the Silver Daolord Drops. One who absorbed these drops would be gifted power far greater than your average Eternal Emperor, and an incredibly durable body, but at the cost of never being able to advance again. You gain a hundred of such drops, and you gain more every ten thousand years. If you reach the Eternal Emperor level of power, you'll instead gain Black Emperor drops which do much the same, granting the owner power greater than most Hegemon's.

Stone Censer of Reunion(-800)

The original Stone Censer of Reunion was a potent artifact, however this version has been fine tuned to the extreme. Its first effect is that those in the range of its incense enter a state of enlightenment equal to those random moments and epiphanies, except for however long the incense lasts. Which is now forever, meaning it may even be used in a space-time acceleration treasure.

Hired Expert

Primalwater Armor(-100)

This World God level armor creates a domain of primalwater that attacks those around it, and reflects any attack at twice the strength. This effect only works below the Daolord level, but if an attack of that level is thrown against it, it will subtract a World God's attack power from the damage.

Pseudo-___ Pills(-200)

These pills allow for those at a lower level of power to barely jump into a higher realm. Unlike the ones in this universe, these ones can be given to anyone and boost them to their level of power. You gain 200 pills, for all the past levels of power you've passed, and as you grow in power, and reach new stages, you will gain another set of 200 pills at that level, all the way up until Eternal Emperor. You gain an extra set of 200 of each every ten thousand years.

Godgem(-400)

This Godgem is that of a past Autarch. When thrown into a Void, or injected with your energy, it will form a Chaosworld filled with absolute geniuses. At the very least, they will be equal to the many geniuses of the Three Realms (minus Ji Ning of course), and even after the Chaosworld dies and is reborn, their genius will be maintained. If you wish to keep the Godgem after the death of the Chaosworld, you may simply pluck the Worldheart after its death and store it somewhere. People within this Chaosworld follow you into other Jumps, but are confined to the Chaosworld.

Realmship(-600)

A Realmship, is an amazing piece of Sithe technology that can travel across entire Realmverse in an instant, and traverse the Great Dark between Realmverses in good time. This makes a trip that would usually last infinitely longer than the lifespan of a Daolord into a trip that lasts several Chaos Cycles. To add to this, its defenses are enough that nothing less than an Autarch can damage it, and it never runs out of energy.

Othervers(-800)

An Othervers is an alternate Universe created by an Autarch, that when bound grants the owner almost literal Omnipotence within its borders. Only a select few can even hope to fight an Othervers Lord as they are all but invincible within their Otherverses. You, despite being a World God, have been able to bind an Othervers. It comes with a lot of benefits, including resurrection of anyone under the Eternal Emperor level inside your Universe. Your personal

strength is also increased to the point that you can fight one level greater than yours by drawing upon the powers of your Otherverse, no matter where you are. There's no need to worry about it being destroyed behind your back, it's placed inside your Warehouse. If you wish, you may import one of your previous personal dimensions into this role, and expand it to Universal size if its smaller. If you wish, you may also move your Otherverse outside your warehouse, and back in.

Child of a superpower

Clan Estate-World(-100)

This estate-treasure comes in any shape you wish, from a ring to a necklace. Inside, there is a space the size of a Chaosworld, filled with homes, cities, and supplies capable of supporting a large population of clansmen. You may also teleport any of your clan members to any location into this world (assuming they're not stronger than you of course).

Heavenly Treasures Mountain(-200)

A strange relic from the Three Realms, the Heavenly Treasures Mountain is now an extension in your Warehouse. It contains any and all the treasures in whatever world you're currently in, and those you've visited in the past. You must still pay an equivalent price to gain any of the items, but it also accepts any form of currency you have available.

Heavengazer Tower MK.II(-400)

A far more advanced version of the Heavengazer Tower of Radiance, this version allows you to accelerate time up to a million times with no energy drain in you or the Chaosverse. The world on the inside is at the size of a Chaosworld, and any restrictions on food and sustenance being formed on the inside are now also gone.

Voidsea Jadeseal(-600)

This Jadeseal is patterned off the one created by Emperor Waveshift. Despite not being as potent, it will allow someone to simulate 50% of their Daomerge, no matter how strong their Dao is, from one capable of Hegemony, to Omega Dao's. You gain 1, and it only regenerates every ten thousand years.

Five Truncheon Chapters(-800)

Originally the incomplete creation of a disgruntled Sithe descendant, the Five Truncheon Chapters are a series of Cultivation techniques that range from Mortal, to "Deathless". The greatest part about this technique however, is not that, it is that it allows even Daolords who have

failed the Daomerge to continue to try and try until they succeed. With the use of this technique, as long as there's even a little bit of your Truesoul alive, you could completely heal it. This technique could revolutionize the entire Chaosverse, and if released to the public could mean great public appreciation and thanks. That, and most probably trigger the Dusk War extremely early.

Companions:

Import(-100)

You may import up to 8 companions at once, each of them gain 800CP to spend on this jump, with any Origin of their choice.

Lifelong bro(-100)

This companion is a lifelong bro, a person who manages to be a good source of company, a great source of advice, support, and anything else a good friend can be. They gain 1000CP, any origin, and advance in power at a similar rate to you. Any past companions can be imported into this role.

Dao Companion(-100)

A Dao companion is basically a spouse for Cultivators. With this, you gain one perfect Dao companion who fits all of your tastes, and gains 1000CP to spend on this Jump. If purchased multiple times, then there will be no issues between your many Dao companions. They start at the World level.

Retainer(-100/200/300)

The Endless Territories, and the Chaosverse as a whole, have a culture of “retainers”, servants either willingly or forced to serve a master in battle, and accompany them on their journeys. You may choose between a slave oath or a simple servant one when it comes to this retainer, a slave oath meaning that they cannot deny any of your requests or orders, and any attempts to act out against you result in instant death. A servant one is more equitable, and includes protections from both sides’ abuse, more of a partnership than anything really. For 100CP you may gain a group of 100 Elder God retainers. For 200CP, you gain 10 World God retainers. For 300, you can gain a single Daolord. These retainers are unremarkable examples of their cultivation levels.

Drawbacks:

Brightshore Bound(+0)

You are now bound to be picked up by the Brightshore Kingdom. Their trials will be just as dangerous as they would be originally, and you'll have to work just as hard as you normally would to join one of their "Palaces".

Till the end of the Chaosverse(+0)

Your stay is now extended, instead of the original 10,000 years, you instead have to deal with staying here until the canonical end of Desolate Era, which is only... A couple hundred thousand Chaos Cycles. You sure you're fine with that?

Upstart Cultivator(+100)

For some reason, this upstart cultivator just can't seem to leave you alone. They're at the World level of power, just like you, however they're really nothing special. No one seems to have told them that however, as they consider themselves the greatest thing since Ji Ning. That, and they seem to have an intense, borderline insane hatred of you in particular. Their efforts to kill you are incredibly blunt, and direct. Leaving them alive will just involve them getting more desperate to hurt you in any way.

Annoying Tests(+100)

Seems like tomb-raiding has become just that much harder for you. It seems as if any senior's who leave behind their legacies want to put in the most annoying, time consuming tests. Well, at least that's the way it is for you. For everyone else, the tests remain the same. The danger level stays the same, but the tediousness of the tasks grow with the strength of the person who's legacy you're trying to obtain.

No Cutscenes(+200)

Remember that thing that all cultivators have that allows them to kind of "blank" through large periods of time and work on essentially autopilot? Yeah you don't have that. You have to spend all that time as conscious of how time passes as a normal human on Earth. To add to this, your anti-boredom abilities don't work. You don't need to worry too much however, things won't ever get beyond ordinary boredom, no time abyss madness or anything like that. It'll still be really boring though.

Journey across Flamedragon(+200)

It seems as if you've made a very bad choice of Lifeblood Oath, and now you must travel across the entire Flamedragon Realmverse and deliver some information to one Sect or the other. To add to this, you must do this within a Chaos Cycle.

Daolord Enemy(+400)

You have made an enemy, a particularly strong enemy at that seeing as they're a Daolord of the Third Step. And just like the upstart Cultivator, they hate you to the bone. You have precisely 200 years before they come for you, and unlike the upstart Cultivator, they have no qualms about being indirect with their revenge.

Chaosworld Under Siege(+400)

You have taken pity on a Chaosworld being attacked by a small group of World Gods/Chaos Immortals, at least 3, at most 5. Now you must defend the entire Chaosworld from these people, and ensure that they die before they can cause too much damage to the world. If a majority of the denizens lay dead, or a majority of their strongest cultivators lay dead then this results in Chain failure.

Chased Across the Realm(+600)

Somehow, you've managed to anger an incredibly powerful Daolord. It's not all bad however, as this particular Daolord happens to hate you enough that instead of outright killing you, they'll merely chase and harass you for as long as they possibly can. Their power is equal to Daolord Allgod at the very least. That being said, do not expect to be safe for more than a thousand years in one place before they continue to chase you. The only way to stop them is to kill them and shatter their Truesoul.

True Cultivator(+600)

You're a True Cultivator right? So of course you don't need any of the perks you've taken in the Jumps before this one right? This is of course barring Desolate Era Part I. But your warehouse? Gone. Those juicy perks? Nonexistent. Even your companions lack their perks and items. You're to accomplish all your goals using True Cultivator powers (™).

Brightshore Kingdom(+800)

You have managed to become a serious enemy to the Brightshore Kingdom, to the point where any and all Palace Heads and members have a standing order to kill you if they encounter you. Of course, they will be provided with immense rewards upon doing so. To leave this Jump you must completely destroy their powerbase, kill the Hegemon, and every one of their Eternal Emperors.

Aeonian Empire(+800)

The Aeonian Empire hates you Jumper, with a fury worse than if you had stolen their Sacred Blood. They have a number of Emperors (none Hegemons) and a vast array of treasures and riches. You may not leave this Jump until you've completely annihilated whatever powerbase they have in the Flamedragon Realmverse as well as killed their Eternal Emperors.

Dao Alliance(+800)

The Dao Alliance of Cultivators considers you a serious threat and will stop at nothing to deal with you. Unlike the Aeonians, they have several Archons. Just like before, you may not leave this Jump until you've completely annihilated their powerbase and killed all their Eternal Emperors.

Dusk War(+1200)

It seems as if Iyerre has gained far more brain cells than he originally had, and has decided to launch the Dusk War against the Cultivators far earlier than before, at a time where none are prepared for him, and no one has comprehended an Eternal Omega Dao. It is now up to you to make sure that the Chaosverse survives under Cultivator hands, whether through killing Iyerre, or rendering his invasion force useless.

Twilight War(+1200)

The Sithe truly have retreated permanently, leaving the Cultivators with only one enemy: themselves. A massive war has broken out between the various Realmverses, allying themselves between various Otherverses Lords, or Hegemons of extreme power. The Autarch's, for their part, have decided to let things be solved between the various Cultivators. Which is where you step in. Your job is to quell the fighting between your brethren and cow them all into peace for at least an entire Chaos Cycle. You may not leave until this task is complete.

Scenarios: You may choose as many of these scenarios as you want as long as they don't conflict. If you also choose, any of them can be used as an Endjump scenario.

OMEGA

(requires an Omega Dao)

You have gained access to an Omega Dao, thus, you have one challenge: prove yourself to be the best. Every wielder of an Omega Dao that has not failed their Daomerge(including Ji Ning) will be given tips on how to succeed in their Daomerge. Other Supreme Dao Lords have also had their Dao's upgraded, and they all have one task: to become one of the first ten to gain an Eternal Omega Dao(and succeed in their Daomerge). Regardless of the Dusk War, or any other drawbacks taken, you must become one of these ten. After these new Omega Emperors have been congregated, they will be inserted into an arena, and forced to fight in a free for all. Whoever wins immediately gains access to Omega Autarchy and gains control of the "Desolate Chaosverse"(or whatever you name it). If you succeed in all of this, you gain the ability to take the newly named Chaosverse with you to new Jumps(if you don't choose to gain your Spark). If you do choose to gain your Spark, here or anywhere else, every one of the past multiverses you've visited gets added into the Chaosverse, under your control.

Surname of Ji(continued)

You did it, you made the Ji Clan the greatest clan in the Three Realms. Now, you have one more task, to make the Ji Clan into the greatest clan in the entire Chaosverse. To do this, the Clan needs a number of Eternal Emperors that reaches the thousands, and one Autarch. Whether that's you or someone else. They must also gain influence over at least fifty Realmverses to the same extent that the Dao Alliance has in the Flamedragon Realmverses. Your reward for this? You gain the ability to transform any lifeform into any race that you have been in the past, but also are transformed into a member of your family. These family members gain about as much talent as Ji Ning, and also gain an absolute loyalty to you and your family/clan. This may only work on those weaker than you.

Defender of the Desolate Era

The Sithe are the greatest threat to the Chaosverse, and to defeat them requires more than just routing their forces. No, you have to defeat this threat at the source. You must attack the Sithe in their own Chaosverse, take at least half of the Energy inside their Chaosworld back, and kill the Chaoslord in charge of the entire thing. Due to the fact that the Chaosverse has a controller, an

army of cultivators will do you little good. If you succeed in your endeavor, you will gain the Aura of the Defender. What it does is affect any and all enemies who plan against you. Instead of attacking you indirectly, or striking when you are weakest, your enemies will attack you at the worst possible time for them, and make all of their attacks full frontal and blunt. Even those who know they have no chance and attempt to plan in secret will throw caution to the wind and attack at full force.

Ender of the Desolate era (Sithe required)

You are the legacy of the Sithe, these cultivators despite their strength are barbaric, enslaving each other on the slightest whim. They're ignorant of even the most basic of technologies. Thus, you must help Iyerre to conquer this Chaosverse. However, instead of letting him become Chaoslord, you must kill him and usurp the title. After that, you must then terraform the entire Chaosverse to be capable of supporting Sithe life. If you succeed, you will gain the Aura of the Ender. With it, you may choose to turn the entirety of any Multiverse you enter into a Sithe landscape. All the lifeforms will be turned into Sithe, but maintain their personalities, minds, and memories. The only thing they also gain is the knowledge and culture of the Sithe. These newly created Sithe are entirely loyal towards you alone, and you can magnify this effect from a single lifeform the size and complexity of a human, to an entire Multiverse at once. This may only work on those weaker than you.