

## Library of Heavens Path Jumpchain

### By Sentry342

Welcome to the world of the Library of Heavens Path following the legendary teacher Zhang Xuan as he traverses into a foreign world and becomes an honorable teacher. A mysterious library appears in his mind. As long as it is something he has seen, regardless of whether it is a human or an object, a book on its weakness would be automatically compiled. Thus, he became formidable.

“Emperor Haotian, why don’t you like to wear underwear? To think that you’re still an emperor, can you pay more attention to your image?”

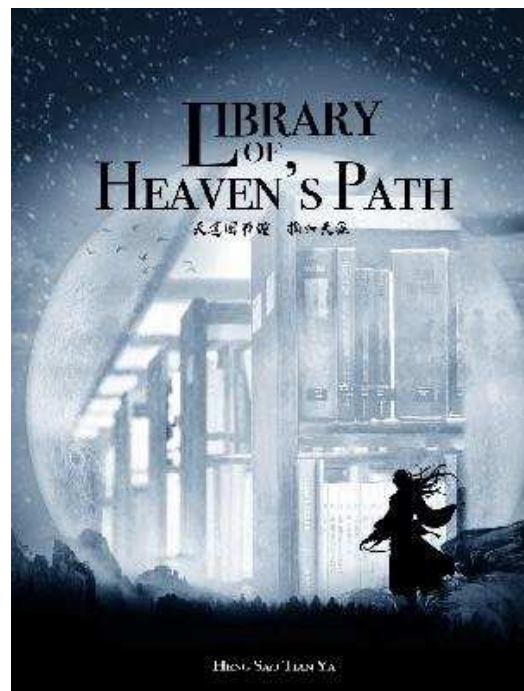
“Fairy Linglong, if you continue to suffer from insomnia, you can always look for me. I have a way with lullabies!”

“You as well, Qiankun Demon Lord, can you cut down on the garlic? Do you want to stink me to death?”

...

This is an incredible story about the heritage between teacher and students, cultivating and guiding the world’s strongest experts. If you hope to survive in this wonderful yet dangerous world for the next 10 years you will need these.

Take 1000cp and choose your path.



## Location

You can either choose one of the locations below or roll d8 to let the heavens decide your path.

1. Hongtian Academy - Hongtian Academy is the number 1 academy in Tianxuan Kingdom, Localized in Tianxuan Royal City. This is the location where the main character will soon appear and start his journey. Perhaps you could either become an ally or his student if you wished.
2. Hanwu Kingdom - The Hanwu Kingdom is a Tier 2 Kingdom. It is part of the territory of Myriad Kingdoms' Alliance. There is not much of note here, but this is an excellent location for a weaker individual to start their journey.
3. Hongyuan Master Teacher Academy - The Hongyuan Master Teacher Academy was established in joint by Hongyuan Empire and the hundred or so Tier 2 Empire Master Teacher Pavilions under them. It's a cradle for 4-star master teachers, and its purpose is to accept and groom talented master teachers. 6-star master teachers conduct lessons personally there to answer their queries.
4. Sanctum of Sages - The Sanctum of Sages was founded by the Ancient Sage Bo Shang. He has followed Kong shi and learned from him as one of his direct disciples. Known as the Greatest Academy in Master Teacher Continent. If you aren't a Master Teacher you will appear outside of the area.
5. Zhang Clan Headquarters - You appear in the Zhang Clan Headquarters. They are the strongest among the Three Premier Sage Clans of the Master Teacher Continent. Perhaps you are a member of the clan or here on behalf of an organization. However if you don't have a valid reason to be here it is unlikely you will survive long.
6. The Forsaken Continent - The higher realm entered through the spatial rift in the Kunxu Realm, home of the Hundred Schools of Philosophers. It is also known as the Azure by locals and Otherworldly Demons. The Forsaken Continent was a place that was abandoned by the gods. There was only one way to receive the recognition of the gods, and that was to acquire the bestowed character of the gods.
7. The Otherwordly Demon Realm - You have found yourself with in the other world we came in around on their side of the seal cut off from the master teacher continent. If you are not an otherworldly demon you need to exercise the most caution here.
8. Free Choice - Lucky you, feel free to pick any of the locations above or choose a location not listed.

## Time

You start out the same day Zhang Xuan takes over the body of the failed teacher and starts his journey.

## Origins

You may choose an origin below, any of the origins may be taken as a drop in if you wish.

### Reincarnated Soul - Free

One of the most common traits of protagonist and legendary experts. They are either a reincarnated soul or a soul who transmigrated into a new world. You are one such being, will you rise to the challenge as many of your predecessors have or will you disappear into the annals of history. You start out just as your soul enters your new body.

### Master Teacher - Free

The number one upper occupation in the entire Master Teacher Continent, as well as the reason for the continent's name. Master Teacher Hall has a branch present in almost every Titled, First Grade and Second Grade Kingdoms in the Myriad Kingdoms' Alliance. A Master Teacher is an expert responsible for training the younger generation of the Master Teacher Continent, guiding them in cultivation.

Besides cultivating true qi like other martial artists, master teachers cultivate the will of mind, allowing them to find and correct the errors and imperfections in their students' cultivation. You may start out as a 1-Star Master Teacher with this origin.

### Student - Free

You are a young cultivator starting your journey. You may be enrolled at one of the academies throughout your homeland or you could be a wanderer looking for a place to learn. Good luck on your future travels.

### Otherworldly Demon - Free

You are an Otherworldly Demon, your kind has fought with the master teachers for years. Kong Shi sealed away the Otherworldly Demons from the Master Teacher Continent, but your leaders have been finding holes in the seal. You may soon be able to go free once more.

### Beast - Free

There are a wide variety of beasts that exist in this world. Legendary creatures from dragons to devouring tides of insects. You will start out as a young member of whatever species you choose. This origin can be taken in addition to any of the previous if desired. There have been intelligent beasts before you know, some of them are even respected elders in their organizations.

Age and Gender - Age is freely chosen or whatever makes sense for your origin. Gender remains the same as previous jump or pay 50cp to change instead.

## Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

## General Perks

### Cultivation - Free

In Library of Heaven's Path universe, there are 9 layers (or dans) of cultivation for martial artists. The 9-dan Supreme (至尊, zhizun) is the pinnacle of a mortal's cultivation. Breaking through Supreme to Transcendent Mortal (化凡, huafan) is a major cultivation step in a expert's martial path. Beyond Transcendent Mortal is Saint, where cultivators would gain the ability to fly. With the exception of the Great Sage Realm, all realms can be divided into 4 small stages: Primary Stage (初期), Intermediate Stage (中期), Advanced Stage (后期) and Pinnacle (巅峰).

First is the Fighter Dan, there are 9 layers (or dans) of cultivation for Fighter (武者, wuzhe). The 9-dan Supreme (Zhizun) is the limit of the human body and the pinnacle of mortal's cultivation.

Second is the Transcendent Mortal (化凡, huafan) realm above Fighter. Before becoming a Transcendent Mortal, experts have a normal human lifespan, even a Supreme peak would find it hard to reach 100 years old. Once they break through to Transcendent Mortal, they would have their lifespan increased greatly. A characteristic of this realm is the ability to draw support from the surrounding environment and transfer all origin energy for oneself to use, increasing one's battle strength by several fold. Supreme realm is the peak of mortal cultivation, and as far as the mortal body can reach, therefore, the Transcendent Mortal realm consists in breaking the shackles of mortality to reach a higher level. For this reason, this realm is also known as Transcending Mortality (超凡, chaofan) realm or Shedding Mortality (脱凡, tuofan) realm.

Third is the Saint (圣者, shengzhe) realm above Transcendent Mortal. In order to truly fly one must be a Saint or at least a Half-Saint. After becoming a Saint, one's lifespan is extended to 1,000 years (for most Saints). Those who had lived beyond a thousand could be considered an old ancestor of a clan, who broke the shackles of Saint realm and reached a higher realm.

Fourth is the Great Sage (大圣, dasheng) realm above Saint. Unlike the Saint realm, the Great Sage realm is divided into only 4 dans. One must be at least a Great Sage 1-dan in order to their occupation rank be promoted to 9-star. The lifespan of a Great

Sage is 1,500 years. Using their Fighter Realm, Transcendent Mortal Realm, and Saint Realm foundation as a basis, one must find their own path towards Great Sage Realm. In other words, the cultivation techniques at this level must be created by the cultivator themselves. Cultivation techniques created by others can only be used as reference. Also, each dan is divided into 6 stages, unlike the Saint realm where each dan was divided into 4 stages. Those stages are: Primary Stage (初期), Intermediate Stage (中期), Advanced Stage (后期), Pinnacle (巅峰), Perfection (圆满), and Consummation (大圆满).

Fourth is the Ancient Sage (古圣, gusheng) realm above Great Sage. Only ancient mighty figures like Qiu Wu, Bu Shang, and the other 72 Sages, were able to achieve this realm. The lifespan of an Ancient Sage is 2,000 years. Some time after Kong-shi left, the “Aeon of Ancient Sages” mysteriously vanished from the world. No one was able to breakthrough to Ancient Sage since then. Many of the remaining Ancient Sage of the human race went into hibernation to extend their lifespans and only wake up when in need.

The conditions for the breakthrough to Ancient Sage is as follows:

1. One's cultivation base must be at Great Sage 4-dan Consummation. This is the most basic requirement and many powerful experts were able to fulfill it since ancient times.
2. One must accumulate «Aeon of Ancient Sages». This step is essential and is the main reason why there are no new Ancient Sages in current times, since the Aeon of Ancient Sages vanished from the Master Teacher Continent's world during ancient times.
3. One's soul depth must reach the minimum of 30. This means that only Master Teachers and other occupations that arduously train their Will of Mind have a chance to breakthrough to Ancient Sage Realm.
4. One's soul span must reach one million kilometers.
5. One's understanding of any aspect of the dao must surpass Heaven's Path.

Like the Great Sage realm, the Ancient Sage realm is divided into 4 dans. Also, unlike the Great Sage realm, each dan is divided into 4 stages: Primary Stage, Intermediate Stage, Advanced Stage and Pinnacle. Kong shi and Vicious are the only known cultivators from Master Teacher Continent to reach Dimension Shatterer realm. Only the primary stage of Ancient Sage 4-dan Dimension Shatterer Realm can be reached in a lower plane. Being an Ancient Sage in Azure (the Forsaken Continent) can be considered a small accomplishment in cultivation while being a Saint is considered quite weak. The lifespan of Ancient Sages living in the Azure is 200 years.

Fifth is the realm above Ancient Sage known as Immortal 3-dans. It can only be achieved in a higher plane, such as Azure. In Azure, Immortals are the elders of major factions and are only below the rarely seen Semi Divinity powerhouses. The lifespan

of Immortals living in the Azure is 300 years. The Semi Divinity realm can be considered a transitional realm between the Immortal realm and God realm, akin to the Half-Saint realm and Nascent Saint realm. After achieving this level, one's lifespan is increased to 500 years. Although immensely powerful by the Azure's standards, a Semi Divinity cannot survive the trip to the Firmament by themselves, and even if they did they would be threatened even by the weakest ant or wild life there. Like the saint realm and the realms prior to it, in this realm, each dan is divided into 4 stages: Lesser Stage, Greater Stage, Earthly Stage and Heavenly.

Lastly is the God 4-dans realm above Immortal realm. After reaching the first dan, the God realm, one can ascend to the Firmament. There, even the weakest ant is a God realm lifeform. The peak among gods are the Monarchs and they are the beings with absolute control over the Firmament. This is the final realm in this universe. While it has been discovered that there is a realm even greater than the Monarchs no one is capable of reaching this level. The only attempt to breach this realm resulted in the universe's strongest cultivator being badly injured by a finger as he tried to peer into the unknown.

### **Knowledge is Power - 50cp**

In this world knowledge is considered a form of power. Due to this regardless of what faction you are you are likely going to spend an immense amount of time reading and gaining new knowledge. This perk enhances your reading speed by a factor of 10 allowing you to go through many more books than any of your peers.

### **Perfect Recall - 50cp**

Given the amount of time and the amount of experiences you undergo you may eventually have trouble recalling all of them. With this perk that will no longer be a problem. You receive perfect memory and the ability to recall anything you have ever experienced. Even when you are 10,000 years old you will not forget what you learned on the first day of your journey.

### **True Essence - Free/100/200/300**

The higher the quality of one's true essence, more clear it would be and further one would be able to climb in the future. The grade of one's true essence reflects the quality of one's cultivation technique. It is said that in order to cultivate superior true essence, it is required a god or saint cultivation technique. For that reason, superior essence qi is exceedingly rare. Superior grade true essence has many wonderful uses such as healing capabilities and protecting the user from poison. Heaven's Path True Essence is a superior grade true essence cultivated from the Heaven's Path Cultivation Technique created by Zhang Xuan.

Purchasing the perk here allows your body to automatically produce Essence instead of relying to a technique to determine your grade. For Free you receive inferior true essence. For 100cp you receive intermediate true essence. For 200cp you receive

Superior true essence. Lastly for 300cp you receive Heavens Path Superior true essence. While officially they are the same rank Heavens Path true essence is proven to be far superior in all aspects.

### **Heavenly Fairy 100/200cp**

The world of cultivators is filled with beautiful people and as they grow stronger individual seem to become even more beautiful. For 100cp You become a 10 out of 10 even in this world, any flaws are removed and you will easily attract the admiration and desires of many individuals.

For 200cp you will be as beautiful as Luo Ruoxin. Even Zhang Xuan's mind became hazy and he stopped starring the first time he met her. You are beautiful enough that even some of the ancient stages or the great clans may offer you gifts just for a chance to pursue you. Do remember that this world is still a cultivation world and being able to enchant anyone that sees you may not necessarily be a benefit.



### **Battle Technique Mastery 300cp**

For a Battle Technique, there is the concept of mastery as well (i.e. how adept you are at using the technique). The higher the rank of the battle technique, the harder it is to gain mastery in it. Mastery is divided into:

- Novice
- Initiate
- Minor Accomplishment
- Major Accomplishment
- Consummation

You have a talent for mastering techniques and quickly advancing your rank in them. This perk acts as a booster to any action you take while training. This effect is magnified even further during combat especially life and death situations. In the time it takes an average individual to reach initiate you are reached consummation. The only restriction on this perk is that it only applies when you are working to increase your mastery of a technique or skill.

### **Soul Depth 50cp**

As master teachers seek to improve their rank in addition to the skill in each occupation the train in they must also have a strong enough soul. By default most individuals have a soul depth of 1 except for master teachers who will receive a soul depth corresponding to their ranking.

A one star master teacher possesses a soul depth for three and increases by three per star therefore a nine star master teacher will have a soul depth of 27. Each time you purchase this your soul depth to increase by three. You receive the appropriate ranking for free however if you purchase a master teacher rank below.

### **Simultaneously Buddha and Devil 200cp**

The reason it is impossible for the otherworldly demons to conceal themselves is the overwhelming killing intent they cultivate. Due to its malleable nature Zhang Xuan used heavens path true essence to disguise himself when he infiltrated the otherworldly demons.

You possess a similar ability, if cultivating a technique causes you to radiate a specific aura you may now amplify or hide the aura should you desire. You could be an otherworldly demon standing in front of a master teacher and they wouldn't know. This perk can be toggled on and off.

### **Master Teacher Rank - Varies**

Master Teachers are required to gain increasingly larger amounts of knowledge and skill to earn their stars. With every increase in their rank they are expected to learn another occupation. For example a 3-star Master Teacher is expected to reach rank 3 in 3 professions as well as having a sufficient cultivation.

Taking this perk allows you to gain the necessary knowledge in increasing ranks. You will not receive the required cultivation however. The first purchase is 100cp and further purchases are 50cp per star. For 500cp you knowledge equivalent to a 9-Star Master Teacher.

- Taking this with sufficient cultivation will allow you to directly receive the appropriate rank.
- Non Master Teachers will not receive the rank but may seek out the a Master Teacher Pavilion to join if they desire.

### **Potential - Free/200/400/600/800cp**

While there are a number of important factors that can determine how far you will go on the path of cultivation, the most important to most of the world is your potential. Techniques can be created and skills can be taught however the innate limits of your being are more difficult to surpass.

For free you receive the ability to cultivate. However by relying on this alone you are incredibly unlikely to even reach the first realm let alone start a real journey. For 200cp you receive these abilities at a basic level with a good potential for progress. For 400cp you receive these abilities with skill equal to some of the stronger disciples with high potential. For 600cp you are equal to Zhang Xuan's direct disciples and have a incredible amount of potential. For 800cp you are equal to Zhang Xuan and Luo Ruoxin capable of battling legendary monsters at the height of their power.

With this strength Zhang Xuan and Luo Ruoxin became the strongest monarchs in the Firmament. You aren't at this level immediately but your seemingly limitless potential guarantees you'll reach it eventually.

## **Reincarnated Soul**

### **Common Sense 100cp**

A unique advantage of reincarnating is the perspective of the individual that arises in the new world. This perk increases your ability to think outside the box and devise new methods. So what if they've been doing this for the past million years. Why didn't anyone ever think consider using ice techniques to create air conditioning or to make cryogenic stasis like me. Just be careful not to piss people off with some of your new ideas.

### **I am jumper 100cp**

One of the obvious downsides of reincarnated into someone else's life is trying not to be overtaken by your new memories and identity. This perk ensures that should you receive someone else's memories you will never be at risk of losing your sense of self. You will retain full access to the memories and and see the perspective as though you were watching a movie. You can retain any knowledge and skills from the memories and should you choose combine them with your current abilities.

### **You think I'm lying 200cp**

One of Zhang Xuan's lesser known skills is his mastery of bullshit. Many times he fed people complete crap and manage to lie his way out of trouble when he was too weak to deal with it directly. You are equally as capable as Zhang Xuan when it comes to spewing crap. Often your enemies or your allies even will either just accept whatever you say or get so confused that they just give up.

### **Management Expert 200cp**

Often trying to make groups of cultivators from different backgrounds work together is like herding a bunch of angry cats. Often it may seem impossible, but you seem to have the magic touch. When dealing with groups filled with conflicting personalities you are capable of managing them. Just remember you may be able to stop them from killing each other, but it's unlikely they'll immediately become friends.

### **Heavens Favor 400cp**

In order to receive the opportunity to reincarnate in the first place one must be endowed with tremendous luck or have gained sufficient karma. This ensures you will keep this luck. When exploring with a group if you were separated rather than wandering into a beast den you may stumble upon a powerful cultivators tomb. You will gain many opportunities such as these. The heavens will always care for their favored and the righteous beings that appear.

### **Beast Pummeling Taming Method 400cp**

Due to Zhang Xuans inability to spend months taming beasts he created a technique

known as the Beast Pummeling Taming Method. That's worked by injecting Heavens path true essence into whoever he was attacking while successfully disguising what he was doing.

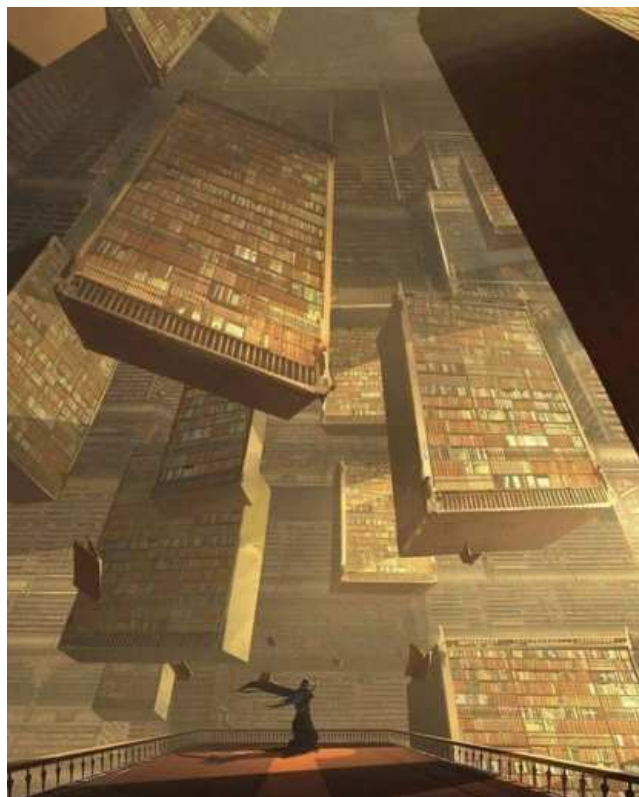
You are now capable of performing a similar ability. You are capable of literally beating strength into your target. By buying this here you are not restricted to just beasts. You can use this ability on anyone to increase their power. As an additional benefit you do not require heavens path true essence or actually need to beat someone for this to work. Maybe your friends and lovers will appreciate not needing to be punched in the face when you train them.

### **The Library of Heavens Path 600cp**

The Library of Heaven's Path allows Zhang Xuan to compile a book on a cultivator as long as the cultivator executes a battle technique in front of him or by touching a person who is unconscious. The compiled book would contain information about the cultivator's background, abilities, and flaws in his cultivation. At the same time, the Library of Heaven's Path can compile books on ongoing processes such as an activated formation or a pill forging process through direct sight, and on artifacts or non-living objects through direct touch.

Similarly, the book would reflect information concerning the ongoing process or the artifact, including its flaws. A book is also compiled by eating a dish of food, it shows how it was cooked and its history, completing a superior Gourmet skill. This allows him to guide other apothecaries on their pill forging process to forge perfect pills, and his ability to discern flaws in artifacts allows him to enhance their abilities through resolving their flaws, thus allowing him to earn the acknowledgement of artifact spirits easily.

However, one shortfall of this ability is that it only grants him knowledge of what he's in direct contact or direct line of sight with, unless it forms a larger system. Also, for formations within formations, the Library of Heaven's Path would only be able to discern the inner formation unless he has an overview of the entire larger formation, as shown in the Qiu Wu Palace arc. Other than that, the Library of Heaven's Path also has the ability



to collect books through touch. This ability can be activated regardless of the presence of seals on the book itself.

Zhang Xuan is able to access the books in the Library of Heaven's Path as well, and his reading speed in the Library of Heaven's Path is stated to be enhanced by more than a hundredfold as compared to outside, thus allowing him to accrue much more knowledge as compared to an average master teacher.

Lastly when you earn the earnest gratitude of your students due to your impartation of knowledge, the Library of Heaven's Path has a chance of condensing a golden page in the Book of Heaven's Path. The uses of the golden page are as follows:

1. It can be used to enhance his Soul Depth by 5. He tried to use it in this way again at Soul Depth 29.9 but failed, noting that nothing was happening and the golden page wasn't being consumed.
2. It can also be used to assimilate the content of all of the books he has collected in the Library of Heaven's Path into his head instantaneously
3. The golden page can be used to seal objects and living beings and store them in the Book of Heaven's Path, such as in the case of Vicious.
4. The golden page can be consumed to temporarily materialize the Book of Heaven's Path and use it as a weapon to crush his enemy. The prowess of this ability seems to depend on the tier of his Library of Heaven's Path, as this ability appears to grow stronger each time the Library of Heaven's Path is upgraded.
5. The golden page can be used to purify the inner lineages of the members of the sage clan, as shown with Zhang Jiuxiao in chapter 1453 - Bloodline Enhancement.

### **A second chance 600cp**

When Zhang Xuan died he didn't disappear into the afterlife or simply cease to exist. Instead he reincarnated into another world. Purchasing this allows you to reincarnate into a new world should you die. In this world you would likely appear in one of the lower realms possessing the body of someone who just died. In future jumps this will act as a one up working once per jump or every 10 years, whichever option is shorter.

## **Master Teacher**

### **Pure Soul 100cp**

Master teachers were created by Kong Shi In order to help guide in advance humanity. They were meant to be beacons of hope and wisdom for their people. Reflecting this the majority of master teachers are pure of heart and seek the betterment of humanity. While it is possible for a master teacher to be corrupt this is an extremely rare event.

Even more so for you, Your soul is especially resistant to corrupting influences and a side effect of this is that you are innately more trustworthy. You represent what a master teacher is supposed to be. So go forth and strive to your goals.

### **Acceptance 100cp**

Throughout the master teacher continent there are numerous different occupations and professions. The vast majority of these are widely excepted and popularized. There are however some occupations that are looked down upon and even hunted. Soul Oracles, Poison Masters, and a number of other professions are among these.

The reputation of these occupations was tarnished by the actions of their forebearers. Before this they were accepted and perhaps through you they may be once again.

You are capable of working pass bias and seeing the potential of any ability. Maybe you would turn poison into medicine or use the ability to harvest souls instead to repair them. These are merely some examples of what you would be capable of by excepting these hated occupations.

### **Talent Trackers 200cp**

What is a teacher without students. You have the ability to find incredibly talented students and the skills needed to convince them you're worthy of teaching them. This is more effective as your reputation grows. This perk gives you the knowledge of many various methods to recruit students. Remember even Zhang Xuan had to trick his first students into following them due to the trashy reputation he inherited when reincarnating.

### **Eye of Insight 200cp**

A Master Teacher skill - It allows one to see the essence of matter and analyze the flaws of everything it lays its eyes upon, be it a person's cultivation technique, a certain object, or anything else. In a way, it works similar to the Library of Heaven's Path. However, it has its limitations in that the object or person analyzed mustn't be too much stronger than the person utilizing the Eye of Insight. But as one's Soul

Depth grows, the Eye of Insight will be able to peer into the flaws of those stronger than one.

By purchasing this you can use this ability and cultivate it even without the required soul depth. Though should you have a high enough soul depth you would be capable of advancing with speed it for surpassing the average and would be capable of seeing so much more.

### **Legendary Teacher 400cp**

To be a teacher is one thing, to be a Master Teacher is another. Master Teachers are capable of single handedly raising and reducing kingdoms into nothing with but a single speech. You possess the raw charisma needed to inspire entire nations. When using this ability while teaching you can mimic the Impartation of Heaven's Will or should you be capable of it already you will be boosted even further. Anyone taught using this method will place great trust in you and become feverently loyal towards you.

- Be careful not to abuse this though, in cases where Master Teachers abuse this they can be hunted down by the Master Teacher pavilion should the offense be severe enough.

### **Heart of a Teacher 400cp**

Just like the Eye of Insight, this is a unique ability that only master teachers could comprehend. Only those who persisted in their path as a true teacher would be able to comprehend this ability and reach greater heights. Legend had it that only 8-star master teachers could comprehend this ability, Zhang Xuan managed to comprehend while being a 4-star master teacher.

A person with the Heart of a Teacher was no longer confined by the boundaries of race. His Impartation of Heaven's Will would be effective on even savage beasts and spirit beasts, allowing him to turn them into his students, achieving, in the truest sense, enlightenment devoid of discrimination. His lectures are also capable of causing animals (902), artifacts(1181) and inanimate objects cultivate(1244). In a sense, a person who had comprehended the Heart of a Teacher could be considered to be nearly on par with a Celestial Master Teacher!

### **Celestial Master Teacher 600cp**

Due to the huge significance that Celestial Master Teacher possesses in the world as a result of Kong shi, Celestial Master Teachers are able to easily win the acknowledgement of other master teachers, as seen when Zhang Xuan used the unique aura that only Celestial Master Teachers are able to emanate to win the acknowledgement of every single preceding principal of the Hongyuan Master Teacher Academy.

Every acknowledgement of Celestial Master Teacher would also result in a significant

rise in the Soul Depth, allowing the individual to peer through the essence of the world with ease. Other than that, it appears that being a Celestial Master Teacher doesn't accord one any unique ability and the position is more symbolic in nature, as it's believed that an individual who is able to earn even the acknowledgement of a heavens is bound to accomplish feats that are on par with the prior Celestial Master Teacher, Kong shi.

The biggest benefit of purchasing this is that you will gain the luck of one of heavens favored. Should you choose to embrace the role you will find yourself in situations and provide you with opportunities that will allow you to become a beacon of hope and perhaps the leader of the entire world.

**Acknowledge me as your teacher 600cp**

Some of Zhang Xuan's greatest feats are the moments of crisis turned fortune. In a number of situations he converted his foes and in some cases their attacks to become allies and students. You now possess this legendary ability. If you can make or convince someone to listen to you even if only for a brief moment you are capable of gaining their admiration.

A more specific example of this would be when Zhang Xuan was attacked by Heart Demons from an ancient cultivator. Instead of being attacked he was able to teach the demons and convert them into his allies. You will be capable of feats such as this and more.

## **Student Perks**

### **I won't give up 100cp**

Truthfully most of the students Zhang Xuan took lacked talent or suffered from some condition that hindered them. despite that they are shared some things in common. Every single one of them was determined to never give up. This determination was often what drew Zhang Xuan's attention to them. you now have a similar determination that regardless of the circumstances you will never simply accept your fate.

### **Martial talent 100cp**

If you intend the last in this world you need some amount of martial talent. Even if your cultivation ability is weak. This perk ensures you have enough talent to learn the basics of any martial art. It doesn't guarantee that you'll master any martial art but it's at least enough to get you started.

### **No one will touch my teacher! 200cp**

Generally it is the teachers responsibility to protect the student until they are strong enough to stand on their own. There however are times where the teacher may be until to protect themselves. You gain a sixth sense that tells you when someone close to you is in danger. The greater the danger the stronger your sense will be. In addition it will give you an idea of where they are if you don't know their location.

### **Spectacular Talent 200cp**

While your teacher can help you reach your full potential you will likely need some thing to make them notice you in the first place. You start out with an incredible level of skill in a field of your choice. It could be anything from blacksmithing, to alchemy, to swordsmanship, or a variety of other things. you won't be the greatest in the world but you would be guaranteed to be in the top 10% at least.

### **Heavenly Physique 400cp**

There are some individuals who have a body blessed by the heavens granting them immeasurable talent in a aspect of cultivation. Some of Zhang Xuan's students possessed such physiques such as the Innate Poison Body or the Poison Soul Constitution. You may choose a type of physique to receive some other examples would be the Pure Yang Constitution or the Pure Yin Constitution.

### **Favored child 400cp**

Some thing about you seems to draw the attention of various experts and other people in positions of power. Many of them will look on you favorably and protect you if you are in danger. Even the enemies you encounter may be more willing to capture you rather than outright killing you.

**Combat Master 600cp**

One of the goals every cultivator pursues is to improve their martial might. This perk increases your martial talent so that you are capable of fighting beyond your level and capable of standing above all of your peers. Even the greatest masters of the Master Teachers Combat Hall would be inferior if they were on the same level as you.

**One in a Billion 600cp**

Some of the perks earlier grant to do a significant talent, but still noticeably far from the top. With this perk it is no longer the case. Similar to the Spectacular Talent you Meet you at the field to develop in men's skill and talent for. So in this case it will be much broader. Some examples of this would include crafting which would cover blacksmithing, alchemy, and formations. Specializing in Soul arts Would grant you immense talent as a soul Oracle, a demonic tunist, and if you were a master teacher empower all skills utilizing soul depth.

## **Otherworldly Demon Perks**

### **Enhanced Body 100cp**

On average the Otherworldly Demons are stronger than humanity. This is balanced out by humanities larger amounts of experts due to the better resources and environment of their home. As an Otherworldly Demon you have an incredible physical body your lifting and striking ability is greater than the average human and easily enhanced with the proper technique.

### **Intimidating Presence 100cp**

You wouldn't be called a demon if you weren't terrifying. You have the ability to project a horrifying visage and intimidate your opponents. This can be done to give you an edge in combat or it can be merely done for fun to screw with your subordinates. Lastly this ability will have less of an effect on those stronger than you. Do not try to intimidate an expert if you are a new recruit that's just finished their training.

- This effect can be toggled on and off if for some reason you do not want to terrify everyone that looks at you.

### **I Mean No Harm 200cp**

The otherworldly demons have been at war with humanity for thousands of years. Despite this there has been evidence to show not all of them crave war. This perk ensures that you will be judged based on your actions not your species. While most of humanity would be unlikely to trust you at first at least the majority would be willing to give you a chance to prove yourself.

- This perk will remain in effect in the future jumps. For example in RWBY you could be a faunus and treated fairly although still disliked by even the worst racist.

### **I challenge you 200cp**

Why waste time with words when you can settle a dispute with your fist. The concept of a life and death duel and honorbound duel is some thing taken of the upmost seriousness. You now have the right to initiate an honor duo to settle any matter or to make a claim. Should you believe your leader is incompetent then merely challenge them for the position. Just remember as you make a steak in the bet, they can choose something as a stake as well whether your life or perhaps something else you consider more valuable.

### **Demon King 400cp**

You are a terror on the battlefield. You have the ability to affect the morale of both your enemy and your own army with your own presence. When your soldiers see you they will rejoice and fight as though they were granted a second wind. your enemies on the other hand will falter and lose confidence. You command the battlefield so go

forth and lead your army.

### **Law of Strength 400cp**

Most of the Otherworldly demons happily run wild filled with blood lust. On their own they are chaotic and disorganized. However there are leaders have a simple way of keeping them in line. Might is right, as long as you are capable of defeating someone in your faction they will never consider betrayal and stay loyal. By purchasing this perk you can apply this effect to any organization you are in. If you are the strongest member of a faction then even if you aren't the official leader you will have those absolute loyalty of every member in your faction.

### **Undying Body 600cp**

The otherworldly demons body is not merely restricted to strength when developed. Vicious the strongest otherworldly demon was capable of fighting Kong Shi one on one. In the end when he was defeated his unending vitality made it so that even in death they had to divide up his body and seal it away in dozens of locations to ensure that he would not return.

Even with that Zhang Xuan eventually met a fragment of Vicious that had escaped and was plotting to regain his power. In the end he was captured and made a deal with Zhang Xuan to serve in exchange for his survival. He successfully absorbed his body parts until he regained his full power.

You possess vitality equal to Vicious's now. Even if you were chopped into thousands of pieces each fragment would develop a consciousness and plot until it was capable of reuniting you into a whole being once more. As a benefit all of your parts will share a hive mind and be under your full control. There will be no issues such as your foot trying to gain control and dominate your body.

### **Lord of Slaughter 600cp**

The otherworldly demons cultivate bloodlust and walk the path of slaughter. You have a talent for this even beyond the greatest geniuses of the otherworldly demons. You now represent the very concept of slaughter. You are capable of single-handedly fighting off entire armies and killing every opponent on the battlefield. In addition should you meet a worthy opponent you'll find yourself growing stronger as you engage them. After Vicious met Kong Shi they spent years trying to tip the scales to their side as both grew stronger. You now represent the epitome of the otherworldly demons so go forth and live up to your name.



## **Beast Perks**

### **Elemental Alignment 100/200cp**

It is common for various species of beast possess some form of elemental ability. Most sea life can manipulate water, birds have control over air, and so on and so on. You may choose an element to have control over. You may not choose an exotic element such as space, time, or reality. Those instead cost 200cp due to their additional power. Additional elements may be purchased at a discount.

### **Environmental adaptation 100cp**

Much like how many beast control an element, many are enhanced by their environments. An example would be any type of Shark developing an immunity to pressure and an improved resistance against blunt force. You may choose an adaptation to develop. Be aware though some adaptations may be confusing. People would likely find it strange if a turtle could somehow fly or swim in lava.

### **Beast Body 200cp**

The major advantage cultivators lack that Beast possess is their powerful bodies. Even if a beast is a few levels weaker they would still be able to go toe to toe just based on their body. As you grow older your body will continue to increase in strength. You only be in danger from powerful foes or powerful artifacts used in combat.

### **But it's cute 200cp**

Despite people knowing that you're a vicious monster capable of killing thousands for some reason people can't help but find you adorable. As long as you aren't acting aggressive towards others people will be willing to leave you alone. This will not start extremely determined hunters or enthusiasts from bothering you, but the vast majority of people will be friendly or leave you alone if you act in kind.

### **I am my own master! 400cp**

As a powerful beast many cultivators will try to tame you and in many cases treat you like a slave. This perk makes it so that you can never be broken. No matter what method is used you cannot be tricked or forced into serving anyone. Any partnership you choose will always be as an equal. Go forth and follow a brother in arms loyally and in turn they will follow you straight into the depths of Hell.

### **Human Beast Transformation 400cp**

After reaching a certain point in their cultivation most beast are capable of assuming a human form. This perk allows you to use a similar ability regardless of cultivation. The greater benefit however is that you can apply this perk to any form you possess. If you can turn into a dinosaur you now gain a human form based off it. There will be

some tells though for example possessing red scales would give you red hair or perhaps you may manifest a suit of armor clearly themed after your transformation.

### **Divine Beast 600cp**

You have the bloodline of a divine beast. After they have fully grown true divine beast are practically walking cataclysms. Unbound by any force and requiring a dozen that match their stage to combat. You are either the direct child or a descendent who somehow awakened your bloodline. Simply by growing older you will at minimum be capable of reaching the God-4dan realm.

Do you note however this will only allow you to reach the realm you will not be given any techniques or powers not innate to the bloodline you possess. An example would be a dragon would possess a breath attack and powerful scales, but would not receive techniques designed to fight based on their race.



- For an additional undiscounted 200cp your bloodline is now equal to that of the Deathless Monarchs. In the entire universe there are less than a dozen beings capable of matching you should you fully awaken your bloodline. The second benefit of the upgrade is that you receive memories or you may choose to have been the reincarnation of a divine beast. You will receive techniques, strategies, and should you have been a reincarnation a home to return to if it hasn't been destroyed.

### **Determination and Destiny 600cp**

The only true advantage that beast lack is talent. Most species are able to cultivate based on their bloodlines rather than individual talent. You are an exception to this in addition to whatever capabilities bestowed upon you by your bloodline you also possess a talent equal to some of humanities greatest geniuses. Were you to possess the bloodline of a divine beast and this talent together you could very well equal the greatest genius of your World in capabilities or perhaps even go further.

## **Items**

All items are discounted to their origins and the 100cp items are free to their origin.

## **Reincarnated Soul**

### **Jumpers Diary 100cp**

Wow you will receive the memories of whatever body you took over it helps to have additional notes. You receive a diary that lists all of the plans and important activities that your bodies previous inhabitants was doing at the time. This will help ensure that no one becomes suspicious of you and so you can take advantage of any opportunities you may have missed otherwise. Post jump you may receive a diary of every new identity you assume to assist you.

### **Flying Ship 200cp**

Before most cultivators are capable of flying on their own and even afterwards in order to conserve energy many will choose to use a spirit beast for some sort of artifact is a flying ship for transportation. You receive one such method of transportation of your choice. If you choose the spirit piece you will have to provide for it and you may train it for combat.

### **Soul Bound Armor 400cp**

The biggest complication of equipment is the constant need to replace it as you grow stronger. However that is not an issue with this armor. This set of armor is bound to your soul and will grow with you. It will always remain one stage ahead of you. Should the armor somehow be destroyed then it will be repaired and show up in your warehouse a few days later.

### **Pathos of Jumper 600cp**

While the Library of Heavens Path guided Zhang Xuan it restricted him from surpassing the heavens. Therefore near the end of his journey he created a technique that was made up of his ideals. This technique was beyond the heavens and even greater than the heavens path arts. You may choose to receive this technique or alternatively there is a second option.

Instead you may choose to receive a Pathos of Jumper. This technique will be built around your ideals and the concept of your being. It will be perfectly suited to you and designed to maximize the talents you have already cultivated. You may pay an additional 300cp undiscounted to receive both techniques.

## **Master Teacher**

### **Master Teacher Robes 100cp**

The master teachers have a powerful image, one of the main things that come to mind are their Noble appearances. You receive a set of robes befitting a master teacher. The set of robes is both stylish and offers protection. Well nowhere near as good as actual armor the robes are designed to protect you from corrupted energy and other environmental influences outside of enemy attacks.

### **Ancestral Artifact 200cp**

Sufficiently powerful or ancient artifacts are capable of generating a weapon spirit. And number of these weapons act as guardians for various master teachers and the academies they use. You found one such artifact and earned it's loyalty. The artifact is capable of cultivating on its own and will continue to grow stronger. Should the artifact start to lose its usefulness in combat it can serve as a capable guide to younger students and provide wisdom.

### **Saint Ascension Decipher 400cp**

The Saint Ascension Decipher what is a record recording the experiences Kong Shi underwent before he ascended to sainthood. The descriptions are incredibly vivid, seemingly putting the reader into the very situation depicted through the words. In addition it contains a technique that allows one to temper your own mind. Using this technique as you advance Will allow your mind and body to synergize greatly expanding the amount of energy you can store within yourself.

### **Master Teacher Academy 600cp**

It seems you prove yourself worthy becoming the principle of a master teacher academy. The master teacher academies are some of the most famous and well guarded locations in the world. This academy is filled with thousands of other master teachers and their students. The Academy will produce numerous students capable of reaching the upper echelons of the the master teachers organization.

The Academy will scale with you. Meaning it will not produce nine star master teachers when you are only a three star, but should you be a God or even a Monarch then it would be guaranteed for some God-Kings to appear amongst your students.

## **Student**

### **Tuition sponsorship 100cp**

With sufficient talent many organizations will gladly accept you for free, but often you need to get in the gate first. This item can either appear as a sponsorship from a well-respected official or be some other document that would grant you access. This will ensure sure you will always receive an opportunity at minimum to be examined and show your abilities rather than being told to leave at the door.

### **Well knit family 200cp**

Due to all of the complicated politics, conflicts over resources, and all other issues that occurred due to the life of a cultivation world having a happy and well knit family is rarer than you would expect. This item gifts you a group of family members such as your parents and a couple siblings that will never abandon you and always welcome you home regardless of what happens. They count as followers but may be made into companions in future jumps.

### **Heavens path technique 400cp**

While each of Zhang Xuans students were legendary warriors in the making they only truly shined when they were given a heavens path technique by their teacher. If you don't have the Library of Heavens Path perk or a good relationship with Zhang Xuan then this will gift you with one such technique. Choose a heavens path technique such as Spear Arts, Sword Arts, etc... Further purchases are discounted in addition to the first purchase.

### **Supreme Sect 600cp**

Almost all of Zhang Xuans students went on to become prominent figures. Each of them became the head of some of the most powerful sects and organizations in the world. As befitting of someone with your potential you have acquired one such position. The organization will be focused on whatever your greatest talent is and produce numerous people that will follow you. After the jump this can become a warehouse attachment or be imported into future jumps.

## **Otherworldly Demon**

### **Blood Soaked Blade 100cp**

You possess a sturdy weapon that has seen countless conflicts. This weapon by default a blade hungers for blood enhances your ferocity in combat. This blade can be enhanced by consuming the blood of your foes. If it devours enough blood it can develop an artifact spirit and its own body if you allow it.

### **Blood Essence Pool 200cp**

You have access lake full of concentrated killing intent. This pool allows you to train your killing intent. This can also help you train in the Dao of slaughter by allowing you to comprehend the essence of death and slaughter. Be careful though as using the pool without sufficient strength can lead to injuries and death as the killing intent rampages through your body.

### **Elite Guard 400cp**

It seems you are someone of status among the Otherworldly Demons or maybe you acquired these warriors some other way. Regardless you have acquired a dozen death soldiers who would obey any order you gave. Even if you ordered them to tear out their own hearts they would do so without hesitation. These warriors are always one stage below you.

### **Demonic Realm 600cp**

You possess a blown principality equal to any of the area in the otherworldly demons realm. It comes fully staffed with guards, managers, and everything else required to handle your principality who will become followers after the jump. It also comes with network to contact and collaborate with your peers or any organization you are associated with. After the jump concludes you can keep the area as a warehouse attachment or import it each jump. Lastly any modifications made will be retained.

## **Beast**

### **Shed Skin 100cp**

You possess a collection of pieces that you have shed as you have grown. Perhaps these are your teeth, some of your calls, or should I do you like any of them perhaps something like hair or feathers. you may give these materials to a cultivator or a blacksmith to watch them forge things or perhaps you merely wish to keep them as a Memento from when you were younger.

### **Minions 200cp**

You have a small group of either much smaller members of your species or a subservient species that obey you. Whether this is out of fear or respect it based on you're behavior. Regardless they will never disobey you. If you are human or otherworldly demon then these beasts were saved and tamed by you. They will respawn if killed a few days later.

### **Fortress 400cp**

You possess a structure to stay in where you can defend yourself. This could be a natural structure such as cave network, a lake, or a mountain. It is suited to your natural abilities and it would take considerable numbers to breach. The area will come with you after the jump is finished either as a warehouse attachment or imported into future jumps.

### **Sacred Grounds 600cp**

it seems you have inherited or acquired an invaluable asset. You have a acquired to sacred Ground that serves as a perfect area for you to cultivate in. Cultivating here oh wow you to progress for faster than anywhere outside. The area attuned and saturated with an adaptive environment depending on what you're cultivating. The area is large enough to serve as the home base of your clan or sect

## **Companions**

### **Import companion 50cp-400cp**

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

### **Canon Companion 100cp**

You can pay 100cp to receive a canon companion. Since you're paying for them they already have a good relationship with you and are very likely to follow you if you asked them.

### **The Ultimate Retainer (Free Reincarnated Soul) 100cp**

Early on Zhang Xuan recruited a butler in order to help with simple task. Despite his initial problems like his greed and his occasional arrogance Sun Qiang proved that he was unquestionably loyal and despite the gap in power that he would do anything to protect his master and their students.

You receive a retainer similar to Sun Qiang. While they may lack an extreme martial talent unless you help them they do possess some skills. These retainers possess incredible management abilities and are incredibly skilled financiers. You can trust them with your resources while you leave on a personal training trip and return to find they tripled your money. You may customize their appearance and attitude. This may be purchased multiple times if you want a full team of butlers and maids. The first one purchased will become the head of your servants, further purchases are discounted.

### **Students (Free Master Teacher) 100cp**

What is a teacher without students? Regardless of your answer this option allows you to receive a group of 5 students suited for your teachings. They will have immense talent for at least one of your stronger skills and as long as you willing teach them they will eventually become your equal in that field. Perhaps if you become lazy they will even surpass you.

They students will never betray you and treat you like family. Just don't abuse this trust, around here the relationship between teacher and student is practically adopting them into the family. They receive 600cp to customize their abilities, further purchases are discounted. All of your students will get along even if they have conflicting fields. Feel free to teach a evil cultist and a holy paladin at the same time.

- You may choose what each student is talented in but otherwise it will be randomly assigned based off your skills.

### **My First Teacher (Free Student)**

While the relationship between students and teachers is very close here it is still common for someone to gain new teachers as their cultivation increases or they seek out new fields. The first teacher you had, however will always hold a special place near you. This individual is someone who taught you when you were younger.

Maybe you learned everything you thought you could from them but they didn't reveal everything it seems. They will accompany you and while not directly teach you anymore they will be capable of inspiring you occasionally or assisting you in various matters.

### **Loyal Slave (Free Otherworldly Demon) 100cp**

The Otherworldly Demons have fought other races before and in some cases took slaves after their conquest. You receive a slave who either was captured by you or was gifted to you. Regardless of how they were acquired you have secured their loyalty. Maybe they respect your capabilities or have broken and reformed based on your desires. You may design the companion and their history. They receive 600 CP to use on this jump.

### **Member of the Pack (Free Beast) 100cp**

While most powerful beast generally only have one child it seems you this wasn't the case for you. You have a sibling or a relative who is a member of the same species and bloodline as you. They will be weaker to a degree than you but they will be able to match whatever stage you are at. They receive 600 CP to use on this jump. You may purchase this multiple times, further purchases are discounted. Do you remember however a large group of extremely rare beast is likely to be targeted both to be tamed and for parts.

### **Kind Senior 200cp**

It seems you have made friends with an expert from your faction they are not at the top, but they are still above you. Maybe you remained the, of their family leading to them treating you like a younger sibling. they are in a position of power and their faction and willing to use that to help you. If you are a master teacher perhaps they are a head of one of the various organizations such as leaving the blacksmith or the Alchemist. You may customize their attitude and appearance and they receive 800cp to customize themselves from the jump.

### **Heavenly Beauty 300cp**

One of the common aspects of cultivation stories is the main character charming a heavenly beauty. With this you gain one such beauty. After a short time pasts in your jump you will encounter a beauty blessed with talent equal to yours. They will fall in love with shortly after meeting you and will have an unbreakable bond with you. You may design their personality and appearance if you wish otherwise they will be

created based off your subconscious desires. They receive 1000cp to use in this jump. You may purchase this multiple times and your new lovers will be willing to share, lastly further purchases will be discounted.

### **Ancestor 400cp**

You have found an ally in an ancient expert. Their identify depends on your origin. As a master teacher you may have found one of Kong Shi's 72 direct disciples. As an otherworldly demon you may find one of Vicious's generals. As a Beast you may find your actual ancestor.

Regardless they are an extremely powerful and knowledgeable cultivator. They are willing to protect from other experts while you are weaker but will expect you to fight your own battles when you stand a chance. When you no longer need them to protect you they will gladly fight along side you as a comrade or act as a guardian for your family and friends. They receive 1000cp to customize themselves in this jump.

## **Drawbacks**

There is no drawback limit, but make sure you can handle whatever you take.

### **Reach the summit or die 0cp**

The road that many follow on the path of cultivation is a long and arduous journey. Even the most talented cultivators can take thousands of years to truly reach the peak. Taking this drawback requires you to reach the level of the Monarchs in order to be allowed to leave the jump.

### **Extended Stay +100cp**

By default you are only staying in this world for 10 years however, there are many unimaginable opportunities that exists in this world. Each time you take this drawback will extend your stay by another 10 years. You may take this drawbacks as many times as you wish.

### **Old Injury +100cp**

Some time ago you were badly hurt. Most of the damage healed but it left its mark. Maybe you lost an eye or one of your limbs. It's not going to ruin your life especially with all of the medicine designed to heal you in this world, but you'll be stuck with phantom pains and miss what you lost until you find one such opportunity.

### **The Young Master! +100cp**

Oh dear, it seems you've been afflicted with one of the most common issues of the cultivation worlds. You have the arrogance of a young master. As you grow stronger you will become increasingly arrogant. This is guaranteed to cause you problems at some point.

### **Off putting Aura +200cp**

The reason it's impossible for the otherworldly demons to normally infiltrate master teacher continent and vice versa is due to their aura. Master teachers cannot project the blood lust and errors and the other worldly demons cannot hide their's. It seems you project the aura of your opposing faction.

A master teacher would be filled with blood lust and an otherworldly demon would have a pure peaceful aura. This will likely caused you to be attacked by your allies when they sense this. You will likely be able to convince them to stop attacking you eventually but this will generally repeat when you meet new people. In addition your faction is likely going to force you to either be an undercover agent or treat you like a test subject in order to find out why you can do this.

### **My teacher is Yang Xuan +200cp**

Early on in his journey Zhang Xuan made up a fictional master in order to protect

himself. Later on this slowly grew into increasingly difficult situations and became worse when he learned there was a real expert named Yang Xuan. You are now in a similar situation.

At some point you chose a random name for a fake master to protect yourself. You will be placed into situations where you must keep up the charade until eventually you meet a real expert who knows you've been hiding behind their name. They will not be extremely angry as long as you haven't abused their name, but their friends and students will be. If you actually manage to take them as your teacher or befriend them you may take them and their students as free companions sharing a single slot.

### **It bit me +400cp**

Careful there, it seems the various species of beast don't like you very much or perhaps they like you too much. When you come in close contact with any spirit beast they are likely to attack you. If you encounter beast tamers they will either try to control their tamed beasts or may view you with suspicion. This has less of an effect on sentient beasts but will cause them to view you with distrust. If you take this as a beast yourself then instead all non-beast will believe something is wrong with you.

### **Innate Fetal Poison +400cp**

The Innate Fetal Poison is a unique poison that is planted into the body of a pregnant mother. It fuses with the fetus within her before it is born and causes an innate lack of Fetal Vitality. Those who have been inflicted with this poison rarely live beyond thirty, and this constitution is also termed as the Constitution of Premature Death. You have now been afflicted with this poison.

According to Kong Shi there's only one way to resolve it for good, and that's to become a 9-star master teacher and undergo the Tribulation of Heavenly Flames. If you fail to do so within 10 years you will slowly weaken and eventually die. If you die through this method you will fail your chain and be sent home.

- This drawback can not be taken by 9-Star master teachers.

### **The Demon Inside +400cp (Requires Innate Fetal Poison)**

What many don't know is there the poison itself is only the first step. If an individual manages to survive the initial poison the negative energy generated will start to influence and corrupt you.

There are many ways in order to deal with this, but it is guaranteed to be difficult at first. Kong Shi chose to separate the corrupting influence by creating a clone with all of his negative emotions which he imprisoned. Zhang Xuan used the Library of Heaven's Path to purify and erase the negative energy once he was strong enough. Failure to deal with the energy will result in you losing control of your body and having your chain taken over by an insane personification of your worst traits magnified.

### **Personify the Dao +400cp**

Many people are influenced by the techniques and Daos they cultivate. Someone who cultivates a Fire Dao would likely be a fiery individual, or someone filled with passion. There are some negatives aspects though. They may also have a raging temper and lash out at minor offenses.

Whatever path you cultivate will influence you in the worst way possible. Cultivating a ice technique will turn you into a frigid and unfeeling person. It may be possible to try and balance yourself out, but slightest misbalance will result in both negative aspects appearing.

### **Wrath of the Main Character +600cp**

It seems you done something to piss Zhang Xuan off to the point he hates you more than anything. Maybe you killed one of his disciples or something similar. He will start off at the strength he possesses in the beginning of the story and grow stronger. He will continuously hound you until one of you dies. It is possible to kill him before he reaches the peak, but he still has the Library of Heavens Path and his plot armor. If you survive until he becomes a Monarch he will challenge you to a one on one life and death duel. You cannot leave the jump without killing him.

### **Pissed off faction +600/800cp**

You've managed to anger an entire faction. This could be one the major sects or one of the great clans. Regardless they will attempt to hunt you down and eliminate you. It will start off with small teams and an occasional real expert, but as time goes on they will devote more and more resources to hunting you. In the last year of your stay they will devote all of their resources towards killing you.

- For an additional 200cp you choose the entire Master Teacher organization or an equally large organization such as the Otherworldly Demons to hunt you instead. This can be taken multiple times for multiple factions.

### **Wrath of the Mighty +200/400/600/800/1000**

Somehow you have made a mortal enemy. They will stop at nothing in order to kill you or to harm you in anyway possible. The level this enemy takes will depend on what tier you choose. You may choose the tier multiple times and choose different levels. Keep in mind though if these photos learn about each other it's very likely their hatred of you will cause them to team up. This will quickly make them exponentially more dangerous.

For 200cp you have a Great Sage after you. For 400cp you have an Ancient Sage after you. For 600cp you have an Immortal after you. For 800cp you have made an enemy of a God stage opponent. For 1000 you have made an enemy of one of the 10 Monarchs or a new enemy has appeared on this level for the sole purpose of killing you. To ensure you have a chance you will have at least five years before any of them

come after you. Should you reach the appropriate round they will disregard this time however. Meaning if you reach Great Sage all of your great sage enemies will pursue you rather than allowing you to get stronger.

## **Scenarios**

You may take any number scenarios if you pass the requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time.

### **The Reincarnated Soul**

For this scenario, you replace Zhang Xuan. Your starting time and location will be set too when Zhang Xuan took over his new body. The jump will last until the story ended canonically or you die. You will face all of the challenges that Zhang Xuan did without his plot armor and abilities unless you purchased the relevant perks. You will receive all of the same opportunities to succeed as he did however should you follow his path.

Rewards: For completing this scenario you will receive a variety of rewards. First any technique or item you learned/gathered through your journey will gain Fiat backing. Second all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed. Lastly you will get to take ALL of your friends, family, and forces with you. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

### **The Ultimate Master Teacher**

The master teacher continent only saw a piece because of the efforts taken by Kong Shi as he united humanity and fight off the otherworldly demons. Now however that is not the case. You have been sent back in time to before Kong Shi appeared. Humanity is still at war fighting for survival. Your goal for this scenario is to take up Kong Shi's role and become humanity savior. You do not necessarily have to do the exact same thing but your actions must have just as great an affect.

You will fail if more than 3/4 of humanity dies. You will succeed once you have united humanity and eliminated all major threats such as the Otherworldly Demons. This does not necessarily have to be through genocide as well. You could find a way to coexist peacefully or forcefully take control and assimilate your enemies.

Rewards: For completing this task you will receive two rewards. First you will take everything you have built with you. All of the lands you control, all of the organizations have built, and all of your students will follow you. Second you will receive a legend as grand as Kong Shi's in the master teacher continent. Your accomplishments will inspire countless generations of followers believing in whatever ideal you practiced. This reputation can follow you into future world if you wish.

## **Ending**

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

## Notes

General Information - For more information you can use the link below to browse the wiki. I don't want to list everything in the notes to avoid turning half of the jump into notes.

Link - [https://library-of-heavens-path.fandom.com/wiki/Library\\_of\\_Heaven%27s\\_Path\\_Wiki](https://library-of-heavens-path.fandom.com/wiki/Library_of_Heaven%27s_Path_Wiki)

Master Teacher and Soul Depth - A master teacher is required to have a certain soul depth to qualify for each rank which is why purchasing master teacher gives you soul depth. They are separate because I thought some people might want soul power and not care about being a master teacher.

Library of Heavens Path power - Purchasing the Library here will grant you a copy with all of the upgrades it possessed at the end of novel. The only limit is removed, since the library was made by the heavens it couldn't surpass the heavens which is why Zhang Xuan created the pathos of Heaven. Your version isn't limited like that and can develop new upgrades when exposed to new aspects.

Automating the Library - by default the library isn't automated. When it receives new information it has to be compiled which then spreads the upgrades across all of the techniques made via the library. You may upgrade it to be automatic/sentient through a perk or by having it absorb something that would allow it to like a Zanpakto from a bleach.

## Changelog V2

- Many grammatical errors, altered some phrasing, and fixed some text gaps
- Fixed the Demon King perks
- Fixed the Demonic Realm Item
- Changed and upgraded the Elemental Affinity
- Added breaks to read easier.
- Bolded perks and items
- I cut the price of soul depth in half since was free if you bought master teacher rank. Now it's viable to have a strong soul without the rank.