

Legend of the Northern Blade

The Silent Night wrought devastation through out the central plains. The great power houses that pushed them back beyond the northern badlands formed the great sect, the Northern Heavenly Alliance. For generations, the Northern Heavenly Alliance held back the Silent Night.

Then the Silent Night disappeared.

Decades later, the Central Heavenly Alliance grew to fear the Northern Heavenly Alliance, whom they had supported for so long. The leader of the Northern Heavenly Alliance was betrayed by his four sworn brothers, the most powerful members of the sect after him. They formed a conspiracy with the Central Heavenly Alliance, and alleged that their sect leader had allied with the Silent Night.

To save his son's life, he admitted he was guilty of the false charges, and committed suicide.

This is the tale of his son, locked away within the ruins of his once grand home.

This is the tale of the Northern Blade.

+1000 CP

Location:

You start in the land you where you belong, in a place that is relatively safe. For the moment at least.

Age and Gender:

You can start as young or old as you like. Honestly, the casts' ages are all over the place.

Gender's the same as last time, or you can pay **50 CP** to switch.

Abilities:

You get a discount at each increment of 100 CP. If it's 100 CP or less it's free. Round to the nearest 50 CP.

Realm (Varies): This Jianghu is the society of martial artists, and its' members are as varied as water. A dew drop and a raging sea may be both water, but the difference between them is obvious to all. So too are their obvious differences between warriors of the Jinanghu.

A third rate wouldn't seem out of place in an action movie. If you squint, you might be able to convince yourself that it is possible for a normal human to do these things. This gives you **+50 CP**.

A second rate is obviously superhuman. Jumping a dozen yards, smashing an ancient oak with a single punch and more are all quite possible. This is **Free**.

A first rate is a credible threat to buildings, and near impossible for a normal man to track with their natural senses. This is **50 CP**.

A zenith martial master is considered at the limit of 'normal' human capability. Supposedly. Appear to teleport, launch yourself a few dozen yards into the air and smash a city block with a single attack. This is **100 CP**.

A transcendent is a martial artist who has broken through the limits of humanity, and has become a one man army. They can level mountains and ruin towns with the backwash of a single technique. This costs **400 CP**.

Beyond transcendence is the spiritual realm. They are titans, and the world trembles when they march to war. A single technique can cause untold destruction. Maps need to be redrawn when you get serious. Swing your blade and shatter a city. There are, perhaps, two dozen in this world who are capable of fighting you. And if anyone has surpassed it, it isn't public knowledge. This costs **600 CP**.

And yet, there is a further step beyond this, even. So rare it unnamed, so strong that none have surpassed it. Only the greatest of geniuses who have surpassed the limits of a human's lifespan can hope to reach it. With pure ki, you could level the greatest city in the middle kingdom just because your actual target was nearby. Backed by proper martial arts... only the Invincible Warrior himself dwells fully within this realm. For now at least. This costs **1000 CP**.

These feats are the result of ki and technique, not just raw power. Without your ki, you're simply a skilled person. You're skilled enough to wield your great power with finesse, though when going full throttle in the heat of battle, collateral damage will be unavoidable.

You're considered in the middle of whichever stage you purchase, giving you plenty of room to grow. Each realm is divided between beginning, low, middle, high, and peak. You may purchase peak for your realm for an additional cost equal to half the realms' cost, rounded to the nearest fifty. The difference between a lowest and peak within a realm drastically increases with each realm. The difference between blades of grass is far smaller than blades of steel.

In the Name of Love (100 CP): Viewed a certain way, there are no heroes in this story. Viewed a certain way, there are few irredeemably villainous characters too. But no man has is without love for kith and kin. Many so called villains fight to the death, reaping lives as farmers reap grain, and all in the name of love. More than once, were people let out of ruinous situations simply because they acted out of love.

Now, you, too, can be forgiven.

So long as your foe is capable of feeling love, at least once will they let you off when your destruction is within their power. So long as your transgression was done for a loved one. They'll even let you take your loved one with you, should they, too, be within their power.

Sinister Bastard (100 CP): You exhale menace. Simply looking at you will make anyone who isn't supremely self confident hesitate before crossing you. Any violence you do will snowball into an appropriate reputation spreading if you will it. That you're not to be trifled with.

Stumbling on Successors (100 CP): Finding someone capable of learning your arts can be incredibly difficult. Many arts require particular physical, mental, or spiritual characteristics to be mastered. You won't have to struggle, though. Simply wandering around will let you find those who are capable of learning what you have to teach. In direst circumstance you will even know a difficult and time consuming procedure that will allow you to make someone capable of learning your arts, though it will do nothing for their mentality.

Your art needn't die with you.

Astrology (100 CP): Divining is an ancient art. In this world the only effective means of divining is through study of the stars. In this and all future worlds you may visit, you are capable of reading the heavens. Though it's never direct, it is always accurate. You may be told the generalities: war is coming, a great genius capable of shifting the world is born, a political crisis is drawing near. But not the specifics: this is the enemies' battle plan, this is the genius's name, the crisis was started by discovery of corruption.

Old Monster (200 CP): Time takes all from us, in the end.

Some of the most powerful men and women in this world have deteriorated over the long years. Very few have learned to overcome the hand of time. But given an eternity, they too, will come to an end.

But right up until the end, you will not suffer indignity. You forget nothing, your skills don't rust, your body won't weaken- if anything, you will grow a little more skilled, a little faster and stronger as you age.

Minmax (200 CP): A single deep well can prove itself more useful than many shallow ones. And so you have invested yourself in a specialty. First, pick strength or speed. Next, pick a type of weapon or attack, such as spears or fists. You will simply be superior when you act within your specialty.

Secret Investigation (200 CP): Secret police have a long and terrifying, if not precisely proud, history. The Jianghu is no exception. You are an expert at investigation, tracking, and torture. Basically, if it

involves rooting out dissidents or finding fugitives, few are your equal. You have a sixth sense for where you can start looking for both particular targets and generalized hidden hostiles are.

And few can hold their tongues once you have them captured. Happily, you're very good at keeping blood spray from hitting you and cleaning up evidence of violence.

Live On (200 CP): It takes a strong mind to bear all the suffering the world can heap upon you. Loved ones murdered or driven to suicide. Humiliation, torture, and scorn heaped upon you day after day, month after month, and year after year without giving into despair. But you are made of sterner stuff.

The sheer force of will to continue forging onward is yours. Hiding secrets as you're being tormented is done with... not precisely ease, per se, but with certainty. The pain and difficulty of training is, however, so incredibly minor you can't be bothered to even register it beyond knowing when to stop. You don't feel boredom, can hold any amount of suffering at bay, and continue planning with a clear head even in the midst of horror, terror, and battle.

Lion's Roar; Silver Tongue (400 CP): Despite the fact that armies can be ruined by singular martial artists, those gods of war can't be every where at once. They can't stand on every street corner and effectively enforce law. This is why the will of the masses is important, even to the mighty.

You are a demagogue par excellence, with a charisma that lets you grasp those who hear you by the heart strings. You can project your voice for miles, lie and manipulate with a silver gilt tongue, and inspire others to great deeds. Though most often thought of as a way to manipulate crowds, your skills are no less effective in smaller, more personal conversations. Swaying the hearts of great masters should be done carefully, but is well within your abilities.

Assassin of a Thousand Faces (400 CP): A skilled assassin can strike down those who are far more powerful than they. No matter how strong, they still need to eat, to sleep, to relieve themselves. You have mastered their skill set to an unreal level. You are capable of perfectly suppressing your ki, hiding yourself even in plain sight, applying poison to both weapons and slipping it into food, acting, maximizing the effectiveness of an ambush, and even changing your physical form including your clothes with your ki.

Very few will be capable of spotting you out, even then they will likely need a little luck- but even you are not infallible.

Elemental Embodiment (400 CP): Many of the strongest techniques in this world are based on the natural elements. They each offer a concrete bonus: fire is more powerful, light is swift, the dark difficult to notice and predict, and so on. You have mastered not a particular technique, but a particular element, allowing you to take make use of not just the physical properties of your element but more esoteric ones as well. Fire might be able to burn away poison, or darkness usher final darkness to

regenerating immortals for example. You'll be able to apply your element to any technique you like, and selectively make use of it's qualities as benefits you.

Unequal Under Heaven (400 CP): Not all techniques are equal. In fact, most rise to prominence by having superior techniques to those around them. Your technique is of overwhelming quality. You get far more than twice the results with half the work. You will find your techniques giving you a crushing advantage over near anyone with a similar amount of inner energy.

Your techniques are equal the very best of the Northern Heavenly Alliance leader's, the Silent Night's leader's, or even the Invincible Warrior's himself.

Poison Physique (400 CP): A poisoner's physique is far from synonymous with a martial artist's. It is an entirely separate thing. Even in the Tang clan, masters of hidden weapons and poisons, few are blessed with a body suitable for both poison and martial arts.

You may or may not have been blessed with a body suited for martial arts, but your physique is perfectly suited for poison. Frankly, you're immune to toxins and poisons. Entirely. Whether made by nature or man, it won't harm you. You're also immune to the negative side effects of medicines and the like.

You can tune it down in case you feel like getting drunk or something.

You're also an expert at brewing and manipulating poison. Anyone can slip poison into food, or coat a blade in it, but you can control it as if with telekinesis.

Forge Master (400 CP): Most martial artists rely on high quality equipment. Even those who specialize in fists or feet make use of greaves and gauntlets to increase their strength. A common blacksmith could never forge metals strong enough to be infused with inner energy, strong enough to shatter mountains, divert rivers, or buckle the earth.

This why they rely on men like you. Through the careful infusion of energy into strong ores you can bring out the maximum strength of that which you forge. Given proper materials, you can make an unbreakable weapons of legend, perfectly suited for their wielder's hand. You can pound metal into any shape you can imagine, and martial masters will trip over themselves in an attempt to gain your works.

Divine Physician (400 CP): Injury is far from uncommon in this world. A pair of masters fighting can reduce cities to rubble, killing and injuring countless people who were just in the wrong place at the wrong time. It is a good thing that there are men like you, who can help them piece their broken bodies back together.

You are a master of the medicines of this world. Acupuncture that can block or restore one's ability to use supernatural energies, remove disease and poison. Carefully crafted pills that can heal a body, or make it stronger than before. You can even reattach limbs if your quick enough.

Twin-Headed Asura (400 CP): There are plenty of conspiracies. But none reach further than that of the twin-headed asura. In every clan, in every sect, in every province, those who bear its' mark live. They wait for their master's call.

Perhaps you bear that mark. Perhaps you don't. But you're capable of replicating its' feats. You're a master at brainwashing, at infiltration, at hiding evidence, and at passing these skills along. Given time, the whole world may well fall at your feet.

Divine Scholar (600 CP): Genius is a term that's frequently thrown around. It's typically applied to someone who is simply well above average, and given an opportunity to study thoroughly. Then there are those who are like you.

A perfect memory, a mind sharp enough to tear apart puzzles built over generations to be unsolvable, and decades of worth of learning inside of the finest libraries and studies the world has to offer has rendered you a mental giant comparable to the physical monsters that can reduce mountain ranges to rubble.

In particular, your mastery of illusory formations are dreadful. So great are you at their deployment that for any smaller than a square mile, you don't need to make use of flags or stella to support them. You can trap even great masters inside happy dreams, misdirection, endless darkness, or terrible nightmares.

Treasure Body (600 CP): For a martial master, their body is a weapon. Forged by endless training, honed in the flames of combat. This is more true of you than most.

Through rigorous and painful training in esoteric techniques have rendered your body as sturdy as the finest quality of weapons and armor one could expect of your rank. Capable of blocking and dishing out the greatest techniques of your realm over and over again. Even those a single realm above you will likely need multiple clean hits at their full might before they can deal lasting harm. While some parts of your body are less durable, no part of you isn't hardened by technique, and best of all it's passive, requiring no investment to keep your defense up.

Steal by Insight (600 CP): The process of learning a high level martial technique is long and arduous. Then there's cheating bastards like you, who skip the hundred or thousands of hours necessary to learn something, just by seeing it once. Or even worse, reading a good explanation. You won't need to even practice it to get down the muscle memory. It's obnoxious how easily you pull apart the most complicated of techniques, understanding them down to their fundamentals with a mere glance. Even

Internal arts can be seen through like this, though since it's indirect, you'll likely need to see someone fighting for at least a minute or two before you copy that, too.

This, naturally, makes you very, very good at identifying weaknesses as well.

Limitless Immortal (600 CP): Even the mightiest master gets tired. Forcing them to exhaust themselves is one of the few ways that those weaker than them can have a chance to overcome them. But there is no such thing as impossible in this world, not truly.

You do not share in that weakness. While you can't express an infinite amount of power at once, your well of it never decreases either. You can go an almost indefinite amount of time without rest, food, or water. The only way to take you down would be to either crush you in an instant, or to build up damage to your body.

Did You Think He's Simply Lucky? (600 CP): When you boil it down, there are two main ways to become truly strong. The first is simply putting your nose to the grindstone in training. You lift the weights, eat the right things, practice the movements over and over and over and over again. The second is through practical use. Going into battle, adapting, overcoming, killing, killing, killing, and killing so more. Most need both. You gain excellent benefits from these, more than enough to be called a genius. Most will look upon your rapid gains with envy, or even awe. None doubt that you will become a great master one day, even if it hasn't arrived yet.

But there is another, rarer way. Some masters find enlightenment in enduring the world. Not just great passions, but even simple things. Walking, breathing, drinking. You are capable of this. You will find that simply living will deepen your understanding and your skills will grow drastically. Even your strength will grow, as if you were bringing yourself to failure every day. Simply observing the world around you will give you the inspiration to improve your arts, or to make entirely new ones.

You will need to get a basic proficiency of a skill or ability through the former ways before this takes place, but once you have, simply existing will bring you benefits larger than most can gain through back breaking effort.

Immortal Chaos (600 CP): All things die when they're killed. Mostly. But can the Chaos Immortal really be said to be alive?

Like the Chaos Immortal, your body will reform endlessly. Heart torn out? Dismembered? Decapitated? Torn to shreds? Mulched into a liquid? Completely incinerated? It still hurts, sure, but it won't kill you. So long as you have internal energy, and no one uses any particular techniques against your regeneration, you'll recover almost instantly.

Those techniques to counter regeneration are, in this world at least, nearly unheard of.

Precision of Power (600 CP): The fights in this world can be very climactic. Two great masters going at it can cause enough collateral damage to justify redrawing maps, all from the backwash of their techniques. But isn't that all just wasted strength, turned away from their actual target?

You have absolute control of your own energy. Your attacks concentrate their power perfectly. While it's possible for them to be deflected, blocked, or dodged, even a single millimeter away from where they hit will be safe, rendering them both more powerful and efficient. Your dodges, too, are artful in their perfect economy. You won't need to move a hair more than what an attack demands to dodge, and can deflect attacks with comparative wisps of effort. Even simply moving takes far less energy than it should.

At least you won't have to worry about murdering your spouse because she's in the same zip code as you.

Companions:

Demure Shapeshifter (Free): This young woman was born to a reputable clan, the granddaughter of its' head, in fact. She grew up loved, sheltered, and doted upon. A true flower of the land, warm hearted, demure, and nurturing. She learned all that she was expected to- things such as tea ceremony, flower arrangement, courtesy, the sword, and a few things she wasn't; specifically shape shifting.

You stumbled on the young woman as she fled from assassins, her guards murdered, and in conjunction with her shape shifting helped her survive what should have been a fatal encounter. This won you the friendship of her clan, and her undying gratitude. In her natural form she has dark hair, rare green eyes, and a very curvaceous body- but she has a hobby of changing her looks with her mystic abilities, then acting as an entirely different woman. She hopes you don't tell her her clan about her silly game, and will be happy to play all sorts of rolls with you.

Spirited Runaway (Free): Control grows harder when those you would control grow stronger. So did the family of this courageous young woman learn when she jumped over her garden wall to avoid an arranged marriage. She's been dodging her family retainers ever since.

She's been traveling the lands as a wandering hero in the months since. It's hard to tell with the concealing traditional robes and dresses she tends to wear, but her legs are thick and muscular, allowing her to throw kicks to shatter her opposition.

You met recently, when she kicked a demonic artist through your dinner table. Justice being important to her, (and her being too broke to buy you another dinner), has ensured the kicking genius has joined your retinue. Your personalities mesh quite well, in a rough and tumble, one of the guys sort of way.

But every now and then, you'd swear she looks at you a little differently than she does others...

Scheming Heiress (Free): Born in the lap of power she became cold, calculating. Her body might be willowy, but her mind is strong. She is an expert of politics, illusory formations, and plots darker than the night who grew to see the entirety of the world in terms of cost and benefit.

Until she met you.

At first sight, her cold heart warmed over, and for the first time in her life she experienced a moment very like compassion for another living being. While the fox like woman is still cold and cut-throat to the whole world, to you she's something of a pushover. Easily strung along, and quietly desperate to please.

Canon (Free): If someone in canon catches your eye, just convince them to come with you and it's free.

Friends Old and New (50 CP): Import or create up to 8 companions with 1000 CP each.

Items:

One 50 CP item is free.

Immortal Liqueur (50 CP): A jug of the finest booze known in this world. Brewed as a hobby by an ageless martial master, there is no alcohol that is smoother, better tasting, or more refreshing. Drank hot or cold, there is nothing to complain about. Anyone you drink it with will find themselves relaxing and warming to you. You get another each day.

Peerless Paktong Pipe (50 CP): A pipe that generates more smoke than most smoke stacks. Relaxing to use, and any tobacco or drug you care to put into it will have all negative effects of smoking it removed. Using it in front of others inspires images of great dragons and encourages submission and fear in witnesses.

Gold and Silver (50 CP): Money. It makes many things easier, but the best things in this world can't be bought by any amount. This is a nearly arbitrary amount of ancient Chinese currency, which refreshes once a year.

Golden Pillar Throne (50 CP): A ridiculously large golden pillar with a stylized throne atop it. Those who see you lounging upon its' surprisingly comfortable seat will be suitably impressed. And you can

always hit them with your several hundred feet tall and dozens of feet thick gold pillar if they don't show you proper respect.

Disguise (50 CP): A combination of puppet and mask, this disguise will cover your body entirely. Amazingly comfortable, but not terribly durable, anyone who sees you in it will have no idea who you are until you tell them so long as it is worn properly. It doesn't remove the concept of permanence though, so don't try it on someone who has already figured out it's you in there.

Medical Supplies (50): In the chaos of the jainghu, many are injured. This will allow you to care for those who have become injured. Endless herbs, bandages, pills, and silver needles. This is everything you'd need to open your own professional clinic- sans the professionals to run it.

Myriad Poisons (100 CP): Poisons. Even the strongest can be brought low by a careful brew of the right animals, herbs, and minerals. What you have here is a wide variety of the ingredients to make the deadly poisons of this world. While even these ingredients are highly toxic in themselves, properly prepared they can melt flesh and bone until nothing left. You can cripple even the most powerful if you can get enough in their body. Anything used will be replaced inside a week.

Fortress (100 CP): A great fortress, jutting out of the earth like a titan's spear. One of the few buildings that won't shatter like glass the moment a martial master decides to cut loose. To people who can't shatter mountains it is nearly unassailable. Stocked with years worth of food and drink for its' extensive personnel, it's a paranoid's paradise. Comes with a wide range a martial artists and serving staff, all excellent but none of them have broken past the zenith. It's restocked and staffed once a year. You may place it where you will.

Meteorite Ore (100 CP): The toughest material in this world, and the hardest to forge. Properly treated, this can be made into truly legendary weapons, serving unbroken for ages. You receive enough to make handful of weapons each month.

Miracle Medicine (100 CP): A staple in this sort of story. Miracle medicines, despite their name, actually strain the patient's body instead of healing it. Instead they enhance your power. These will provide a sizable boost to your abilities no matter how great they may be. You get a new one each year.

Grand Library (200 CP): Learned sages don't spring from the ground, fully formed and educated. This is one of the greatest libraries, full of the finest works of philosophy, medicine, the natural sciences, and most especially illusory formations. The near endless shelves have every mundane book

(though the topics may be anything but) in existence, cleanly organized, and piles of stellae and flags used for formations. This library will update as you go to new worlds.

Legendary Weapon (200 CP): It has been made perfectly for your hand in particular, meant to vastly increase your combat ability. It can be a set of throwing weapons a singular blade, pole arm, or bludgeon, or a set meant to be wielded in tandem. They come in three forms. In any case, they are unbreakable.

Bewitching weapons are the rarest of the legendary weapons, and the most difficult to master. They will affect the minds of all who touch them. Your mind will be safe as you bought it with CP, but others can and will be bewitched. They will be assaulted by its' spirit, and the unaware will be mesmerized or paralyzed by it. Even the prepared can be overwhelmed through repeated exposure, and as they are injured it becomes harder to resist.

Demonic weapons are those soaked in blood lust and murder. They are caustic, burning, both an acid and a flame to those struck by them, degrading their combat ability. They are intimidating to all but the most foolish as they project as aura born from the many lives they have reaped. Even the most willful will be shaken as injury and exhaustion pile up. Injuries it inflicts are extremely difficult to treat.

Divine weapons are the purest of the three. A cold, perfect light in the darkness. They are sharper, fiercer, and more effective at channeling your energies than any other weapon. Though they have no special abilities like the others, they are the greatest at simply being the sort of weapon they are. Wounds they leave behind have fewer complications, but have the worst short term effects; blood loss and battering will leave rapidly foes dead or otherwise incapable of offering resistance.

Forbidden Brain Needle (200 CP): A rightly forbidden and feared item, taking the form of a relatively simple needle. Inserted into the base of one's skull, they will be reduced to your slave. They will be incapable of mustering even enough disobedience to attempt to find loopholes in your orders. Removing it is tricky, painful, and likely to be deadly if they aren't particularly powerful.

Merchant Group (300 CP): This merchant group functions more like a super conglomerate. Having nearly bottomless financial resources, and tendrils into every corner of the world, there is little they can't get their hands on given time. The near monopoly they have on shipping can make starving out entire provinces and states a viable strategy.

Sect (400 CP): It is said that the pen is mightier than the sword, but I've never seen someone manage to block a sword stroke with one. This is why sects are the true powers of this world.

It is nearly a country in all but name. It is capable of producing medicine, weaponry, food. It is occupying vast tracts of land. And all of that is to support its vast military might. Your sect is a particularly powerful one, holding de facto control of several hundred thousand square miles. It has

many tens of thousands of martial artists who hold loyalty to you, some of which have broken into transcendence. One has even reached the peak of the spiritual realm.

They will be loyal unto death, but they'll need to train new recruits in order to increase their numbers. Any lands you conquer can be added to its' holdings, any armies you raise, anything you build, and follow you from world to world. But so too can your new followers be killed, your holdings conquered, your works destroyed.

Drawbacks:

Inferiority Complex (100 CP): You're stunningly prone to envy. You'll constantly think you've gotten a raw deal; they're richer, stronger, better looking, have a better job, house, wife, and life. You won't have to lash out, but you'll need to grit your teeth to avoid it.

Heartless (200 CP): Some arts have heavy demands. Your own supernatural abilities will erode your emotions. The more you use them, the less you feel. Only by abstaining from them will your emotions return to you. Otherwise, you will drift off in ennui, unable to find a reason even to eat and drink.

Inner Demon (200 CP): You have been dealt a mental scar so deep your own strength turns against you. You'll have to hunt down and destroy what has so badly injured your mentality, and then spend a long while coming to terms with what you've seen and done even then. Until then, you'll be far weaker than you actually are, and pushing your limits may cripple or kill you outright.

Broken Meridians (300 CP): The channels in your body that energy flows through are all broken. There is no cure, nor even a hope of one. You will have no ability greater than a normal human. You will have no access to items outside of this jump, either. Keep your head down, swallow your pride, and try not to draw notice if you wish to live in this violent world.

House Arrest (400 CP): You now live in the ruins of your once grand home. Your friends and family have been killed, with a bare few survivors having been driven off. Guards of immense power, a few of which are at least equal to yours are posted around you. They won't let you do anything they think might increase your power. You must escape, or in ten years you will stay in this world, locked away in your ruined home. Even then, they will hunt you and yours across this world.

Traitors (400 CP): You will not stand alone. Organizations, friends, allies, and your companions will stand with you. But not loyally. You won't know who, and it won't be right away, but anyone you trust

will have a seventy five percent chance of trying to drive a knife right into your back at the moment that is very worst for you.

Mount Tai Disability (600 CP): You have eyes, but can't see mount Tai. You're rude, aggressive, without considering the consequences. And you are guaranteed to run into people and organizations that more than powerful enough to humble you.

Get used to begging for your life.

End:

Ten years, come and gone. Your drawbacks are lifted, so long as you've done what they've demanded of you.

Stay: Will you take up the Invincible Warriors dream? Or make of this world what you will in a time of peace? Take another 1000 CP.

Leave: On to other worlds, then. May you find what you're looking for.

Home: Perhaps you want to brag? Or perhaps you miss your old friends and family? Be at ease. Your old home is open to you, once more.

Notes:

<https://mangadex.org/title/9ed16bc9-f570-4e71-8dda-aebc098b683b/the-legend-of-the-northern-blade>

For sauce, beings I only work on the nichest of niche titles.

For Unequal under heavens, you get techniques similar to what Jin Mu-Won uses: his is inscrutable and makes it difficult to anticipate how his attack formations end. It is also capable of doing permanent injury to regeneraing immortals. Another would be Moyong Yul Cheon, whose techniques were simply so blisteringly fast and powerful he traveled the land, challenging sects and was undefeated even at a young age.