Sovereign of the Three Realms
Jumpchain

Version 1.0

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Introduction

Welcome to the world of Sovereign of the Three realms! A fairly boilerplate Xianxia world at first glance, there are deep waters underneath.

Plots and plans to usurp sects and kingdoms, a centuries old war that's about to resume only trumped later on by a several millennia old war that's about to resume, a reincarnation of a Celestial Prince and his return to his heavenly realm to set things right, and so much more.

Barring any drawbacks you arrive a month before the worship ceremony for the health of Princess Eastern Zhiruo, where the weakest, most dissolute Young Master in the weakest, most worthless kingdom among the weakest alliance within the weakest territory in the entire human realm suddenly changes… and along with him, the fate of the planet and later, the Universe.

You receive **1000 CP.**

Origins

Drop-in

You have no history in this world, for the better or the worse.

Wandering Cultivator

A cultivator you might be, but you're not a part of any particular faction. On one hand, this leaves you free to wander and move around with no concerns. On the other, this means you don't get any of the mountains of resources and support Sect disciples may take for granted.

Sect Genius - 100 CP

A young master in truth, if not in title. You are a inheritor in a powerful, rich sect with a limitless future ahead of you, a supremely powerful background and no shortage of lackeys to boss around. But it comes with obligations to live up to your sect's standards, the enmity of your faction's enemies, and a certain disdain from wandering cultivators… thought that might just be Envy.

Elder Expert - 200 CP

Not quite your first day here, is it? You're an old hand at this cultivation business and the cutthroat politics that comes with it.

Perks

General

Cultivation - 0/100/200/400 CP

You get the cultivation of this world, with innate knowledge of a suitable cultivation method and excellent talent in cultivation along with an extremely strong affinity for one Element, talent towards one weapon, and similar talent for a supporting craft, enough to make you, in terms of pure inborn talent, equal to the best geniuses from a first rank sect barring physiques/bloodlines. With this perk and nothing else you would be assured to become a God… in time.

For free you start at the peak of the True Qi realm. For 100 CP you may instead start at the absolute peak of the Spirit realm, at the very verge of the Origin realm. 200 CP gets you to the Sage realm, somewhere between the fourth and fifth stages of it. For 400 CP, however, you may start directly at the peak of the Emperor realm, the point where, depending on your age, even the highest levels of this world may start to take notice.

Wandering Cultivators and Sect Geniuses may take the 100 CP level of this for free. Elder Experts get the 200 CP level for free.

Cultivated Harmony - 400 CP

There are many different styles of cultivation in the world, and it's a shame if practicing one may stop you from embarking on another. This perk makes it so that no matter what pre-existing abilities you have, from cultivation or otherwise, they never interfere with any of your other powers or cultivation.

Further, this enables you to smoothly and perfectly integrate any and all powers you have into one whole, creating one pool you can use to fuel all your powers that need such.

Finally, as long as the power levels are broadly equal, your cultivation from one world counts perfectly for all worlds. To begin with this means your power pools are all linked and perfectly convertible, but it goes much further. You can choose at any time to transform your cultivation into that of another world or jump, and the perk handles all changes to biology, qi, souls or whatnot that are entailed. Or you don't even do that and just keep your original cultivation and

the perk makes the jump's reality believe that it's the local system's rank instead everywhere it counts.

So you could choose to keep cultivating new systems without interference from previous ones and keep expanding the pool, or just progress in your original cultivation method and have the world view it as a breakthrough in the local system… or both, the choice is entirely up to you.

A Million Years of Memories - 600 CP

Much like Jiang Chen, you have the ultimate cheat of all cheats. Apparently this isn't your first go around even in this particular world. This perk grants you, precisely as per the name, a memories spanning at a minimum a million years in this world.

Well, not *this* world precisely. A heavenly plane far beyond this one in terms of resources, knowledge, size and every other metric imaginable. And that's not just millions of years of wandering around or whatever. You have in your mind millions of years of having been the actual son of a Celestial Emperor, being ensconced within the greatest, most expansive library in at least this part of the universe, with works covering literally every Xianxia related field under the sun. And you had unrestricted, unlimited access to all of them and a perfect memory to recall everything without fail.

Within your mind now rest pill recipes so advanced that the greatest, most innovative things ever imagined on lesser worlds might only amount to being pale imitations of the least of them, cultivation formulas and martial techniques that would leave you all but invincible even at much lower cultivation levels than your foes, formation methods that could seal off entire regions and turn innocuous houses into impenetrable fortresses, entire magical languages, facts about bloodlines even the beasts bearing them wouldn't know, and so much more.

Also included is information about the cosmic structure of the world, celestial geopolitics, spicy heavenly gossip, so on and so forth. And of course, all of this information is updated to include the local equivalents in all future worlds you visit. Even in worlds where there simply *isn't* a magical, martial or scientific tradition old enough to have even generated so much knowledge it seems you remember being an innovator and pioneer who did all the research and generation of knowledge instead.

You can rest with certainty that no matter how vast this treasure trove of knowledge grows it will never stress or burden your mind, the perk granting you a memory capacity more than capable of handling any amount of information with perfect recall. Furthermore, the memories don't have a particularly strong effect on your personality, being more of an archive at your disposal than genuine life experiences.

Keep in mind however, that just like Jiang Chen, all of the information you gain here and in the future is at best second-hand practical knowledge. That is, you remember having read the most

perfect scrolls and books on the subjects, and having watched, closely and intimately, the most perfect geniuses perform the techniques or refined the pills. But the version of you in these memories was completely unable to do any of them yourself.

Lastly, while the information is impossibly broad, there is some focus on one subject just like how Jiang Chen specializes in Pills. That is, you're either his equal in Alchemy or possess the same level of knowledge in something like Formations, Talismans, Weapon Forging or maybe just pure Martial Skills that he has in Alchemy. You may buy additional such specializations for 200 CP. Note that this would include 'side' abilities, like how his pill refining also bleeds over into things like wine brewing.

Drop-in

Just a Mere Jumper - 100 CP

Is what people might think about you no matter what. You have a curious advantage, Jumper. Until people face you directly, they overwhelmingly tend to underestimate and dismiss you as just a 'mere' wanderer, human, Sage/Emperor/Empyrean… so on.

Basically, you find yourself in a position to take advantage of the arrogance of your enemies not once or twice but over and over, as no matter how much your name resounds across the world, people find excuses to give into their biases and dismiss your achievements to think that they can take you.

Crossing Borders - 200 CP

Well, if you are already an interloper who smuggled into this world. Why should you be limited to doing it only once? You find yourself with the ability to *move*, Jumper. Specifically, you can get into any place you set your mind to, no matter what the protections on it or the barriers that have been put up.

Keep in mind that this does not work on any people or other sapient entities that are keeping watch, and does nothing to protect you beyond a bare minimum that ensures you don't die or get maimed the moment you step into a place. Nor does this on its own actually do anything to move you, this isn't a teleporting power. But you can ignore formations, dimensional barriers, non-sapient 'intent' watching over a place… basically anything keeping people out that isn't a thinking person. You could go back and forth from Myriad Abyss, out into the Desolate Wilderness and back, cross the boundary steles without affecting them and even, if you had a means, depart this plane into others and come back.

Broken Breakthroughs - 400 CP

Cultivation isn't as simple as taking in energy and advancing across the levels, no matter what it may seem like at first glance. You need to stabilize your foundation, properly acclimate yourself and proceed to raise your power to the next level slowly, one step at a time.

Or rather, that's what others need to do. For you it really is as simple as just leveling up. Every time you rise in cultivation, you find that your ascensions are utterly perfect. You have a flawless foundation in every level from the instant you get to it, and are ready to advance further. It doesn't matter how many pills you pop or whether a pill is only really supposed to work once for every level. You can take them over and over at full effect and suffer no negative consequences whatsoever.

To be clear this doesn't let you skip the 'early, middle, late' stages of each realm, but rather places you at the peak of every stage. So you would be at the absolute peak of Early Origin realm the moment you break through Spirit Realm, and so on.

Son of Heaven - 600 CP

Or at least a favored nephew, I'd bet. You have luck somewhat superior even to Jiang Chen himself, now. Treasures that entire factions need to plot for centuries to have a chance of acquiring basically just fall into your lap, true companions and rare talents form up into lines to call you their friend and advancement opportunities are so common they might be an actual hassle. So long as you're in the general vicinity, you're all but assured to be inundated with once-in-millennia opportunities, powerups, companions and no end of other stuff.

That's not to say it's *easy.* Crisis and opportunity, after all, are two sides of the same coin. What this perk does is to ensure you will have an endless list of utterly amazing chances and opportunities to grab the stuff, it doesn't ensure you will get them without working for them. That being said, it'll never be an impossibility or even all *that* hard. Every opportunity just happens to come tailored to your capabilities at the time, so you can grab it and get away pretty much unscathed if you put in a little work and do some clever thinking.

And all this if you were just a mortal. For someone who was a trueborn Prince of the Heavens, like the son of a Celestial Emperor… well, that hardly seems possible to imagine.

This can be toned down or turned off if you feel like having a quiet time sometime.

Wandering Cultivator

Peerless Neutrality - 100 CP

So many factions, so many interests, all with their own rules. Often siding with one means making enemies of the others… except for you.

Whether through close ties you formed with happenstance, your power, control over some resource or some other means, you find it incredibly easy and simple to remain approachable to pretty much all sides in any given situation. That is, so long as you don't yourself jump in with one of them, at which point this drills down to sub-factions within that entity.

Works as normal if you take up another identity or leave your faction, though.

Infinite Concealment - 200 CP

Hiding your power level is a delicate and tricky art in this world… for others. This perk is complete and total immunity to any and all detection abilities others possess that are not their own senses directly observing you.

No one can sense your power levels, any physical traces you leave behind disappear as soon as you leave them, no deduction or derivation methods pick up on you… in a world where it's common for people to be watching each other for centuries on end for the slightest change, you are truly and inviolably invisible.

Brilliant Bloodline - 400 CP

Bloodlines are a curious thing in this world. There are plenty of factions that emphasize them, but it's remarkably sparse on means to sustainably propagate and manage them. Especially since the very greatest of sources of bloodlines have been gone from this world for ages now.

Well, it doesn't really matter for *you*, I suppose. You have an extremely rich, extremely pure bloodline from some very powerful being respected and feared even by the very highest levels of power in this universe. Purely as a side effect the bloodline enhances your talent to the level where becoming Empyrean, and then ascending to divinity is just a matter of time. Nor does your talent end there, as you will always be able to climb higher if you are willing to put in the work. And that's beside the very real, very powerful techniques and abilities that come with it.

Something like the Kunpeng Meteoric escape, or the way the Cicada bloodline makes you completely immune to the vast majority of poisons, or the dragons' devastating effects against demons or even the Goldbiter Kingrats' devouring powers. You have both the bloodline memories and the actual power to enact those methods. Finally, this also makes any bloodlines

you have extremely compatible with any other techniques you might have to bring out their strength, such as the totemic arts of the Grand Cathedral.

Creator of Wonders - 600 CP

Pill refinement, formation creation, talismans, item crafting or forging… there's no shortage of paths that specialize in creation, for all that people call the Martial Dao king. But if anyone was to prove that notion wrong it would be you, with this perk.

Unlike the **Million Years of Memories**, this perk doesn't give you any knowledge. But what it does give you is sheer, absurd, outrageous levels of pure *talent.* You have a gift for creation that would leave the gods shaken and afraid. From cooking to pill refinement, calligraphy, enchantment, deduction of martial techniques or cultivation methods, poetry, storytelling, formations or weapon forging. So long as it involves creation of something new, you have the imaginative abilities, innate skill and pure inborn talent of a god of such arts.

You can produce works superior to anything a mortal can do purely off instinct, and even the least bit of training or education would see you leave exemplars several times your senior in age and cultivation utterly in the dust. If you truly get some quality education, or the perk mentioned above… one may say Jiang Chen would finally understand how he makes others feel.

So long as you have a hand in the creation of something and all the parts are in place it's impossible for it to fail, with the worst possible outcome being a transcendent success. You can even compensate for inferior ingredients or parts, so much so that your worst work with trash quality ingredients is better than the best anyone else could do with the best possible material.

Sect Genius

The Poise and Grace of a Genius - 100 CP

Is often much rarer than just plain power. You are blessed with an unshakeable composure, manners and a plain, simple sophistication that positively radiates its own charm.

That's not to say it forces you to behave that way. But you always know how to carry yourself, how to speak to people in the right way to make the best impression, how to convince and charm them, and so on… or how to deliver scathing, devastatingly humiliating insults if that's what you want to do.

Oh and just as an addon this gives you total fluency in the Ancient Tongue of Beasts.

Theft of Worthiness - 200 CP

It's terribly annoying to go through horrific travails and struggles to obtain some ancient mcguffin from a dead ruin, or steal it from someone who did, and then it won't work for you because of some qualifications you may be lacking.

So you don't! You auto-qualify as 'worthy' for any and all tests of 'qualifications' you encounter. This isn't any record breaking qualifications… unless even passing would be breaking records, you count as an 'average' qualifier only with just this. But yes, no matter what test you find yourself in and how you ended up there, it won't kill you and depending on the nature of the test will almost certainly reward you. Not with the best rewards, but with whatever is set aside for the 'average'. And hey, at least you can use all the rewards.

Innate Constitution - 400 CP

Oh, an innate constitution? A a sign of truly heaven-shaking talent, there are already at least two characters who are going to cause and suffer no end of trouble due to constitutions much inferior than what you have now.

This perk gives you an innate physiological anomaly, a unique constitution that marks you out as talented and special above and beyond the 'ordinary' geniuses of this world. Themed after a certain element of the Wu Xing, mythical beast or other pseudo-mythological occurrence, your constitution gives you raw cultivation talent such that you're assured to reach the Empyream realm within a century.

Beyond just this, your body also grants you supernal talent in fields relating to your constitution. Maybe you have a Wood Constitution much superior even to Mu Gaoqi's, having an innate talent for pills that compares to what you may get from **Creator of Wonders** for that field, or maybe it's a Metal constitution and your talent is for forging metallic artefacts. Perhaps you have

a beast-like constitution and an abnormal level of talent with the relevant elements and martial techniques inspired from said beast. Maybe you can command entire hoards of lesser beasts simply with your innate power.

Either way just this constitution would be enough for you to stand up an almost incomparable talent on this planet or even in the wider world.

Supreme Genius - 600 CP

There's much to be said other arts, but the Martial Way is, at the end, the strength that shields them and allows them to develop. No artist can develop without being able to defend themselves, or at least have others who can do it for them. Not for nothing is the Martial Dao named the king of all ways.

And now anyone who knows anything must therefore hold you as the king of the martial dao. While this perk doesn't give you any techniques or information, it makes you an absolutely monstrous genius in all things combat.

Fighting comes as easily to you as breathing, plans and strategies taking shape with casual ease. Any and all skills you have you can bend towards combat with frightening ease, and that's beside being able to master any and all martial techniques at speeds hundreds of times faster than any other.

You have nerves of steel and an unshakeable will, meaning that no matter what the stakes you can take in the situation and then form the best plan your abilities and the information at your disposal allow you to. Your reflexes are pinpoint-perfect, allowing you to act and react at speeds several times beyond your cultivation level. You have a sheer, raw talent for combat and combat related methods, being able to apply your knowledge in an almost endless variety of new and unique ways.

It's borderline impossible for anyone to design a defense that you can't, with time and effort pierce, and defenses raised by you are like fortresses for anyone of comparable strength. The only thing this doesn't actually do is make you better at cultivation directly, but considering how far ahead of your realm this puts you, how much that matters remains for you to decide.

For someone with **A Million Years of Memories**, these advantages are further enhanced to the extent that you could fight not just across stages but entire realms. It wouldn't be an easy fight to take down a genuine, world-renowned Great Emperor as a Sage, but it's within the realm of possibility for someone like you to do it and to do it without seriously risking your life.

Elder Expert

Plots and Politics - 100 CP

Are close behind raw strength when it comes to the necessities of survival in this world. And now you can play these games right alongside the best players of this world. You have a gift at scheming, at taking in information and coming up with the plans needed to get you what you want, with or without anyone being the wiser.

More than just specific plans, this also makes you extremely adept at general Xianxia faction politics. How to pull in wandering cultivators when they're needed, play the games of Face and reputation, how to pull together your allies and splinter enemy alliances, all this and more are things you are now among the best in the world at.

Heavenly Oathbreaker - 200 CP

It is a tradition in this world for people to bind particularly important deals with oaths sworn to the heavenly dao. And there's good reason for that because the Heavens do actually listen and respond if someone breaks such a vow. Natural disasters fall upon them, their luck turns to shit and they face nothing but total ruin if such a vow is broken.

Except for you. Apparently the heavens just don't notice when you make such vows, and they certainly don't notice when you break them. They're just as vigilant as usual when your counterparts do, though. The really strange part is how these effects follow you to future jumps and any other magical oath binding methods.

Hands-On Experience - 400 CP

There is no *real* substitute for raw talent, in the end… but there are things that get close. Close enough that people question how much it might matter, in the end.

Unlike young, up-and-coming geniuses, this perk gives you a wealth of *Experience*. The equivalent of 'Old Age and Treachery', regardless of whatever your age may be. You know all the tricks to boost your cultivation, to eke out just a bit more juice from your meridians during a fight, and most importantly of all, how to ensure you keep advancing your level.

You might not have priceless, rare bloodlines or physiques. But what you have is the knowledge and skill needed to find those who do and manipulate them to get you what you want. It might take terrible amorality as you either demonically plunder their bodies or straight-up take them over, but you can steal those gifts if that's what it takes to get ahead. Or you might get on the trail of an ancient method that would let you get ahead in another way without actions quite as terrible.

The point is that while there's no guaranteeing how long it might take you, this perks ensures that you will always, *always* find a way to move ahead with your cultivation.

Talented Teaching - 600 CP

Cultivating, mastering martial skills and crafting artefacts is well and good, but great powers aren't built alone. It takes *teaching* to build a sect, raise geniuses and take dominion of regions. And that's what you specialize in, now. You are a peerless instructor, a teacher so good it challenges the understanding of most people.

You could take a random mortal from the ass-end of nowhere and under your tutelage they would grow with just your teaching as fast as any genius bred and raised for cultivation and granted the best resources the world has to offer. If you were to actually use such resources and train them from an early age, achievements like the Myriad Abyss Island's prodigies are the least of what you could do… and keep in mind, this is with the theoretical least talented mortal in this world. Most people are better than this, and your teaching speed applies to entire batches of students, at least a dozen at a time though it slows down beyond that.

It doesn't matter what the field is, swordsmanship, cooking, dancing or pure cultivation. Unless it's actually impossible for them to learn due to some biological or Qi-related issues, they can learn it hundreds of times faster than anyone else could under the best of conditions, so long as it's you teaching them.

And all this is just under normal circumstances. With **Million Years of Memories** you *really* take the limits off. Not only do your students learn faster, it appears their actual talent and innate ability improves by leaps and bounds the longer you instruct them. A week of teaching would see an utter trash-tier mortal develop multiple elemental affinities, raw cultivation talent equal to a first rank sect genius and massive innate talent for a weapon or a type of crafting, and sustained teaching for longer might see unique constitutions develop or long-suppressed bloodlines reemerge within them, with no end in sight as long as they remain with you.

Items

Library of the Gods (Free with A Million Years of Memories) - 500 CP

Much as the name suggests, this is an impossibly vast archive of knowledge equaling the greatest such trove that exists in this world. The library of a genuine Heaven Realm ruling over a vast variety of material and heavenly planes, recording the greatest recipes, blueprints, histories, and records of the myriad worlds.

From Pill Dao to Formations, Artefact refining, pure martial techniques, manuals of various languages and much more, this library holds enough knowledge to fulfil any knowledge-related requirement entire worlds up to Heavenly Empires like the Taiyuan Plane could have.

And it's all yours. It manifests in your mind by default, but you can summon any part of the knowledge in it in the form of books, scrolls, jade slips or even USB sticks if you want to be wildly anachronistic.

Supreme Heavenly Treasure - 200 CP

A genuine treasure that truly belongs in a Heavenly Plane or in the personal possession of a Celestial Emperor, this is an item that could cause entire worlds to burn for the wars that would be fought to possess it.

It can be anything, from something like a Amaranth Cloud Dew Tree, or any of the items left behind for Jiang Chen by his father to unlock at the various stages of the Divine Realm, this item is capable of overturning the dynamics of any situation. An early stage Empyrean could fight gods with a weapon like this, and if a herb the pills that could be made with it could provide absurdly potent advantages to even late stage gods.

Essence Relic Extraction Formation - 400/600 CP

Ah, this… could cause a bit of a mess if word gets out about you having it. It's fairly common in this world for people to be able to prey upon others by devouring their 'Life Essence' into relics that can then be refined and absorbed to massively boost cultivation. Only the process tends to be delicate and tricky and usually it's not worth it to bother with, at least for cultivators that are below the realm of Great Emperor.

Except with this. This is a formation that can be set up with a simple disk and some flags, which, once erected, would allow you to refine any and all cultivators inside it into life force relics in an absurdly short time.

As in, you could refine gods here in days, Empyrean cultivators in a single day, and anyone lesser into mere hours, and consuming those relics is always simple, easy and entirely free of consequences for anyone. The energy is turned into pure, clean neutral energy hyper-densified for absorption, with no risk of contamination or lingering influence. These relics are also guaranteed to provide massive cultivation boosts to the consumer, enough to raise them close to the power of the consumed cultivator independent of any other factors.

Any Empyrean or Divine cultivators also yield their respective decrees, which are just as easy to refine and use, however they do still have their restriction in that it becomes at least a hundred times as hard to advance beyond the level of the consumed individual.

For an additional 200 CP, you gain the actual Celestial Demon Secret Art, which allows for the refinement of any unique constitutions, bloodlines or powers possessed by the target, granting you any and all unique abilities possessed by them along with the raw boost to your power.

Infinite Spirit Font - 600 CP

The big differentiator between places in this world, just like most Xianxia worlds, is the availability of Spiritual energy. And this is the great solution. It's a font of unlimited spiritual energy of the highest quality possible on whatever plane it's deployed on.

That is, it produces normal spiritual energy on material planes and heavenly energy on heavenly planes, but the energy is always impossibly dense, the highest quality possible, and can be attuned to specific elements or natures as per your requirement.

Once deployed this font yields the output of several spiritual veins at every moment, enough that the most barren, deprived wasteland for several thousand kilometers around it would pretty much instantly turn into the greatest, richest environment the world could possibly possess, and it just keeps going from there.

Herbs rapidly evolve into rare, unbelievably high ranked variants, new herbs tend to appear pretty much out of the blue. Entire mines of spirit stones can form overnight, and common beasts might find themselves evolving into primordial, mighty versions of themselves.

Cultivation becomes hundreds of times easier, and if you set the font to a specific kind of energy the training and endurance grounds that would develop could allow for unbelievably fine elemental techniques to be developed.

Drop-in

Sovereign of the Three Realms - 100 CP

The entire Novel, but so much more than that. This isn't just the novel, but a full set of media from an alternate universe where the book got turned into movies, manhwa, anime, games and so much more. It has extremely detailed and advanced author's notes, Translator's comments, easter eggs, maps of all the regions, detailed wiki pages, and everything you could possibly need to do a proper OOC research on the world.

And of course, it evolves to add the same information about all future worlds.

Spirit Boat - 200 CP

A Divine level Flying Spirit Boat as advanced as the Starfate. Doesn't need fuel, basically impossible for anyone below Empyrean to detect and anyone below advanced Empyrean to damage, goes 0 to 1,000,000 in like three seconds.

Ancient Inheritance - 400 CP

The modern Human Domain is a shadow of what the world was, once. In the ancient age before the Great Demon War, Sects held power that were so mighty that any of the powerhouses from that era could sweep aside anything the modern world could mystic other than the Myriad Abyss Island.

And now the complete inheritance of one of these ancient sects is yours, entirely and in full. This was a sect on the same level as the Primosanct Sect or the Earth Bodhisattva Sect, one tier below the one true Hegemon that was the Great Veluriyam Palace. You receive its knowledge, enough wealth to make any modern day sect go mad with greed, and 1 instance of Great Emperor level martial power in some form or another that you can use as needed, capable of pushing to low-Empyrean level for small bursts lasting a few minutes once every year.

This will naturally improve with investment and time.

Mass Production Workshop - 600 CP

Man, even Jiang Chen would go crazy for this.

So many things that only a few people can do… really unsustainable, isn't it? This is a workshop that can turn any form of limited production into true mass production, and do so with absurd simplicity.

Even calling it a workshop is kind of incorrect. This is more like a vast factory, a complex of rooms filled with every form of production device imaginable. And what it can make is basically everything you yourself have the skills and knowledge to make. Not only can it make this stuff, it can make this stuff on an absurd, gargantuan level enough to supply entire nations.

Be it formations, armaments, artefacts, pills or anything else that can be crafted or created by you, this place can do it all at the same level, and at least a million times over. Nor is it limited by supplies, since while it doesn't generate any supplies by itself, it can multiply any parts and ingredients you can supply thousands, millions of times over, enough to keep itself stocked almost indefinitely.

The one limit here is that it can only produce one thing at a time with it. That is, if you provide the ingredients for a pill and start producing it and then stop for whatever reason and switch to another thing, you would need to provide a fresh batch of ingredients to start again. And this place can't multiply anything generated here, so you can't use things produced in previous runs to supply future production.

Wandering Cultivator

Awesome Title - 100 CP

Pretty much what it says. This place is full of people running around with impressive sounding titles, and you have one now too.

Pile of Pills - 200 CP

And not a small one. This is a hundred perfect, Supreme-quality pills of every single pill that you, personally know at least a few small details of, that isn't a world-redefining one-in-a-trillion item. You get more pills as you hear of them.

The Bewitching Lotus of Ice and Fire - 400 CP

The Bewitching Lotus of Fire and Ice can rank amongst the top five of all plant spirits under the Heavens. The Lotus is a naturally occurring treasure, formed by the powers of ice and fire. The horrifying strength formed by such frightening mysteries would rank it at least in the top ten plant spirits in the world.

The Lotus is born with two elemental attributes, one extreme cold and the other extreme heat. These two usually conflicting powers coexist in perfect harmony in the Lotus. It is precisely because of the combination of these two powers that the Lotus' attacking abilities are ranked in the top ten amongst all planes of existence.

By buying this you gain the Flaming Heart of Ice refined directly into your spirit ocean, gaining complete control over its lotus, wherein its rank and power grows directly with you, being always enough to allow you to fight at a minimum half a great realm beyond yourself.

Beast Graveyard - 600 CP

Oh… another thing that would flip this world over if people knew it existed.

This is a vast, virtually endless domain attached to your warehouse that has an utterly, totally endless variety of beast corpses lying around. Every magical beast from this and any and all jumps and worlds you have been to when you enter it, all freshly killed, no matter when you encounter them, brimming with all their bloodline and cultivation power.

Bones, Hide, Blood, Qi… everything of these beings is priceless treasures, and you have it all here, an endless supply of an endless variety of beings. There are ordinary beasts that could provide minor advantages if refined entirely, and other beings of the purest Divine Bloodlines that were Godking level in cultivation when they perished and could push you past entire cultivation realms with a single drop, all scattered in this endless area.

There's no rhyme or reason to what's where, but every variant of every species in the world is in here, an endless number of all of them. That being said, while you may chance upon any beast corpse of any bloodline, corpses of higher cultivation than you become more and more unlikely to be anywhere you can find no matter how much you look, the chances going lower the further beyond you the beast would be. To an extent you could expect to find a Sage realm corpse with several hours' work even in the True Qi realm, but it's almost impossible that you would encounter anything Great Emperor realm or above before entering the Sage realm, and you can basically forget about seeing a Divine Realm corpse before you're a Great Emperor yourself.

On the other hand everything here has the purest, most elite and special bloodlines it's possible for them to have, with the highest possible quality bones, flesh and everything else. Anything you refine or assimilate from here always integrates perfectly with no side effects, and the parts seem almost eager to be turned into equipment, pills or whatever else you want to do with them.

Sect Genius

Spirit Stones - 100 CP

Because cash is cash. One million spirit stones of the highest quality and therefore denomination extant in the universe, or any level below if you want that for some reason, that automatically become any other currency you happen to need at the time. Souls, thoughts and prayers, little pieces of paper, sect contribution points or whatever else you need.

Young Lord Medallion - 200 CP

And not just a normal kind of young lord. Whether through blood, a favor owed to your parents, whim or anything else, this is a medallion in your possession that identifies you as the young lord of a faction of your choice in this world, up to and including the Sacred Lands of Myriad Abyss.

This would make you the direct inheritor and the most important Young Master that faction could possibly have, the equivalent of a direct grandson or personal apprentice of the Divine Rank Forefather in case of the Sacred Lands. Needless to say this comes with tremendous authority, influence, wealth and power, so much so that if you pick the Sacred Lands you could flip international politics at a whim if you wanted to.

Wood Spirit Spring - 400 CP

One of the rarest miracle objects in this world, this is a font of water with almost unlimited spiritual energy circulating through it. Though unfortunately none of it can be channeled in order to cultivate.

What it does do is almost as good, however. The water in this spring has immense, unbelievable powers of purification, healing and evolution. Anyone immersed in it finds their body improving dramatically as it is purified and cleansed. While there are limits to what a single session might do, over time as someone bathes in it they find their body refined and purified to unbelievable levels. Their talent towards cultivation improves dramatically, and any bloodlines, born or implanted evolve to be purer and stronger with every session. Any innate physiques or constitutions evolve and improve to higher grades and quality, elemental affinities are strengthened, and in general everything that can be improved about the body on a qualitative level does so, over and over with every session in the spring.

A normal beast with a thin dragon bloodline would evolve into a true dragon, an unimaginable existence, over a decade or two, and anyone bearing similar bloodlines in them would see similar growth. Even without any bloodline, regular use of the spring could see natural talent improved to the extent that one would become capable of achieving in decades what others need centuries for.

Infinite Pagoda - 600 CP

Growing stronger is well and good, but it's hard to gauge your own strength if you don't know how to test and train it.

Well, unless you have this place. It can do all that for you. The Infinite Pagoda is, well, an infinite series of rooms and levels that can test and refine any and all skills and powers you care to work on. Apart from combat rounds featuring every possible variety on any enemy or enemies you can think of, this place has tests for alchemy, formations, crafting, even poetry and politics if you want.

All the tests and challenges are designed to be as informative as they could possibly be, always presenting tougher and tougher challenges that can nonetheless be solved with your current skill if you just work hard enough or smart enough. You can either design your own enemies in the combat rounds or let the pagoda do it for you, in which case you can choose to have general challenges or specify the skills you want to train.

Further the real magic of this place is that as soon as you enter a test, combat or otherwise, you forget that it is, in fact, a test. You can choose what it makes you believe at the start of the test or leave it to the pagoda, but either way it allows you to place yourself in real pressure and feel real threat, all without the real danger involved.

You can bleed, get poisoned, diseased, maimed, exhausted or even die in this place, and come what may it brings you out perfectly healed in mind and body. Trauma you suffer fades away but the lessons always stick. In the case of less traumatic tests it generates infinite supplies of materials you can use to experiment and practice with, but none of the results can exist outside this place, nor their results within you or others.

Elder Expert

A Network of Contacts - 100 CP

You can't get very far in the faction game without these. A number of people in various positions, high and low that fall somewhere between acquaintances and close friends, but who are all nonetheless able and willing to do you minor favors as you require.

These grow with you, as you start out having maybe the son of the local shopkeeper owing you a favor but as you rise in power and presence you keep coming across more and more people who need things only you can provide and who all, without fail, pay up when the time comes to return the favor.

Formation Flags - 200 CP

You have a supply of extremely high quality, already charged and ready formation flags, which can be used to setup any formation you may care to name, so long as it spans only the area of about a single city of this world.

These flags grow and change according to the formation they're used in, always being whatever is needed to deploy it to maximum power and a little bit beyond that, and never need to be refueled. Comes with the manuals to make more of these.

Sun Moon Pill - 400 CP

A heretical creation by a Celestial Emperor, this is a pill that the heavens truly hate to see created. It grants a limitless lifespan to anyone who consumes it. Well, not *technically* limitless, but given as it binds your lifespan to that of the closest set of Sun and Moon to you at the time of consuming it… try to avoid any Red Giants?

You get another every ten years.

Divine Herb Garden - 600 CP

The answer to never needing any more herbs, ever.

This is a Herb Garden that isn't *called* a Divine garden, but it might as well be. Not only does this already have an endless supply of every Sky Rank and below herb in this world, it also develops new plans simply with samples being introduced to it.

It's located in a pocket dimension that expands endlessly and evolves to develop perfect growing conditions for every single herb growing in it, with spiritual energy, the soil and even the passage of time altering themselves so that every single herb grows almost instantaneously to the most perfect state possible for it and stays so indefinitely or whenever it's plucked, at which point it's immediately replaced with another just as perfect.

Companions

You receive 400 points for this section alone.

Import/Creation - 50

You can import existing companions or create new ones. They receive an origin and 800 CP to spend.

Baby Divine Beast - 200 CP

A Dragon, Tiger, Phoenix or Turtle… or something else of equivalent power and with a heritage just as exalted. You have with you an extremely juvenile specimen of a being who will one day reach the heights of the Divine Rank with nothing but their innate power and inherited bloodline memories.

They are loyal to you as the best of friends, but do require you to pay that loyalty back. The vast majority of the human cultivators would want nothing more than butcher them for parts, so keep that in mind maybe.

Goldbiter Rat Horde - 200 CP

Goldbiter Kingrats are one of the great powers among the wider planes, as a species. Their swarms have been known to take over entire worlds in days, and even the greatest of Divine Beasts or Celestial Emperors have to regard them with respect and consideration lest their domains find themselves overrun.

These are not the Kingrats, but the potential lies within their blood. Goldbiter rats evolve with whatever they consume, their bloodline refining itself and powers growing with every consumed being. You have a stone nest holding hundreds of millions of them, all answering to a King who in turn as agreed to be your follower in exchange for opportunities to claim the glories of their Kingrat ancestors.

Faction - 500 CP

An organization of your own, a force of tremendous power comparable to one of the Great Sects of Myriad Abyss, or lower if you want that for some reason.

At the maximum level, this group has a Divine Forefather at the second level of the Divine Realm, three leaders at the Half-Step Divine Realm, and hundreds of elders at various levels between the 5th to the 8th levels of the Empyrean realm. That's aside from the hundreds of members at various early stages of the Empyrean realm and the thousands of Great Emperor realm disciples/members running around.

You have an extremely high position within this organization, such that you can command its true might for important things and could call upon large numbers of it for even trivial matters.

You receive one of these for free with the **Young Lord Medallion.**

Scenario

You can take any number of scenarios simultaneously that you can make work together. Every scenario gives an additional 400 CP before any mentioned rewards.

Great Scarlet Defiance

You find yourself inserted in the Myriad Domain approximately five hundred and change years before the start of canon. In less than a year, the invasion from the Great Scarlet Empire will be coming to butcher most of the region, impale babies and mass-rape women and all those other pleasant things they're fond of doing.

Your mission, should you choose to accept it, is to stop this. You must protect the Myriad Region and ensure the depredations that Great Scarlet visited upon them do not happen.

You can do this by just siding with Myriad and winning the war for them, you can do this by achieving a feat of diplomacy and brokering peace, by running to one of the Eight Great Sects and buying their backing somehow… it doesn't much matter so long as the Myriad Region survives with less than 5% loss of territory and/or life.

As a reward you find whatever tactic you used becomes engraved into your mind and soul as a perk. Battle Commanders find their military abilities achieving fiat-backed glory and suddenly applicable to all kinds of militaries and battles, everywhere. Diplomats find it easier and easier to negotiate and bargain with foreign nations and factions, while if you managed to draw in a great sect to back you, your abilities to ingratiate yourself with various factions are what find themselves improved.

Defender of Man

The Demons are coming. The Formations that keep them out and the boundaries of the Human Domain stable, *will* fail sooner or later, no matter what you do. And when they do the Demons will make the extreme violence and cruelties the people of this world inflict on each other seem like a Golden Age of absolute peace

That is, unless you decide to do something about it. Only, you won't be able to, not directly. You may be able to wipe out the entirety of demonkind with a single snap of your fingers, but do that

and you lose this scenario, the 300 CP you got for it, and the rewards. It's humanity's fight to win and lose, this time. Humanity must be united, strengthened and organized enough to repulse the Demons led by high-level God-level ancestors of the demons, who have all been given massive competence boosts.

They'll scheme and conspire, anticipate plans and form counters, learn from their experiences and actually work together with each other and make full use of their powers. To be clear, none of them is the slightest bit stronger than canon-cultivation wise. But *now* they actually are at the level of intelligence, forethought and deviousness their experience and ages would suggest.

Achieve this and you find yourself blessed with what can only really be described as a **HFY** aura. Humanity, in your presence, finds itself refined and improved with every passing second. They grow more intelligent, resourceful, clever and strong the longer you are around them.

This, again, doesn't give them raw power, but they become *much* better at optimising and utilizing any powers they already have. Along with a general boost in sanity, productivity and reason. Nor does this affect only individuals. Your presence boosts entire organizations and nations, spreading along connections like a meme or a disease. Coordination is smoother, nonsensical diversions and ego trips are down, and cooperation is recognized as the supreme power it is.

Stay around long enough and you could turn an area the size of the entire Human Domain in this world into a bastion of supreme capability, peace and glory.

Demonic Conqueror

Or you could be on the other side. Not *necessarily* demonic, there's plenty of planar adventurers of every stripe out there. But for whatever reason, you're on this world in order to conquer it, now.

You may be a member of the demonic tribes already invading, or if you have the **Faction** from above you may be a competing force vying with them and the residents for dominion. Either way, your mission is very simple. Take this world.

Not just the Human domain, but the entire continent. Break down the boundary steles, invade Myriad Abyss Island, destroy or subjugate all the other species here, and reign as the sole master of this world.

If you succeed you receive… well, this world to begin with. Your empire stays with you, following along in all future worlds. But more than that, you receive a **Primer on the Planes**, a book that describes thousands upon thousands of other planes, also ripe for conquest.

The books mentions the most powerful factions on the worlds, how to get there with your armies and at least some hints on the defences those worlds have and how to circumvent them. This is in addition to massive amounts of knowledge on planar theory, the actual mechanics of how to travel from plane to plane, or across dimensions and realities in future worlds, how to set up barriers and protections against this kind of thing and how to take them down, so on and so forth.

This is assumed to be the Divine Abyss Continent by default, but you can have it be some other world in this cosmos if you prefer that.

Sovereign Ascension

Not much to guess here… other than a few complications. To begin with, yes this is the one where you have to climb all the way to the peak of the local power ladder. You get out of this Jump either as a Celestial Emperor or only once you give up on the scenario, which costs you all your purchases from this document.

Starting at the bottom, you have to cultivate all the way up to the peak of the Divine Realm, establish your own heaven realm and become a Godking, then expand its powers, ally with or conquer other realms, in general grow greater until you earn the Creation Token and have your world be recognized as a true Celestial Plane, and you as a Celestial Emperor.

Success means that you get to bring your Heaven and your empire with you, of course, but more than that all future worlds acknowledge your power and might as a true King of Gods. Your authority and identity as a mighty sovereign among the supernatural realms are preserved and reinforced in all future realms. Also, you get an additional 400 CP right at the start of the scenario to help you along.

Drawbacks

Extension +100

Another 10 years in this world. You can take this one as many times you want, of course.

A Fateful Fart +200

You start out in the middle of a giant ceremonial hall, having just let out a gigantic, outrageously loud, tremendously stinky fart in the middle of the most important religious ceremony of the year for the nation, a prayer for the life of the most beloved person which is believed to be ruined with any disruption… such as some asshole farting.

Ice Skaters Uphill +200

Which wouldn't actually be that hard with cultivation powers… maybe that's why these fuckers switched over to try and screw you over instead.

Wherever you go you find yourself plagued with a certain kind of Xianxia character. A young master… who is completely incompetent at everything they try except calling on their backing.

Literally, these guys couldn't fight their way out of a paper bag, but their backing is always awe-inspiring for their level. Oh, and of course they hate you and want to destroy you and take your stuff. Nothing they try will actually be more than an inconvenience for you, but trying to hurt or kill them will see their OP uncles/grandfathers show up in force, unless you can do it cleanly enough to fool even them.

Not that it helps, since another one finds you within months of the last one you got rid of, no matter where you go.

Fucking Drama Queen +200 CP

Or maybe just Dan Fei. You somehow have the exact same instincts towards human interaction as Jiang Chen's second love, Dan Fei. That is, you can never just come out and say you like someone if you have the option of donning a mask and assumed name, seducing them, then running off and pining for them in solitude without them ever knowing.

Demonic Cultivation +300 CP

Isn't really that big a deal in this world considering what all the so-called righteous guys get up to, but even they might pause looking at you. You have basically no bottom line now, Jumper. So long as you stand to profit in terms of wealth, power, cultivation or some other way, you will lie, cheat, steal, murder… whatever it takes just to get ahead.

This doesn't make you stupid, you retain all sense and intelligence… but none of your morality.

Fresh Start +400 CP

You know what this is. You lose any and all powers, perks and abilities from previous jumps. And you can't bring out any of your stuff from previous jumps from the warehouse.

Imperial Privilege +200/400 CP

Something you do pissed off an Emperor rank Cultivator. They won't throw away all face and prestige to come after you if you're much below them in power, but expect a lot of power being thrown towards hunting down and killing you.

For 400 CP this is instead a Great Emperor.

Enemy Till the End +200/400/600/800/1000 CP

A Sect or faction that is after you for some reason or another. Knowing this world you could've murdered all of the top leadership's loved ones or stood in one of their young masters' way for too long and the response is likely to be mostly identical both ways.

Okay no, that's hyperbole, but you get the point. The point being that whatever your offense was, it was terrible enough that the faction question will never even consider letting you off. Nothing short of their total destruction will let you be rid of them. For 200 CP this is a random sect like the Purple Sun sect. For 400 CP your enemy is instead a fourth level sect like Regal Pill Palace. 600 CP enemies is where things start getting a bit serious, being one of the Upper 8, or one of the Mountains of Veluriyam Capital. And for 800 CP your enemy is a faction at the level of Pillfire City or Veluriyam Capital itself.

And at the final, 1000 CP level your enemy is from Myriad Abyss instead, one of the top families possessing a Divine Rank forefather.

At all levels the members of your enemy factions retain all their senses and indeed, gain a boost to their cunning and intelligence. They will scheme to get you alone, or ally with your enemies, try to use poison and indirect means instead of open murder. If you obtain backing or power superior to theirs expect them to back off before the world but switch to sending secret assassins. You're not getting out of this without wiping them out root and branch.

Notes

More Scenarios

My First Rank Sect

Pill God