

Welcome to the world of ***Battle Through The Heavens***. This is a Xianxia world filled with cultivators, magical beasts, and mystical plants. In this world being receptariers, or alchemists, is an extremely important profession due to the rarity of pills. As such, even the most basic receptarier is considered much more valuable than any other cultivator of equal level. All receptariers, as well as most cultivators, wish to obtain something unique to this world: a Heavenly Flame, a king of flames formed by various extreme conditions. You will be inserted into this world just before Na Lan travels to the Xiao clan to break off her engagement with Xiao Yan and starts a snowball of events. There are various organisations at work in the background, so try not to stand out too much unless you are sure of your safety.

Have **1000CP** to spend below to start you on your journey.

Origin: Choose your age and gender now.

Drop In
You appear in this world with nothing but the clothes on your back and anything you happen to buy in this jump.

Clan Member
You happen to be a member of a small clan. As such you have a nice clan compound to live in and access to the resources of you clan, if they are willing to share those with you.

Artisan
You are someone in the profession of creating things. You have a nice house and a bit of a background that may help you survive and understand this world.

Demi-Human
Half human, half beast. You start in this world as one of the Demi-Human races. Rather similar to a normal human, you differ by sharing some of the features of whatever race you happen to be a cross with.

Magical Beast
You are a beast. A magical beast to be specific. Not any kind of mundane animal, you have the ability to cultivate, albeit at a slower rate than humans, although this is made up for by the fact that you are longer lived and have a much hardier constitution.

Location: Roll 1d5 for where you wish to start or pay 50 CP to choose.

The Tageer Desert
This wide open desert is home to the snakemen race, led by the extremely strong Queen Medusa. Various clans of humans and tribes of snakemen occasionally clash across this landscape.

Small Province
A small town out in the middle of nowhere. It is primarily controlled by a weaker sect. A good a place as any for a relative unknown cultivator to start their journey.

Magical Beast Forest
A large forest filled with powerful magical beasts and magical plants. Nothing a Dou Ling and above couldn't handle. At the very centre lies a rank 6 magical beast said to be guarding a special treasure.

Central Continent
Home of the largest pill association as well as various powerful sects, this can be called the heart of civilization on this continent. Many opportunities and dangers await those in this land.

The Wilderness
Appear in a random piece of land. Nothing particularly significant within a few days walking distance.

Perks: All perks are half price for your origin.

General

Cultivator [Free All]
The cornerstone of any Xianxia setting. This setting relies on the cultivation of Dou Qi to cultivate up through the various realms. Each realm is significantly stronger than the last. In the world you live in, there are 10 full realms.

Patience Of The Ages [200]
In the land of cultivators, events happen over the course of decades and centuries. As such a near endless amount of patience is required. You can have the patience of a rock, ready to weather the ages, and with little change to what makes you 'you' over the long years.

Luck of the Devil [400]
There is a saying in this world, that Luck is a type of skill too. Those who are lucky are extremely skilled and you happen to be a master. Expect to have many lucky encounters with rare plants, or unique maps to hidden treasures. A dangerous poison you consumed by accident may end up helping you break through a bottleneck. Alternatively called, Luck of a Xianxia protagonist.

Drop In

Soundless [100]
Why should you need to say all of your technique names aloud? Just saying them in your head is enough to invoke their effects now. The chant must still be invoked, it just need no longer be invoked audibly. Of course, this won't stop any onlookers who recognise it from yelling out its name instead. This also works for any out of jump abilities.

Cauldron-less [200]
You have a special ability. You are able to make pills and other concoctions without the use of any type of container. Instead, you can make a false furnace using your own flames. This will require more of your attention though, so it is still easier to use a cauldron or furnace for any of your needs.

Intelligent Designs [300]
What's cooler than a super strong weapon or pill? How about a super strong weapon or pill that has a human form and intelligence? When you create something of significance, it can gain its own level of sapience. The more powerful the creation, the more human-like the end product can be.

That's My Energy! [400]
In this land, there are a few ways by which people can acquire other people's Qi. You happen to be safeguarded though. Your energies are now completely untouchable to those who would seek to steal them. Your energy is yours and yours alone. This protection extends to things like mana or ki.

Looming Mountain [600]
You will often find yourself friends (or more if you wish) with someone of considerable power or standing. You will still stay allies even after you surpass them, you will simply encounter someone even stronger, if such a person exists. They may even start to look up to you at that point.

Clan Member

Peerless Beauty! [100]
Every clan seems to have one. It's funny how most of the extremely powerful beings are all super attractive, and only get more so as time moves on. Now as you grow stronger so too does your appearance grow more handsome or beautiful. Your power almost seem to rid your appearance of any 'impurities'.

Clan Genius [200]
Somewhat less common, but still surprising frequent is the clan genius. These are cultivators who just seem to cultivate quicker. You can now count yourself among their ranks. You seem to go up in ranks ten times as fast as ordinary cultivators. With your potential, you could one day be at the top of this continent. Still quite a while to go for that though.

Fortunate Encounters [300]
You will often have encounters with people that will end with them looking at you in a very positive light. You may be able to quite easily turn this into affection for you by displaying your strength or tenacity. Additionally, these people more often than not will be people who you consider extremely attractive.

Integration [400]
No longer will using two different fire spells together simply act as two separate spells. Much like the Angry Buddha Lotus, they can now be combined into something significantly stronger than even the sum of their parts, caused by the conflict of the two forces meeting. Essentially this allows the fusion of spells of the same type or affinity in order to make an overall stronger spell. This applies for any spells or abilities of the same type/affinity.

Blood of a God [600]
Within your body flows the blood of a Dou Di, a cultivator who reached the very peak of cultivation. As such, your cultivation is greatly sped up until you reach the level of a Dou Sheng, able to even outpace the likes of Xiao Yan, and even after that point it will be faster than a normal person. Additionally, your body will be all-around better than that of a normal human.

Artisan

Grand Aurora [100]
When you complete the formation of something significant and powerful, the world recognises this. For kilometers around, people will be able to see an aurora or pillar of light and will know intuitively that something grand has been created. This can be toggled on and off as you wish.

Receptarier [200]
With this you gain all the requirements for one to become a Pill Forging ‘expert’. Rare is it will you find a sect that is willing to offend a receptarier for little good reason. Your Qi will gain a strong fire and wood attribute, the most basic requirement to forge pills. You will gain a bit of a knack for pill forging. Starts you off with a moderate amount of soul power.

Mutated Searing Poison [300]
At some point in the past you encountered the Searing Poison. However when it entered you it mutated, no longer containing the will to harm you, and in fact became under your control. This is a supremely dangerous poison and by having it within your body you will gain a minor immunity to poisons.

Thunderstorm [400]
You have somehow managed to usurp a fundamental part of this universe. You have somehow been gifted with the ability to call and direct powerful pill lightning storms at your will. Normally only appearing during the creation of a high tier pill, this frightening lightning is a threat to even top level cultivators, able to cripple or even kill Dou Zong’s. The more colours present within the lightning, the more terrifying they are. It uses up a fair amount of Dou Qi to summon these storms. You will start off only being able to summon a weak lightning storm able to hurt Da Dou Shi cultivators, but with time, practice, and more Dou Qi, you will start to be able to summon stronger storms.

Flame Mantra [600]
Arguably more valuable than any single Heavenly Flame, this allows one to absorb multiple forms of fire to strengthen the technique, even forces that would normally conflict with each other. The more powerful the absorbed fire, the stronger the mantra will grow. This is the only known technique that evolves in strength. This is a Dou Qi Method, so as its strength increases, so too will your Qi’s quantity and cultivation speed. Its origins are unknown to this day.

Demi-Human

Beast Soul [100]
Choose a creature with which your soul has now become bonded with. This will give you some of the traits and strengths of that race. Your body will also change slightly to gain some of the features of the creatures’ race, be it a snake's tail, or birds wings. You will not as strong as a pure magical beast in physical ability but you will be much closer than any normal human.

In Control [200]
It's always very important to keep control of your emotions. You wouldn't want to lash out or react in a way that is hazardous to your continued existence, such as insulting an extremely powerful elder. Luckily you are in full control of your emotions. You are able to suppress and ignore any kind of emotional manipulation and can even resist the effects of certain manipulative drugs.

Anti-Discrimination Aura [300]
Unfortunately this world's society has some deep rooted prejudices. People will often discriminate against other people due to their parents, status, or gender. When people look at you though, they seem to miss or ignore all those little voices that tell them to look down on you for whatever reason. They will be completely neutral to you until you actually act.

Spiritual Encounters [400]
You have a rather strange skill set. You have the ability to interact and touch, and therefore harm, bodies of a spiritual nature. Even your more ordinary skills like martial arts can now affect them as if they were flesh and blood. This only applies to your physical body though.

Long Live The Queen [600]
You were born as the very best of your race, their king or queen. Anomalous individuals may be stronger but on the whole you exhibit the qualifications to lead your race, through might or intellect alone. Your potential outstrips all other members of your race. This is because you also gain the ability to 'reincarnate' by fusing with the soul, created by the ritual, of another powerful mystical beast. This soul will be 'empty', as it was created expressly to be fused with you. It will take a year for you fuse with it and gain your original body, but at the end you will be far stronger than before. Unfortunately, this event requires the use of something powerful and mystical on the level of a mid-ranking Heavenly Flame to occur.

Magical Beast

Pass It On [100]
You are a magical beast. You power is in your very genes. This means that any and all of your children also possess a large measure of your power. The greater heights you have reached when you have children, the stronger they will start off.

Glutton [200]
Usually the raw materials required in pill creation are extremely dangerous to consume and will leave the victim with serious injuries at best. Luckily you have the fortitude of a high rank magical beast, able to withstand their damaging effects without blinking. You can consume magical plants in order to strengthen yourself directly. However forging them into pills would still produce better effects.

Monstrous Yet Adorable [300]
When provoked, you can assume a much larger and stronger form for brief periods of time, leaving you exhausted afterwards. Additionally, one can now take on a smaller, cuter form for an indefinite amount of time which speeds up rate of recovery. Your enhanced form could up be almost one hundred meters high, with a domineering aura, while your recovery form could fit in the palm of someone's hand, with all your cute features dialled up to eleven.

Special Physique [400]
You seem to have a special physique. Your body is different from ordinary cultivators. Some part of it has some kind of special ability or effect that sets you apart from other cultivators. This could be something like the Poison Body physique, which makes one completely immune to poison and actually strengthens your cultivation when you ingest them. Alternatively, this could be something like the Triple Jade-Green Snake Flower Pupils which allows the user to put any snake or snake like being under their control, while also slowly adding their strength to them self. Maybe you simply have the blood of an ancient beast flowing through your body, granting you the Heavenly Phoenix's peerless speed or the Void Dragons unparalleled manipulation of space. Any inherent drawback to this physique has luckily mutated and disappeared.

Heavenly Element [600]
You are an anomaly in this world. Never before has it seen something quite like you. You are a heavenly incarnation of an element, be it lighting, water, earth, wind, or fire. After gathering strength for hundreds of thousands of years you have managed to form your own body and consciousness. With this comes an ageless body and the ability to grow in strength by consuming and integrating with your element. Being that you are the element given form, you exhibit an unprecedented level of control over your element, able to stack up against grandmasters at the very least.



Items:

General

Cultivator Clothes [Free]
You may talk the talk but can you walk the walk? Here's a chest full of clothes that will help you blend in with other cultivators (although this usually means standing out). Some people just like the aesthetics of cultivators.

Dou Qi Skill [50-100-150-300]
The bread and butter of the cultivation world. These are the techniques used by cultivators in order to fight against the many beings within this world. Many cultivators will have numerous different Dou Qi Skills with a range of strengths and weaknesses. These are to cultivators what spells are to mages. You receive a scroll upon which is written a Huang, Xuan, Di, or Tian tier Qi technique. Each rank greatly increases their strength and efficiency. Be warned that the higher level techniques will require much more Dou Qi to use.

Dou Qi Method [Free-100-200-400]
While Dou Qi Skills may have been the bread and butter or cultivation, Dou Qi methods are the foundation upon which everything rests. These are the things that allow cultivators to cultivate, to gather Dou Qi and grow stronger. As such, the strength of one's Dou Qi Method is extremely important. The better it is, the faster and higher one will rise. You may get a Huang, Xuan, Di, or Tian tier Qi technique. Each rank increases the speed of cultivation and rate of recovery of Dou Qi.

Drop In

Ocean's Heart Armour [100]
Made from a metal that grows within the stomach of a 6 rank ocean magical beast, this blue chestplate is able to endure a few blows from a Dou Huang and level 6 magical beasts. This one is enchanted to automatically shape itself for your body. While useful for any beginning cultivators, this may soon become outdated.

Auction House [200]
This is a large hall filled with everything needed to house an auction, as well as being filled with autonomous workers. It will appear at a place of your choice each new jump.

Treasure Map [300]
This map leads to a great hidden treasure. Following the directions and completing any tasks it asks will allow the user to obtain items of great value. This map will update at the beginning of each new jump, to show the location of a single random great treasure.

Heavenly Tomb [400]
A special realm where time moves 5 times as fast when compared with the outside world. It is filled with various dangerous creatures that can be hunted down for their materials. A good place for training in the ‘wild’. Attached via a door within your warehouse.

Pill Box [600]
Once a year you may ask and receive a copy of any Pill that you have made or consumed before. In a world where some high level pills don’t appear for centuries at a time, due to a lack of materials, this box can be considered a godsend to cultivators. Post jump this will copy any kind of pill made using the same methods as used in this jump.

Clan Member

Secret Technique [100]
A special technique that is used to briefly raise up one’s cultivation by 2 stars. After using it the person is usually left exhausted. Most high level cultivators have one of some form, although severity of side effects vary. This one simply leaves you running on fumes after its use.

Wormhole [200]
A large gate that lets you travel vast distances in very little time. Usually maintained by Dou Zongs or higher, this one will automatically repair any damage done to it over time. Be warned though, when travelling through the spacial rift there is a chance that a spacial storm will occur and do great harm to those of a weaker constitution.

Bone Emperor Blade [300]
Made from the bones of tens of thousands of cultivators, this mysterious blade, usually owned by the Hall of Souls, seems to be able to hurt one's soul instead of their body. Be careful not to cut yourself, wounds of the soul are not so easily healed as wounds of the flesh.

Elemental Training Hall [400]
A library filled with training guides and techniques based on the use of an element of your choice. The techniques within here will slowly increase in strength up to Di level. Train in all of them and you may eventually end up unparalleled in your manipulation of your element, even by the gods themselves.

Heavenly Flame [600-1200]
Abnormally strong flames formed by natural forces. Each their own force of nature, these domineering flames are the kings of all other flames. In their presence all other flames of similar or lesser power will submit. These flames are widely sought after by receptariers as they can be used in ‘borrowing the flames’ to refine pills of much higher quality, as well as break down much stronger materials. For 600 CP you receive a Flame of rank 11-23, 800 CP for rank 4-10 and 1000 CP for rank 2-3.

Artisan

Calm Cauldron [100]
This is a special cauldron that cannot be destroyed from any pill explosions or similar pill-related matters. It'll save you a fortune on the costs of cauldrons.

Heavy Meteoric Blade [200]
A large black blade made from fragments of a meteorite, this has the effect of suppressing Qi and makes for a great training tool and a strong weapon. Its weight grows to always be a challenge to lift.

Monster Cores [300]
This box has eight buttons on it, labelled 1 to 8. When pressed, it will open to show a monster core of that tier lying on a silk cloth. It will then close and will not open again until a certain amount of time passes. With a tier 1 core, this is only 3 hours. Each higher tier triples this time.

Black Stone Ring [400]
This obsidian black ring acts as a 1UP, letting you live on as a spirit after taking a fatal attack until your soul recovers. Until you recover you will be able to inhabit the inside of the ring, coming out when you wish it. Only one use per jump.

Garden of Deadly Eden [600]
A wonderful valley, with conditions necessary to grow anything and everything, filled with beautiful plants. If only half of them weren't deathly poisonous. Extremely useful for any up and aspiring receptariers. Initially comes stocked with a vast variety of plants. Afterwards, these will need to be planted and grown by someone. This valley is nearly 1 km in size, and will warp space to accommodate any particularly large plants, up to 10 km in size. Post jump, this valley will remain attached to your warehouse.

Demi-Human

Beast Transformation Pill [100]
This uncommon pill will transform the user into a demi-human race for 2 hours that has had its DNA added to the pill. This is purely a cosmetic change.

Storage Ring [200]
This small black ring holds within it a huge empty space within which you can place anything you like, that doesn't resist. This ring can store up to house worth of material and is signal-locked to your soul.

Living Corpse Insects [300]
Within this small box is a Living Corpse insect, an insect that when eaten alive enhances the user's cultivation dramatically. When the creature that ingests it dies the insect takes control of their body, and attacks whatever is alive near them. Good for making guards for any treasures you may want looked after. Each jump you will receive a new insect.

Homunculus Body [400]
You will find yourself in the possession of a soulless body within which a spirit or bodiless soul may reside and control. This body will naturally change in order to match the appearance of the spirit inhabiting it.

Seed Box [600]
Once a week you may ask and receive a seed of any plant you have come across in this jump. With the correct place to plant them, you can soon be growing your own mystical garden. Post jump, you will also be able to receive some truly mysterious seeds that flourish into plants that strangely seem to contain the attributes of magical beasts you have encountered. You will not have to worry about losing access to pill materials.

Magical Beast

Beast Flame [100]
Various magical beasts contain a strong affinity for fire and as such when they die will leave behind a ‘Beast Fire’; a manifestation of their fire. You have managed to find yourself with a copy of a rank 4 beast flame.

Pool of Cultivators [200]
A rocky pool ten meters in diameter filled with a sparkling green liquid. Those who bathe in it will find their cultivation sped up to double. Non cultivators who bath for over a week will start to gain their own Qi and will be able to start cultivating.

Beast Wings [300]
The wings of a magical beast are of great use to a cultivator. Others can integrate them into themselves in order to gain bigger and faster wings than what they would naturally have, and none are faster than the wings of the Heavenly Phoenix. Sadly, you do not have those wings. Sealed within this scroll is a set of wings from a moderately fast beast that, while not as fast as a Heavenly Phoenix, is still very fast in its own right.

Human Transformation Pill [400]
This rare tier 7 pill allows those who consume it to gain the body and cultivation speed of a human. Extremely valuable to Magical Beasts who, while much longer lived and physically stronger, have a much slower cultivation speed.

Soul Technique [600]
You have somehow managed to find a scroll containing a method by which someone can cultivate and grow their own soul. These are so rare that most people didn’t even know that such a thing existed. Also contained on the pages is a very basic method of using your soul power to attack other people. Those with stronger souls can also fight on par with cultivators of higher levels than themselves.

Companions:

Import [50-400]
You may import up to 8 companions for 50 CP each. Each receives 400 CP to spend how they like in any section of their choice.

Canon Character [200]
Did you happen to catch the fancy of a person in this jump? And vice versa? Well, if you can convince them to join you, you may take them into any future jump as a companion.

Childhood ‘Friend’ [300]
Soon after you enter this world, you will run into a childhood friend. At some point in the distant past you tried helping them with their cultivation and as a result of your effort, this person has grown a large degree of affection for you. It would take an extreme event for you to be dislodged from their heart. You may choose their origin now and they have 600 CP to spend in the jump where they wish.

Magical Beast [300]
Who wouldn’t want a cute or fierce (or both) magical beast to journey with them? When you arrive in this world you will quickly come across a wounded beast. With a bit of help and care you may bring this rank 2 beast back to full health. In gratitude, this beast will follow you on your future journeys.

Spirit Sensei [300]
Soon after you enter this world, you will encounter the remains of a Dou Zun cultivator. In return for your help to return them to the living, the spirit of that ancestor will be willing to help guide and teach you. They happen to be a high tier receptarier so have the knowledge to instruct you if you happen to show the talent and interest in the subject. After travelling with you for long enough, they may start to view themselves as almost like a parental figure and be willing to travel with you to future jumps.



Drawbacks:

Higher Realms [+000]
Soon after you arrived in this world you heard the call of another, grander place. The Great Thousand Worlds beckons you and you may choose to enter in when you wish. Once you enter though, you will not be able to return to the lower world until you are at least as strong as a Dou Di. This world is a vast unknown, with greater dangers by far than the lower world. Despite this, it is also without many of the treasures of the lower world, such as Heavenly Flames.

Yao Lao [+000]
Instead of arriving near the beginning of the main story, you will now start many years ago, when Xiao Yan's mentor, Yao Lao was just setting out into the world. Want to set the stage for Xiao Yan later on? Now's your chance.

Happier Stay [+000]
Instead of the light novel version, you will find yourself spending your time in the manga version of this universe, an overall slightly more lighthearted version. It is within this version you will find cute magical beast pets and vanity pills.

Longer Stay [+100]
Did you truly think that a mere 10 years would be enough to reach the pinnacle of cultivation in this world? With this you can stay for an additional hundred years. Who knows to what heights you will ascend in this time? Of course, this does mean you are spending another 100 years in a death world filled with cut throats and monsters.

Arrogance [+100]
You are strong and proud. Too proud. Arrogantly so, actually. Your personality may mostly remain the same, but everyone can hear the arrogance in your voice and see it in your actions. You may start to look down on those that you consider beneath you.

The Good, The Bad, and The Ugly [+100]
You're not a pretty sight. Like, at all. You are ugly in a world where most cultivators are either beautiful or evil. Good luck getting anyone to fall for you without having a stunning personality.

Amnesia [+200]
You must have knocked your head or something when you came into this world. You appear to have lost all of your memories from before this jump. You may occasionally get a flash when dealing with something that seems very familiar. If you're extremely lucky, you may even regain your memories within the ten years spent here.

Unruly Soul [+200]
One of your Qi techniques used the soul of a magical beast in its creation and now it constantly fights you for control of your body. It is angry about being locked within you and will only co-operate in the most dire situations. It may even work to sabotage you from time to time. Nothing you do seems to be able to rid you of it.

Possessed Apparel [+200]
You are trapped in the form of a spirit, bound to a small object. This could be a small dagger, a black ring, or any number of other small objects. While in this state, your soul is vulnerable and you are only capable of granting a fraction of your ability to your wielder. Someone you can trust is nearby where you appear.

Wanted [+200]
At some point in the past or near future, you will make enemies with a powerful sect. For the foreseeable future, you will hunted by the sect, until either you are dead, too powerful to touch, or they are all exterminated. At which point the cycle starts anew with a different sect.

Cultivation Material [+300]
Cultivators around the continent have come to know of your existence. They have been told that if they kill you and then refine your body, they will gain the resources necessary to ascend to a Dou Di realm cultivator.

The Cripple [+300]
When you arrived in this world your cultivation was strangely crippled. You seem to be unable to cultivate your Dou Qi while here. I hope you have some other way of surviving this cutthroat world.

Diversify [+300]
When you appear in this world, copies of all your techniques and abilities will be scattered across the continent in the form of cultivation techniques. Beware, for some of the more powerful people may seek to covet these and who knows how they will react to someone appearing who seems to have access to all of them.

Mister Protagonist [+300]
One thing that most people will forget is that Xiao Yan was in fact reincarnated into the Xianxia world from a ‘normal’ world by some stroke of fate. Unfortunately, this time around something went wrong and his soul never made the transition. You must now take his place from when he was three years old and may only leave when you reach the level of Dou Di. Be prepared to have to fight off multiple sects as well as the Soul Hall, a shadowy organisation that is one of the strongest on the entire continent. If you take this and still end up in contact with Yao Lao, he will lack the Flame Mantra to give to you.
- For an additional 300 CP, you will be limited only to things you purchased in this jump.

Scenarios

Choose up to two:

Scenario 1: Make Xiao Great Again
You have a long and arduous quest ahead of yourself. Over the course of your stay in this world, you will make the Xiao clan once again one of the dominant clans on the whole continent. This means having at least one Dou Sheng, five Dou Zun and ten Dou Zhong. These must be either original members of the Xiao clan, or people who willingly married into it.
If you manage to accomplish this, you may take Xiao Yan, Xun Er, Cai Lin and their children as companions, taking only 1 slot.

Scenario 2: Blood of Gods
The last Dou Di to exist was over one thousand years ago. While on your travels you encountered a hidden scroll that details a way to make a Di tier pill. Once taken, this pill will allow a Dou Sheng to advance to the realm of Dou Di. The ingredients of this pill are a little strange though. You must receive a drop of Di blood from a willing member of four of the great clans that descended from the Dou Di cultivators of the past. This may be hard as this blood is guarded jealously. Once you obtain these, you may simply drip the blood onto the scroll to form the pill. This pill will only advance a Dou Sheng to a Dou Di, nothing more.

Scenario 3: The Mentor (requires Possessed Apparel)
Choice one:
Na Lan was the one to find your container and managed to awaken you. Your job for your stay here is to act for her in much the same capacity as Yao Lao did for Xiao Yan. You must train her such that she is able to defeat Xiao Yan in the meeting three years from the start of the jump. If you manage that, you must then ensure her clan survives any internal strife from their dealings with the Soul Clan intact, and that Na Lan ends up as the head of her sect.
OR
Choice two:
Instead of Yao Lao, you are the spirit contained with the ring that Xiao Yan is wearing. Your job for your stay will be to make sure that Xiao Yan survives all that is thrown his way, and will continue to survive till the end of canon, even if you leave before this time is reached.

It should be noted that in neither situation is Yao Lao erased. In the first situation, he will still be training Xiao Yan, while in the second he is just somewhere else, still trapped as a spirit.

If you accomplish either of these objectives you will receive an obsidian storage ring that is linked directly to your warehouse, as well as all of the contents of Yao Lao's ring. This includes many different Dou techniques, thousands of different pill ingredients, and a multitude of different pills recipes (including two tier 9 ones).

Scenario 4: Master Drug Dealer
You were quite lucky to manage to get in as an apprentice to the Pill Tower. Unfortunately, that luck is now over. You will have to work your way up the Pill Tower and become an elder of the Pill Tower. This will takes years, maybe even decades to accomplish so you better be prepared for the long haul. However, by the time you have become an elder, you will be either a tier 9 alchemist or a very high level tier 8 one. From your many years of dedication to the craft, you will be rewarded with an almost instinctive grasp of pill creation, as well as an exceptional talent for the creation of new pill formulas, using previously unknown plants and creatures. As a side benefit of becoming an Elder of the Pill Tower, you will also have a chance to try and tame the rank 3 Heavenly Flame that the Pill Tower has contained. Unfortunately this will not be easy, and previous elders have tried and all failed, and Xiao Yan only succeeded with the help of the previous owner, as well as help from Xun Er.

Scenario 5: Fiery Flaming Fusion
It's all well and good simply having a powerful flame but sometimes it is better to actually understand them, to the very core of what they are. You have set out on a quest; to find and study as many different flames as you can, until you understand fire like no-one else. Only once you have seen, studied, and understood 1000 different flames will you receive your reward. First, as a result of your knowledge, you will have full control of any fire under your control. Where Xiao Yan may have been called the Flame Emperor, you are the Flame God, at least in manipulation. You also will receive a scroll containing the Life Transforming Flame technique. This is a unique technique that allows one to combine hundreds to thousands of flames, beast flames or more into a single flame equal to that of middle ranked Heavenly Flame. The flames used should be equal in strength to that of one thousand rank 6 beast flames.



The End

Your ten (or maybe one hundred and ten) years are now up. It's time for you to decide what you want to do from now on:

Stay here? Do you want to stay in the world? Maybe you have a family and have settled down.

Return Home? Perhaps you are tired of jumping. You just want to return to your home world for whatever reason.

Move On? While you may have enjoyed your time here (or not as the case may be) you still want to do and see more. Time for you to enter the next adventure.

Notes:

Essence Flames:
These are the usual flames obtained at a certain rank or taken from magical beasts. A general term for 'Spiritual' Fire essentially. When you purchase any type of flame, a fire 'seed' of that flame will appear in front of you. This flame will be submissive and calm towards you, allowing you to absorb it if you wish with no real struggle.



Heavenly Flames:
23 known, with 1 being the strongest flame and 23 being the weakest. Each has its own unique effect. (note: some are still unknown). A special technique is required in order to contain more than one in a single body without conflict. A lesser known fact is that the top Heavenly Flame is actually an unknown Heavenly Flame that gained consciousness and absorbed a copy of nearly every other Heavenly Flame, becoming an amalgamation of the ranks 4-23. Only 1 of each of the top 3 can exist at any one time within the same universe and as such, if you purchase the rank 2 or 3 flame, the copy out in the world will disappear. This does mean that the flame in the Pill tower will disappear, rendering the side benefit of the Master Drug Dealer scenario moot. For flames of a higher rank, you simply receive a copy of the flame.

For an idea of the power and heat of the high end Heavenly Flames; When the 3rd ranked appeared, the excess heat radiating from it across dimensions from where it was stored vapourised an entire mountain range within 20 minutes to leave nothing but a desert. A team of many Dou Sheng could only resist the flame and it was able to kill dozens of Ban Sheng and Dou Zun in seconds. One is liable to combust simply by experiencing emotions near this flame. The 2nd

rank is capable of destroying an ancient clan by itself when used by a high level Dou Sheng, and was used to destroy several of them.

Heavenly Flames of a certain strength will naturally obtain human like intelligence as well as a humanoid body. The fusion of 6 different Heavenly Flames within the Flame Mantra will create a human child heavenly flame, who will likely view the owner as their parent.

Dou Qi Realms:
There are 12 in total, with each stage having 9 ‘stars’, or sublevels, i.e. a 4 star Dou Zhe is stronger than a 2 star Dou Zhe etc:

1: **Dou Zhi Qi** = *Dou Disciple*: Weak gaseous Dou Qi

2: **Dou Zhe** = *Dou Practitioner:* More Dou Qi

3: **Dou Shi** = *Dou Master*: Can use a Dou Qi Cloak. The Dou Qi becomes liquid

4: **Da Dou Shi** = *Dou Grand Master*: Can use a Dou Qi Armor

5: **Dou Ling** = *Dou Spirit*: Dou Qi solidifies and can be applied to various external objects

6: **Dou Wang** = *Dou King*: Able to use Dou Qi wings and fly in the skies. One's speed thus increases to a great extent. Also, the Cultivator can draw moderate amount of Dou Qi from the outside world.

7: **Dou Huang** = *Dou Emperor*: Can draw large amounts of Dou Qi that have the same attribute as oneself from one's surroundings. Can also pause mid air without any support for a short period of time.

8: **Dou Zong** = *Dou Ancestor*: Can hold oneself mid air without external factors and can even create spacial locks.

9: **Dou Zun** = *Dou Venerate*: Knows and controls the secrets of space. Can create short-distance wormholes for traveling.

10: **Ban Sheng** = *Half Saint:* A transitional stage of the higher-level cultivation. One must come to this intermediate stage in order to attain the particularly-mighty stage of Dou Sheng.

11: **Dou Sheng** = *Dou Saint:* When a cultivator reaches this stage, his or her Dou Qi power would increase so tremendously that it surpasses the strength gap between any two of the previous stages (exponentially probably). Once the person achieves the 6-star level, he or she can open an entire realm where people could live in. Then once the 7-star level is reached, the cultivator can summon abundant Dou Qi present in the surrounding world that may form a quasi-tide phenomenon, by which the unimaginable power can manifest. 9-star "Dou Sheng" symbolizes the peak of the Dou Saint stage, that the person can easily destroy almost any ordinary level objects ("ordinary" means ones used by normal Dou Zun cultivators, still very powerful), and overpower the combination of 1000 Dou Zun-stage cultivators. The Tian class Dou Skill unleashed by a two star Dou Sheng could easily destroy

an entire city. Dou Sheng are also able to manipulate the natural energy of the world around them.

12: **Dou Di** = *Dou God*: A mythical rank that is above all others with a power gap so large that a peak level Dou Sheng is like an ant in front of a Dou Di. The very bloodline of the cultivator changes, granting any future children a vastly superior constitution. There are only two ways to reach this level. The first is by absorbing Yuan Qi when you reach the peak of Dou Sheng, but unfortunately the world's supply of it was used up thousands of years ago. The last possible sources left are the inheritance of the last previous Dou Di. This is only possible to obtain though if you practice the Flame Mantra. The only other known way to reach this level is to consume a mysterious and unknown embryonic Di pill that was similarly left behind by the previous Dou Di. With their strength they could destroy a planet the size of earth with very little effort. Dou Di cultivators are also able to swell there body up to 50km in size, with no loss in strength, speed, or mobility. A Dou Di has broken away from the earthly realm and advanced towards the heavens. A decade after you reach the level of Dou Di, if you still remain in the jump, a tunnel will appear in front of you that allows access to the Great Thousand Worlds. This place is near infinite in size and contains an unlimited amount Origin Qi.

Spiritual Strength is the strength of one's spirit or soul. It possible to use this strength to attack others, and as most people do not know how to defend against it, it is usually a powerful means of attack. This is balanced out by the fact that until the highest tiers of cultivation, most people do not have the spiritual strength to do many or powerful attacks. Spiritual power is also of great importance in alchemy, as it is often a key part in forming the pills, wrapping the ingredients and pills within your spiritual power. Masters will often manipulate hundreds to thousands of ingredients at once for a single pill, so great spiritual power is needed. Spiritual strength has fewer realms, four to be specific, but each realm has a much larger gap in strength. The stronger ones spiritual strength is, the greater the control over the fire they can summon is. One can increase their spiritual strength by cultivating other, high level souls using the appropriate technique, however it will take
Cultivators may use their soul strength to observe and, to a degree, interact with their surroundings. The lowest soul strength will have a range of a few meters. The second realm will be able to scout and interact with things in a hundred meter radius. The second highest state can scout several and fight other people kilometers away from your body as if you were actually there. The Di class soul strength allows the user complete awareness, when looking, of an area several hundreds of kilometers in diameter. They also can exert a strength with pure soul strength great enough to reduce a mountain to dust from miles away. It is said that the spirit or soul of a Di class spiritual strength cultivator is indestructible. Once at Di class, a receptarier is unlikely to ever fail in making a pill, unless it is a Di class pill.

Magical Beasts are ranked numerically from 1-10, with 1 being equal to a Dou Zhe and 10 being equal to a Dou Di. Each number is the equivalent to a rank of a human.

Note that the cultivation in this world is different from other Xianxia's. Having cultivated in a different jump will not cause your cultivation pathways to explode from too much energy. Dou Qi is totally separate from other cultivation types.

There are **8 great clans** that are still around with blood from a Dou Di. They are:

- Xiao Clan. This is the clan of Xiao Yan, the main character. They used to be one of the main clans on the continent, but many generations ago one of Xiao Yan's ancestors harvested all of the clans Dou Di blood (willingingly) in an attempt to breakthrough to Dou Di. This ultimately failed. Now his spirit rests in the Heavenly Tomb of the Gu Clan, waiting to pass on the last of his Dou Di blood to someone he finds worthy. If there is no interference, this will be Xiao Yan.
- Gu Clan. These used to be close allies with the Xiao clan, but after their fall, the alliance started to fall to the wayside. Xun Er comes from this clan, in fact, having the purest Dou Di blood in millenia. This clan has hundreds of members and ones status in the clan in largely dependant on how much Dou Di blood one has. This clan is the owner of the 4th rank Heavenly Flame, which they gave to Xun Er.
- Hun Clan. A great clan of which the illusive Hall of Souls is only a side-branch of. Not much is known about them, but they are enemies with most of the other clans. Within the next few decades they will attack and steal all of the Dou Di blood from the Yao Clan in order to make a pill that may let their leader breakthrough to become a Dou Di.
- Yao Clan. The original clan of Yao Lao, this clan is similar to the Gu Clan in many ways. They kicked out Yao Lao for various reasons. It is said that those of the Yao clan are the greatest receptariers in the whole continent, standing far above even the Pill Tower. The Yao clan is the owners of the rank 6th, 7th, 8th, 10th, 13th, 16th, and 17th Heavenly Flames. Despite all this, they will still fall when attacked by the Hun Clan, and their Di blood stolen. The majority of the clan will willingly self destruct in order to attempt to take out a powerful asset of the Hun Clan, while also saving Xiao Yan and several members of their clan.

Nothing is really known about the other four clans, other than their names.

- The Spirit Clan
- The Rock Clan. This clan may have been wiped out by the Hun clan at some point in the past.
- The Thunder Clan
- The Flame Clan. They are known to own 4 heavenly flames, 2 of which are in the top 10.

Until one reaches the rank of Dou Di, the amount of Dou Di blood one has (if they have any) is limited. Taking Blood of a God will give you 20 drops of it within your body. If you take Blood of a God and the Blood of Gods scenario, you may use a drop of your own blood for the scroll. But be warned, those that have it only have a small amount of Dou Di blood in their body, and it is not something that their body will make more of, meaning they have a limited supply. This makes donating any of their Di blood somewhat significant.

Life Transforming Flame: In the creation of this flame, Heavenly Flames are not used as they would suppress or destroy the other flames. Beast Flames, or the like, are the best flames to use in the creation of it. The flame caps out at a mid tier Heavenly Flame (around rank 15) as after a certain point, adding more flames does not add to the 'weight' of the flame. It may

make it hotter, but this matters little to Heavenly Flames, especially when there are flames like the 11th ranked one which is a flame so *cold* it burns.

Integration: This fusion occurs for spells after they have been cast, this is not a permanent fusion of abilities. Eg, using it on two Heavenly Flames would only work for the flames you have just summoned up/brought to bare. It would not permanently fuse the two flames together, making it so that whenever you summon it up they are fused. You would instead still summon up the two different flames and would have to fuse them together again. This can be used with more than two spells and abilities at once.

Long Live The Queen:
Just to clarify, the soul that you fuse with is not a pre-existing soul. It is a soul that was created and summoned so that it could fuse with you. This can be used post jump on creatures of that setting, but the boost is limited to something only double your strength at most.

For the Magical Beast origin, if you wish to be a magical beast of special breed or birth, such as an Ancient Void Dragon, you will need to take the Special Physique perk.

The difference between Heavenly Element and Flame Mantra: Absorbing an element with Heavenly Element boosts your cultivation by a flat amount, with the size of the boost depending on the strength of the element, while doing the same with the Flame Mantra permanently increases your cultivation speed. Heavenly Element can be used for any form of your element, but the gains will depend on how strong what you absorb is. It also makes one near immune to the direct effects of that element. The Flame Mantra, on the other hand, can only be used to absorb flames of significant ‘weight’ or strength. It can be used to absorb flames from other settings, but these flames must be significant in some way. They cannot be common, they must be legendary or near unique. Finally, you still have complete access to flames absorbed via the Flame Mantra, while with Heavenly Element absorbing your element simply boosts the strength of the element that you bring to bare.
Also of note: after absorbing the rank 9th Heavenly Flame, absorbing the rank 15th Heavenly Flame made very little impact on the Flame Mantra. Eventually it will take truly significant or powerful flames to make the Flame Mantra evolve any further.
Taking both (with your element being fire) will make you an existence similar to that of the 1st ranked Heavenly Flame. You will also be able to slightly increase the strength of the Heavenly Flames under your control by absorbing other, more mundane, flames.

The Different Types of Physique Encountered in BTTH

- The Poison Body physique is a rare physique that allows the user to consume poisons to improve their cultivation. They can also release the poisons they have consumed in a variety of poison based attacks. This physique also has the side effect leaving the owner completely immune to poisons.
- Triple Jade-Green Snake Flower Pupils is a near unique physique that allows the user to subjugate any snake or snake like being by looking them in the eyes. The only sign this has occurred is a small green flower earing in the eyes of the snake. The less snake and stronger like the creature, the more they will be able to resist the

initial attempted subjugation. Once subjugated, the snakes cultivation strength will slowly be drained by the owner of the physique to strengthen their own cultivation.

- Less a physique and more of a bloodline, cultivators with the blood of a Void dragon will exhibit an extremely sturdy body and an unprecedented talent for manipulating space itself, from creations of wormholes to trapping people in cages of bent space. Magical Beasts who take this physique will be made a member of that species.
- The bloodline of the Heavenly Phoenix's grants owners a slightly greater degree of control over flames, as well as granting them the fastest wings in this world. The wings of the Heavenly Phoenix are without equal, not even cultivators several realms stronger than you will be able to keep up. Taking both the Phoenix and Dragon bloodlines will grant you the Dragon Emperors Bloodline. Both bloodlines will mix and resonate with each other to make a bloodline with attributes stronger than if they were taken by themselves.
- A special physique owned by a member of the Yan Clan means their blood itself helps nourish spiritual strength, meaning their spiritual strength grows much faster than ordinary cultivators, as well as helping recover and strengthen the spiritual strength of any who drink their blood.



By Lone Valkyrie (formerly known as Lone Spartan), hope you enjoy