A Will Eternal

One Will to create oceans. One Will to summon mulberry fields.
One Will to slaughter countless devils. One Will to eradicate innumerable immortals.
Only my Will… is eternal.
Welcome to the fractured world of A Will Eternal. A world decimated countless years ago by the Great Enemy, the Mortal Renegade, who did so in order to reach the fourth step Eternal realm. This setting shares the same universe as I Shall Seal The Heavens among other series, and focuses on the story of Bai Xiaochun, a cultivator who is obsessed with the idea of living forever. The story follows his journey to the top of the Eternal lands, as he faces enemies, scandals, angry women, and more.
You will be entering this world at the same time as Bai Xiaochun sits atop a mountain, bravely lighting an incense stick in a storm to summon a cultivator to take him to their sect. Before entering that world though, you have **1000CP** to spend below.

Origins: *You may choose your age and gender for free.*

Outsider
You are someone who comes from a place other than this starry sky. You have no history in this realm, no-one will know you, or of you. How you got here is a mystery, is as where you came from. You are free of any ties, and can do what you wish. The threads of Karma hold no influence over you yet.

Heavenspan Cultivator
You are a Heavenspan Cultivator. A cultivator of spiritual energy emanated from the Heavenspan rivers. All Heavenspan cultivators are ultimately under the dominion of Daoist Heavenspan, a powerful half step celestial that rebelled against the original Arch-Emperor dynasty, to establish their own empire. The land you come from is lush with plant life and magical beasts.

Wildland Cultivator
You are a descendant of the original Arch-Ancestor. Wildland cultivators did not follow Daoist Heavenspan and instead continue to follow the ways that were originally taught to them before the split. Generally these cultivators lack access to the abundant spiritual energy of the Heavenspan River, so focus more on soul vitality created by necromancers. These people can also be referred to as Soul Cultivators.

Eternal Lands Cultivator
Coming into this world, you are inserted as a cultivator from the outside world of the Eternal Lands. Unrelated to the bloodlines of the Arch-Emperor, and not originally bound by the restraints of the Arch-Emperor realm. You can be either from the Vile-Emperors realm, or the Saint-Emperors.

Locations: *You will appear somewhere within the location of your choice.*

1 - Heavenspan Continent
This is located in the Arch-Emperor Realm, sometimes known as the Heavenspan realm. It has no cultivators at the level of Celestial, or above. The only way to reach that level is to cultivate the Undying Live Forever codex to completion. Once even one person has done so, this realm will crumble and transport all within to the Eternal Flower. This part of the Arch-Emperor realm is filled with spiritual energy from the Heavenspan Sea. From this sea branches four large rivers that provide spiritual energy to vast areas around them. This land is ultimately ruled by Daoist Heavenspan, an extremely powerful Demigod who is nearly at the level of Celestial. This entire realm is actually the tomb of a powerful Archaean realm cultivator.

2 - Wildlands
The other half to the Arch-Emperor Realm. This is the area far away from the Heavenspan River, lacking any kind of natural spiritual energy due to its distance from the Heavenspan Sea. Ruled over by various Demigods, it is ultimately under the umbrella of the Hell Emperor, otherwise known as the Gravekeeper, who is a being made upon the creation of the Arch-Emperor Realm to ensure that someone succeeds the Arch-Emperor's legacy. At the very bottom of the social hierarchy are the savage tribes, giants who took the longest to become civilised. Instead of spiritual arts, necromancy is the key skill used by cultivators here, due to the lack of any spiritual energy.

3 - Eternal Lands
This land is actually a gargantuan flower, which is usually referred to as the Eternal Mother. This flower has five enormous petals, upon each of which is a district. Ruling these lands are two Archaean cultivators, the Vile-Emperor who rules three petals, and the Saint-Emperor who rules the other two. In between the five immortal domains is the Eternal Sea, which normal mortals cannot even approach safely. Supposedly there used to be three giant statues inside this sea, though only one remains within which is the Arch-Emperor's Realm. The other two have long since broken and released the two current factions. There are no more than nine celestials currently occupying the Eternal Lands. Looming high above these lands are the massive hands and face of the Mortal Renegade, sealed to prevent him from snuffing out these last remnants of a once flourishing realm. Currently the Eternal Mother is too weak to sustain another Archaean.

4 - Ancient Ruins
The broken ruins left behind by the Mortal Renegade in his quest to destroy everything in the Eternal Spirit World and ascend to reach the fifth step of cultivation, the Eternal realm. What was once 1,080,000 individual worlds is now little more than shattered fragments. Lifeless worlds with crumbling ruins. These remnants have just enough energy left to sustain a single additional Archaean, should someone wish to breakthrough. In the void between the worlds is a countless number of wandering vengeful souls, just ripe for the taking, as well as potential legacies of the broken worlds.

Perks:

General

Cultivation [Free]
The cultivation path of this world is based on Will itself. This becomes most apparent in the higher levels of cultivation. There are two sources of cultivation. The first is spiritual energy, which, while abundant in the Eternal Domain, is much sparser in the Heavenspan world. This is what is used by the river sects in the Heavenspan world, and by the cultivators in the Saint-Emperor's domain. The other is Soul Vitality, absorbed from the souls of the dead, primarily used by the cultivators of the Wildlands and Vile-Emperor's domain. By taking in this energy, you will slowly grow more powerful, and your lifespan will increase each time you advance a stage. Separate from both of those, is body cultivation. This focuses on raising the strength of the fleshy body and vital energy of the cultivator. You will start at the level of qi condensation.

Cute As A Button [100]
You are extraordinarily attractive. The cultivation golden standard. While in a youthful form this will translate into being mind-bogglingly adorable, in adult form this will even attract the lustful gazes of men and women with iron hearts. Your sheer ethereal beauty will put other cultivators to shame, people who already are innately attractive by virtue of cultivating. Of course, such beauty can come with its own drawbacks, especially in settings like this.

Bottomless Stomach [100]
Your ancestry must have had many members from the Ovens in it. All that eating of spiritual foods has had a strange effect. You never seem to get full no matter how much you eat. You are no longer limited in how much you can eat in one sitting. On top of that, it never seems to go to your waist. No more limiting your cultivation simply because you can't eat anything more.

Giant Ancestor [200]
The blood of giants flows in you. Your natural form is massive, towering meters over the smaller humans. Consequently, with more mass and muscle comes a much stronger body than that of others of equal cultivation to you. In the world of cultivation, only body cultivators will match you on an equal playing field, and that is if you don't practise any yourself. Don't get cocky though, there are many strange and profound body arts out there, that may surprise even you.

Shaping Of Life [200]
This is the ability to graft many different plants together, in a form that still is alive and can grow. While basic grafts already exist, this takes it to the next level. You can take the essence, and clippings, of plants and fuse them into a singular complete whole, basically creating new species of plants. Create a garden akin to that of a treasure trove for apothecaries. It is important to note that this will not fuse the effects of the plant into one. It will simply create a plant whose different parts have different properties. Graft too many plants together and you may struggle when it comes time to harvest and separate it out again. This skill is closely related to the Dao of Medicine.

Lucky Lucky Lucky [300]
You should know this whole routine by now. Near every Xuahuan and Xianxia protagonist has one thing above all else. They are incredibly lucky. Whether this means finding treasure after treasure, or constantly surviving deadly situations by the skin of their teeth, they seem to be blessed by the heavens. Even if you don't go looking for trouble, trouble will often still find you, given the sheer scale of the battles of cultivators. That's why it's good to have a fair share of luck yourself. You won't be turning over rocks to find ancient treasures left and right, but when it truly matters, usually something is going to happen that will help you out of a rough spot.

Artifact Spirit [300]
Well this ability is just slightly odd. You have the ability to turn into a spiritual artifact, which can then be used by others. While the actual ability is not too strange, as there are several techniques that allows one to become one with an artifact, it is rare that you will find a cultivator that develops techniques that bring no immediate benefit to themselves. The strength of your spiritual weapon form is naturally dependant on your cultivation. A Celestial cultivator would end up as a Celestial grade artifact. What form you take should be decided now. An incomparably vast and sharp sword? A supremely sturdy shield?

Born Again [400]
Someone has been messing with the river of time and river of souls. If people were to inspect it in detail they would notice that your soul has some odd signs of wear and tear. It appears aged, more so than it really should be. This is not the first time this soul has seen this world. Upon entering this realm, something has triggered in your soul, akin to a re-awakening. This hasn't had any direct effect on your body, nor your cultivation. This is a change of your mind. You have the soul of an ancient cultivator that has once again been born into this world. As such, techniques will be learnt quicker, built upon previous knowledge from a past life that you will not even be able to remember. You will almost certainly be labelled a once in a millennia genius for your comprehension speed.



Outsider

Gift Of Gab [100]
Your tongue is nearly as sharp as your sword, and sometimes it feels like it can do more damage too. You have quite the ability to talk your way around people, leaving them with little option but to do as you wish, whether by their choice or not. Your arguments hit the nail on the head time and time again, leaving no chance for your opponents to retort against the facts. Should you turn your tongue to insults, those on the receiving end will quickly grow red with indignant rage.

Mediator [200]
The world of cultivation is one filled with traps and pitfalls, and not just the physical kind. It is all too easy to accidentally disrespect some pampered young master, or offend a sect for a small conflict with one of their members. Hence the ability to talk down the sides of a conflict can of great use. You are quite talented at this in fact, at stopping conflict and bringing sides together. Being an important figure for each side of the conflict will do wonders to help too.

Dao Of Cultivator [300]
You have gained insights into a specific Dao of your choice. This will give you a good head start for developing abilities in line with your Dao, and will increase the speed of further insight into it. Maybe you wish to copy Bai Xiaochun and gain insight into the Dao of Time, or alternatively maybe you wish to gain insights into the Dao of extermination, or life. As a side product, this will increase the speed of your entrance into the Archaean realm once you become a Celestial. This will likely be a large part in deciding your future path of cultivation, so choose wisely.

Stable Presence [400]
A common problem with the higher levels of cultivation is the ability for the world to handle your sheer power. Some of the most powerful cultivators are unable to harness their full power in battle simply because the world around them would not be able to take it. The power you exude is different from theirs though. In fact, it does just the opposite. Your power actually stabilises the world around you, letting you exist at a level that should have previously been impossible unrestrained.

Internal Affairs [400]
Sometimes in cultivation you will come across road blocks. Bottlenecks. Your progression will just halt, and you will be unable to grow further in your skills or cultivation without some form of help. Sometimes it is basically impossible to advance to the next level without outside interference. This outside factor can even be unique or location specific, meaning that should you miss the chance you will be unable to progress further naturally. This perk will turn those insurmountable roadblocks into merely steep mountains. With hard, dedicated work, you will be able to break through and continue progressing. This may even take years, but it can be done with sufficient hard work. This does, however, require there to be a higher level to progress to in the first place.

Progenitor Of Cultivation [600]
Like Bai Xiaochun would one day be, you are a progenitor of cultivation. When you go to worlds or universes without cultivation, you can spread it to there with ease. Simple instructions and guidance can see people learning the arts by the thousands, who can then pass on the teachings themselves. As the originator of these techniques, you are also able to influence the cultivation system to a degree. Maybe, like Bai Xiaochun, you wish to limit how easily people can advance between levels and wish to introduce Heavenly Tribulations? Users of your cultivation system will be able to tell instinctively that you are the originator of these techniques. They may even start to worship you for it.

Heavenspan Cultivator

Frugal [100]
There is a rather famous phrase: 'Money makes the world go round'. How can one possibly afford all the different cultivation materials they require if they have no money? Often, a powerful cultivator is a wealthy one. Many times this is because they are able to sell their valuable goods and services. Other times it's because they are wealthy that they are powerful. Either way, it is undeniable that power and money are somewhat linked. As such, you've learned to be very skilful at maximising your profits. You've learned to find corners of the market that are waiting to be filled with superior products, learned to make the most money from the least amount of work. Some might call it unethical, you call it smart.

Spirit Enhancing [200]
A special ability unique to those from the Arch-Emperor Realm. Using multi-coloured flames or by borrowing the energy of heaven and earth, one can enhance an object to increase its strength. Used on weapons they can become stronger, sharper. Souls become more hardy and powerful. Pills have their effects boosted. These enhancements can be stacked as well, each additional enhancement increasing the previous effect tenfold. A normal wooden sword will grow many times stronger from the get go, while a Celestial level treasure will have negligible gains until the twenty first enhancement. Each step takes more energy, or colours of flame, and has an increased chance of failure, with failure leading to the destruction of the spiritual energy of the object, the object itself consequently becoming useless too. Your will power and confidence will have a marked effect on the success rate of enhancing. In fact, the more a practitioner succeeds, the more confident they become, and therefore the more often they succeed. But the opposite is also true. You have something of an affinity for spirit enhancing, and as such your success rate, and progression in the art, is much better than most cultivators, putting you in the top percentile wherever you go.

Tomb Raider [300]
The history of cultivation is long. A thousand years can go buy in the blink of an eye. Sects will rise and fall all the time. The truly powerful one may last a while, but they too will ultimately fall eventually too. But one thing that never changes is the need for resources. Sects will constantly try to attain resources, and they often will squirrel them away from creeping hands and shadowy thieves. Locating these hidden vaults can be considered something of an art form, one in which you have studied in depth. You and Bai Xiaochun might be able to have a great time discussing the various ways you can shake down a sect and find all their valuables. You're like a metal detector for treasures.

Divine Disaster [400]
If there is one thing that Bai Xiaochun is famous for to the population of the Eternal realm, it is his ability to cause disasters wherever he goes. So bad is he, that great celebrations are held when he leaves his current residence for prolonged periods of time. His pill concocting caused poisonous rain and thunderous lightning. His pills themselves drove people mad with their effects, and more often than not had strange effects that even he didn't know or expect. Even something as simple as him cultivating had side effects that destroyed prisons and arrays, and broke the foundations of sects. You've inherited that particular talent of his, letting you cause great disturbances with even the most peaceful of things. Luckily it tends to work out in your favour in the end somehow, but well, there's always an element of danger involved when disasters follow you. Why would you want something like this Jumper? It's not going to earn you too many friends.

I WILL Live Forever [400]
A cultivate needs something to chase after. A Dao that guides them along their path of cultivation. For some this could be the constant wish for more power, for them to stand at the very top of the pyramid. For others this could be the endless chase for eternal life. Whatever it is, as long as they follow it, they will never stop, never deter from their path. Their determination is unshakable. A determination that you share too. Provided you have your own Dao to follow, your determination will be as solid as the very earth beneath you. Even with eyes bloodshot and a body on the brink of collapse, you will just keep persevering.

Waterswamp Kingdom [600]
You have a unique connection to a powerful beast from the technique of the Waterswamp Kingdom. By studying various creatures one would usually connect to their own summoned creature. The number of creatures studied and their own cultivation would determine the creature summoned, which would remain unchanging afterwards. As said though, yours is a more unique monster. It is malleable. As you continue to study more animals, and meet more exotic creatures, your summoned beast will mutate to match. A note of caution though, is that if your summoned beast is too large, you may not be able to summon it fully, only letting small parts of it through until your Kingdom can grow in size to accommodate it, as you increase in cultivation.



Wildlands Cultivator

Wild Life [100]
Living in a cultivation world is extremely dangerous, and that's before one starts to mess around with other cultivators and sects. The very world they live in is one filled with an uncountable number of natural hazards and dangerous beasts. You're something of a nature survival expert. You have the know-how and skill to survive out in the wilds of a natural death world. This may not help out in an actual fight, but at least you'll live to see that fight in the first place.

What Handicap? [200]
Spiritual energy is not a constant. Some areas will have more than others, and conversely some areas will be extremely sparse, like the Wildlands. If the amount of energy in the environment is lacking, your body responds by taking in energy from a much larger radius. Acting similar to a black hole, your body will pull as much as possible towards you, gulping it in like a man dying of thirst. Why should your cultivation speed be any slower than those silver spooned Heavenspan cultivators?

Necromancer [300]
In the Wildlands, there is one skill that resides above all others. Necromancy. Using this skill, cultivators, aptly named necromancers, are able to summon and control legions of dead souls. These souls aren't just limited to cannon fodder though. Necromancy makes use of the foundations of spirit enhancement, medicine concocting, and equipment forging as its basis. Necromancers can convert these souls into medicine to help with cultivation, or use them as fuel to produce many-coloured flames. These flames themselves can be used either to attack others, or used as a medium to spirit enhance things. Necromancy is a valuable yet difficult skill to learn, as necromancers can do a little bit of everything. While it is possible to learn this art in the jump, taking this perk also ensured that you have a talent for figuring out the formulas for further coloured flames. It's only a matter of time before you reach the rank of Heavenly Necromancer, able to conjure 21-coloured flame, the stuff of myth. A 22-coloured flame is powerful enough to severely harm Celestial cultivators.

With The Flick Of A Wrist… [400]
… You gain a harem. One way or another, powerful women (or males as the case may be) seem to gather around you. Feeling will start to bud and develop within their heart as they witness your actions, for your audacity sometimes if nothing else. This effect seems most pronounced among women that start out as your enemies. Quickly people who were vying for your blood find themselves unable to deliver that final killing blow, as flashes of tenderness replace bloodlust. This does presume that you aren't actively trying to piss them off though.

Misdirection [400]
You have something of a talent for misleading others. For acting and telling half-truths or lies to get people around to your side. Consequently you are great at convincing people to do what you wish. You could infiltrate an enemy sect with relative ease and no-one would question a thing, as long as you have a semi competent disguise. You might even be able to talk someone who you had just kidnapped and smacked around into letting you be their trusted subordinate, because you totally were doing it all for their own good.

Sentient Limbs [600]
By cutting off one of your arms, you are able to make a sentient clone that will follow your will. Though to call it a clone is not quite right, since it is simply a sawn off part of your soul. Its own power will be proportional to its weight relative to your body. At any point, the clone has the ability to re-join with your body seamlessly. Unlike the Ghostmother however, this clone does not have any thoughts of suppressing your soul or trying to take over. It is simply another part of you. As it is part of your soul, should the main body die, this clones body can take the place of the original, your soul slowly regrowing to replace what was lost. While using this clone though, as it is not just the limb but the soul of the limb too, your limb will not regrow.



Eternal Lands Cultivator

Mutation Infusion [100]
Exposing normal mundane plants to your spiritual energies will slowly mutate them over the months and years. The next generation of that plant will have slight spiritual properties. Constant exposure over the generations of plant life will start to produce proper spiritual plants, like the kind that sects partake in. A plant whose family has been exposed to your energies for hundreds of generations would be truly impressive indeed. Post jump this can also apply for other supernatural energies you may expose to the plants.

Dao of Medicine [200]
Throughout the Heavenspan continent, the dao of medicine is a respected art. After all, pills have an uncountable number of possible ingredients, and infinitely more possible effects. Taking this perk ensures you've taken your own first few steps down this path. You will gain knowledge into the dao of medicine, and into pill creation. This comes with encyclopaedic knowledge of different plants, their appearances, and their effects. Use this knowledge to forge your own unique pills. There are countless different paths for the Dao of Medicine, and no two cultivators will have the same. Let's see where yours will take you.

Presence Of The World [300]
What a strange ability this is, to hear and talk to the conscious of the world directly. It's like your mind has a direct line to the planet below you. In worlds without a conscious, you are able to 'awaken' it with a bit of forceful yelling. In many worlds this may not have much of an effect, but can make for a good talking partner. Of course, as the consciousness of the world, they will also be able to monitor, and report back, anything happening on them, should they wish.

Soul Stamp [400]
Much like Archaean realm cultivators can do with Celestials, you are able to leave a mark on a willing person's soul. What this does is make it so that should that person die, their damaged soul will immediately be transported to you whereupon you may either take it for safekeeping or, if able, rebuild them a body. Due to the damage incurred by this death, their strength will wane somewhat, and it may take years for them to get back to their previous strength. You may do this regardless of the strength of either you or the recipient.

Sovereign Arm [400]
You have fused one of your limbs with the intact remains of a mysterious powerful cultivator. Not much was left, but what was there has imbued your body with a sliver of their power. One of your limbs is one cultivation level higher than your current level, and will remain so as you progress. Its fleshy body power can be used as if you were at that level, and will be able to channel what spiritual energy you have more easily, and in greater quantities. This will not affect your general cultivation level.

Eternal Son [600]
You are a being directly created by the Eternal Mother herself, in a moment of her rare waking, to be another possible weapon to use against the Mortal Renegade. This has left you with a single overwhelming attribute. This could be an unrivalled hardiness, near instant regeneration, seemingly endless life-force, or something else. You may only have a weakened version of this while still at the early stages of your cultivation, but as you progress, so too shall this powerful ability grow with you naturally, even without your help.

Items: *Many treasures will only exhibit their optimal effects once bonded to. Items can either start out bonded to you, or unbonded so that you can give them to others. You can also import items into their appropriate counterparts here.*

General

Basic Cultivation Scroll [Free]
A very basic scroll detailing some introductory methods of cultivation, and use of spiritual and vital energy. While not specific in its teachings, meaning that you will not progress terribly far with it, it is also a clean slate, meaning that those that follow it will not have their future cultivation influenced in any specific direction. This is a good method for providing the foundation for future cultivation while encouraging the cultivator to think of their own future path. Subsequent purchases cost 50CP.

Bag of Holding [Free]
This may not be a player inventory, but it's a good enough alternative. The Bag of Holding is an extremely useful item used for transporting whatever you want around, without the muss and fuss of taking up space or weighing down transport. Taking the form of a small bag, or alternatively as an inconspicuous silver ring, you can suck anything you want into it. Mind that living things have the ability to resist and break free. You have enough space to store a large warehouse worth of stuff inside this bag. One of those items that is both valuable, yet not too uncommon. Subsequent purchases cost 50CP.

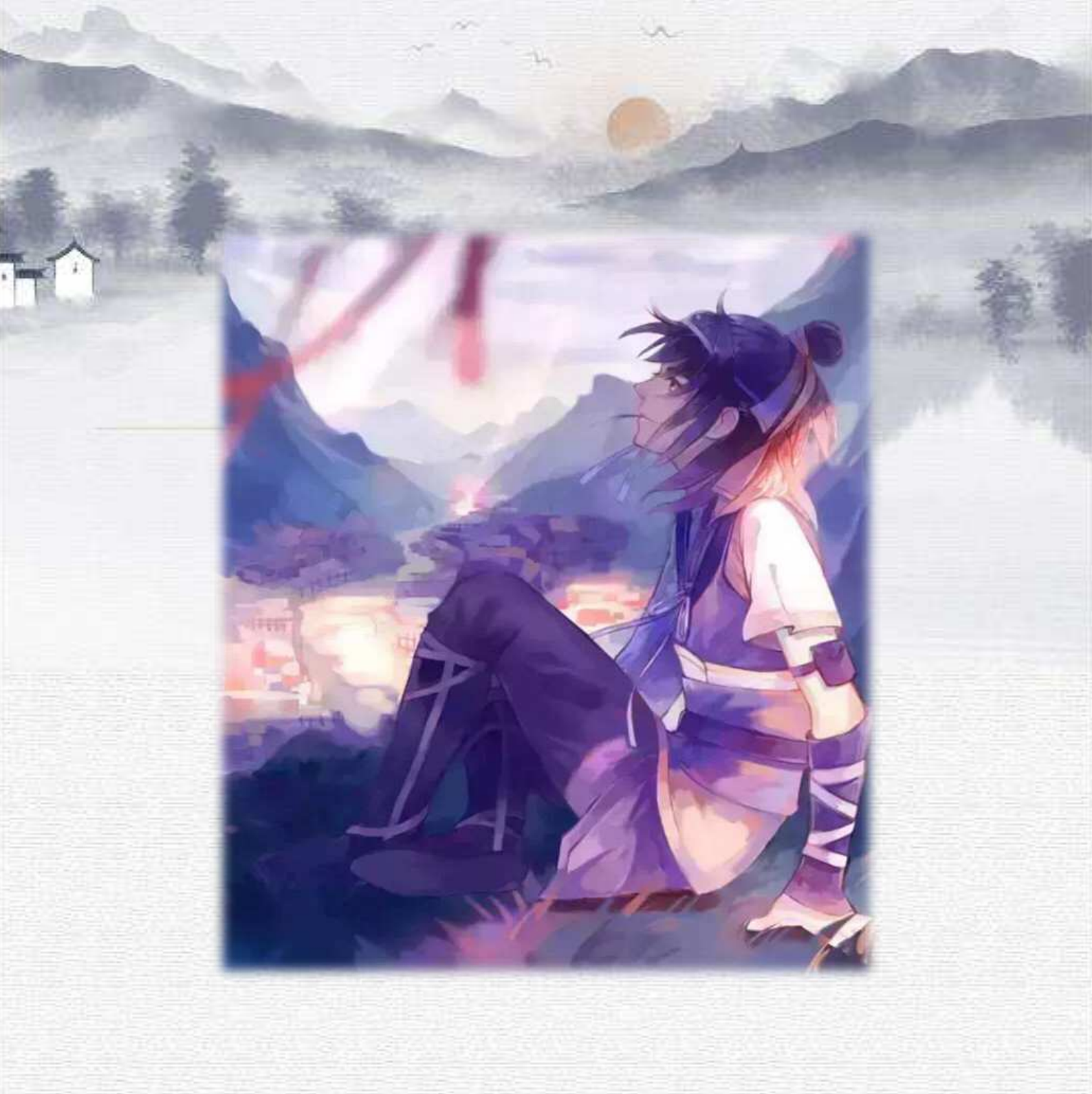
Gongs and Drums [50]
Some people are just naturally annoying. *Really* annoying. They destroy your stuff, disturb the peace, and generally make a nuisance of themselves. It's even worse when they are a valuable cultivator you can't chase away. That's why when they leave there is good cause for celebration. And what is a celebration without some instruments? Taking this will grant you a large number of gongs and drums, enough to fill the air for miles around with the sound of music.

Useful Notes [100]
Many people would consider this a forbidden text, to be locked away from sight. The man who made this was feared by many for his fear inducing actions, and shameless feats. Many a sect was razed to the ground using what is contained within this scroll. This scroll contains various insights from Bai Xiaochun on the art of shaking down a place to maximise resources collected, leaving naught but dust and dirt behind. It also has a small guide on how to best kidnap a person.

Black Incense [100]
A small black stick of incense. After gifting this incense to others, if they were to light it would let you instantly know that they are in need of your help, and will tell you the exact location of the incense for as long as it is lit no matter how far away. You get a box containing a dozen of these incense sticks, the sticks being replaced within a week of being used up.

Archaean Skill Scroll [300]
A cultivation technique suitable for a Celestial realm cultivator to use. The power of this skill will slowly be unleashed as the user advances in cultivation. Originally created by an Archaean, this skill will only start to become less effective once one progresses to the Archaean realm and begins to pursue their own specific Dao. Before this though, it will greatly help in your road to cultivation, surpassing the vast majority of techniques. Whether this is a body cultivation, soul cultivation, or spiritual cultivation manual is up to you.

Sovereign Treasure [800]
This is a customisable artifact of some power. The Sovereign artifact, as implied by its name, is something that Sovereign cultivators would seek out to use, let alone cultivators of a weaker level. After flying through the void of space for untold years, it has come crashing down in front of you as you enter the jump with nary a whisper of its appearance. Like the Sovereign fan that will soon pass the Eternal Realm, its functionality will slowly by unlocked as you complete challenges of appropriate difficulties. Its exact function is something you should decide now, whether it be a weapon, a transport, a shield, or other. Whatever the case, it is extremely strong, and likely large. As a sovereign level treasure, its function can dip slightly into the domain of a Dao, like the hour glasses that affected the flow of time around them. Its full power will only by fully unlocked when you reach the peak of Archaean realm, or are of similar power.



Outsider

Spirit Farm [100]
What every good sect needs is an area that they can grow and raise the more domestic variety of spiritual fauna and flora. Adventuring to gain rare resources is all well and good, but they also need a stable income of cultivation material. This is your one. A moderately large area of farmland. There is space for farming crops, though do try to look after the soil for the results. There is also grassland for animals, complete with a chicken pen filled with a plethora of spirit tailed chickens which are delicious to eat, helps with your cultivation, and whose feathers can be burned to produce two-colour flames. Renovate this grassland as you wish to take care of different farm animals.

Mystery Pills [200]
The Dao of Medicine has countless paths, and as such also has countless different pills. You've come into possession of a box marked with a small turtle, which contained a good dozen different unmarked pills. These are mysterious pills made by the infamous Little Turtle, whose pills are respected and feared by many. To be specific, these are some of his pills that he made while experimenting in pill concoction that not even he is sure of the effects. Some may mutate nearby animals, some may produce poisonous or hallucinogenic gases, one or two may even grant wandering souls back their intelligence. You could even find the odd aphrodisiac and fantasy pill mixed in. Whatever the case, these could be quite useful. Either for studying to progress your own dao of medicine, and maybe replicate their effects, or for your own use as the case may be.

Earth Dao Foundation [200]
Your foundation is one of the most important pillars of cultivation. Within this world, not reaching a certain baseline of strength each step of the way will hinder your from progression. You receive multiple Earthstring crystals, enough for two dozen cultivators to advance to the Earthstring Foundation at a moderate to high strength, or enough for two or three cultivators to cultivate to the peak of Earthstring Foundation. This is of note, as almost no-one that didn't reach this level was ever able to form their core. You also receive a set of 15 beast souls, each set of 5 of which can be used to form a Dao of Earth Nascent Soul. You will receive a new set of these, and the crystals each year.
- For an undiscounted extra 200 CP, you can add a single Heavenstring Thread, and Deva soul to this with each restock, opening the way for a cultivator to progress with the strongest foundation.

Eternal Parasol [300]
This tool, which comes in your choice of colours and patterns, is modelled after a particularly nasty and ghoulish weapon used by Bai Xiaochun. When the tip of the parasol is stabbed into living flesh, human or otherwise, it will forcibly extract their life force and funnel it into the users body. Activating this effect is as simple as channelling a minute amount of spiritual energy into the parasol. The more spiritual energy channelled into it, the faster it will extra life force. Note that this life force isn't the same as life span, and can be recovered with time and rest.

Arcane Pocket Realm [300]
The mysterious arcane realm of the Spirit-Stream sect, empty of any people, a world of grey in which thought can be given form. It clears the minds of any inside it, and makes enlightenment many times faster while inside. The only downside to this pocket realm is that it is quite energy intensive to keep open for prolonged periods of time. As such, the original was only opened for a chosen few on special occasions, for a day at most. As the entrance closes, those inside are instantaneously teleported out.

Beastbirth Seed [400]
This is a legendary plant sought after by any cultivator. It is giant steamed bun shaped plant that emits special pheromones that attracts beasts to it. Beasts will enter into the 18 meter tall flower and be put into a wonderful realm of illusions. While in this happy state the flower will absorb the quintessence, the life essence ancestral blood, of the magical beasts, before ejecting them. For a month this plant will remain open, absorbing the essence of every beast that enters into it. After this period is finished it will give birth to a creature with the bloodline of every beast that it absorbed the blood of. The more creatures it samples, and the more powerful their bloodlines are, the more powerful the creature that is born will be.

Jumper-Emperor Realm [600]
You are the creator and owner of the starry sky. Well, *a* starry sky. This is your own personal pocket dimension, with the potential to grow to be massive in size and filled with basic plant and animal life. The exact appearance and layout of this realm is somewhat malleable and up to you to decide. Do you wish for an endless desert, dotted with spiritual wells as Oasis's? A gigantic ocean with islands scattered about? It's up to you. The size of this world will grow with your own power. At Qi condensation, it wouldn't be much larger than a small hut. By the time you reach the level of Archaean it would be about equal to that of the Arch-Emperor Realm. Contained within a five meter tall statue of Jumper is this land, with people being able to enter by simply placing their hand on it and channelling spiritual energy. Leaving is similarly as easy as channelling ones spiritual energy in a set pattern, akin to a 'key'. Alternatively you could set a Gravekeeper, an artificial being born of the realms spiritual power, as the guardian, who decides who may enter or leave the realm, other than those you whitelist.



Heavenspan Cultivator

Formation Golem [100]
This is a trio of three large golem formation treasures that can be controlled by either a group of weaker cultivators or a single strong one. Each formation golem is the size of a giant, 300 meters in height, and can match up to a Core stage cultivator. At full strength this is a fully corporeal giant. If the formation is lacking in power, this is more illusionary in appearance and unable to unleash its full strength. It is not unusual to see these types of golems on the battlefields of lower level sects, due to their ability to let weak cultivators stand up to stronger cultivators.

The Ovens [200]
Not quite what you might think. This is an entire pantry stocked fully with spiritual ingredients, as well as the cooking instruments needed for preparing them for consumption. Where these spiritual ingredients keep coming from is something of a mystery, but whatever is supplying them keeps the pantry stocked with enough spiritual ingredients to supply a small sect, provided they don't gorge themselves. Just make sure whoever is cooking in there isn't stealing too many of the ingredients for themselves. If you see several overly obese people wandering around with woks on their backs, you may have a problem

Heavenspan Stream [200]
The Heavenspan Ocean and Rivers provide spiritual energy for half of the entire Arch-Emperor realm. The golden liquid that makes up this energy source is so strong that it will melt weak or mundane things. Purchasing this gives you access to a portion of this liquid. It will come in two possible forms. The first is a small fountain, simple yet elegant in appearance. A small stream of Heavenspan water will continuously gently spout out the top. When buried up to its neck it will activate its secondary form, the water overflowing rigorously and forming a small stream. The area near this liquid will be abundant in spiritual energy. The greater the quantity of liquid, the greater the concentration of spiritual energy. Accompanying this river are two spiritjade statues, which emanate spiritual energy too, much like the fountain form.

Cloudy Sect Mountain [300]
Where there are cultivators, there are sects. Groups of cultivators who stick together, train new blood, and form formidable forces. One of the favourite places for these sects to be places is atop mountains, distant from the mortals below. This is your very own mountain top sect, or rather the infrastructure for one. It currently lacks any inhabitants. This is a massive steep mountain with a dense cloud layer half way up. At the peak is a sect hall filled with training equipment and sleeping quarters, as well as a study hall filled with scrolls containing the knowledge of the basics of cultivation. A few thousand people could live comfortably up here, only having to make trips to get food from lower down the mountain. In future jumps, this mountain can be placed somewhere of your choice.

Pill Furnaces [300]
That's right, plural. And a lot of them at that. These are the containers that cultivators use in pill creation and you've just obtained a full complement of fifty pill normal sized furnaces, all rated for level 6 pills or below, as well as five massive furnaces that are supposedly indestructible for pill forging. Why do you need so many? So you can make plenty of pills at once of course. Also so that if twenty happen to explode while you're creating pills, you still have plenty to spare. Heaven help you if one of the big ones somehow manage to explode. Any destroyed pill furnaces restock a month later. Please don't use these as make-shift bombs. That is not their intended use.

Celestial Grade Galleon [400]
While the battles of cultivators can grow to be ridiculous in scale, the world it takes place in is equally large to account for this fact. As such, many places of note will be incredibly far apart. So far that weaker cultivators would not be able to manage the trip in good time frames, let alone brace the wildernesses for such long stretches. As such, these were made. The cultivator galleons. Great sturdy ships able to sail on both sea and sky. Equal to a Celestial in both speed and sturdiness, these are able to transverse the cultivation world in hours. This galleon comes with a basic spirit automaton, a spiritual AI.

Turtle Wok [600]
A copy of the strange turtle wok Bai Xiaochun found at the very beginning of his journey. Appearance wise this is simply a massive turtle shell wok, so large that it would be possible for someone to do a reasonable impersonation of a turtle should they wish. Adorning the turtle shell are numerous strange engravings, which light up when heated. This wok has two main features: it is strong enough to resist the attacks of Sovereign level cultivators, though the person using it will still end up rather rattled, and by heating it with the many-coloured flames, it can perform the appropriate spirit enhancing with a 100% success rate. The value of this wok is truly incalculable, though somewhat dependant on your ability to acquire many-coloured flames. Alternatively you could use it to cook up a mean stir-fry.



Soulhoarding Pagoda [100]
You can't really call yourself a Necromancer without one of these! Normal bags of holding are capable of holding souls within them, however they will slowly degrade and spoil with time, like food. What is special about the soulhoarding pagoda, and what makes it a much sought after item by necromancers, is their ability to keep the souls trapped within perfectly preserved and fresh. Degraded souls will lead to inferior products produced, and will often prevent a necromancer from producing a higher level product due to the instability. That is why this is so valuable for any necromancer. This five story pagoda can hold up to a million souls at any one time.

Underworld River [200]
The river that carries the souls of the dead is a legend that spans multiple universes. In this universe it is quite real, and you have been given access to a small portion of it. Upon silent earth this deep black stream flows, only showing itself at night, when the sun is gone and unable to burn away the spirits of the dead. This stream is relatively small compared to the main Underworld River, comparable to a large normal river, but this does not detract from the number of souls that flow through it. When it appears, souls can be extracted by the tens of thousands each night. As it is part of the Underworld, just being near the stream will nourish dead souls, and strengthen them. The placement of this river is changeable, as it is not strictly physical.

Shield Tags [200]
A good stack of one hundred shield talismans, each of which can take multiple hits from a Foundation level expert. Simply place on your body to form a shield of energy protecting that area. These talismans can be layered on top of each other to provide extra protection. Hand them out to provide extra defense to a whole group of cultivators, or slap them all on one very fearful cultivator. Layer enough of them on one person and they would be a large walking ball of protective energy. But who would be so fearful, not to mention shameless, to do that? Each month you receive a new stack of shield tags.

Wild Prison [300]
A giant prison to chain up powerful evil cultivators. When in chains, their cultivation is suppressed to the mortal level, although their longevity will remain. Those trapped in this prison are also unable to cultivate while trapped, meaning that they will only grow weaker as their energy slowly drains away. The walls themselves are reinforced to the point of blocking nascent soul cultivators, to prevent break-ins. There are enough cells to imprison a good few thousand people.

Fifty Shades of Flame [300]
You can't really call yourself a proper necromancer, or spirit enhancer, if you don't have some multi-coloured flames stored away for later use. This is a small bag of holding containing a selection of many coloured flames, from one-coloured all the way up to fifteen-coloured flames. There are only two tongues of each type of flame so use them responsibly, you'll only be getting a resupply once a year. While these flames are extremely valuable in spirit enhancing, they can also be used as quite effective weapons.

Sect Protector [400]
Fertile land isn't too hard to find if you're looking. The problem is taking and holding that land once you come across it. Those sects that park themselves in such places have a deterrent. A deterrent force that makes other sects reconsider taking that land from them, lest they suffer great losses. This is your deterrent. This is the ace that you pull to defend your sect from attacks. The strength of this guardian is dependent on the people that empower it, usually the sect elders. The stronger your sect is, the stronger the protector. Your guardian could take the form of a massive tree, whose branches and roots fend off all attackers. Alternatively it could be a giant autonomous warrior, strong enough to wrestle with several of those of a higher cultivation.

Complete Undying Live Forever Codex [600]
The complete six manuals of the Undying Live Forever codex. The ultimate cultivation technique of the current Eternal Realm. It is split into two paths, body tempering and cultivation, which once both are complete would leave you equal to the original Arch-Emperor. While the first two manuals are not so rare, the later ones are near mythical in rarity, with the 6th one having never originally been written down. Few cultivate it though, as the first manual involves much suffering to progress. This set has been customised for your specific bloodline, letting you get the most out of the technique possible. Each body tempering codex is meant to bring out the maximum of an attribute of the body. First to be enhanced is defense, then strength, then speed, and finally regeneration. These Codexes also naturally are linked to the Dao of Time.



Store [100]
What some would call a quaint store from which you are able to sell your wares. Not much to say about this, as it really is just what it says on the tin. A small store, with shelves for displaying items, and a storage area in the back for storing the products. This is something that helps get a small foothold wherever you may place it, allowing for an influx of currency. This store can be quite easily packed up in a crystal and transported to other locations, where it can then be released again.

Immortal Alcohol [200]
A rather special brew of strong alcohol. It contains spiritual energy that can be used to help replenish a cultivators reserves very quickly, but its real strength lies elsewhere. It can get Immortal Cultivators drunk. You'd be surprised by how valuable this can be in the world of cultivation. Bring out in parties for a little fun, or maybe use in battle to regain your strength.

Vital Blood Fountain [200]
A strange, almost organic looking fountain in the shape of a large cracked finger the size of a normal man. From the fissures of this fountain endlessly flows Undying Blood, the blood of cultivators of the Undying Live Forever codex, within which powerful vital energy can be felt. Surrounding this finger is a meter deep and meter wide basin into which the blood falls. Absorbing this blood helps with the replenishment and cultivation of vital energy, a key component in body cultivation. Utilising this fountain is sure to speed up body cultivation several fold.

Disguising Pearl [300]
A silvery pearl covered in a golden design that, upon merging it with your forehead, lets the wearer disguise themselves as other people, including apparent cultivation level and soul fluctuations. This is a near perfect disguise that can't be seen through even by Celestial level cultivators. Make sure your acting skills are somewhat competent though. You don't want to squander this precious treasure by immediately giving the game away with your actions.
A lesser form that can derived from this is a Flesh Mask, a blank skin coloured mask that functions similarly but can be seen through by those of Demigod level, which is useful to give to subordinates.

Personal Thunderstorm [300]
You will receive a large stone gate. Going through this gate will take you to a strange domain of space consisting of large lightning storms, a few dozen kilometers in diameter. Anything that comes near these clouds will be struck by powerful lightning, that get stronger and more numerous as one gets closer to the centre. While dangerous, these clouds also present an opportunity, as the lightning can be used to temper the body, and each bolt contains a tiny bit of life force that can be absorbed. At its most dangerous, this would be able to kill a weak Demigod through attrition if nothing else.

Immortal Moonvine [400]
You will receive a plant seed from beyond the stars of the Eternal Flower. This sentient plant was called the Immortal Moonvine in the immortal worlds and was considered a legendarily rare plant even in those countless worlds. Bai Xiaochun simply calls it the Moonflower. This plant grows by absorbing frigid qi, which has a natural consequence of raising the local temperature. As long as there is qi and earth present for it to absorb, this plant has no limits to the size it will reach. In the absence of those, it can subsist on pills without any negative effects. It can control its vines as it they were limbs and, potentially even better, it can shrink back to a single flower again on command in seconds, and grow back to its original size too. If a new-born moonflower were to be left in a continent spanning arctic, within a few months the entire landmass would have melted into a lush land filled with the moonflower's vines. If the plant were to be ripped to shreds, those fragments could quickly start to regrow and recombine, coming back in greater volume than before. A plant with endless potential, should you care for it properly. Bonding with this plant will greatly help with any frigid techniques you may have.

Dao of Life and Death [600]
You arrive in this world with an inconspicuous bottle of a strange, ethereal mist. This mysterious vapour actually contains the Dao of Life and Death. Given to a cultivator on the brink of death, or even recently dead, this may well give them another chance. If they are truly lucky they can comprehend and absorb the Dao of Life and Death, and be reborn. Their injuries will be healed, their vitality restored, and their strength boosted to the level of an Archaean. The chances of actually succeeding to comprehend this Dao though is tiny, especially so for cultivators weaker than an Archaean. Surprisingly, this Dao, though of lesser quality, meshes well with the grand Dao of Time, should it be studied. If used, you may be granted another bottle at the beginning of the next jump.

Companions

Import [50]
By paying 50CP each, you can import up to eight companions into this jump, giving them 600CP to spend for themselves wherever they wish.

Canon [100]
Maybe you've taken a liking to one of the people in this world. Maybe you've gained a lover, or adopted a child. Whatever the case, if you can get them to come with you willingly, you will be able to take someone with you after this jump ends as a companion.

Battle Beast [200]
A mystical creature of your choice, with little limitation, that can be considered your companion in battle. Having stayed with it through the struggles of its birth, this beast has become fiercely loyal to you, accepting no other master. This beast has a strong seventh order bloodline, with the potential to evolve further still. Its growth will mirror yours. If you overtake it in cultivation, its growth will speed up to catch up with yours. You will be connected to each other, able to communicate with just your minds.

Sect Core [200]
What is a cultivator without their sect? It would be a bit of a hassle to have to keep forming your sect again from the ground up every time you left a setting. Buying this means that you will receive the core of a sect worth of cultivators. Five hundred odd qi condensation level cultivators, who look up to you as their sect leader. These five hundred followers will be able to stay with you from jump to jump, meaning you don't leave your sect family behind. Should some of those followers choose to stay behind in a jump, the gap could be filled with the children of others.



Drawbacks

Cultivation Standard Time [+000]
Ten years sounds like a long time, but for cultivators this is the blink of an eye. By the end of ten years, Bai Xiaochun may only just be reaching the level of Nascent Soul, if that. Maybe you want to spend more time in this world, explore more of its massive setting, and experience the entirety of the plot. With this you can stay in this world for up to 1000 extra year, until after the end of the plot.

A Jumper Eternal [+000]
Hang on, haven't you been here before? Well, not here as in this world, but here as in this setting. If in a previous jump you have been in this setting, taking this means that you have arrived back in that same universe, though likely in a vastly different time period.

Ego [+100]
You can't help but show off. You'll be strutting your stuff the second you get any kind of achievement. If you were to get a senior position in a sect, you would make sure to spend weeks walking around and having people call you by your new title. While it won't chase away any friends you might have, it will certainly make others leery about becoming one in the future. You'll end up becoming infamous rather quickly.

Jumper Fatty [+100]
You're fat. Like really fat. Morbidly obese at least. Maybe you should lay off the spiritual food a bit, however tasty it may be. Oi, are you eating even now?! Well you will fit right in, in the Ovens.

Damn Rabbit! [+100]
From what twisted hell did this creature come from? It looks like a normal rabbit, but there is something mystical about it. Any time you say anything incriminating or bad, this rabbit will be there to hear it. How did it even get inside your private warded cultivation cave? This rabbit will then run around the surroundings repeating exactly what you just said in a perfect replica of your voice, like a broken record. Best to stop monologuing Jumper.

Cultivation Maniac [+100]
Who cares about the outside world? All you want to do is cultivate and grow in strength. You will find that your interest in worldly affairs like other people, or large battles has been severely muted. The affairs of others is of minor importance compared to cultivating more spiritual energy and comprehending the Dao. People would have to offer some kind of incentive if they want you to move anywhere.

One Hundred And One Problems [+100]
Someone keeps appearing wherever you go, revealing themselves when you try to join a group or organisation. They will go out of their way to list every single problem you have caused, and every reason why the people should chase you away. It's like they've made it their life's mission to ruin yours. You may want to have a fair amount of leverage before applying for things.

'Dependable' Personality [+200]
You are paranoid about your health. Any kind of danger to your life, however minute, will immediately make you back away from a challenge unless you are forced into it. Even friendly competitions will have you taking a back seat if possible. Going on adventures for resources? That sounds a bit on the dangerous side. Maybe if you had a few insurance policies... You may just become somewhat infamous for your excessive use of shield talismans.

Aggravating [+200]
Something about you pisses off just about everyone you meet. Maybe it is your flawless good looks, or your gallant actions? Or maybe it's that personality? Whatever the case, you manage to annoy just about everyone you meet, even friends and family. This infamy will likely even travel ahead of you, so people you've never even met will soon grow aware that interacting with you is an exercise of patience.

Bullied By Bai [+200]
People with the name Bai have it out for you. You will keep meeting misfortune and unfortunate accidents, all of which seemed to be linked to people with the name Bai. It's enough to make someone tear their hair out. This can range from anything from tripping you over by accident, to tearing down your house while training, to stealing your stuff at night.

Dark Concoctor [+200]
A group of Dark Concoctors have made their way to your location, and declared you their nemesis. This is a race of tiny imp like people that even the World Daoist, a sovereign, admired for their terrifying pills and unbending spirit. Each dark concoctor is similar to Bai Xiaochun in the weirdness of their pill creations, though luckily to a much lesser extent. They will be constantly trying to have you test their latest pills, willingly or not. While never fatal, these guys will be a royal pain in the arse.

Pacifist [+200]
Why does cultivation have to be all about fighting and killing for resources or over perceived slights? Why can't people just cultivate in peace? It would be great is everyone could just live in harmony. I guess change can only start with you! While in this world, you will flat out refuse to kill other cultivators, and even fighting them will only happen if you are forced into it.

Enemy Of The World [+300]
Daoist Heavenspan is aware of your existence, and he is now gunning for you. He only has a basic description of your general appearance, so will be on the lookout for any weird goings-on. He has come to believe that if he can capture you, he can refine you into a pill that will allow him to become a Celestial and nothing you say can dissuade him of the notion. If you start in the Eternal Realm, a different, though similarly powerful and influential Demigod will be searching for you for the same reasons.

Dark Past [+300]
Your parents died when you were young, and you were forced to live with their corpses for several days until relatives came around to bury them. This has affected you in a deep, profound way. Bai Xiaochun became obsessed with living forever, and mentioning his parents became a trigger for much anger. How this affects you isn't entirely set, but it will definitely be a major influence on your actions, and being reminded of the event will trigger berserk like rage.

The Collapse [+300]
Your starting location doesn't matter anymore, since you are now starting in the Arch-Emperor Realm. But this realm is slightly fragile. Daoist Heavenspan has damaged it in his pursuit of leaving this world. You have thirty years to reach the level of Celestial in order to safely leave the world, with no help from outside perks. What's worse, Bai Xiaochun is not here to save the people of realm in time. It's all up to you.

The End. ***Your time is up, now decide where you go from here.***

Move On

Stay Here

Return Home

Notes:

The normal ten years will take you up to about the point where Bai Xiaochun has just united the four sects of the Lower regions and moved up the river. By this point he will have only recently reached Golden Core.
Bai Xiaochun's mission in the Wildlands lasts for a full ten years.

What is the Dao:
A dao is essentially a concept. It is the Way of the universe. Understanding the Dao of Time, would be to understand the principle of time. To understand what it is and how it functions. Same for the Dao of Fire or the Dao of Gravity. Gaining insights into these daos also allows cultivators to infuse those concepts somewhat into their techniques, letting them control them to a greater degree.

Cultivation Levels:
Qi Condensation - This is divided into 10 levels. At level 10 one can advance in three ways: Take a pill to ascend to Mortal rank of Foundation, absorb the rare Earthstring energy to reach Earth rank of Foundation, or be extremely lucky and encounter a Heavenstring which will allow you to advance to the Heaven rank of Foundation. Up to nine techniques or methods can be used in the advancement to Earth and Heavenly Foundation Establishment, each producing a separate spiritual sea. Someone who only uses 2 or 3 techniques will be significantly inferior to one who used 7 or 8. A Mortal Establishment will only produce a single Spiritual Lake.
Foundation Establishment - Reaching this stage adds at least 100 years of life onto your life. Earth rank gain 200, while Heaven rank gain 500. As one progresses through this stage, their spiritual sea(s) will slowly crystallise. Only once all spiritual seas have fully crystallised can one step into the Core Formation realm, where the spiritual lakes fuse into a single Core. The more lakes that can be fused successfully, the better the Core that is formed.
Core Formation - Reaching this stage adds on at least a further 500 years of life. Once again, this is broken up into three ranks; Mortal, Earth, and Golden Core. Having a Heavenly Foundation is required to reach the Golden Core, and still only gives a chance to reach it. Once one has reached the peak of this realm, there are three ways they can advance. A pill will advance one to Mortal rank of Nascent Soul Formation, though has the least strength and the most chance of failure. Using five deva beast souls, each of a different element, one can advance to the Earth rank, which also grants a 10% chance to reach the Deva realm in the future. The most rare, nearly unheard of, method uses five dead Deva souls, each of a different element, to advance to the Heaven rank. Only one person in the history of the Arch-Emperor World has achieved this. One with this rank is invincible in the Nascent Soul Formation realm. A word of warning: once a single Deva soul has been absorbed, it is impossible to advance with any other method, you must take that route to completion.
Nascent Soul Formation - Breaking through to this realm grants an extra 1000 years of life. Cultivators of this rank are able to teleport over minor distances. Cultivators of this rank have several ways of reaching the Deva rank, though their chance of succeeding depends on their

rank. By far the most powerful way to advance is to perform 21 successful spirit enhancements on ones Nascent Soul, however the difficulty of doing so makes it all but impossible, unless one has access to some kind of turtle-like artifact that can increase the success rate to 100%. The other ways to advance involve progressing in Nascent Soul level techniques, or fusing with items that have fifthteenfold spirit enhancements. Great Patriarchs of Sects from the Lower Reaches of the Heavenspan continent are around this level.
Deva - Deva's fuse their Will with that of the Heavens and the Earth in order to borrow their strength. With this, their strength is near incomparable with Nascent Soul cultivators. There are only around 50 Deva's in the entire Arch-Emperor World, though countless more exist out in the Eternal World. As they are borrowing the power of the Heavens, it would take extraordinary circumstances for them to run out of spiritual power while attacking.
Demigod - Those of this realm have advanced to the point where their overwhelming will does not borrow but directly overpowers and commands the will of the Heavens. Demigods gain a Willroot within their soul, which is later used to form a Dao seed in their advancement to become a Celestial. These are the peak of cultivators you will encounter in the Heavenspan world. It is nearly impossible for those who don't practise the Undying Live Forever technique to advance past this level in the Heavenspan World.
Celestial - These are beings who truly command the will of the Heavens. One can only reach this stage after going through three tribulations. The first is simply reaching the necessary cultivation level, which requires outside resources. Next they are tested for whether they are an appropriately powerful dao magic, of which only 10% pass. Finally they must receive the acknowledgement of the Will of the World itself. The Dao seed produced in this realm can be kept after the death of the cultivator and used by an Archaean realm cultivator to revive them. Note: You will still be able to obtain the acknowledgement from the Will of the World after you leave the setting. Leaving the setting will not immediately stop any future progress.
Archaean - At this stage, the Dao Seed germinates into a Dao Will. To reach this realm once again requires the approval of the Will of the World, though the Eternal World is currently too weak to support more than two Archaeans. The ruins of the immortal world has just enough energy left to support another Archaean.
Sovereign - To reach this level requires one of two methods. The first requires the approval of the entire world in order to advance, though the Eternal World is currently too weak to support even one such Sovereign. The other requires one to reach the very peak of their Dao themselves, becoming the very pinnacle of their Dao. A Dao of extermination would require destroying the entire World to advance, while a Dao of Life would require giving life to an entire World. The latter method produces a Sovereign orders of magnitude stronger than the former.
Eternal - The mysterious Eternal Realm. This can only be reached by fully understanding and thereby controlling the Essence of the Eternal. What is Essence? Essence is everything and yet Nothing. It exists outside of time and space yet contains all of it. It is. And what is the Eternal? The only thing that can truly be considered Eternal is imagination, and imagination is Will.
Further - There is no true end to the cultivation levels of this setting, since one can always progress further and Dao is limitless.

Spirit Enhancement
An easier way to think of it is numerically. The first enhancement may give +10 to the item stats. The second would upgrade that to +100, the third to +1000 and so on. For an item starting off with a base stat of 2 (whether this be attack, medicinal effect, defense etc), this first increase is a lot. For an item starting at 10000, this is negligible.
Every ten spirit enhancements, there is a marked change in the object. After the tenth enhancement, the elevenfold spirit enhancement returns the object to its essence. A leaf may become a tree. After the twentieth, that tree becomes a spirit. On the thirtieth the spirit becomes a world. Anything spirit enhanced thirty times will become a world unto themselves.

Those who practise this art of Spirit Enhancement can form a Will Core, instead of a Golden Core. This is harder to form than a normal golden core, and will greatly help with future spirit enhancements, as well as ensuring their power of Will is much stronger than other cultivators. Big Fatty was equal to devas and demigods in Will even as a nascent soul cultivator. Only those supremely confident in their spirit enhancing have a chance to succeed, but should they fail, there is a real risk of death.

Necromancy
One of its main advantages is also its main drawback. It requires souls as the resource of use. Thousands of souls would be on the low end of a session. It will take millions of them to summon a single 15-coloured flame, even without failures. Luckily medicine concocting has a much lower cost of souls, though their effects are notably lesser when compared to medicine made with actual ingredients. Much like the Dao of Medicine, there is no one true way to do Necromancy, and as such there are many different formulas and methods for producing the same thing, each of which will have varying levels of difficulty and success. For instance, Bai Xiaochun treats the process exactly like normal pill forging, with the souls being the ingredients, his hands the furnace, and his energy the flame.
It is possible to enter a state known as “Flame Harmony” while flame concocting. This is a state in which one’s mind becomes one with the flame, greatly increasing the chance of success and also helps improve your skills for the future.
Necromancers come in certain ranks:
Ones who can create one-coloured flames are *Initiates*. At four-coloured they would be considered *Journeymen* necromancers. At seven-coloured they would be a *Master*, *Terrestrial* necromancer at eleven-coloured, *Celestial* at fifteen-coloured, *Earthly* at eighteen, and the legendary *Heavenly* necromancer at twenty-one coloured. There are currently only three Earthly cultivators in the entire Wildlands. No Heavenly necromancer has appeared in the history of the Arch-Emperor Realm.

Many Coloured Flames:
This is a type of mystical fire. Different objects can be burned, and if they are spiritual enough, will produce flames with a varying number of coloured tongues. Alternatively, as mentioned above, souls can be consumed to produce these flames instead. The more colours, the more souls needed. A one colour flame will be not that much stronger than just an ordinary fire. A 21 coloured flame could harm a Celestial, though is correspondingly hard to create.

Undying Live Forever Codex:
This codex is split up into 6 levels. After finishing each undying codex, one can break a single shackle of mortality, greatly increasing the strength of that codex. Completing each Live Forever codex will advance you a realm in cultivation. Completing all five undying and live forever codex’s will advance you to the Celestial cultivation realm.

1: Undying Skin - The first level, this toughens up the skin to bring one’s defense to their peak. This will also be further strengthened as one progresses in cultivation. The very first step of this codex involves repeatedly hurting yourself for days on end, while cultivating in a specific way. The next part involves eating a huge amount for a month while cultivating. At this point, your skin would be able to block a two-fold spirit enchanced sword strike even at the lowest level of cultivation. Afterwards taking in life force is all that is needed to progress. At the peak, this will grant Gold Skin. You will be able to survive attacks cultivators of a higher level than you would likely die at. This codex comes with a complementing qi cultivation technique, the *Live Forever Foundation Establishment Codex*, for advancing your cultivation.

2: Undying Heavenly King - The second Undying Codex is all about increasing the strength of the cultivator. At its peak, you will be as strong as a cultivator a realm higher than you. This comes with the *Live Forever Core Codex.*
3: Undying Tendons - The third Undying Codex focuses on speed. As your limbs are slowly enhanced, each will become faster. By the end you will be as fast naturally as other cultivators are when using divine movement skills. This comes with the *Live Forever Nascent Soul Codex.*
4: Undying Bones - The fourth Undying Codex reinforces both the defense and strength of the cultivator, giving their body a strong foundation. Completing this will take a truly gargantuan amount of life force. This comes with the *Live Forever Deva Codex.*
5: Undying Blood - The fifth Undying Codex focuses on regeneration. One must convert every drop of their blood into drops of Undying Blood, each of which is like a boundless lake of life force. Once complete, this will not only stabilize the previous Codex's and allow one to use their secret skills with no drawbacks, but will also mean that the cultivator can heal from horrendous life threatening wounds in the literal blink of the eye, stabilising not only their life force but also their cultivation. After completing this, one will be near or on par with a Demigod cultivator. This comes with the *Live Forever Demigod Codex.*
6: Five Yin Organs - This is a Codex that was not originally shared with the Arch-Emperors descendants, and which he only gifted to Bai Xiaochun after he was bested in combat. This will bring the cultivator up to an Archaean level physique, powered by the five elements. It requires a similarly appropriate amount of life force to achieve however, so this will likely take a long time to achieve.

The Undying Live Forever Technique is tightly linked to the Dao of Time. The Undying Codex represents regeneration and restoration, and the Live Forever Codex represents longevity. This means that cultivating it will give a strong basis for advancing in the Dao of Time, although does not force you to go down that route.

Men who cultivate the Undying Live Forever Technique have much stronger male energy than ordinary cultivators. Because of that, it's impossible for them to get mortal women pregnant. And even if they get a female cultivator pregnant, it can take dozens of years or more for that masculine energy to cause the baby to form, though they will in turn inherit a large portion of the cultivator's power from birth. This problem is similar for women who cultivate the technique, though in that case it is an overabundance of female energy. If you wish, you can skip this effect, at the cost of your child not inheriting your strength.

Heavenspan and Underworld River items:
The size of the streams and rivers in question are those of normal world streams, not rivers from Xianxia worlds. So no accidentally destroying a setting by placing one of the streams in that world, nor instantly changing the local, and not so local, geography.

Progenitor Of Cultivation:
This perk can be used not just for the AWE cultivation system, but also other teachable supernatural systems.

Jump by Lone Valkyrie. Hope you enjoy.