

Welcome to the world of ***Battle Through The Heavens***. This is a Xianxia world filled with cultivators, magical beasts, and mystical plants. This is the world that will eventually give rise to the Flame Emperor, Xiao Yan, of the Great Thousand Worlds after he reaches Dou Di and breaks free from the confines of this world. But that is yet to happen. Currently he is only a young crippled genius, mocked by those peers who used to respect him. Not long from now Nalan Yanran, a fiance set up for him at birth, will travel to his clan to divource him. Soon after he will discover the source of his cripple status in the form of an old ghost of great strength who had been sithening his strength. The ghost will take him under his wing and set him on the path of being a receptarier, an alchemist. These are those who produce the miraculous pills cultivators enjoy, and is the most respected profession in the world. Armed with the ability to refine pills, and in possession of the Flame Mantra that allows him to absorb Heavenly Flames, he will slowly carve his pathway to the peak. Along the way he will make some friends and many more enemies. Among those enemies is the mysterious Hall of Souls, whose evil hands reach across the entire continent. Not quite 35 years after he sets off, he will reach the stage of Dou Di.

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

Origin: *Choose your age and gender now.*

No-Name
There are many hidden tigers out in the world. You could count yourself among them. Few know of you, and even fewer know anything about you. You will appear in this world with nothing but the clothes on your back and anything you happen to buy in this jump.

Artisan
While you may cultivate, you aren't one of those battle hungry maniacs. Instead, you are an artisan, someone who creates general goods and services. There are many things that cultivators need, so finding business and earning a tidy profit isn't that hard as long as you put the work in. You have a nice house and a bit of a background that may help you survive and understand this world.

Organised Cultivator
While many cultivators roam the land, most cannot truly be considered alone. A large portion of cultivators are part of some form of organisation, be it a sect, a pavilion, or even simply an auction house. You are one of these cultivators. As such you have the backing of that organisation behind you. They will provide you with some resources and potentially help you out in a pinch.

Rogue Cultivator
In contrast to the previous origin, you are not someone with any particular background. You are more of a lone wolf. As such you can only rely on yourself to see things throw, as you lack the support that others might have. However this does come with the advantage of lacking any inherent enemies being a part of a faction might cause.

Race: *Select your race now.*

Human
The most common race you will encounter in this world; humans. Generally they are the weakest race in terms of body and longevity. However they make up for this by having the fastest cultivation speed of any species. It is because of this that many magical beasts desire the Human Transformation Pill that would grant them a humanoid body and cultivation speed.

Demi-Human
This race can't really be called a proper race. Originally they were human. However at birth this group would fuse the soul of a magical beast into their children. Over time these two souls would fuse together into one entity. The snake people race from which Medusa originates is one such group of Demi-human. You will be starting in this world as one of the Demi-Human races. You can choose what kind of species you are fused with now, though it will not be something like an ancient overlord species unless you take the relevant perk.

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 stronger constitution. Magical Beasts have a monster core that acts as the nucleus for their power. These are very useful in pill making. In the Beast Region of the Dou Qi continent lies an area where the vast majority of the clans of magical beasts reside. The overall rulers of these races are naturally the three great beast clans, though only the Ancient Void Dragons still boast their ancient bloodline. You can choose to be some kind of normal magical beast.

Clan Level: *Select how strong your clan is.*

No Clan
You will be starting off with no clan. You are just from a relatively simple and ordinary background. Simply put, your name carries no weight in this world. Even getting a mid Huang Qi Method would be considered a good fortune for your family.

Small Clan
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. If you show yourself to be a rare talent, they will naturally be willing to assign more effort to grooming you. Reaching Da Dou Shi would put you near the top of such clans.

Large Clan [100]
Now we are starting to reach the higher stages. You are from a big clan, one of the many that inhabit this world. By no means a powerhouse, you still would have access to a good deal of valuable resources, though proportionally greater competition from your peers. The grand elders of your clan might well have reached Dou Zong. Combine this with the Blood Of Di perk and you could start out as part of one of the Ancient Clans.

Location: *Roll 1d6 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. It is also home to the 19th rank Heavenly Flame.

Small Province
A small town out in the middle of nowhere, far from the center of cultivator civilization. It is primarily controlled by a weaker sect. As 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
The home of the largest pill association on the continent as well as various powerful sects, this can be called the heart of civilization on this continent. In the shadowy corners, away from general knowledge, lies seven ancient clans who still possess the blood of long dead Dou Di. Many opportunities and dangers await those in this land.

Beast Region
The beast region really lives up to its name. It is the home of over 70% of all magical beast tribes, set within a mountain range filled with innumerable peaks. This could be considered an area with both great danger and many treasures.

The Wilderness
You will appear in a random piece of land. There is nothing particularly significant in several days walking distance. This could be anywhere on the continent, and will be somewhat safe.

Perks: *All perks are half price for your origin. 100CP discounts are free.*

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. Each realm is divided into 9 stars. At each new realm, the cultivator becomes able to do more with their Dou Qi. See notes for more specific details. You will be starting at the Dou Zhe stage, your foundation having been laid down and pathways created.

Reincarnated [Free]
One advantage that Xiao Yan consistently had over his generation's peers is that he had a stronger soul than them, which afforded him greater control over his Dou Qi and put him in good stead for learning to be an alchemist. He had this advantage because he had reincarnated. As a Jumper, you fit that mold too. Your previous lives prior to this jump have had an effect and consequently you have a greater amount of soul power than the norm. This puts you equal to the likes of Xiao Yan. Generally this will only increase as you progress in cultivation, though in ancient times there were some methods by which people could increase it.

Soul Attribute [Free]
In this world, people will have an attribute to their soul. This attribute is determined at birth. It cannot be changed and each person will only possess ever one attribute. Your attribute determines what type of energy you are most suited for wielding. Wind attributed people will often learn wind attribute Dou Qi methods and skills, the same for Fire, Water, and so on, but this is not set in stone. Of course, there are rare souls within millions that will have a mutation that grants them a sliver of another attribute. Only a lucky few of those will have the right combination to have the chance to be an Alchemist. You may choose an attribute for yourself now. Attributes are generally in line with classical elements, though it is possible to encounter slightly rarer ones such as darkness or gold.

Pure Bodied Affinity [100]
While each person will have an attribute to their Dou Qi and Soul for a specific element, the strength of these attributes is not equal. Some will have a much stronger attribute, meaning their affinity for that element is far greater than others. If a normal person's attribute could be compared to a warm campfire, yours would be like that of a raging inferno. The strength of your attribute is something to be awed by. Whatever it happens to be, your talent for using that element will be something to behold.

Natural Allure [200]
There are many cultivators who's looks could start fights. These are a rare sight though not something one wouldn't encounter while adventuring. Then there are those few above even them. These people have an supernatural allure to them that is present from their very voice and bones. Those without strong mental fortitude would have their hearts move just hearing their voices, let alone looking at them fully.

Patience Of The Ages [200]
In the land of cultivators, events happen over the course of decades and centuries. The creation of a high tier pill can take an entire month, much of which is spent monotonously controlling your flame. 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. This could alternatively be called 'luck of a xianxia protagonist'.



No-name

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.

Perseverance [100]
Talent is important if you wish to progress in cultivation to become a truly strong person but if that talent is not supported by an unending tenacity and will to move forward then your final achievement can only end up being average. A genius is as common as wheat, but someone who will carry on no matter what is far more rare. Even if you were to be crippled for three years, with seemingly no hope of progressing further, you wouldn't give up. You would have the will to keep on trying day after day.

Cauldron-less [200]
A medicinal cauldron is perhaps the most important thing most alchemists will possess. A bad cauldron is the cause of more than a few accidents and can be the determining factor as to whether a pill succeeds in forming. You have a singularly 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 power. Such an ability is usually only restricted to those peak alchemists, but there are those who can do without it. Doing this will require more of your attention though, so it is still easier to use a cauldron or furnace for any of your needs.

Comprehension Of The World [200]
The world is a source of great wonder, but it can also be a fantastic source of inspiration. The natural world is filled with mysteries, all you need to do is comprehend them. You are able to take inspiration from it in order to further your skills. The unending noise of a waterfall could help progress your sound skills, the repetitive rustling of leaves in the wind could help you with a breakthrough in your sword skills. You might be surprised how the world can help you, and in what ways.

Dou Qi Spirituality [300]
An interesting yet consistent feature of this Dou Qi filled world is that once something possesses a certain level of strength, be it a tree, a pill, or even a flame, they will begin to possess a proper intelligence after gestating for a period of time. The stronger the power they have, the greater the intelligence they inevitably will possess, until they have reached full sapience. At a certain point they may even be able to assume a human form at will. By infusing a large amount of Dou Qi into an object over time, about a year, you can allow it to smoothly form a sentient spirit. For an animal this could steadily uplift its own intelligence to true sapience.

That's My Energy! [400]
In this land, there are a few ways by which people can acquire other people's Qi. Some of them are incredibly insidious. There are ways to protect against such things but they mostly involve just being stronger than your opponent. You happen to be safeguarded though. Your energies are now an impregnable fortress to those who would seek to steal it. Your energy is yours and yours alone. This protection extends to things like mana or ki.

Powerful Backing [600]
The power of friendship is greater than you might believe. Not for its ability to grant unexpected increases in strength, for this is not that kind of world, but rather for its ability to gather allies to you. You will often find yourself friends (or more if you wish) with someone of considerable power or standing through some series of events. Oftentimes this person will be a good bit stronger than you when you meet them. This kind of ability is particularly aggravating to your enemies, who think you are finally defeated until they are suddenly forced to retreat. You will still remain allies with these people even after you surpass them, but will soon encounter someone even stronger, if such a thing is possible.



Artisan

Grand Aurora [100]
When a treasure is born into the world, the world tends to recognise this. Special phenomena are known to occur when some particularly monumentous is created. For instance the creation of a tier 8 pill, or Tian rank Qi technique will be marked by a large unnatural phenomenon. 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.

Merchant [100]
Traders will often be swindlers. This isn't something specific to them but it is brought to the forefront when interacting with them. People will naturally seek to gain the most benefits from a trade. You have plenty of experience with that. Haggling and selling objects are second nature to you. Why pay 100 gold when you need only pay 80 with a bit of persuasion? Why sell on that road when you know this road will see more visitors who would be interesting in your wares?

Receptarier [200]
It is not an exaggeration to say that being an alchemist is the most profitable profession in this world. Even the most basic alchemist would garner much respect from small clans, as their pills could have a myriad of beneficial effects. Numerous services are often free to alchemists. But it is not a simple profession, nor is it easy. Aside from the basic requirement of fire attribute with a sliver of wood for refining, you also need a strong spiritual perception. This is because you will need to tightly control the temperature around potentially thousands of different ingredients which all need different treatment. Those without a strong soul power are unable to divide this kind of attention and thus cannot progress beyond the most basic of pills. By taking this perk you will have more than met these requirements. Becoming a Tier 7 alchemist is simply a matter of time and finding the right teacher. Further than that? Well, that depends on whether you can reach the next stages of Spiritual Strength.

Creation Methods [200]
Every pill has a story behind it. Every skill has an expert who made it. Even the mysterious Flame Mantra, whose origin is a mystery to the previous Dou Di, ultimately came from someone's brilliant mind. You have similarly stepped onto this path of creation. Over the years, your sharp mind has shown a natural aptitude for the creation of Dou Qi skills and methods. It wouldn't be too surprising if when advancing between realms you comprehended a new skill. If you happen to be an alchemist, this skill will naturally extend to the creation of pill formulas. No need to wallow in mediocrity when you can forge your own future.

Mutated Searing Poison [300]
At some point in the past you encountered the Searing Poison. This is a particularly nasty poison from a magical beast that is capable of killing Dou Wangs. However when it entered your body it mutated, no longer containing the will to harm you, and in fact became under your control. At command you can bring it to the surface of part of your body, and bring to

bear it's full corrosive power on what it touches. By having it within your body you will gain a minor immunity to poisons, as they will not be able to contend with the ferocity of the poison already present.

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.

Heavenly Creation [600]
There are rare ways to create flames akin to Heavenly Flames. There are also more types of energy from heaven and earth than simply Fire. So surely it makes sense that you would be able to condense this energy into something akin to a Heavenly Flame for other elements, such as water or lightning? Some forms of Pill Lightning are already comparable to Heavenly Flames in strength. Just to do the simplest equivalent would require vast amounts of the element, for you are creating a King of an element after all. Similarly, the environment and source you take this energy from may influence the strength and effect of the Heavenly Element you are creating.



Organised Cultivator

Peerless Beauty! [100]
Most cultivators are attractive. So when a true beauty appears, they have the kind of looks that would launch a thousand ships. Despite what you might think, these kinds of beauties are not that unique. It seems like every clan or organisation has their own idol, whose looks stand above the rest. As cultivators grow stronger, their attractiveness only grows with it. Similarly now as you grow stronger so too does your appearance grow more handsome or beautiful. Any 'impurities' are washed out as your cultivation grows deeper and your body becomes more powerful.

That Personality [100]
It is a sad fact that people often wear masks upon their faces. Not physical masks, though that isn't to say some people don't hide their faces, but rather they hide their emotions. But no mask is perfect, and you are able to see through the cracks. You are quickly able to get a bead on someone's true personality. Feel the cold behind a smile, or the warmth hidden in those stern eyes.

Clan Genius [200]
The term genius is overused in this world. Many of those ascribed the title are simply better than their local peers. They are lauded as geniuses when overall they can only be called average. Generally these people are the cultivators who cultivate quicker. You can now count yourself among the ranks of true geniuses. Not the rabble that fill countless towns, you are a genius even when placed in a big clan. You seem to go up in ranks a hundred times as fast as ordinary cultivators. With your potential, you could one day stand at the top of this continent. This will still take quite a while to get to that though.

The Marriage Contract [200]
You might consider it old fashioned or in poor taste, but marriage contracts are a good way for different families to form alliances or tie themselves closely together. Each jump you can find yourself as part of an arranged marriage with the heir of a powerful clan, or whatever the local equivalent is. This may be to bind the families, or could even simply be because both your parents were great friends and decided to hook their children up. If either side really doesn't want to be part of this, they will naturally be able to wiggle their way out. Though this does run the risk of dishonouring the other party. You can choose whether this perk applies each jump.

Fortunate Encounters [300]
Put your best foot forward Jumper. Generally your first encounters with people will go swimmingly. Often these encounters with people will end with them looking at you in a very favourable light. With a bit of smooth talking or displays of strength you may be able to quite easily turn this into a deeper kind of affection. On top of this, these people that you are encountering are more often than not people who you would 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 an ancient Dou Di, a cultivator who reached the very peak of cultivation. It's purity is only matched by the likes of Xun'Er. As such your cultivation is greatly sped up until you reach the level of a Ban Sheng, able to keep pace with 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. Less known is the fact that one can donate Di Blood, though regenerating even a few drops can take years. The seven remaining ancient clans who still have Di blood are the overall ruling clans of this continent, though the ancient beasts clans were no less their rival in strength. You can choose to be part of one of these seven bloodlines, or alternatively by some fluke an ancient Di bloodline thought lost has reemerged within you.



Rogue Cultivator

Keep A Secret [100]
Loose lips spill secrets, and it's not a secret if more than one person knows it. A badly kept secret can attract calamity onto you and yours. It wouldn't be the first time entire sects were destroyed in a bid to get a special treasure or skill. That's why it is so important that you are able to keep tight-lipped. You can keep large secrets from even your family. Those that notice something is off are usually willing to not pry.

Poison Master [100]
At birth you were put through a bizarre ritual involving bathing in poisons that has left you with a Dou Qi that is poisonous to others. As you grew up, you were groomed in the ways of poison masters, learning about the many different kinds of poisons. Not even an alchemist would have a simple time dealing with you, for your knowledge of poison is in no way lesser than their knowledge of ingredients. This is a profession similar but different from an alchemist. Poison Masters have their own drawbacks: aside from the social stigma, the poison in their Qi will somewhat decrease their lifespan unless they can reach Dou Huang, or have a special body.

Crippled Past [200]
Haven't you been at the same initial cultivation stage for a while? Your cultivation has been stagnated for years now, and has only recently started moving again. While that means you will have a later start than some, it has also gifted you an incredibly stable foundation of Dou Qi, the basis upon which your future cultivation will be built. Consequently you will find progressing in cultivation far easier than you would otherwise.

Spatial Strength [200]
Long ago you were supremely unlucky enough to be caught in the turbulent wake of a Spatial Storm, a terrifying silver vortex that could kill Dou Zhongs. By pure chance you were at the very edge and were only severely hurt. But from this exchange the remnant spatial strength actually somewhat merged with you Dou Qi. This affords you slightly increased sensitivity to space, and as you grow stronger you may be able to begin manipulating it earlier than usual. This is nothing on the level of the Ancient Void Dragon race, but it might perhaps be what set them on that path.

Impossible Information [300]
It really is great when you are able to learn that the rare medicinal plant you are looking for is in a certain ancient tomb… That hasn't been opened yet, nor has anyone entered. Actually, how did you find out, Jumper? Somehow information that you *shouldn't* be able to know manages to occasionally land in your hands. Information that no-one would know in the first place. You simply need to seek it out and, if lady luck is on your side, you'll hear rumours within weeks. Note that this won't be information such as the secrets of immortality or how to travel faster than light, unless that is already an established part of the setting, but rather things such as the location of a treasure that has been lost to the ages or a tightly guarded secret that wouldn't ordinarily be let slip.

Power In Blood [400]
The strongest factions in this world are those who have inherited the blood of a Dou Di. This is because some of that ancient expert's power lies within that bloodline. This is true for you too. Those related to you by blood will inherit a not-insubstantial portion of your power. This isn't limited to those born later, even pre-existing children and those close relatives such as brothers and sisters will also receive this benefit. If they are lucky they could even inherit some of your abilities. This will be more prominent depending on how closely related they are to you. A son/daughter will have the greatest benefit. It is possible for the child of a new Dou Di to directly and immediately ascend to a top tier Dou Sheng. In future jumps you can choose whether this carries over to your new origin families.

Royal Slaying Sword [600]
Truly this is the weapon of an Emperor. As a ruler, one must lead. And as a ruler, you must be able to pass judgement onto traitors. Strictly speaking this is not actually an item, but rather an ability. An ability possessed only by those with the purest of royal bloodlines; to form this powerful slaying sword. It is singularly good at killing a specific species: your species. Unless the target is significantly stronger than the wielder, they would be as helpless as cabbage in front of this blade. Wielding this blade takes a good deal of Dou Qi. At the early stages of cultivation a single swing may be all that you can manage before becoming drained. Not even a Dou Zun could swing this willy-nilly.



Human

Ingredient Hunter [100]
Knowing how to identify special medicinal plants is not a skill only relevant to Receptariers. Physicians, a profession similar but inferior to alchemy, need to know it. Similarly, picking and selling ingredients is a good way to make some money, or even just collecting them to get an alchemist to refine them for you. You have studied for a while, and have a working knowledge of many of the medicinal plants that dot this land, and their general effects. This kind of knowledge will put you in good stead for strengthening yourself.

Inner Strength [100]
Bones break and flesh tears. Those can be healed with relative ease by cultivators or using pills. The inner qi pathways are a slightly harder matter to resolve. Your particular Qi pathways have been tempered and are more resilient. They are capable of withstanding far more abuse. This has several advantages. First and foremost, it would let you take more damage with minimal lasting effects. However it also has the benefit of meaning that your pathways are sturdy enough to withstand strong pills that would ordinarily be too much for your body to handle.

Quick Study [200]
People have different talents. Just because someone can cultivate fast does not mean they are able to learn Dou Qi skills fast. A genius of cultivation is not the same as a genius of study. You are the latter, by the way. Your ability to quickly pick up and master skills is among the top in the region. While Di and Tian class skills are extremely arduous to master for the average cultivator, they pose no particular problems for the likes of you.

Guiding Spirit [200]
It is not uncommon for a senior cultivator to teach a few members of the younger generation. Sometimes this is in order to pass their own style down to carry a legacy, but sometimes it is simply born out of a desire to see someone reach their fullest potential. A simply kind act. Should you ever take on some students, you would find that you are able to quickly and easily pass on your knowledge to your disciples. You have an intrinsic grasp as to their potential, on how far you need to push them in order to get the best returns.

Great Escape [300]
During your time here, and after, you may find yourself hunted by teams from powerful organisations. Sometimes a tactical retreat is your only recourse. It is fortunate that you are as slippery as an eel when you are fleeing from people. Capturing you is no easy feat, with your ability to escape those enclosing hands. Even if you were being hunted by a strong sect with fast flying magical beasts you would have a good shot at getting away from their clutches.

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 themself. Any inherent drawback to this physique has luckily mutated and disappeared. No need to worry about exploding without the help of a tier 7 alchemist.

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.



Demi-Human

Beast Soul [100]
As explained, the demi-humans were created when a magical beast soul is fused into a human baby. It is now time for you to choose what kind of beast soul was fused into you. 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 be as strong as a pure magical beast in physical ability but you will be much closer than any normal human.

Sharp Tongued [100]
A dog's bark can be worse than its bite. While this generally means that what they say is worse than what they'll do, it can also mean that that dog has a pretty damn harsh bark. Your tongue could only be described as barbed. You are particularly talented at insulting other people, and trapping them with your words. It's a good way to have a verbal victory before a fight, and could potentially even diffuse combat.

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.

The Detective [200]
As the saying goes; knowing is half the battle. Going in blind is generally considered a not very great idea. Knowing what you might expect from your opponent can only really be a boon, though assuming you know all you need to can also be a pitfall. Your power of observation and deduction is truly terrifying, as is your propensity to spot the smaller details. Like a certain genius of the Hun clan elite, you would be able to deduce the five specific Heavenly Flames that formed a merger, as well as the Qi method used to do so, just by briefly feeling its aura.

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]
When some beings gain a strong enough soul, their spirit is able to continue living after the destruction of its body. Some fragmented beast souls have been known to join with certain cultivators who they feel an affinity to, coming out on command to lend their strength. One such soul of an ancient beast has bonded with you, taking the form of a tattoo of some form on your body. Sadly its mind has long since fragmented so now it is little more than an extension of your will. It relies on your power in order to manifest, but can be a powerful

force to be reckoned with. On top of this, or perhaps because of it, is the fact that you have gained a rather peculiar trait. You have the ability to interact with, and therefore harm, bodies of a spiritual nature. Normally ordinary Dou Qi is of little use against spiritual bodies, but you are different. Similar in nature to the ways of the Hall of Souls, your Dou Qi is actually extremely effective against souls.

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 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 to fuse with it and regain 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

Magical Trait [100]
As their name suggests, magical beasts are not ordinary. They have some kind of special ability, even rank 1 beasts, though the strength of this trait naturally depends on the species. As a magical beast yourself, it would be odder if you didn't have a similar trait. You can pick some kind of magical trait to gain, though it will not be anywhere near the same level as the ancient beasts. This could take the form of something such as powerful rock affinity armour, strong and sturdy wings, icy qi, and more. It is just that little bit that gives you an advantage over other beings.

Controlled Ascension [100]
The time when one advances in strength is usually a cause for joy, however it does not always occur when one would want. It is possible for one to start having a breakthrough in the middle of the fight. As opposed to what may happen in other worlds, here this is not a good thing, as distractions during a breakthrough can easily lead to complications and backlash. It is even possible for you to end up regressing in strength. You can hold back your advancement for many days if you wish, giving you ample chance to find a quiet spot to advance.

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.

Treasure Sense [200]
This isn't some kind of vague feeling or sixth sense. You are flat-out able to sense the presence of natural treasures such as medicinal ingredients. The stronger they are, the more they will stand out to this sense. Just passing over a forest would allow you to find some treasures buried deep underground or hidden away in caves. Like Zi Yan, you aren't just luckily encountering these treasures, you're able to find them from miles away. As you grow in strength, so too will the range of this sense, as your senses grow sharper.

Monstrous Yet Adorable [300]
When provoked, you can assume a much larger and stronger form for brief periods of time, leaving you exhausted afterwards. On the flip side, when exhausted you can now take on a smaller, cuter form for an indefinite amount of time. This form speeds up your rate of recovery. Your enhanced form could be almost one hundred meters high, with a domineering aura, while your recovering form might fit in the palm of someone's hand, with all your cute features dialled up to eleven. Funnily enough, this can even apply to human forms; dignified and majestic cultivators reverting to cute childlike forms, or swelling into powerful beastly figures.

Inherited Seal [400]
Some of the strange high ranked Magic Beasts have an inborn knowledge of how to use seals. These are rather rare, but are a great threat to those of a similar strength as the beast. These seals possess the ability to greatly suppress the strength of a cultivation, as long as it can successfully land on them. Cultivators can potentially fall an entire realm while under its influence. There are even potent seals that can suppress Heavenly Flames, albeit temporarily. Removing the seal is extremely hard for the recipient if they lack the help of the beast that used it.

Ancient Beast [600]
You have the blood of an ancient beast flowing through your body. This has numerous benefits. First and foremost is that just after birth you will swiftly reach rank 5, equal to a Dou Wang. By the time you have matured you will naturally have reached rank 7, equal to a Dou Zhong. If you are particularly talented, it wouldn't be too shocking for you to reach Dou Zun or Dou Sheng. Along with this, your species will possess both a singularly special ability as well as a strong physical attribute, such as the Heavenly Phoenix's peerless speed and powerful flame, or the Void Ancient Dragon's unparalleled manipulation of space and frightful strength. Only three ancient beast races remain, of which two are simply descendants rather than proper members. By purchasing this a second time, you can gain a second trait. Equal the great Dragon Emperors of old by fusing the bloodlines of the Void Ancient Dragon and Heavenly Phoenix if you wish. As one might expect, possessing such an ancient bloodline naturally lets you suppress lesser magical beasts with your aura alone.



Items: *You will receive a 300CP stipend for this section alone. You are able to discount 2 items for each tier of price. 50CP and 100CP items count for the same tier and are free when discounted. You only receive one 800CP discount. Appropriate items can be imported into an option if you wish.*

Cultivator Clothes [Free]
You may talk the talk but can you walk the walk? Cultivators, while varied in wear, still generally have a somewhat distinct style of fashion. This is a chest full of clothes that will help you blend in with other cultivators. At least in terms of fashion. For normal people this may still appear rather odd. Some people just like the aesthetics of cultivators.

Dou Qi Skill [Free-50-100-300]
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. They will transform your originally attributeless Dou Qi into the attribute of the method. 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. Normal Huang Methods are open to the public. Xuan methods are things that smaller clans might have. Tian Methods are sufficient to drive Dou Zun crazy.

Doupeng [50]
The doupeng is a traditional Chinese cloak, complete with hood. Some auction houses will use these types of cloaks in order to hide the identity of their bidders. This one, like some high end varieties, has been enhanced such that it obscures the face of the user while the good is up. Not even Ban Sheng would be able to peak through the veil.

Jade Tools [50]
Some items are so gentle and pure, that only the purest of jade can be used to harvest them without irrevocably harming them. Others simply have a natural disdain for other materials and would resist being cut by them. This is a set of the purest of jade knives, drills, hammers, and bottles. It is not recommended to only use jade tools, as just like the fact that some ingredients require it, others would be damaged by it.

Magical Testing Monument [100]
At the lower levels of cultivation one's sensitivity to Dou Qi is quite low. Similarly the amount of Dou Qi you have is low. Consequently it is rather hard for most cultivators to get an accurate read on the cultivation of others. So some clans use this. By placing your hand on it, your current cultivation level will show on the top, or equivalent if you use some other system.

Soul Bag [100]
This is a particularly specialised item. It is a storage bag designed specifically to trap and contain defeated souls and spiritual bodies. These were predominantly used by the Hall of Souls, as a way to store the souls that they had captured, not that that is an easy task. Once inside, escaping from the bag is all but impossible. It has little function other than this.

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. This can be used in a technique known as ‘borrowing the flame’ where instead of forming fire using your own Dou Qi, you use this flame instead. As a general rule, beast flames are more powerful than the normal flames summoned by alchemists.

Beast Transformation Pill [100]
A useful, though somewhat limited pill. This is mainly only useful for subterfuge in specific scenarios. By adding the blood of a certain demi-human race to this pill, you will be able to change into that race for several hours once you ingest it. This change is mainly cosmetic and will have little effect on your strength or attribute. Although, there is nothing to say you could not try to improve this pill using it, and the Human Transformation Pill, as the basis. This comes with several vials containing drops of blood from various different tribes of demi-humans. These will slowly refill over the course of a year.

Storage Space [100]
This item is two fold. First you will be receiving a small black storage ring. Within this ring is a huge empty space that you can use to store all kinds of things, as long as it is unable to resist. This ring is signal-locked to your soul, meaning that others will not be able to casually check what is inside unless you allow them, or you die. Additionally, the act of someone trying to access the ring will alert you of this fact. The second part of this item is an Acceptance Soul, which is a special item that is only found in the highest grade of storage stone, which itself is used to create storage rings. This acceptance soul can be used to create a special space within your body that can be used to store things put in your cultivation that you have yet to completely refine. Alchemists typically use this to store Heavenly Flames that they have not yet tamed.

Secret Technique [100]
A special technique is a technique that is used to briefly raise one's cultivation by several stars. This one in particular would allow you to raise up four stars at the beginning levels of cultivation, though will eventually reduce to only one star, if that, at the later stages. This is due to the increased gap in strength between each star of strength. After using it, the person is usually left exhausted and weakened. Most high level cultivators have one of some form, although severity of side effects vary.

Ocean's Heart Armour [100]
Made from a metal that grows within the stomach of a 6 rank ocean magical beast, the strength of this armour actually grows in proportion to the strength of its wearer. Unfortunately it has an upper limit and will only be able to endure a few blows from a Dou Huang stage expert however strong you get. This one is enchanted to automatically shape itself for your body. While useful for any beginning cultivators, this may soon become outdated.

Calm Cauldron [100]
Like pills, there are good quality cauldrons and bad quality cauldrons. The more fire outlets in the cauldron, the higher quality it is, though conversely the more demanding it is to use. Simply drilling holes doesn't improve it though, as only one who has properly understood the intricacies of pill concocting and cauldron making will be able place them in the right places. This is a special high quality 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. You will get two of these cauldrons. One with only two outlets, for when you are starting out, and one with multiple, that will serve you well later.

Heavy Meteoric Blade [200]
A large unbreakable black ruler like blade. This was forged from fragments of a meteorite, and originally obtained by Yao Chen. The blade has the effect of suppressing Qi, even that of the wielder, and as such makes for a great training tool and a strong weapon. Its weight grows to always be a challenge to lift.

Auction House [200]
Auction houses are a good place to earn some money, or gain some valuable treasure. Being in charge of one allows you to come in contact with many more treasures than the ordinary cultivator, as well as gain the favour of no small number of cultivators that are searching for specific treasures. This is a large hall filled with everything needed to house an auction. It is filled with autonomous workers to carry out the grunt work. It will appear at a place of your choice each new jump.

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 spatial rift there is a chance that a spatial storm will occur and do great harm to those of a weaker constitution.

Pool of Cultivators [200]
There are many wonderful natural treasures that can speed up cultivation. This is one of them. 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 their previous speed. Non cultivators from future jumps who bathe in it over the course of a week will start to gain their own Qi and will be able to start cultivating.

Common Pills [200]
Within these bottles are hundreds of the more common pills a clan might have. Pills that may aid in cultivation and help with injuries. These kinds of pills are ones that any decent alchemist by the dozens, with common ingredients. This also comes with the pill formulas for creating more of them, as well as a bunch of recipes for similar pills if you want some variation. It wouldn't be too strange for a moderately strong cultivator to have this line-up, and it would be downright normal for an alchemist

Beast Essence [200]
This is a liquid that is useful to cultivators but far more useful to magical beasts. Created by your parents at your birth, this essence would allow you to instantly progress from Rank 4 to Rank 5, effectively skipping the Dou Ling stage. Other cultivators may use the essence to form a beast flame or raise their cultivation a bit. Should you already have passed Rank 4, this would still be a good elixir.

Pill Formulas [200]
A number of pill formulas, all the way up to several tier 8 pills. Creating pill formulas is not easy work, as simply writing it down is the work of days, not to mention the amount of spiritual strength expended in the process that is needed to allow for easy reading. Even Yao Chen only had a couple of those. Being a high level alchemist means nothing if you don't have any worthy formulas to use. Many genius alchemists became stuck at levels below their potential simply because they lack the formulas to use. Even if you aren't an alchemist, these could be traded for fantastic treasures or strong pills.

Spirit Skill [300]
Long ago there existed plentiful techniques that cultivated and made use of spiritual energy. Nowadays almost none survive. These techniques were mainly used by alchemists, as they were those who needed strong soul power. You have found yourself in possession of one of these ancient arts. One to cultivate the soul and another to use it as an attacking force. The latter of which directly targets the soul, and thus is much harder to defend against.

Magma World [300]
Underneath the surface of the world is an entirely different one. A world of magma and heat, that would incinerate all but the most hardy of life. Attached to your warehouse is an entrance. Well, hole might be a more apt descriptor. By going down this hole you will enter into the cavernous magma world. This world stretches for hundreds of kilometers, filled with little but roaring pillars of lava that crash into the ceiling and hot fiery energy which permeates the air. This would be an ideal place to gather fiery qi or store plants that require such heats. Fire poison can be extracted from the magma.

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 that is present within that world.

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 the corresponding rank, lying on a silken cloth. It will then close and will not be able to open again until a certain amount of time passes. The wait time depends on the core that it dispensed. With a tier 1 core, this is only 3 hours. Each higher rank triples the previous ranks waiting time.

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.

Bone Emperor Blade [300]
Made from the bones of tens of thousands of cultivators, this mysterious blade, originally 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.

Green Lotus Core [300]
On the surface this appears to be a large green lotus. One could typically only encounter this kind of flower floating within the magma underneath the world. At the center of the lotus is a 3 feet wide green colored platform, which is formed from the agglomeration of the planet’s flame for a thousand years. The roots of this lotus absorb fire type energy greedily, and convert it into pure energy. If you were to sit on the lotus platform you would find your cultivation speed increasing four fold. You will also be able to call upon the core flames to defend yourself if you encounter an enemy. This is sufficient to chase away Dou Ling cultivators. Perhaps the greatest benefit that this Lotus Core will bring is that it is the birthplace of the 19th rank Heavenly Flame. Once it accumulates enough fire energy, which normally might take a millennia, it will naturally form a new one. More frequently it will produce core-fire lotus seeds, which are extremely useful to fire affinity cultivators and would boost your affinity with said Heavenly Flame. Any ordinary metal that touches this lotus will melt. It requires a jade tool to cut.

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. It is good for making guards for any treasures you may want looked after, especially in any tombs. Each jump you will receive a new insect.

Black Stone Ring [400]
This obsidian black ring acts as an extra life for a desperate cultivator. In the event that your body is destroyed, this ring will automatically store and protect your soul, letting you live on as a spirit after taking a fatal attack. Once your soul recovers from the shock, you can start to work on rebuilding or regaining your body. Until then, you will be able to inhabit the inside of the ring, coming out when you wish it. This can only be used once per jump.

Pill Hotpot [400]
The entirely unique result of green lotus melting and fusing with the uncountable number of special pills stored within a tier 5 alchemists storage ring. This strange mixture is such that one would not be able to tell whether it was a medicine or a deadly poison. What it does do, however, is act as a truly strong restorative liquid. A body being roasted to ashes from the raw power of a terrifying Heavenly Flame would find life returning to their shrivelled bones, skin, Qi vessels after this liquid passes through them. This kind of protection could even last for an entire year, under that constant roasting.

Elemental Training Hall [400]
Using Dou Qi skills and controlling your attributed elements, while related, are still separate. This is 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 as your own strength and familiarity with the techniques increase. Finish training in all of them and you may eventually end up unparalleled in your manipulation of your element, residing at the very peak of this world in terms of pure manipulation.

Garden of Deadly Eden [400]
While going out and collecting resources is a tried and true way to gather medicinal plants, sometimes it is easier to simply farm them. This is a wonderful valley, with conditions necessary to grow just about anything and everything, filled with beautiful plants. If only half of them weren’t deathly poisonous. Poison Masters and Alchemists would love to own one of these. Initially it comes stocked with a vast variety of basic plants. Afterwards, these will need to be planted and grown by someone. This valley is nearly 10 km in size, and will warp space to accommodate any particularly large plants, up to 100 km in size. Post jump, this valley will remain attached to your warehouse.

Soul Technique [400]
You have somehow managed to find a scroll containing a method by which someone can cultivate and grow their own soul. This type of soul cultivation is divided into four stages. Despite people's spiritual strength growing with their cultivation, most never reach the second stage. These methods are so rare that most people didn't even know that such a thing exists. They have been lost since ancient times. 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.

Soul Essence [400]
The result of the Hall of Souls evil plans. This is the very essence of a soul, distilled and purified by the refining of over a million souls. Absorbing this would give your own soul a massive boost in strength, raising one from the Mortal stage all the way to the peak of the Soul stage, or from the initial Heavenly Soul to perfect Heavenly Soul. It says something, then, that many dozens of these essences would be needed to take the final step into Soul Di. You will receive a new essence each decade or at the start of each jump, whichever takes the shorter time.

Clan Tattoo [400]
While secret skills are a valuable tool and potential game changer in any fight, the Ancient Clans has something slightly better. Normally secret skills have some kind of drawback, usually leaving the cultivator weaker or slightly injured for some time after using the technique. This has no such flaw. Branded onto the body in the form of a tattoo, which only appears when in use, when activated this technique will both boost your strength better than most secret skills and will also only leave you slightly tired afterward. Along with this comes the information on how to brand others with a similar tattoo, though it would only work on those related to you by blood.

Demon Puppet [400]
For the most part, puppets will remain only as strong as they were when they were made. Some strange treasures could potentially be used to raise their strength, but this would be a considerable investment of resources. This is not one of those puppets, but rather a much more mysterious type. Formed from the merging of the body of a cultivator, soul of a dead cultivator, and core of a magical beast, this puppet has the almost unique ability to upgrade its strength by the tempering of lightning. To further upgrade the puppet, stronger and stronger lightning will be needed. Pill Lightning would be an ideal candidate for such a task. This will start out at the Da Dou Shi stage, but can be swiftly upgraded with the right resources.

Homunculus Body [400]
As has been mentioned, at a certain point the soul of a cultivator is strong enough to survive the destruction of the body. As such there have been methods developed to create suitable bodies for those souls, that would not give a degradation in strength or require the stealing of someone else's body. You possess one such 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.

Human Transformation Pill [400]
Generally at rank 7, a magical beast is able to assume human form. This grants them the advantages of both species. That is why this pill is so valuable. Being a rare tier 7 pill already makes this extremely valuable, but this miraculous pill allows those who consume it to gain the body and cultivation speed of a human. To humans this means little, but to magical beasts it would mean that those who are ranked lower than rank 7 could directly and notably increase their cultivation speed.

Elemental Mantra [600]
The original Flame Mantra was arguably more valuable than any single Heavenly Flame, for it allowed 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 would grow. The only requirement was that you were able to form it into a fire seed, and were able to withstand the flames long enough to absorb them. What you have absorbed would come under your complete control. It is the only known technique in this world that evolves in strength. You have received a copy of your own mantra. This doesn't necessarily have to be for flames, but could be for a different attribute instead. Though due to the presence of Heavenly Flames it is unlikely different Mantras would rival the original in potential. 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. Be warned though: while it is an evolving technique, this also means that it starts off as an extremely weak Dou Qi method. You will be like a rolling stone, slow at first and only picking up speed later. Once the Mantra has gained enough strength, such as absorbing six heavenly flames, the resorting merger will begin to form a spirit whose control over the element will outstrip even your own. This spirit will be wholly devoted to you and will act as a great supporting force.

Pill Gathering Realm [600]
This is a realm created by a Dou Sheng alchemist in ancient times. Stretching on for unknown miles, this realm is filled with different extremely rare and wonderful spiritual plants, as well as strong, though mindless, magical beasts. Furthermore, among those beasts are several kinds that love to hoard ingredients. Should you find one of their nests, you would obtain a great windfall. Due to an unsteadiness in the creation of this realm, one can only stay within it for several weeks before they must leave and allow it to recover. Strangely each time you enter, it seems to have changed, and restocked.

Pill Box [600]
Another great treasure created by a Dou Di alchemist long dead, whose skills reached the very peak of this world. Once a year you may ask and receive a copy of any Pill that you have made or consumed before. Particularly strong pill may require the input of a good deal of energy in order to form properly. In a world where some high level pills don't appear for centuries at a time, due to a lack of materials and skilled enough alchemists, 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.

Ancient Devouring Insects [600]
You have come into possession of a single Devouring Insect Queen. Only just hatched, you should be able to convince it that you are a friend. The Ancient Devouring Insects are perhaps the most terrifying species of insect in this world. A hive type species, each member other than the queen is truly tiny, yet they are practically endless in number. The queen herself is the size of a fist, and when mature would give birth to thousands of eggs each day. As their name suggests, these insects are able to devour anything, after which they secrete pure energy. They often solidify some of this energy into a shockingly strong crystal substance to use as their nest. This crystal is strong enough that it requires high level Dou Zun to even chip. In ancient times this species was highly sought after as the body of the queen could be used to make a type of cloth that could resist the attacks of a Ban Sheng.

Heavenly Tomb [600]
Once one reaches the level of Dou Sheng, they become able to fold space and create separate realms. The ancient Gu clan, for instance, live in a special realm they have expanded over countless years via the efforts of many Dou Sheng. A Dou Di is able to take this a step further. Some of the realms that they can create are even able to affect the flow of time within. You have come into possession of one such special realm. Within it time moves 5 times as fast when compared with the outside world. This is the kind of realm that the ancient clans would vie for. Unfortunately, as with many things, this is not a perfect construction. You can only spend three years within this realm per jump before being expelled. But while in it, there are many interesting creatures that you can hunt down for materials, including some containing energy cores that can directly strengthen your cultivation. The entrance to this can be opened wherever you wish.

Bodhisattva Ancient Tree [800]
The Bodhisattva Ancient Tree is regarded as one of the top three natural treasures on the continent. It is a ten thousand feet tall sentient tree that has existed since prehistoric times. The value of it to some cultivators cannot be overstated. The least of its treasures, its seeds, increase the chance of reaching Dou Sheng. If it wishes, it might allow you to undergo the tempering of one hundred reincarnations under its leaves, strengthening both your cultivation and mind. A benefit few know about is the fact that the tree can act as a source of a terrifying amount of shockingly pure Qi. But more importantly than that, the tree is able to expand the limits of ones previously fixed reserves of Qi.

The final, and most valuable, gift the tree can give is the Bodhisattva Heart. Normally, once every millennia it will produce this heart which will allow one to directly ascend to Dou Sheng. The lower cultivation you are, the longer this will take. It will also gradually replace your original heart. This would allow you to survive a fatal attack to the heart, as well as continuously nourish the soul. If you hold off on absorbing this heart, it will naturally secrete a special saliva that has the effect of strengthening your body’s constitution. Properly fed on energy, this tree might appear once a jump to release some seeds, and if you are very lucky, a single heart. Otherwise the Bodhisattva tree is known to hide underground, where no-one can find it, as it regains its energy. Should someone earn its ire, it should be known that this tree can wound a Dou Di.

Heavenly Flame [400-800]
Within Heaven and Earth, there are some 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. Each flame will have its own special ability, such as triggering eruptions or attacking the soul. 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. There are 23 known types of Heavenly Flames, which have been ranked according to their strength. For 400 CP you receive a Flame of rank 13-23, 600 CP for rank 4-12 and 800 CP for rank 2-3. It is a little known fact that the rank 1 flame is actually a merger of every other Heavenly Flame. Of course, it has long been suspected that there are more Heavenly Flames out there, that have yet to be discovered or created. Even some of the known flames have unknown effects. As such you can choose to create an until-now unknown flame. Its strength will match the price you buy it at.

Companions:

Import [50-400]
You may import up to 8 companions for 50 CP each. Each receives 600 CP to spend how they like in any section of their choice.

Canon Character [100]
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' [100]
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.

Beastly Companion [200]
Very soon after you enter into this world, you will encounter a wounded or young beast. After caring for them, they have grown fond of you and are now sticking by your side as a friend and companion. You can use 600CP to build this beast with the perks above.

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 100 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 up 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. 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 somewhat unique technique that allows one to combine hundreds to thousands of flames, beast flames or more into a single flame equal to that of a middle ranked Heavenly Flame.



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:
There are 23 known, with 1 being the strongest flame and 23 being the weakest. Each has its own unique effect. 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. At this level the cultivator mainly focuses on strengthening their Qi veins. This stage can take even the most talented of people an entire decade as they lay the foundation of their cultivation. Additionally due to the weak nature of the veins, cultivators are unable to use pills to raise their strength outside of special circumstances.

2: **Dou Zhe** = *Dou Practitioner:* A Dou Zhe has more Dou Qi at their disposal, and is able to practice a Qi Method at this stage. Contrary to what you might expect, one’s cultivation speed will be many times faster in this stage than in the first stage. If it took a decade to pass the previous stage, it might only take two or three to pass this one.

3: **Dou Shi** = *Dou Master*: At this stage one’s Dou Qi becomes a liquid inside your body. A cultivator will also be able to cloak themself in Dou Qi, manifesting it outside of their body.

4: **Da Dou Shi** = *Dou Grand Master*: At this stage a cultivator can harden their Dou Qi around their body to form a Dou Qi Armour, which greatly increases their defense.

5: **Dou Ling** = *Dou Spirit*: The Dou Qi inside your body will solidify into a central crystal. At this point it can be applied to various external objects.

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

7: **Dou Huang** = *Dou Emperor*: Now one can draw in large amounts of Dou Qi that have the same attribute as yourself from your surroundings. You will also be able to pause mid air without any support for a short period of time.

8: **Dou Zong** = *Dou Ancestor*: At this point a cultivator can hold themselves in midair without any external aid. Additionally, they have reached the point where they can begin to affect space, allowing them to form spatial locks to restrict movement.

9: **Dou Zun** = *Dou Venerate*: Reaching this stage allows a cultivator far greater control over space. This allows them to establish permanent wormholes for traveling long distances at great speed. Lower level cultivators are able to use these wormholes but require a special type of spatial boat to traverse it safely. To progress past 9 star Dou Zun, a cultivator must fill their cultivation and then compress it tightly nine times, making their Qi more dense.

10: **Ban Sheng** = *Half Saint:* This is not really a cultivation stage, but rather a transitional stage between Dou Zun and Dou Sheng. One must come to this intermediate stage in order

to attain the particularly-mighty stage of Dou Sheng. This stage is also where the great boosting power from ancient Dou Di bloodlines will end.

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. To become a Dou Di is to surpass the power of this world. 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 Origin 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, which is only possible to obtain if you practice the Flame Mantra, and a mysterious embryonic Di pill that was similarly left behind by the previous Dou Di. With their strength a Dou Di could destroy a planet the size of earth with very little effort. Dou Di cultivators are also able to swell their body up to 50km in size, with no loss in strength, speed, or mobility. 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 is 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 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. Just reaching the second realm is sufficient for one to become a tier 8 receptarier, and is in fact required. The third stage is needed for tier 9, and the final stage is needed to reach tier 10, though pills of this level also require origin energy in their creation. The stronger one's 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.

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.

Note that the cultivation in this world is different from other Xianxia. 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, leaving the clan without any more Dou Di blood. 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 millions of members and one's status in the clan is largely dependent 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. They are also the most powerful of the ancient clans, and secretly possess the 2nd Heavenly Flame. Within the next few decades they will attack and steal all of the Dou Di blood from several other great clans, including 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 regenerating a single drop takes years. 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.

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 purely mundane. 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 bear.
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. Similarly,

absorbing a strong rank 5 Beast Flame only boosted the Mantra from low Huang to mid Huang, while a weak Heavenly Flame boosted it from Mid Huang to low Xuan.
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 appearing 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 snake's cultivation strength will slowly be drained by the owner of the physique to strengthen their own cultivation.
- Dan Chen was noted to be somewhat strange; her body constantly emits a strong suction force that draws in soul power, even from other people. It is likely that she possesses a special physique that automatically absorbs spiritual strength.
- 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.
- 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.

Dou Qi Attribute and Alchemy:
If you choose to take an attribute other than fire/wood, and the receptariar perk, you will gain both the affinities. Treat this as if it were a special physique.

Dou Qi Spirituality:
Even if you later convert your Dou Qi into Spiritual Power, it will still possess this ability. Take it as a holdover of its origin.



By Lone Valkyrie, hope you enjoy