Ancient Godly Monarch Jumpchain
By Sentry342

In the Province of the Nine Skies, far above the heavens, there exists Nine Galaxies of Astral Rivers made up of countless constellations interwoven together.

For Martial Cultivators, they could form an innate link with one of the constellations, awaken their Astral Soul, and transform into a Stellar Martial Cultivator.



Legend has it that, the strongest cultivators in the Province of the Nine Skies, were beings that could open an astral gate every time they advanced into a new realm. Their talent in cultivation was such that they could even establish innate links with constellations that existed in a layer higher than the Nine Layers of Heavens, eventually transforming into the heaven-defying and earth-shattering power known as the War God of the Nine Heavens.

Qin Wentian is the MC of this story. How could a guy, with a broken set of meridians, successfully cultivate? There were countless Stellar Martial Cultivators, as there were countless constellations in the vast starry skies. What he wanted to be, was the brightest constellation of all, shining dazzlingly in the vast starry skies.

Location

You can either choose one of the locations below or roll d8 to let the heavens decide your path.

1. Sky Harmony City - This is a small city of Chu Country. Starting place of the story, the city harbors two clans, the Bai Clan and the Qin Clan Manor. As well as some small ones. This is Qin Wentians home and where the story begins.
2. Ginkou Continent - This is among and has always been considered a location of most importance, even back in the times of Ancient Grand Xia. This is where the Venerate Heavens Sect records the Heavenly Fate Rankings. The remnants of the Grand Xia Royal Capital are here as well. You may start anywhere within the continent.
3. Royal Sacred City - The Royal Sacred City is the capital of the Royal Sacred Region. The Ancient Immortal Palace, the Sacred Battle Platform, Divine Weapon Academy, and some of the strongest cultivators from the Royal Sacred Region gather here. You will appear somewhere in the city.
4. Battle Sword Sect - The Battle Sword Sect is a renowned sect in the Royal Shang Continent. It's members are famous for being free willed and stubborn to the extreme. If you are starting here you may be a member or perhaps an elder of the sect. Otherwise you start outside of the gate and free to leave.
5. Worryfree City - This is the first city that Qin Wentian arrived up upon leaving the Royal Sacred Region. As a lower ranking city in the immortal realms there are very few immortals here. It however is more of a stepping off point than an area to build yourself up.
6. Myriad Devil Realms - You appear in the Myriad Devil Realms. This is the main location where where demons and Devil cultivators roam. This is a savage land where the phrase might makes right is even more prevalent than normal. Anyone starting here either needs to quickly rise up or flee to survive.
7. Qin City - Headquarters of the Qin Clan, an ancient and majestic city. The Qin Clan is one of the peak-powers of the Heaven Region of the Supreme Ancient Immortal Realms. The origin of Qin Wentian came from this clan. It also possesses the Culinary God Inn a location famous for its unparalleled dishes.
8. Free Choice - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You start out a week before Qin Wentian helps Autumn Snow condense her Astral Soul in the beginning of the story.

Origins

You may choose an origin below, any of the origins may be taken as a drop in if you wish.

The Warrior - Free
You are a young cultivator starting your journey. You may be in rolled at one of the academies throughout your homeland or you could be a wanderer looking for a place to learn. Good luck on your future travels. Regardless you primarily walk the path of Warrior. You will strive to acquire strength so that you can walk unchallenged throughout the world.

The Crafter - Free
There are many occupations that act as a supporting role to cultivators. Many of them however don't lose out to the Warriors in status or strength though. Some paths include the alchemist, the divine inscriptionist, the weapon forger, the poison master, and many others. You are one of these people. Go forth and pursue your craft to the peak.

The Senior - Free
With all of these talented youngsters running around some one has to show them the ropes. You start out as a much older cultivator. How old depends on some perks and your choices. Regardless you start older, but far more experienced than the other origins. You possess a wide array of knowledge, connections, and valuables you have gathered already. Pursue whatever path you wish perhaps as the wise or shameless senior.

The Demon - Free
There are a wide variety of beasts that exist in this world. Some are supreme beast such as Dragons, Phoenixes, and Taoties while are others are barely more than normal animals. You will start out as a young member of whatever species you choose. This origin can be taken in addition to any of the previous if desired. There have been intelligent beasts before you know, some of them are even respected warriors in their human realms.

Age and Gender - Age is freely chosen or whatever makes sense for your origin. Gender remains the same as previous jump or pay 50cp to change instead.

Skills and Perks
All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Cultivation - Free
In the Ancient Godly Monarch universe, there are 13 major realms of cultivation for martial artists. The first 5 realms have 9 stages each. After that the realms are divided into 3 small stages which can be further divided into early or late. Therefore there are 45 small stages for first 5 realms. The King Realm after that has 12 small stages total. The last 5 realms only have one level each. Instead the strength of a cultivator depends on their comprehensions. The final stage is at the Ancient Godly Monarch realm. This is the pinnacle of cultivation in this universe. More detailed information on the cultivation stages is in the notes.

Astral Souls - Varies
By default the Astral Soul you can obtain depends on your perception. However, when have jumpers truly cared about being fair. Just by taking the jump you will be guaranteed enough talent to awaken an Astral Soul, but here you can instead pay for one. For 50CP per constellation you can choose an Astral Soul. Starting at 2nd constellation going up to the 9th constellation.

In addition you can pay an additional 100CP regardless of constellation to ensure it is at the peak of possible power. Ergo a seventh constellation Astral Soul with the peak modifier would cost 400CP total. Lastly as a reminder many are amazed when learn Qin Wentians Astral Souls and their constellations. For reference his Astral Souls are in order from 5,5,5,6,7,8,8 and later due to his death he recultivated with 8,8,8,8,8,8,8,9,9. Should you possess a higher constellation without the ability to conceal it you may face devastating challenges from those who are jealous.

If you purchase the Great Nirvana Immortal Art or possess a similar cloning art you may purchase Astral Souls for that body as well.

Exhilaration Through Training 50cp
One of the things that separates the many geniuses from those who can truly reach the peak is their state of mind. Those who can persevere and endure the loneliness required when cultivating to the peak. With this now much like Qin Wentian you take joy in cultivating. You will never suffer when entering seclusion and even the most mindless of task may become something that will lead to greater heights.



Undetectable Ghost 200cp
This perk makes you a master of disguise and concealment. You gain immense knowledge of acting, disguises, and concealment methods. These will include various methods such as the ability to alter your appearance, hide your cultivation, suppress your Astral Souls, and many more. With these techniques it may very well be impossible for you to be found should you wish to disappear.

Surrounded by Beauties 200cp
It seems you share Qin Wentians luck with Beauties. Wherever you go situations will cause you to end up in situations where you encounter incredibly attractive individuals you will be attracted to. In addition this bestows some other benefits.

First you will become much more suave and skilled in managing those you're pursuing. Second this will make your perspective lovers much more willing to share regardless of status. For example many women were willing to be Qin Wentians concubines or maids. Lastly while the perks effects will never decrease it can become more effective the more impressive you are.

Heavenly Fairy 100/200/300cp
The world of cultivators is filled with beautiful people and as they grow stronger individual seem to become even more beautiful. For 100cp you become a 10 out of 10 even in this world, any flaws are removed and you will easily attract the admiration and desires of many individuals.



For 200cp you will be as beautiful as Mo Qingcheng or Qing'er. Even Qin Wentian stopped in his tracks and was mesmerized the first time he met her. Should you remain neutral in a fight many will hesitate to strike you simply due to our beauty.

Lastly for 300cp your appearance will enhanced one step further and every action will be filled with charm enrapturing those who see you. With this even without trying you will gather admirers and draw the desire of those around you. Do remember that this world is still a cultivation world and being able to enchant anyone that sees you may not necessarily be a benefit. As a final note regardless of gender the will still be equally effective.

Boundless Mandate 300cp
Mandates are the power that allows a cultivator to exert strength through the comprehension of a specific skill set or ability, deepening and raising the strength can use in their attacks or defense.

Mandates are divided in 4 boundaries. The Initial Boundary, the Advanced Boundary, the Transformation Boundary, and the Perfection Boundary. After this the mandate enters the second stage and the boundaries repeat. Finally after this the true intent of the mandate can be cultivated. After this the user keeps gaining a deeper understanding and grows their control over the mandate evolving them into laws.

This perk will grant you an incredible boost in comprehending specific mandates/ laws. The first mandate costs 300cp and further purchases are discounted. There is a mandates for practically every concept that can be imagined. Some examples are the mandates of Force, Demons, Swords, Gold, Arrows, Space, Fire, and etc… You may also comprehend a Heavenheart Mandates with this as well.

Luck of the Chosen 300cp
Much like Karma and some of the other more esoteric forces luck can play a major factor in whether someone rises to the top. This perk grants you an immense blessing amount of luck. Most of the time this will play out in smaller ways such as running into a friendly Senior while your being chased or striking the weak point of a formation you're trapped in. Occasionally there will be major events. Perhaps you'll come home and discover a plot that would have resulted in your families death or you'll learn that random puppy you became friends with is actually a legendary beast. Enjoy the luck of a protagonist just remember sometimes challenges will follow fortune especially if you aren't strong enough to hold on to it.



Bloodline Limit 300cp
Bloodlines are not something unique to demons, but in fact are more common amongst humans. Some provide minor abilities and some are heaven defying. A common ability is to boost the users strength up one level and to generate a bloodline protector. An example of a more exceptional ability would be Qin Wentians Burning Rebellion. This allows him to undergo an explosive increase in strength and temporarily increase his power by as much as ten times over. Purchasing this will allow you to choose a bloodline that is in the story, not a demon bloodline, or you may create one within reason. After the first purchase the following

will be discounted.

Heavenly Physique 400cp
There are some individuals who have a body blessed by the heavens granting them immeasurable talent in a aspect of cultivation. Some of the worlds legendary figures possessed such physiques such as the Immortal King physique or the Innate Frost King physique. You may choose a type of physique to receive some other examples would be the Pure Yang Constitution or the Pure Yin Constitution. After the first purchase the following will be discounted.

Potential - Free/200/400/600/800cp
While there are a number of important factors that can determine how far you will go on the path of cultivation, the most important to most of the world is your potential. Techniques can be created and skills can be taught however the innate limits of your being are more difficult to surpass.

For free you receive the ability to cultivate. However by relying on this alone you are incredibly unlikely to even reach the first realm let alone start a real journey. For 200cp you receive these abilities at a basic level with a good potential for progress. For 400cp you receive these abilities with skill equal to disciples of the Heavenly Sacred Dao Academy with high potential. For 600cp you are equal to the geniuses of the upper heavens and have a incredible amount of potential. For 800cp you are equal to Qin Wentian after his various baptisms and awakenings capable of battling unsurpassed figures at the peak of their power.

This level of potential practically guarantees that if you don't die you will become a unmatched being in this world. You aren't at this level immediately but your seemingly limitless potential guarantees you'll reach it eventually. As a final note this potential is completely separate from the other perks and abilities you possess. Combined with other talent perks you may become a monster that would horrify even th greatest of geniuses

The Warrior

Heart Still Like Water 100cp
An indomitable heart is required if one truly wants to advance on the path of cultivation. With these perk your heart will become absolute. No outside influence will be able to affect you. Whether this is facing the most charming beauty in the heavens or facing a legion of unstoppable experts hungering for your blood your heart will not falter.

Shameless Bastard 100cp
What the hell did you just say you bastard! Sorry lost my temper much like your enemies will with this perk. Obviously it's more effective to directly beat someone up, but what about when you can't. You are a master of acting shameless and pissing people off. Your words are filled with so much bullshit that you can make someone cough up blood through sheer anger. Construct an insult that sounds like a philosophical argument. Even the monk Bujie will be in awe of your prowess.

Kinesthesia 200cp
"The mind and consciousness are correlated to the quintessence of the heart, by comprehending one's inner self fully, as well as strengthening one's perception of their external surroundings. The sensitivity towards usage and circulation of force is also improved, so as long as you see something, your mind and heart will work together to conceptualize it, aiding you greatly in your comprehension. Not only that, the external senses are greatly amplified as well.

Unlocking Kinesthesia is something extremely rare, only seen once in a blue moon in Stellar Martial Cultivators. From now onwards, regardless of what you wish to comprehend, everything will be many times easier compared to before, because your heart and mind are now connected.

Fighting Beyond Ones Limits 200cp
One of the most basic requirements to be a protagonist in a cultivation story is to fight beyond your level. So what if you're only at the first stage go kill that third stage warrior. Whether through the power of your body, your techniques, or some outright random ability you can fight a people that are more advanced than you.

For simplicity sake it acts as a general enchantment and multiples everything about you by 1.5. This can be taken multiple times and doing do will still have a multiplicative effect. If you purchase this 5 times then the multiplier becomes 7.6. There is no discount after the first purchase however. Do keep in mind this multiplier becomes more terrifying the stronger your base is.

Unburdened by Regrets 400cp
Many cultivation techniques and special items such as pills can come at a cost when used. You have received a special ability when using anything that would require a sacrifice or come at a cost you don't need to pay. Dabble in the Demonic Arts and feel no concern as you spurn the heavens. Abuse pills to boost your cultivation and never suffer the consequences. You are capable of these and more.

Eye of the Elders 400cp
Truthfully there are an untold amount of Heaven sent geniuses that appear, but how many of them actually are capable growing to their full potential. You however, may have a chance. Something about you draws the eyes of the elders to you. This has two main effects. First should you display sufficient talent in a field perhaps a renowned expert will be passing by and witness you demanding you become their disciple. Similarly perhaps the Sect you join will be filled with pure hearted and stalwart figures who will uphold their honor until death.

Second your elders will be far more willing to defend you. This will not solve all of your problems, but it will restrict most of your conflicts to those within your generation unless you challenge an elder yourself. Do be careful not to overwhelm your supporters though. Should you run rampant and continuously make enemies eventually they will overwhelm you regardless of the cost.

Unrivaled Perception 600cp
There a number of immense benefits to having a monstrous perception. Perhaps the greatest reason Qin Wentian walked so far was his perception. With it his Astral Souls were consistently superior even compared to the other unrivaled geniuses. His talent in Inscriptions was grand enough for him to break through nigh any barrier. The biggest advantage was likely his ability to continuously grow faster than the other geniuses. You have a perception equal to Qin Wentians with this perk. If you have any that would further boost it you may become even more of a monster then him.

Your perception will truly shine in combat though. When you dance on the brink of death you will become capable of epiphanies and sudden breakthroughs. The closer you come to death the greater the likelihood of a breakthrough. Be careful however not to go to far when striving for an opportunity.

Unrivaled Body 600cp
As important as perception is strength is just as important. This perk grants you unrivaled potential in developing and using any technique related to your body. In addition it also will boost your bodies innate potential. Given a proper opportunity you would be able to develop your own unique physique easily. Should this boost be taken advantage of you will also be able to fight above your level just by using your body. Forge yourself until nothing can pierce your flesh.

The Crafter

Flawless Craftsmanship 100cp



There are many aspects of crafting that require a precise touch. Whether this is ensuring an inscription is drawn correctly out or drawing out the aesthetic of your master piece. This perk grants you perfect skill in drawing and creating aesthetics.

As long As you know how to perform an inscription you won't fail and every weapon you forge will be beautiful. Do remember though a beautiful weapon means nothing if it doesn't have the strength to survive conflict.

Charismatic Salesman 100cp

A special characteristic of famous craters is that they will never lack of resources as their services are always in demand. As a result a certain knowledge of business and showmanship can be extremely beneficial. That is exactly what this perk grants you. You will be capable of driving people wild during auctions causing your prices to skyrocket. Navigate the confusing undertones of business deals and the unfortunate political implications that can come with them. Lastly this will make people more at ease around you due to the charismatic presence you now possess. it won't solve everything, but every little bit helps.

Birthright 200/400cp

While some are able to become great through hard work alone it can not be denied that a better starting point can help out. This perk allows you to be born into a family or clan that possess unique abilities. An example would be the Battle Saint Tribe. If you were born into it you would gain a powerful body automatically and have an innate talent towards the God Hand technique. On the first tier you will be able to keep any unique knowledge that theoretically anyone could learn if given access.

The second tier at 400cp will allow you to keep unique abilities. For example if you went to Naruto and were born into the Uzumaki clan then you would get their powerful life force and talent for Fuinjutsu. The first tier would only let you keep the knowledge you gained while the second would let you keep the life force as well.

Combat Inscriptions 200cp
One of the weaknesses of a Divine Inscriptionist is the speed of the inscriptions they make. You don't have this problem however. You are able to work with speed far beyond that of your peers. This also applies to any other skill that functions on similar concepts such as talismans or fuinjutsu.

Chosen of the Paths 400cp
There are four main paths following divine inscriptions. The Divine Weapon Forger, the Formation Maker, the Puppet Crafter, and the Martial Path. You have an unrivaled talent in one of the paths. Relying on this talent alone will guarantee that you if you were solely devoted to your path.



Were you to take all four you would be capable of becoming unrivaled as long as you didn't die prematurely. Remember if your light shines to brightly your enemies may not hesitate to use everything they have to kill you before you're a threat.

Further purchases are discounted in addition to the origin discount. Meaning if you just buy all four then it will cost 1000cp for all four. If you have the Crafter origin and buy all four then it will cost 500cp.

Heavenly Acknowledgment 400cp
When a worthy treasure is born into the world, the world itself will recognise this. Special phenomena are known to occur when some particularly monumentous is created such as an enormous beam of light shining down. For instance the creation of a Saint Grade foundation or a worthy artifact being created will be marked by a large unnatural phenomenon. When you complete the formation of something significant and powerful, the world recognises this. This will also have an enhancing effect on the creation in question. If this is caused by a breakthrough perhaps you will immediately move to the next level or your foundation will become perfectly stabilized. If this is caused by a high weapons creation it could become a peak artifact instead. You may toggle whether you want the event to visible or not.

Seven Apertures Mystical Heart 600cp
The Seven Apertures Heart grants the user an unparalleled mastery of alchemy. There are an immense amount of aspects to focus on when concocting pills. The user is able to focus on all aspects simultaneously and ensure the conditions when

concocting any pill are done to perfection.



The talent bestowed by this perk was great enough that Mo Qingcheng become the Holy Saint of both the Pill Emperor Hall and the Medical Sovereign Valley. You will receive talent equivalent to taking the four Paths of Inscription above in alchemy with this perk.

Poison Master 600cp

Few professions are more feared than a poison master. Capable of fighting beyond their level and even killing those far stronger than them few dare to offend a poison master. You possess an unseen talent in using poison and other similar abilities. Should you put any effort into developing this you can become a terrifying figure in the world. This also grants you an immunity poisons and allows you to absorb them to make yourself more even more terrifying to face in turn.

The Senior Perks

Karma Sowed 100cp
Karma is a universal concept in most cultivation verses and one that seems to have blessed you. Your actions will carry more weight when performing beneficial actions. For example if you help someone by saving their life or stopping someone from killing them they will always pay it back. Perhaps the young child you saved was the saved the was son of the city lord and they will reward you. Many of your simple actions will now have far reaching beneficial effects.

Martial talent 100cp
If you intend the last in this world you need some amount of martial talent. Even if your cultivation ability is weak. This perk ensures you have enough talent to learn the basics of any martial art. It doesn't guarantee that you'll master any martial art but it's at least enough to get you started.

No one will touch my students! 200cp
While it is generally frowned upon for a Senior to interfere many will forsake this rule if there students are truly in danger. This perk gives you a six sense when someone under your protection is being attacked or is in a situation that they cannot handle on their own. The signal you receive will be stronger depending on the amount of danger they are in.

Only You Are Worthy 200cp
One of the important roles of seniors is creating powerful techniques for the youngsters to fight over. However sometimes they will try to steal the technique from you or use it to harm your descendants. This perk prevents that by allowing you to put conditions or specific requirements in order to use anything created by you. For example if you had a hated rival and didn't want someone to inherit both of your techniques you could lock it so that they wouldn't be able to understand anything when looking at it.

Another benefit of this is that it prevents the information from being taken from the mind of those who have your permission. Even if someone stronger performs a soul search on them they wouldn't be able to get any useful information from them. Lastly this applies to anything that you create whether they're techniques, artifacts, or even designs. Regarding weapons this would mainly just prevent them from functioning. In the case of a divine sword they can still try to stab you with it, but they wouldn't be able to channel energy through it.

A Hundred Generations in the Making 400cp

Once most cultivators have exhausted their talents only then will they start a family and allow the younger generation to slowly take over. This perk allows you to pass on any talent, unique ability, or even knowledge that you possess. Do you want to start a family start specializes in Inscriptions then give them your talent for it. If you change your mind then you may change the abilities that your children can inherit. Remember this doesn't take powers away from those already born.

Greet Your Ancestor 400cp
Why is it then whenever you no longer are in direct control of your clan that they always form factions and start to plot against each other sometimes even you. With this perk that's not a concern. You command the absolute loyalty of anyone who either is apart of your family or joins your organizations. This will include anyone no matter who distantly related as well. For example if a student decided to create thier own faction they would hold the same reverence for you that your own children would. In addition they will always stay true to any teachings or goals you pass on to them.

If you decree that family is above all else they will endeavor to embody that concept. Betraying the family will become unthinkable no matter the circumstances. Should you tell them strength regardless of the cost is most important then no matter what method you used they would pursue a higher power. Lastly they will not misinterpret anything you say nor will anyone twist your teachings to suit themselves.

Heavenly Ancient 600cp
While the origins bestows an older age upon you this makes you worthy of truly being called a senior cultivator amongst immortals, demons, and gods. You are now one of the most ancient cultivators in the universe. With this age you have gathered unparalleled knowledge, mastery of hundreds if not thousands of techniques and are widely known throughout the realms. Even if there are beings stronger than you they will still treat you with respect either for your vast knowledge or fear of your seeming unlimited contingencies.

Unparalleled Teacher 600cp
As befitting someone of your age you are a legendary teacher. You have an unmatched understanding of cultivation and can allow your students to blitz through the levels by propelling their comprehensions to greater heights. This will still rely on your students talent, but you can bring anyone to greater heights and faster than they would have been able to reach otherwise. Due to your immense talent in teaching you will also have a seemingly unparalleled ability to attract students and those possessing immense talent.

The Demon Perks

Bestial Charm 100cp
Many powerful beast are capable of generating certain s types of presences based on how they're feeling. For example when angry they can create a wrathful aura intimidating their foes. When happy they can cause others to feel in awe or amazement. And obviously if they are trying to charm someone they can make themselves appear more impressive. This perk gives you the ability to perform action similar to those above and makes you more attractive to those of the opposite gender. Whether this makes them more submissive or willing to chase after you depends on their personalities.

Dominating Power 100cp
Among demons one of the most common personality traits is they're desire to dominate and prove their superiority. This perk allows you to essentially beat respect and adoration into your foes or for those who witness you in combat to admire you.

The amount depends on how intense and how many times you do so. For example one intense beating could force an opponent to have immense respect for your power, but still dislike you. However if you fought alongside a group of soldiers numerous displays of might could evolve into death sworn loyalty and adoration. A specific example would be when Qin Wentain kidnapped Chu Qingyi after she attacked his junior brother. While she was held captive she started to admire his strength and eventually not only stopped hating him, but fell in love with him. You may perform similar feats by displaying your power.

Tyrannical Body 200cp
The major advantage cultivators lack that Beast possess is there a powerful bodies. Even if a beast is a few levels weaker they would still be able to go toe to toe just based on their body. As you grow older your body will continue to increase in strength. Unless you face a genius or someone with a powerful technique most near your level will be weaker if not outright unable to hurt you.

Mobile Mountains 200cp
An interesting phenomenon is that the stronger a demon becomes the bigger their true form is. For example many of the immortal level demons and saints such as the Phoenixs, White Tigers, and Sky Rocs were the size of small mountains. You will share this ability as you grow stronger the size of your true form will continuously get larger. This does however come with the ability to shrink down as well. It would be quite difficult to avoid destroying your surroundings if you are bigger than a continent.

Strength Through Devouring 400cp
In the immortal realms, there were some ordinary demonic beasts who worked very hard in cultivation. After they grew stronger, they started to hunt high-graded bloodline demonic beasts to eat so as to strengthen themselves, constantly using this method to make up for their innate deficiency, fighting on the boundary of life and death as they were at the risk of dying as well.

Such demons who grew powerful using these methods were all extremely terrifying. It was unknown how many high-graded bloodline demons died in their hands. You possess this ability as well. By hunting those with higher tier bloodlines and power you can absorb their strength by devouring them. The more you devour the more you grow.

Human Beast Transformation 400cp
After reaching a certain point in their cultivation most beast are capable of assuming a human form. This perk allows you to use a similar ability regardless of cultivation. The greatest benefit is that this enhances your cultivation talent. A Demon genius already possesses immense talent considering their limitation, but this boost it to be equal to a human genius. Taking this as a human will still provide an immense boost. Not quite from normal genius to Qin Wentian, but still an incredible boost.

Divine Beast 600/800cp
You have the bloodline of a divine beast. After they have fully grown true divine beast are practically walking cataclysms. Unbound by any force and requiring a dozen that match their stage to combat. You are either the direct child or a descendent who somehow awakened your bloodline. As long as you don't die you will be able to reach the peaks of your ancestors and eventually you may be capable of surpassing them.



There are other benefits as well. As demons hold strength and bloodlines in immense regard those with similar bloodlines will either submit outright or be weakened when fighting you. An example would be as a Phoenix or Roc bird type demons will be either submissive or respectful when meeting you. If there any unique arts specific to the bloodline you choose you will receive those as well.

Lastly if you pay an additional 200cp you may directly purchase a variant bloodline that combines two other royal bloodlines. Some example of the variants would be the

phoeroc (phoneix and roc), the sun gold race (the sun crows and the golden beast),

Return to Origin 600cp
Among demons the purity of your bloodline determines your status. This Perk ensures your bloodline has no equal. Any bloodline you possess becomes to the progenitor and can exist in harmony with others. For references much like the immortal foundations of human beast have a similar scale for bloodlines. This perk ensures any bloodline you possess no matter who distant is enhanced to the point you would equal or surpass the Saint level bloodline holders.

Gathering more bloodlines will grant a multiplicity effect on your strength due to the harmonious existence within you. An example of this is the Phoeroc a variant demon of the Phoenix and Roc bloodlines. It possesses an unmatched speed even when compared to other Rocs and the nirvana flames of the Phoenix.

Items
All items are discounted to their origins and the 100cp items are free to their origin. In addition you gain 400cp to spend freely in the Items section.

General

Cultivation Resources 200/300cp
Cultivators require a vast amount of resources to grow. With every major stage this number increases exponentially. Let alone the geniuses that use powerful techniques and can require three times as many resources as someone else of their level. This item grants you an unlimited supply of energy in the form of yuan stones, relics, and other assorted items. The only restriction is that these can only be used when you are making breakthroughs or something else that requires an above average amount of energy for you.

For an additional 100cp you can access to an unlimited amount of unique cultivation resources. For example many techniques require a large amount of rare treasures to cultivate. A specific instance would be when Qin Wentian cultivated the Fiendgod body refinement Art he used the bones of deceased experts to strengthen his body. You gain a supply of unique materials sufficient to cultivate any unique technique. You cannot share the resources with others though. Only you can use these and your supply will be infinite regardless of what technique it is.

Cultivation Grounds 400cp
There are many areas such as the sacred grounds of various sects and natural formations that are incredibly beneficial to assisting in ones cultivation. This is one such cultivation ground. It will provide energy equal to one level above you and assist you in cultivating unique laws. For example when cultivating from Immortal to Immortal King it will generate law energy allowing you to sense energy when trying to advance. Another example would when cultivating a specific a demonic technique you can immerse yourself in pure demonic energy. Combing this with the cultivation resources above can allow you to proceed as breakneck speeds.

Unique Cultivation Art 300/500/700cp
There are numerous combat techniques and innate arts that exist throughout the realms. You may choose any technique to receive a perfect copy of. The copy will contain the full inheritance and allow anyone to proceed step by step as long as they possess sufficient talent. The only exceptions are the other techniques offered below For 300cp you can choose any technique as long as it isn't completely heaving defying. An example would be the Fiend Transformation Art that allows a human to

cultivate a demons body and freely use characteristics of various demons. Supremely powerful techniques such as the God's Hand and Art of Truth cost 500cp. Lastly combination techniques or those part of a collection such as the Nine Ultimate Arts of Grand Xia and the Eight Greater Demon techniques can be bundled for 700cp as well.

Tiny Astral Being 800cp
The Tiny Astral Being is a truly unmatched treasure and perhaps the single most valuable treasure in this multiverse. It contains a wide variety of uses such as the ability to store memories and innate techniques. Representing this there will be two ultimate techniques similar to the Heavenly Warring Divine Fist and the Divine Slaughtering Art held by Qin Wentians tiny astral being. You may choose the techniques or receive two techniques that are tailored to two randomly. It also can act as a 1-Up preserving the users soul in case they die. Since you're purchasing it with CP it will instead create a new body that will still possess any unique traits such as a bloodline or physique in the event you die. It will work once per jump and change to once every ten years after this jump.

However there is a unique aspect that causes it to be so valuable. The one special characteristic about the astral soul the tiny astral-being transformed into was that it was able to connect with the countless constellations in the nine heavenly layers and was like a world of its own, with its own starry space and constellations within. It could transform into any constellation Qin Wentian had a connection with, and manifest an astral soul. In other words, Qin Wentian's seventeenth astral soul was able to transform into any type of astral souls he wanted at any moment.

The Warrior

Cultivators Weapon 100cp
Many people use a weapon to enhance their combat prowess. This is not a overly powerful weapon, but serves as a standard version of a weapon of your choice. It is useful for training basic techniques and can be used when divine weapons are forbidden. It will always be be useable regardless of what stage you are at.

Technique Mirror 200cp
In the Heavenly Dao Sacred Academy there is a mirror realm that allows you to perform any technique and have it mirrored against you. The mirror however continuously improved it to perfection allowing it display combat prowess even beyond the user. You receive a mirror realm of your own allowing to observe and cultivate your techniques to perfection. This is an invaluable tool for training combat techniques as long as you can learn from it.

Art of the Nine Astrarium 400cp
Users of the Art of Nine Astrarium able to cultivate up to nine Yuanfus (one for each cultivation realm). This art could only be cultivated when one was still in the Arterial Circulation Realm. The user must cultivate their first Yuanfu according to the methods stated in the cultivation art, after which, such a Yuanfu would eventually birth a second Yuanfu, while the second Yuanfu would birth a third Yuanfu. The number of Yuanfus directly correlated to the numbers of Astral Souls a cultivator has. Usually the Yuanfu Realm, ordinary cultivators would condense a total of three Astral Souls. This meant that if one lacked the talent, one would be stuck in the Yuanfu Realm. With only three Astral Souls, at they would only be able to cultivate three Yuanfus.

Great Nirvana Immortal Art 600cp
This art allows one to form a completely similar true-body avatar of the user who cultivates this. This inconceivable art allows one to fully create a true-self, a true body that shares the exact same characteristics as the original. If one of the two bodies died, the other wouldn't be implicated. These two true-bodies could cultivate in totally different directions, choosing different cultivation paths to gain insights into more Mandates and could even act independently. As you are purchasing this with CP this will act as a 1-up as well. Your second body will be reforged in 10 years if it is killed. Without any other measures though you will still die if both your clone and true self die during this period.

The Crafter

Crafting Supplies 100/200cp
Regardless of how skilled a crafter is they still require materials in order to work. This item grants you a steady supply of basic materials for your level. The amount is equivalent to what you could store in a large crate. As you advance more types of materials will be able to appear. For an additional 100cp undiscounted you can add rare and unique materials to the supplies.

Spatial Scrolls 200cp
One of the most valuable life saving treasures is a spatial scroll. With one the user can teleport far away to a random location either to escape pursuit or avoid capture if surrounded. You will recieve 3 scrolls which will be replaced a week after being used. In addition the distance will increase as you grow stronger. In the beginning they will teleport you the equivalent of 500 miles away.

A Weaponized City 400cp
There is a legendary artifact known as Driftsnow city forged by an unbelievable talented couple even using their lives to create it. Utilizing the city Qin Wentian was capable ok killing Immortals while at the 3rd Ascendant stage. You have acquired a similar artifact. It will take the form of a city though it may condensed down to the overwhelming size of the artifact.

Encyclopedia of Crafting Knowledge 600cp
The biggest obstacles facing many of the crafting professions is that they lack recipes or designs to use. This becomes increasing difficult as you rank up and become more advanced. Purchasing this will grant you an encyclopedia with a seemingly infinite list of recipes and designs in a field of choice. This will generate more and more recipes as you advance. It will never run out of new techniques and recipes unless you truly have mastered everything in the Omniverse. You may purchase this multiple times for multiple fields. Some examples of various encyclopedias would include Weaponsmithing, Alchemy, Poison, and Divine Inscriptions.

The Senior

Fruit of Law Tree 100cp
The Fruit of Laws are fruits that grow containing energies to corresponding laws/ mandates. There are main methods to use them. First you can directly consume them allowing them to boost your understanding and second by holding one you can sense the law they contain. Long term it is considered more beneficial to use one to sense rather than consuming it.

Purchasing this allows you to receive one tree that will grow ten fruits by default. Allowing the tree to grow in a area with much richer spiritual energy will allow the fruits to be of a higher grade. You also may specify if you want a tree to only grow a specific mandate, however you can not change this after deciding. Lastly you can purchase additional trees or combine them for a single larger tree. The same rules as before follow. Only the first purchase is free for Seniors the following purchases are discounted.

Saint Foundation Establishment Method 200cp
You have a record of how to establish a saint foundation. This however is mainly the knowledge and still requires you have the talent in order to develop it. As an additional benefit you may share it with anyone you wish. The technique cannot be taken from your mind through a soul search and will become useless if one of your enemies possesses it.

Sacred Luminescence 400cp
“In the legends, above the nine heavens there’s a ray of light known as Sacred Luminance. It could baptize the bodies of mortals, causing them to be refined and transformed. Sacred Luminance is able to purify and refine our bodies, causing them to undergo a transformation while igniting our potential. The stronger someone is, the more benefits he would gain if he underwent a baptism by this holy radiance, the Sacred Luminance. Because stellar martial cultivators will grow stronger as their cultivation progresses, their potential is ceaselessly being tapped again and again, allowing themselves to have a greater chance of evolution. Immortal emperors and kings all possessed terrifying potential, and if they could undergo a baptism by the Sacred Luminance, they would transform and become supreme immortal king or emperor characters with a single leap.

This items grants you a pillar of Sacred Luminance. It can be shrunken and moved wherever you wish. If you purchase Supreme Sect you can combine them and use the Sacred Luminance to enhance your students. The supply will never run out and can be used on as many cultivators as you wish.

Supreme Sect 600cp
Whether you created this to build your power base or to repay your karma to your home you have forged a legendary sect. It is worthy of being a major power in your home and renowned throughout your realm. After the jump this can become a warehouse attachment or be imported into future jumps.

The Demon

Demonic Divinity Sacrificial Transformation Art 100cp
The chant of the demonic divinities, the ancient will stretching across the skies. Gathering the demonic qi from the eight directions, devouring the astral energy from the starry skies. I connect and fuse them as one, I offer my mortal body as a sacrifice. Transform my destiny into that of a demon. Using technique allows the user to transform into one of the eight demonic deities.

Normally this technique is permanent due to the sacrificial nature, but since you are paying for it your new form becomes an alt form and may be switched to and from. Cultivating this technique with multiple true bodies would also for the user to unlock multiple divinities as well. The only weakness is that since you yourself didn't comprehend the power you will lose the strength possessed when not in the form unless you can comprehend them yourself.

Demonic Weapon 200cp
A gigantic weapon of approximately one thousand meters in length buried deep inside the earth. An exceedingly fearsome might emanated forth from the weapon, causing the surrounding mountains to be contorted into the shape of the weapon underneath that mighty pressure.

This weapon has been immovable since the ancient era, not because it was unable to, but because it didn't want to, it was reluctant to, it was unwilling to. This sword hated the fact that the Heavens were too low.

It however has finally acknowledged a wielder you. Unlike the Demon Sword used by Qin Wentian you don't have to prove yourself and hold absolute loyalty from the weapon. By default this is a sword, but may be a weapon of your choice. The weapon is loyal, but will become irritated if you use it for fights that are too easy. You may import a weapon and wipe the spirit away if you desire.

Inheritance Energy 400cp
Inheritance energy is something that can be gifted to talented juniors to awaken their bloodlines and enhanced their strength. You have a large supply of inheritance energy that matches any bloodlines you possess. If you have allies with the same bloodline you can gift this to them as well. Should you not possess a bloodline instead this is just very beneficial energy enough to toughen your physique or raise you up a level. If the energy is completely consumed it will regenerate in a year.

Inheritance of the Myriad Devil Realms 600/700cp

There are seven halls of the Myriad Devil Realm each cultivating their own unique arts and teachings. However all of them are still United under the Myriad Devil Realm. This allows you to purchase one of the inheritances of the Devil Halls. The halls consist of the Saint Devils, Apostles Devils, Judiciary Devils, Darkness Devils, Myraid Ancient Devils, Imperial Dragon Devils, and Sky Devils.

You will receive the supreme inheritance of the hall you choose. There are also two other halls who have not been established yet as well. You may choose them, however there is no information on them. They are guaranteed to be just as strong as the others. The only other exception is the Saint Devils. Their inheritance is listed below. For more information on the inheritances use the link in the notes.

For an additional 100co you can receive the inheritance of the the Myriad Devil Sovereign. The Myriad Devil Sovereign is the unmatched and undisputed leader of the Devil realms. The technique grants absolute control over Devil energy and acts as a powerful force multiplier. The simplest, but perhaps strongest advantage is that no other Devil cultivator is even capable of fighting against the technique should the user be strong enough.

Companions

Import companion 50cp-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion 100cp
You can pay 100cp to receive a canon companion. Since you're paying for them they already have a good relationship with you and are very likely to follow you if you asked them. This will grant you a slot if for some reason they don't want to or are unable to leave thier homes. You will not waste a purchase if you fail.

A Silent Bodyguard (Free Warrior) 100cp
When Qin Wentian visited Fairy Qingmei and fully accepted the Azure Emperors inheritance Fairy Qingmei assigned Qing'er to follow him and protect him. She saved his life on many occasions.

You receive a retainer similar to how Qing'er acted earlier on. While they are a person of few words extraordinary skill. Your bodyguard possess incredible martial talent and more than capable of dealing with issues when your life is truly in danger. You can trust them with your life. Eventually if you manage to become stronger than them they will still follow you and will likely come out in the open more often rather than acting as a shadow.

You may customize their appearance though regardless of your choices they will be an earthshaking beauty (or handsome if you want a male). This may be purchased multiple times if you want a full team of guards. The first one purchased will become the leader of your guard, further purchases are discounted.

Apprentice (Free Crafter) 100cp
While most of the work is done by the crafter themselves often it helps to have an apprentice. In this case you receive an apprentice that is talented enough to be worth teaching and determined to learn from you. If you are a crafter then they are talented in one of the fields you know. If you are a warrior or belong to some other origin you may choose for them to be skilled in that instead.

They receive 600cp to customize their abilities, further purchases are discounted. All of your assistants will get along even if they have conflicting fields. Feel free to teach a Devil cultivator, an Immortal, and a Demon at the same time.

- You may choose what each student is talented in if desired, but otherwise it will be randomly assigned based off your skills.

Old Friend (Free Senior) 100cp
An advantage of being older is that you've gone on many adventures and made many allies such as this individual. You have been acquainted with this individual for many years and fought alongside them before. This person will have absolute loyalty and stand by you regardless of the circumstances. They may be of any race or specific path such as the devils, immortals, or demons. You may customize their appearance and attitude otherwise it will be random. They receive 600cp to customize their abilities, further purchases are discounted.

Human Slave (Free Demon) 100cp
Due to the constant fighting between humanity and the demons it is normal for them to capture and then enslave one another. This purchase will grant you once slave. They will be loyal to you either out of fear or actual loyalty depending on what type of person you are. Regardless they will never betray you and you may customize them within realistic limits. Also if you do not want a slave they may understand just be a close friend. They receive 600 CP worth of abilities or you may choose for them.

Member of the Pack (Free Demon) 100cp
While most powerful beast generally only have one child it seems you this wasn't the case for you. You have a sibling or a relative who is a member of the same species and bloodline as you. They will be weaker to a degree than you but they will be able to match whatever stage you are at. They receive 600 CP to use on this jump. You may purchase this multiple times, further purchases are discounted. Do you remember however a large group of extremely rare beast is likely to be targeted both to be tamed and for parts.

Kind Senior 200cp
It seems you have made friends with an expert from a faction you have joined they are not at the top, but they are still above you. Maybe you remind them of their family leading to them treating you like a younger sibling. They will be in a position of power and their faction and willing to use that to help you within limits. If you are a warrior perhaps they are a head of the Disciplinary Force or one of the pillars of a sect. You may customize their attitude and appearance and they receive 800cp to customize themselves from the jump.

Heavenly Beauty 300cp
One of the common aspects of cultivation stories is the main character charming a heavenly beauty. With this you gain one such beauty. After a short time pasts in your jump you will encounter a beauty blessed with talent equal to yours. They will fall in love with shortly after meeting you and will have an unbreakable bond with you. You may design their personality and appearance if you wish otherwise they will be

created based off your subconscious desires. They receive 1000cp to use in this jump. You may purchase this multiple times and your new lovers will be willing to share, lastly further purchases will be discounted.

Ancestor 400cp
You have found an ally in an ancient expert. Their identify depends on your origin. As a Warrior you may have found an ancient cultivator seeking out a student. As a crafter you likely will be found by someone who has reached the apex of their chosen field. As a Demon you may find your actual ancestor.

Regardless they are an extremely powerful and knowledgeable cultivator. They are willing to protect from other experts while you are weaker but will expect you to fight your own battles when you stand a chance. When you no longer need them to protect you they will gladly fight along side you as a comrade or act as a guardian for your family and friends. They receive 1000cp to customize themselves in this jump.

Hidden Faction 600/700/800/900cp
At some point you received the inheritance of a powerful fallen cultivator. Their only requirement was to take command of their scattered forces and bring them back to prominence. This purchase will grant you knowledge of the hidden faction and the support of the strongest member of the faction. You will have to prove yourself however to the rest of the faction. Every member of the faction who has acknowledged you by the end of the jump may be combined into one companion slot.

By default this will be an organization with strength equal to a single particle world. For reference there will be a single immortal in charge. For an additional 100cp this will be elevated to an Immortal Emperor faction. For 200cp this will be elevated into an Empyrean faction. For 300cp this will be a Heavenly Overlord Faction. At the higher levels you may not have enough time to impress them or even be worthy of meeting them if you are only here for 10 years. Keep this in mind when making your purchases.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Reach the summit or die 0cp

The road that many follow on the path of cultivation is a long and arduous journey. Even the most talented cultivators can take thousands of years to truly reach the peak. Taking this drawback requires you to reach the level of the Godking in order to be allowed to leave the jump.

Extended Stay +100cp

By default you are only staying in this world for 10 years however, there are many unimaginable opportunities that exists in this world. Each time you take this drawback will extend your stay by another 10 years. You may take this drawbacks as many times as you wish.

Old Injury +100cp

Some time ago you were badly hurt. Most of the damage healed but it left its mark. Maybe you lost an eye or one of your limbs. It's not going to ruin your life especially with all of the medicine designed to heal you in this world, but you'll be stuck with phantom pains and miss what you lost until you find one such opportunity.

The Young Master! +100cp

Oh dear, it seems you've been afflicted with one of the most common issues of the cultivation worlds. You have the arrogance of a young master. As you grow stronger you will become increasingly arrogant. This is guaranteed to cause you problems at some point.

Obsessive Stalkers (Requires Heavenly Fairy) +200/300cp

As mentioned in the perk sometimes being too attractive in a cultivation world can be a disaster. In your case you are guaranteed to be pursued by members of the opposite gender. They will always either have high statuses or immense personal power.

For 200cp they can be reasoned with even though they will likely have caused some trouble or entangled you in their situations. If you have the capabilities maybe you can make this into a bonus.

For 300cp that's not happening, any ability to reason with them has completely failed. They will demand you become involved with them and will be hostile to anyone else pursing you. Should you refuse then they will try to kill you or imprison to prevent others from having you.

Dirt Poor +200cp
Cultivation requires a vast amount of resources, but it seems that you can't keep hold of any for long. No matter how many resources you receive or earn it seems something will always cause you to lose them. Hopefully you don't intend to do anything that requires you to save up first.

Unintentional Inheritance +400cp
Congratulations you've acquired an inheritance equal to a purchase of the 500cp Unique technique. Unfortunately you weren't trying to get it and there was a large amount of other cultivators trying to claim it. While you were receiving the inheritance the guardian told everyone that if they killed you they could claim the inheritance for themselves. Unless you demonstrate that technique is not worth offending you for you will be continuously pursed by many different enemies. Good luck

Personify the Dao +400cp
Many people are influenced by the techniques and Daos they cultivate or they choose it because of their personalities. Someone who cultivates a Fire Dao would likely be a fiery individual, or someone filled with passion. There are some negatives aspects though. They may also have a raging temper and lash out at minor offenses.

Whatever path you cultivate will influence you in the worst way possible. For example cultivating an ice technique will turn you into a frigid and unfeeling person. It may be possible to try and balance yourself out, but even the slightest misbalance will result in both negative aspects erupting.

Wrath of the Main Character +600cp
It seems you done something to piss Qin Wentian off to the point he hates you more than anything else. Maybe you slaughtered some of his allies or humiliated one of his lovers. He will start off at the strength he possesses in the beginning of the story and grow stronger. He will continuously hound you until one of you dies. It is possible to kill him before he reaches the peak, but he is a protagonist and has abilities befitting that title. If you survive until he becomes an Ancient Godly Monarch he will challenge you to a one on one life and death duel. You cannot leave the jump without killing him.

Pissed off faction +600/800cp
You've managed to anger an entire faction. This could be one the major sects or one of the great clans. Regardless they will attempt to hunt you down and eliminate you. It will start off with small teams and an occasional real expert, but as time goes on they will devote more and more resources to hunting you. In the last year of your stay they will devote all of their resources towards killing you.

- For an additional 200cp you choose an major organization/clan such as the Qin Clan. This can be taken multiple times for multiple factions.

Wrath of the Mighty +200/400/600/800/1000
Somehow you have made a mortal enemy. They will stop at nothing in order to kill you or to harm you in anyway possible. The level this enemy takes will depend on what tier you choose. You may choose the tier multiple times and choose different levels. Keep in mind though if these people learn about each other it's very likely their hatred of you will cause them to team up. This will quickly make them exponentially more dangerous.

For 200cp you have a Immortal after you. For 400cp you have an Immortal King after you. For 600cp you have an Immortal Emperor after you. For 800cp you have made an enemy of a Empyrean stage opponent. For 1000 you have made an enemy of one of the Overlord or a new enemy has appeared on this level for the sole purpose of killing you. To ensure you have a chance you will have at least five years before any of them come after you. This is assuming you are only here for 10 years.

If you Take Reach the Summit or Die they will wait until you reach the appropriate cultivation. Meaning if you reach Immortal King all of your Immortal King enemies will pursue you rather than allowing you to get stronger. While they may not personally act until then they will still try to make things difficult for you. For example by sending their subordinates to harass you.

Scenarios

You may take any number scenarios if you pass the requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time.

Major Scenario - Steps to Claim the Heavens

For this scenario, you replace Jin Wentien. Your starting time and location will be set too right after Qin Wentian helped Autumn Snow condense her Astral Soul. The jump will last until the story ended canonically or you die. You will face all of the challenges that Qin Wentian did without his plot armor and abilities unless you purchased the relevant perks. You will receive all of the same opportunities to succeed as he did however should you follow his path.

Rewards: For completing this scenario you will receive a variety of rewards. First any technique or item you learned/gathered through your journey will gain Fiat backing. Second all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed. Lastly you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Major Scenario - The Demon God (Must have Divine Beast)

Humanity has always reigned supreme despite the power of demons and beast. Your goal is to overturn this for this scenario. There are a two main methods to go about this. By default the scenario is restricted to one of the 33 Heavens, but optionally you may increase the goal to expand into another Heaven as well up to all 33 if you are confident. The rewards will be multiplied by each Heaven you succeed in taking should you do this. For example if the perk boost is x2 by default taking all of them will increase it up to x66 or for the simpler reward your army and territory will become exponentially bigger.

The first would try gathering an army. First you must prove yourself and unite the demons under you. This will be easier the stronger you are and the higher quality your bloodline is. Using this method you can assemble an army of demons and wage war against humanity. Once you have taken complete control of the entire Heaven you will have succeeded.

Second is a more difficult option path. This path is to rely on your own strength alone. Doing this will be far difficult as everything will be done yourself. You must either must have unmatched combat prowess or use guerrilla warfare do to the vastly

numbers against you. You will succeed once you are the undisputed leader of the Heaven.

Rewards: Your reward will depend on which method you used.

- For the first method you will receive multiple rewards. Obviously you are going to want to bring the army you assembled with you as well as your territory. Second by uniting all the demons you will be able to take up the mantle of the demon god. This will grant you immense respect from any demonic or bestial being you encounter. Although this is more focused on say a divine dragon rather than a literal demon such as Lucifer. Lastly your bloodlines will be refined and you will be able to establish yourself as a peer or even a superior of the greater demon gods.
- For the second method by utilizing your own strength you dominate all you gain the ability to do so in the future. First you will officially be a one monster army. As long As you are stronger than the opposition numbers will become irrelevant as you demolish all until you meet a worthy foe. Second you will be able to overturn concepts through strength. For example in a fantasy world where Orcs might be dumb brutes incapable of anything else struggling to survive. Your presences will inspire them to greater heights allowing them to shatter previously held notions. Perhaps they will even reach the peak with you at the head eventually. Lastly having displayed your might and abilities and affects related to intimidation and domination are vastly boost. Examples of this would be inspiring fear in your enemies, causing people to obey you, or simply the sheer ability to dominate and seize control of other beings or places.

Minor Scenario - Save the Grand Xia

Long ago the Grand Xia was uniting by a heavenly genius so amazing that practically every modern genius isn't worth being mentioned in the same sentence. Unfortunately when the mighty emperor left his empire became infested with power hungry traitors and spies. You must take up the role of the guardian and then succeed where those in history failed. You must stop the empire from being divided and falling to the traitors. You will receive the assistance of the loyalist such as the royal family and their allies, but you will start outnumbered and possibly outmatched. You will arrive three years before the rebellion starts. Perhaps you can use this time to shine brightly and alter fate.

Rewards: For completing this task you will receive three rewards. First you will become the new emperor of the Grand Xia and may take everything you have saved with you. All of the lands you control, all of the organizations still standing, and anything else under your banner will follow you. Second you will receive the heavenly beauty Princess Tianyu. In the original timeline the princess suffered a horrible fate, but having averted it you will gain the Princesses hand. She was often called the most talented and beautiful woman of the era. Lastly as they have not been stripped away be the traitors you may take the Heavenly Steele. It contains insight into all nine ultimate arts and can be used to temper either yourself or set up as legendary

training area for your subjects.

Hero of Azure Mystic - Major Scenario
Long ago Azure Mystic was a powerful heaven more than capable of fighting the other heavens. Unfortunately this fortune drew the jealousy of others. Dozens of hegemonic powers alloed together to attack Azure Mystic and steal their fortune. The main reason however they dared to do this was that Azure Mystic didn't yet have a true supreme power that united them. The goal of this scenario is to form one such power and to prevent Azure Mystic from falling. You will not be alone is you seek help. The Imperishable Heaven Lord and the Grim Reaper are nigh unmatched cultivators who will gladly fight side by side with you.

In addition there is an optional objective as well. Despite the many powers uniting against it the main reason Azure Mystic fell was due to the Buddhist in the Western World. They are led by a surviving GodKing and are a terrifying foe. Take vengeance for those who died and either seize control of the western world and slaughter those responsible for this. Go forth and change fate.

Rewards: The rewards for this scenario are simple, but bountiful. First by preventing its fall you will become the leader of Azure Mystic and all of the forces under it. Taking it with you as a territory. Second you will receive the Imperishable Heaven Lord and the Grim Reaper as companions. The Imperishable Heaven Lord is considered the strongest and most beautiful female cultivator in this universe. She is a master of soul attacks and was only killed originally when the God king of the western world and numerous deities united to kill her. The Grim Reaper is a master of death befitting his title. In the original timeline after the Imperishable Heaven Lord died he slaughtered numerous powers and sealed off Azure Mystic from those coveting it. He alone kept the other heavens away due to their fear of his retaliation.

Lastly should you have completed the optional objective there will be some rewards for your efforts. If you desire you may take the entire Western World with you for your efforts as an additional territory. Next will be the massive reservoir of knowledge on Buddhist techniques. This will contain methods involving Samsara, Fate, Reincarnation, purifying methods, and many more. Lastly as an effect of this you will gain a massively boost in talent for anything related to the Buddhist techniques granting you the ability to master the 3000 daos of buddism.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

First I want to thank LordNameless for their help coming up with ideas for the jump.

General Information
- For more information you can use the link below to browse the wiki. I don't want to list everything in the notes to avoid turning half of the jump into notes.

Link
- https://ancient-godly-monarch.fandom.com/wiki/Ancient_Godly_Monarch_Wiki

Cultivation
- For further information on each cultivation realm check the link above. There is a section on cultivation where detailed charts and longer descriptions of each level and small stage are available. If you don't want to look there it is placed below as well.

Bloodline Examples
- Qin Clan Bloodline
- Thunder God Bloodline
- Empyrean Flame Bloodline
- King War Bloodline
- Battle Saint Bloodline
- Heavenly Deity Bloodline
- Winged God Bloodline
- Luoshen Demon God Bloodline
- Ancient Primordial Bloodline

Regarding Seniors Perks
- If they are taken by someone that obviously doesn't fit them then either they are memories from a previous reincarnation or you have found an inheritance that grants you their understanding.

Devil Inheritances
- https://ancient-godly-monarch.fandom.com/wiki/Devil_Mountain#Inheritance_Myriad_Devil_Islands

Demon List
- Nether Beast
- True Dragon
- Phoenix

- Golden Wing Roc
- Heavenhold Beast
- Gold Beast
- Nine Tailed Fox
- Heaven Devouring Beast
- White Tiger
- Golden Crow
- Vermillion Bird
- Taotie
- Hundun
- Qiongqi
- Golden Heaven-Warring Condor
- Suanni Lion

Variant Beast
- Phoeroc
- Sun Gold Race

Much Larger Demon List
- https://immortalmountain.wordpress.com/glossary/chinese-bestiary/

Physique Examples
- Immortal King
- World Physique
- Frost King
- Innate Yin
- Innate Yang
- Qin Wentians casted Physique
- Golden Body

Cultivation Realms

1st Body Refinement Realm
A perfect human body that could tap into the full potential of humans. Possessing herculean strength that would allow one to tear apart leopards and tigers, cleaving huge rock in twain.
- 1st to 3rd level - Refinement of the flesh and muscles.
- 4th to 6th level - Refinement of energy channels and bones.
- 7th to 9th level - Refinement of one's inner organs.

2nd Arterial Circulation Realm
Able to generate boundless might, and gain terrifying strength. There was almost nothing that one couldn't accomplish.

3rd Yuanfu Realm (Yuan Palace Realm)
-In this stage, the entire Yuan Energy in one's body would be condensed into liquid form, establishing the foundations for a Yuan Palace within one's body. Cultivators at this stage possessed peerless, tyrannical strength, and were able to soar through the skies with ease.

4th Heavenly Dipper Realm (Heavenly Dipper Sovereign)
Heavenly Dipper Realm requires the comprehension of Second level Mandate.
“Heavenly Dipper Realm, is to condense stars of the Heavenly Dipper, also known as Astral Nova. At that time your Astral Soul, would be then, your most direct method of combat.

For some cases, Astral Novas were even more powerful when compared to using Divine Weapons.” “Sooner or later, the Astral Soul itself would transform into an attack-type innate technique. However, to condense Astral Novas, a cultivator would require a truly astronomical amount of cultivation resources to step past the gulf that separates Yuanfu and the Heavenly Dipper Realm.

5th Celestial Phenomenon Realm (Celestial Phenomenon Ascendant)
The Celestial Phenomenon Realm requires the comprehension of one’s Mandate to reach a brand new level that surpassed the Perfection Boundary of the second level insights. And this level, is also referred to as the true intent of Mandates.

6th Immortal Foundation Realm (Immortal)
To become an Immortal one must form an Immortal Foundation. There are different grades for the Immortal Foundations. Immortal foundations have six tiers that can be broken down into three grades. The first three tiers are known as the mortal grade, the fourth tier is known as the immortal king grade, the fifth tier is known as the immortal emperor grade, and lastly, the sixth tier is known as the saint grade.

- 1st Tier - Mortal Grade; Weakest
- 2nd Tier - Mortal Grade; Next Best
- 3rd Tier - Mortal Grade; Slightly Good, they are considered ordinary but better than average and still have enough potential to obtain some achievements during the immortal-foundation realm. The vast majority of people in the immortal realms have all established a 3rd-tier foundation.
- 4th Tier - Immortal King Grade; has enormous opportunity to become Immortal King or even an Immortal Emperor. Currently, among the many immortal kings in the immortal realms, the majority of them have established a 4th-tier immortal foundation.
- 5th Tier - Immortal Emperor Grade; Only the supreme immortal emperors who’ve stood at the very peak have managed to establish an emperor-grade immortal foundation.
- 6th Tier - Saint Grade; Makes an inborn phenomenon when breaking through this grade. In order to establish a Saint-grade Immortal Foundation, one first has to

establish a supreme indestructible body.

7th King Realm
After establishing their foundations and reaching 9th stage immortal foundation the cultivatior must form a body of laws and craft their domain. Once they reach this point they are officially Immortsl Kings. Immortal King and the Emperor realm divide differently, Immortal King and Immortal Emperor, both are King Realm, to separate out, Azure Mystic Immortal Realm has a detailed division to Immortal King and Immortal Emperor.

7th Immortal King
- Initial-stage
- Middle-stage
- Peak stage
- Each stage could be further divided into early or later-phase, depending on the deepness of one's foundation. (1366)

8th Immortal Emperor
Check chapter 1366 for immortal king and immortal emperor realm. Immortal Emperor divides:
- Initial Rank Immortal Emperor,
- Middle Rank Immortal Emperor,
- Top Rank Immortal Emperor

Each Rank, divides
- Early Stage
- Mid Stage
- Late Stage realm according to realm depth.

9th Empyrean
In the Empyrean Realm, there are no level distinctions. Whether a person is weak or strong depends on their own comprehension of natural laws. At this level, cultivators are trying to comprehend the source origin of their laws and then later on trying to fuse them together. This will lead them to forming Heavenly Heart Consciousness and eventually the World Overlord level. On the other hand there are some extraordinary beings who would first comprehend their World Heart and then later comprehend their Heavenhart Mandates

10th World Overlord
This is the level where one can truly say my will is heaven's will. Must comprehend World Heart, controls Heavenly Heart Consciousness. Everyone can only have one World Heart, and can have multiple Heavenly Heart Mandates. The World Heart is the fusion of principles. World Hearts and Heavenly Heart Mandates are complementary to each other.

If the person is the tree, the Boundary Heart is the root, and the Heavenly Heart Mandates are the branches and leaves. The World Heart is the domain of heart, but Heavenly Heart Consciousness, then can manifest in the attack directly. Gain access to the 8th Astral Soul. World Overlords, their world hearts can project a heart domain. Inside that heart domain, they have immense control over everything. (ch.1819)

11th Heavenly Deity
For Heavenly Deities, the laws they are proficient in, would undergo a transformation allowing them to gain control of a heavenly dao. By just standing there, a heavenly deity himself would be the embodiment of the heavens and earth. Everything will revolve around his will and desires. He represents the heavenly dao. (ch.1819)

If you enter the Heavenly Deity Realm, there could even be lives living in the world you created, These life forms would assume that your world is the real world. Reality is as such, an example are the countless particle worlds in our universe. (ch.1819)

12th God King

13th Ancient Godly Monarch
- Also called Beyond God King.

Changelog
- Expanded the Demon God scenario
- Added Exhilaration through training 50cp perk
- Added Luck of the Chosen 300cp perk
- Added clarification about heavenheart mandates to boundless mandate perk
- Minor grammar correction
- Added the Hero of Azure Mystic scenario
- Altered reach the summit or die to reach godking instead of ancient godly monarch