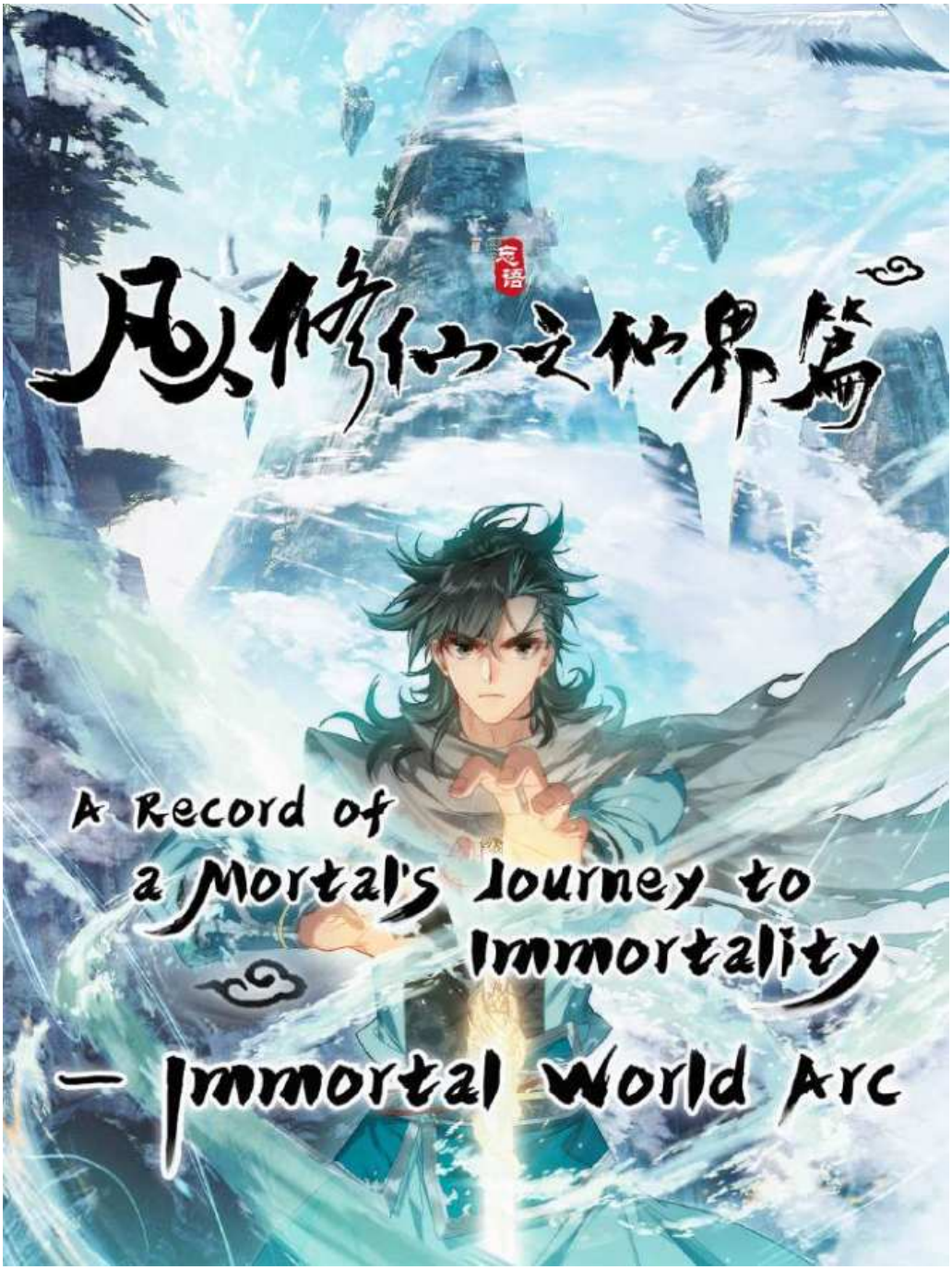
A Record Of A Mortal's Journey To Immortality

Immortal Arc



It has been 300 years since Han Li ascended to the Immortal Realm. 300 years lost to his memory as he finds himself in another lower realm with heavy damage to his soul. Thanks to the scheme of a low-level cultivator, he manages to absorb some spiritual power meant to turn him into a soulless puppet to regain his sense of self and most of his memories. It takes him a few years to cultivate back to the Mahayana realm by slowly recovering his former cultivation base, and ends up in the Black Wind Sea of the Immortal Realm. From there he can finally resume his journey, now with 300 years of his life missing and a few new Immortal enemies he does not remember.

Later he joins the Fire Dragon Dao Sect and finally manages to obtain some of the treasures he lost, as well as learning that there was a powerful figure behind the attack that caused him to lose his memories and resources. After the Immortal Palace moves to arrest the sect founder of the Blaze Dragon Dao Sect, he finally meets with the cultivator responsible for Han Li's loss of memory and near-death state, who seemed to be after Han Li's secrets regarding the Time Dao crystals he could create using the Heaven Controlling Vial. This time, however, Han Li manages to defeat him. Unfortunately the Heavenly Court still considers him a fugitive, so he is forced to escape the Northern Glacial Immortal Region.

After all this, Han Li ends up going on a long adventure that eventually sees him become one of the most powerful cultivators in all the realms, and team up with two other of the most powerful cultivators in order to defeat Gu Huojin, who was planning to destroy the entire world for the sake of transcending and escaping the Heavenly Dao and recreate the world according to his own design.

You will stay in this world for 20,000 years. Barely enough for most Immortals to make a small amount of progress in their cultivation, but thankfully long enough to see Han Li ascend to the status of Dao Ancestor and save the world from destruction. And of course, your budget:

+1000cp

Good luck, and try to live up to the title "immortal".

Origins

First off, you have to decide who to affiliate yourself with. There are two factions whose influence is felt by all Immortals, or you may decide to not be directly part of them too.

Heavenly Court -0cp

The Heavenly Court is the closest thing to a government among Immortals. Largely because of how much power and influence they exert to "keep order", as they claim. While their legitimacy is rather questionable, they're the only faction that really pretends to be a bureaucracy to rule over others. A large reason for its power is that it is led by Gu Huojin, the Time Dao Ancestor. Alongside the Time Dao Ancestor, there are six other Dao Ancestors that form the core of the Heavenly Court's power;

The Essential Fire Dao Ancestor Chi Rong, the Essential Water Dao Ancestor Chen Ruyan, the Essential Earth Dao Ancestor Xuanyuan Jie, the Essential Metal Dao Ancestor Li Yuanjiu, the Clairvoyance Dao Ancestor Chen Tuan, and finally the Heavenly Devil Dao Ancestor Yin Ming. Collectively, they are referred to as the Seven Heavenly Dao Ancestors. Of course, just like any faction, there are many secrets, such as the identity and Dao of Yin Ming (only their name is widely known), as well as Gu Huojin's secret scheme. Aside from the Seven Heavenly Dao Ancestors, many Dao Ancestors also follow the Heavenly Court, or at least obey it out of fear of being attacked by the Heavenly Court.

Being part of the Heavenly Court means you'll be part of the only real governmental bureaucracy among Immortals that lays claim to an entire Realm. Expect powerful backing but also a strict hierarchy you must adhere to, alongside all the politicking you can expect from any bureaucracy. Maybe you'll try to reach the top and expand the Seven Heavenly Dao Ancestors to be Eight Heavenly Dao Ancestors?

Reincarnation Palace -0cp

While the Heavenly Court is the closest thing to an Immortal government there is, Reincarnation Palace is the opposite, being essentially a criminal organization with influence in many Realms, even in the Underworld where the dead go to when they die. Undoubtedly not a surprise, given the name. The main reason the Reincarnation Palace is powerful enough to contend with the Heavenly Court is that it is led by the Reincarnation Palace Master, who is at the peak of the Grand Encompassment realm and more powerful than most Dao Ancestors. His true identity is a secret that nobody knows, but later it is revealed that they are in fact Han Li, more specifically a version of Han Li who fought Gu Huojin and lost, and time travelled back millions of years to the past to survive. This time around they decided to cultivate the Dao of Reincarnation instead of Time, leading to the current state of affairs.

Unlike the Heavenly Court, the Reincarnation Palace doesn't really have many Dao Ancestors on their side, but the sheer extent of their influence and infiltration in all the known higher realms is more than a match for the Heavenly Court's influence. For example, nearly all cultivators think of the Underworld largely as a myth, but the Reincarnation Palace has settled their main base there.

To be part of the Reincarnation Palace is to live two lives; one as an undercover agent of the Reincarnation Palace, and one as a seemingly normal cultivator not affiliated with a criminal organization. As you can no doubt expect, most members of the Reincarnation Palace keep their affiliation a secret, particularly from the Heavenly Court. You will have a special mask that gives you access to the Reincarnation Palace's internal market, and can also serve to mask your aura and disguise your appearance. Blue masks are for the lowest rank, green masks are for one rung higher, red masks are for those higher in rank, and black masks are for the highest ranked members. And of course, you can take on missions to increase your contribution to Reincarnation Palace and climb the ranks that way.

Neutral -0cp

The Heavenly Court and the Reincarnation Palace are the biggest factions amongst Immortals, but they are very much not the only ones. There are many sects all over the Realms, not to mention plenty of vagrant cultivators as well. Some factions, as in the smallest and most remote ones, might not even be aware that the Heavenly Court or Reincarnation Palace exist, although of course those who grow strong enough generally learn of their existence one way or another. This is the option if you want to be affiliated with some other minor faction, or if you want to be independent and travel the world on your own.

Locations

Since you've chosen your affiliation, now the second most important thing is deciding where you start. There are many higher Realms that you can choose, after all, and where you are will determine the availability of cultivation resources. You can choose to start wherever you like, so below is a list of most locations in the story that were given at least a modicum of explanation.

True Immortal Realm

This is the "main" Realm, or at least it is the primary Realm that the story of Han Li takes place in. The True Immortal Realm is technically split into two areas; the Primordial Land, which can be considered to be the wilderness of the True Immortal Realm, and the Immortal Regions, which is where human cultivators dwell and which could be considered to be colonies of human cultivators that tamed the wilderness of the Primordial Land. Of course, due to the sheer difference between the Immortal Regions and the Primordial Land, both of those places can almost be considered separate Realms, despite the fact that they're connected to each other in space such that you can travel from one to the other without requiring special spatial movement.

Here will be an explanation of the Immortal Regions, and the Primordial Land will be explained in more depth later: In total, there are 36 large Immortal Regions, roughly 500 medium Immortal Regions, and 3000 small Immortal Regions. That said, the number of small Immortal Regions is arbitrarily assigned; nobody truly knows how many small Immortal Regions there are, and nobody of import cares enough about the matter to actually count them. Of course, most small Immortal Regions are secluded and largely unaware of the other Immortal Regions, after all any cultivator below the Jade Immortal realm could easily spend their whole lives just in one Immortal Region, as even the smallest Immortal Regions are far, far larger than the largest lower realm. You can certainly imagine how massive the large Immortal Regions are, and the sheer extent of the Primordial Land.

Of course, given the fact that all Immortal Regions are separated by vast stretches of Primordial Land, with even the smallest distance between two Immortal Regions being comparable to a medium sized Immortal Region, it is borderline impossible for most cultivators to cross from one Immortal Region to the next by travelling through the Primordial Land due to all the powerful beasts that dwell there and the varied environmental hazards, although of course Grand Encompassment cultivators have it easier, especially if they cultivate one of the Paramount Daos. To get around this, all Immortal Regions have at least one Interregion Array, which allows cultivators to move between Immortal Regions directly (and these arrays even serve as the core and beachhead for forming new Immortal Regions). These Interregion Arrays are controlled by the Heavenly Court, however, so if you're an outlaw or an enemy of them they're not exactly a good option.

And speaking of the Heavenly Court, their influence is felt in every Immortal Region; each has an Immortal Palace led by an envoy of the Heavenly Court. Of course, the Immortal Palaces, while pretending to be the sole legitimate legal authority, don't truly rule the Immortal Regions they supervise in most cases. After all, there are many local powers that might not care to be subordinate to the Heavenly Court. Sometimes a local sect may even be more powerful than the local Immortal Palace. All that said however, in order to maintain a certain level of order and avoid easily preventable catastrophes, all Immortal Regions are under the official jurisdiction of their respective Immortal Palace, regardless of how false that may be in truth.

Of course, you shouldn't underestimate the Immortal Palaces. They do not maintain their position by being weak and mindlessly provoking local powers. In fact, since their objective is keeping order, the Immortal Palaces usually come to a compromise with any local powers that might be strong enough to match or surpass the Immortal Palace, and generally do not bully weaker powers either.

That's all relevant information on Immortal Regions. Of course, many Immortal Regions have circumstances unique to them, but that'll be covered later. One more thing you should know about the True Immortal Realm is the layers of the atmosphere. There is of course the normal atmosphere close to the land, where everyone lives. The first layer you'll enter when flying up high enough (to such an extent that Golden Immortals likely couldn't reach it even after most of a year of travelling directly upwards) is the Ethersphere. This is a boundless blue space that does not have even the smallest speck of clouds or dust. There is nothing in that layer, not even world's origin qi or any other form of energy. Due to this, cultivating staying in this layer for prolonged periods of time can suffer from detrimental effects.

The next layer, even higher up than the Ethersphere to an even greater extent that the Ethersphere is above the land, is the Astralsphere. Unlike the Ethersphere, this layer is completely filled with thunderous black storms. This layer is filled with Heavenly Astral Wind, which are extremely vicious, violent, and dangerous tempests. These Heavenly Astral Winds can condense over the course of millions of years, taking the form of thin black lines and becoming Black Whitewash Wind, which is capable of easily tearing open rifts in space. Of course, those at the Grand Encompassment realm or above are powerful enough that such winds are not a significant danger. And of course, higher than the Astralsphere, at an even larger distance than the start of the Ethersphere and the start of the Astralsphere, past a boundary of disconnected space, is the Extraheavensphere.

To actually enter the Extraheavensphere, just flying up high enough isn't enough and a cultivator would have to tear open rifts in space to pass through the spatial boundary, something which is immensely dangerous to do unless you're at the Grand Encompassment realm. This is a black space filled with asteroids of all sizes, ranging from the size of houses, to hundreds of thousands of kilometers wide, to far larger than that. All of these asteroids move erratically and seemingly without regard for gravity, occasionally clashing or grating together and causing a deafening commotion that can be heard for hundreds of millions of kilometers away.

Some of these asteroids are completely devoid of luster, but others do give off light of all colors that illuminate their surroundings. There are also many asteroids filled with all kinds of incredibly valuable resources that can be collected. But of course, it's not without dangers; there are storms of ice resembling gargantuan dragons that freeze all they come into contact with, purple clouds filled with purple lightning that strikes anything nearby, and even black vortexes that consume everything in their vicinity before vanishing after only a fleeting moment. The most dangerous hazard of all, however, are the Heavenly Devil Clouds, tumultuous black clouds formed by Extrarealm Heavenly Devils. These possess no substance and are impossible to eradicate, so they must simply be avoided. Any who enter the cloud are assailed by inner demon illusions that strike directly at their dao heart.

Of course, Grand Encompassment cultivators are powerful enough to survive largely unimpeded in the Extraheavensphere, and in fact dwelling there is a commonly used tactic to hide from Dao Ancestors and avoid being detected by their divine sense, thanks to how far away from land the Extraheavensphere is.

Northern Glacial Immortal Region

This is a rather small Immortal Region, largely unimportant in the grand scheme of things and yet hiding some secrets. It is also where Han Li ends up when he ascends to Immortality. In fact, this Immortal Region is so small and unimportant that the local Immortal Palace does not even have a Jade Immortal among its ranks. Unlike what the name might imply, its weather and climate are not particularly cold. Rather, it has the name Northern Glacial because it is to the north of the True Immortal Realm, and there was a cultivator in its distant past called Infernal Frost.

Black Wind Sea

This is the precise area where Han Li ends up, at least the second time he ascends to the True Immortal Realm. It is a small (as in large enough that True Immortals would need many years to get from one end to the other) and remote area of the Northern Glacial Immortal Region, and it is even cut off from the rest of the Immortal Region by a massive yin storm. Unknown to anybody, the source of this yin storm is actually a gate to the Underworld that can be found deep under the waters, on the floor of the ocean. In terms of structure, the Black Wind Sea is primarily a large sea with many islands scattered around it. Uniquely, Earthly Immortal cultivation is oddly popular here, albeit of course none of the local cultivators are above the True Immortal Realm. And of course, there are many beasts in the sea, enough that it is incredibly perilous to cross the sea by oneself without being at least a True Immortal.

Of course, the most important location of the Black Wind Sea is Black Wind City, lying at the center of the area on the southern coast of an island called Black Wind Island. If nothing else, the names are consistent. Of course, Black Wind Island is the largest island in the area, almost enough to be called a continent, meaning it's a few tens of thousands of kilometers wide. Obviously, Black Wind Island is the most rich in cultivation resources of the whole area. And of course, Black Wind City is where the only teleportation array that can take cultivators out of Black Wind Sea can be found. Unsurprisingly, Black Wind City is an extremely thriving central hub. It even has plenty of floating buildings.

Ancient Cloud Continent

This is a relatively normal continent as far as Immortal Regions go. It has many different environments and many sects of different kinds. Most importantly is that this is where the Blaze Dragon Dao sect can be found, which Han Li joins for a time. It's the most prestigious sect in the continent by virtue of its founder and leader being a Golden Immortal. Be careful however, as the sect leader is arrested by the local Immortal Palace some time in the future, causing much tumult and shifting the balance of power in the continent. More notably, the Blaze Dragon Dao seems to have a non-intervention policy when it comes to mortals, not allowing their cultivators or any guests to meddle in the affairs of the mortal world and certainly not disrupting its order and killing mortals for no good reason. In terms of climate, the Ancient Cloud Continent has a notably lower temperature than the rest of the Immortal Region, and is quite humid as well.

Primordial Origin City

To the southwest of the Northern Glacial Immortal Region lies the Primordial Edge Continent. The eastern region of the continent is riddled with countless mountains, littered with many dense forests and other perilous terrain. Because of this, there are not many cities there. However, roughly 100,000 kilometers inland from the eastern coast is a cliff about three kilometers tall, stretching for millions of kilometers both north and south. This cliff serves as a natural wall between the eastern region of the continent and the rest of it. On the other side of a cliff is nothing more than dessert, marking a stark contrast with the environment to the east. On this cliff, stretching for tens of thousands of kilometers both north and south, is the Primordial Origin City.

The thing that makes this place unique is that it's on the border of the Northern Glacial Immortal Region. It is common for ambitious cultivators to hold expeditions into the Primordial Land for the sake of resources, despite the dangers involved. Additionally, the city is older than living memory even for local Immortals, and has been rebuilt many times after conflicts with the beasts of the Primordial Land, and thus it has many interesting locations for tourists. It is also where Han Li goes through to leave the Immortal Region by using a rough map of the Primordial Land to head towards the closest Immortal Region, the Black Mountain Immortal Region.

Primordial Land

For human cultivators, the Primordial land is an incredibly perilous place that only Jade Immortals can cross reliably, and only Grand Encompassment cultivators can cross with any amount of ease. For beasts, the Primordial Land is a vast land filled with many tribes of all kinds of spirit beasts, complete with wars and conflict between tribes. Among humans, no cultivator has really bothered mapping out the Primordial Land in any amount of detail, especially not for releasing the information publicly. Of course, the beast tribes that live there do have a better grasp on the structure of the Primordial Land, as well as which tribes claim which territories.

Most tribes are governed by True Spirits, as those are usually Jade Immortals. However, there are also the Eight True Spirit Kings, Dao Ancestors that rule over all beasts of the Primordial Land, both because of their power and the innate instinct to submit to those with stronger bloodlines. Unfortunately most of them are dead, two are absent, and only one remains present. Of course, there are also vagrant beasts, wild or otherwise, that are essentially hermits that violently fight whoever trespasses on whatever territory they claim.

In particular, there's a Gold Devouring Beetle at the Late Jade Immortal realm governing the Insect Race somewhere relatively close to the southwestern border of the Northern Glacial Immortal Region, so watch out for that. The Heavenly Fox Tribe also has territory along the way to the Black Mountain Immortal Region, in case that matters to you.

Eight Plains Mountain

Eight Plains Mountain is rather special in the whole of the Primordial Land. This is because out of the countless mountain ranges and rivers of the Primordial Land originate from Eight Plains Mountain. This is the reason that the Eight True Spirit Kings chose this mountain as the site to forge an alliance and unite the whole Primordial Land against the Heavenly Court and put an end to the Primordial land's chaotic and war-torn era. Now, it is considered a holy mountain by all the spirit beasts living in the Primordial Land. On its summit lies a circular palace of black stone, within which are the eight stone thrones of the True Spirit Kings. It is also where the Asura Blood Gate lies, a hidden realm made by the Eight True Spirit Kings to refine their own bloodlines to their peak. It is also where the blood inheritance ceremony will be held after more than ten thousand years in the future, to determine who among the beast tribes will inherit the full bloodlines of the five dead True Spirit Kings. Although none of this will really involve you if you're a human.

Black Mountain Immortal Region

Unique among most Immortal Regions, the Black Mountain Immortal Region is connected to three other Immortal Regions without Primordial Land between them, although that's not to say there aren't dangerous places in-between. More specifically, it's connected to the Black Soil, Concealed Lake, and Origin Contention Immortal Regions. Due to this, they're known as the four allied Immortal Regions. For example, between the Black Mountain Immortal Region and the Black Soil Immortal Region lies the Violent Sea, a sea with black water and constant storms and turbulence, and dangerous enough that even an Early Jade Immortal cannot cross it without extensive preparation.

In the Black Mountain Immortal Region proper, most of the mountain ranges in the region are black and surrounded with black mists, hence the name of the region. And of course, the Heavenly Court has a significantly stronger presence here than in the Northern Frost Immortal Region.

Relaxation Mountain

In the northern area of the Black Mountain Immortal Region lies the Floating Cloud Mountain Range. It has 72 valleys and 36 ravines. However, it also goes by another name, that being Relaxation Mountain, this is because most of the cultivators living here are those with no hope of continuing their cultivation, so they settled here to live out peaceful and leisurely lives instead of continuing to toil away in the world of cultivation. This is also possible thanks to a set of rules that all cultivators follow largely for convenience and out of respect for the other cultivators living in the mountain range; nobody is allowed to pry into the past of others, no conflicts or battles are allowed to take place, and no external powers are allowed to interfere with the order of the area.

Obviously, the only reason these rules gained any traction is because the same vagrant cultivator who established those rules was also quite powerful and extremely brutal in enforcing said rules. Surprisingly, this cultivator was apparently affiliated with the Heavenly Court. However, they've been gone for a while, and the rules of Relaxation Mountain are only still followed due to cultural momentum. Pursuing trivial hobbies is the norm for cultivators here. As a side note, Han Li comes to dwell in a particular valley called Leisure Valley a few thousands years in the future.

Unfortunately, not too long after Han Li arrives, a string of strange disappearances begins, and eventually it is revealed to be part of a grander plot, which culminates in the peace of Relaxation Mountain being broken. Perhaps you'll want to enjoy it while it lasts?

Jade Gathering City

Tens of thousands of kilometers south of the Floating Cloud Mountain Range lies the largest and most prosperous city in the northern part of the Black Mountain Immortal Region; Jade Gathering City. The majority of the residents are cultivators, and there are hundreds of powers here, both clans and sects. The city itself is split into two sections; the outer city and the inner city. Anyone can enter the outer city with impunity, but there are heavy regulations and restrictions on who can enter the inner city. Those who are below the True Immortal realm or aren't registered with any of the local sects aren't allowed to enter the inner city at all. However, those at the Jade Immortal realm and above are allowed to enter the inner city freely. Notably, an envoy of the Heavenly Court lives in the inner city.

Flowing Cloud City

The Origin Turtle Continent lies in the southeastern corner of the Black Mountain Immortal Region. At the continent's southernmost tip is Flowing Cloud City. Despite its remote location, it is one of the most prosperous mega cities of the Immortal Region. From the city it is easy to access the Violent Sea, as the city is quite close to it. A good part of the prosperity of Flowing Cloud City is thanks to cultivators who venture into the Violent Sea in search of treasures and resources. Additionally, there is a teleportation formation leading to the Black Soil Immortal Region, for cultivators who don't wish to cross the Violent Sea to get there.

Black Soil Immortal Region

The Black Soil Immortal Region used to be incredibly important, as it was the home of the True Mantra sect. Unfortunately, the True Mantra sect was destroyed long ago by the Time Dao Ancestor, so the Immortal Region is not as wealthy as it used to be. Still, many valuable resources can be found here, such as the various types of spirit soils that can be found in the northern continent of the Immortal Region, ranging from types of soil useful for cultivating spirit herbs to types of soils useful for crafting puppets.

But of course, in the center of the Immortal Region, in the Illusory Smoke Swamp, can be found the ruins of the True Mantra sect. Ways to enter the sealed space where the ruins lie (which is itself quite fragmented) only appear every 3600 years among purple illustory smoke, as parts of the ruin emerge among the smoke for a time. From there, you can enter those ruins and use them as a bridge of sorts to enter the ruins proper.

Lesser Golden Origin Immortal Region

This Immortal Region is actually a fragment of a larger Immortal Region, that broke off in the past during a bout of major unrest. Thus, they still share the same name, albeit as this one is smaller in size it is also titled as lesser. It's still a mid-sized Immortal Region of course. The most prominent feature of this Immortal Region is its largest mountain range, the Golden Origin Mountain Range. It is in the center of the only continent of the Immortal Region, stretching through over half of the continent. Additionally, it gains its name from the extreme abundance of metal qi in the mountain range, not only giving the mountains a uniform golden color but also giving rise to countless metal-attribute spirit materials, which attracts treasure hunting cultivators from all over the entire Immortal Region.

Additionally, the sheer abundance of metal qi also gave rise to many types of metal attributed spirit beasts, not to mention all the natural metal-attributed force fields from the magnetism of the metal qi, growing stronger the deeper one ventures into the mountain range. The metal spirit beasts are not only quite strong, being dangerous even to Jade Immortals, but they are also immune to the many natural arrays of the mountain range, granting them a large advantage over cultivators.

Understandably, the Heavenly Court very much wants to control such a veritable treasure vault of cultivation resources, but the mountain range was too massive so they could only claim a small area of it, with the rest divided among the countless local powers such as sects and clans. Not to mention that hidden deep within the mountain range lies the entrance to the Tai Sui Immortal Manor, the Immortal Manor of Tai Sui, a Grand Encompassment cultivator.

To the northwest lies the Greater Golden Origin Immortal Region, which is separated from this Immortal Region by a massive sea called the Windstorm Sea, which is just as dangerous and lucrative as the Golden Origin Mountain Range. Next to the Windstorm Sea is the largest and most prosperous city in all of the Lesser Golden Origin Immortal Region, the Golden Void City. It is so prosperous thanks to the nearby Windstorm Sea, and the fact that it also has an Interregion Teleportation Array leading to the Greater Golden Origin Immortal Region.

Greater Golden Origin Immortal Region

This is one of the largest Immortal Regions. Here, the biggest power is the Nine Origins Temple sect, founded and led by the Essential Metal Dao Ancestor. Unlike the Lesser Golden Origin Immortal Region, this one does not actually have any outstanding landmarks, aside from the three main cities; Gilded City, Golden Origin City, Hundred Creations City, and Nine Origins City. Gilded City is a relatively free place that isn't ruled over by any particular power, but the other three cities are ruled by the Golden Origin Immortal Palace, the Hundred Creations Mountain sect, and the Nine Origins Temple sect.

Gilded City

As mentioned before, no single superpower rules over this city, so many cultivators that wished to be free from the oppression of the three largest sects gathered here, forming the Sun Moon Alliance. The Sun Moon Alliance is of course inferior overall to Nine Origins Temple and the Golden Origin Immortal Palace, but it has immense potential and is very friendly to most lesser powers and vagrant cultivators. As a result, more and more smaller powers have joined the sect over time, significantly bolstering its overall strength.

The Sun Moon Alliance also invented a special type of flying boat called the Sun Moon Flying Boat, which draws upon the power of celestial bodies to fly at incredibly fast speeds, making them perfect for transporting goods and customers between all of the important cities of the Greater Golden Origin Immortal Region. They're also far cheaper to use than teleportation arrays, making them the preferred choice for cultivators wanting to travel to the other major cities of the Immortal Region. For example, the boats are fast enough to reach the Nine Origins City in ten years.

Nine Origins City

This city is certainly a sight to behold. Having walls around the city which are almost a hundred kilometers tall, the city is also tens of thousands of kilometers wide. And of course, the city is the most prosperous of the Immortal Region, being completely filled with constant activity. It is, of course, the territory of Nine Origins Temple, albeit the sect's actual core territory is elsewhere.

Chu Yu Immortal Region

This is a tiny Immortal Region that neighbors the Greater Golden Origin Immortal Region, being only about half the size of the Northern Glacial Immortal Region. Thanks to this proximity to a larger Immortal Region, it is quite prosperous. Unfortunately, its small size means it has a very limited amount of resources, so there hasn't yet appeared a truly powerful sect within it. The most formidable local powers are Chu Yu Immortal Palace (naturally), and the Raised Flagon Mountain sect.

The Raised Flagon Mountain sect is a bit more powerful than the Blaze Dragon Dao at the latters peak, and its patriarch and mountain master are both Jade Immortals, with a large following of Golden Immortals. All that said, Raised Flagon Mountain is a little strange in that it doesn't excel in cultivation, or refinement of pills or tools. Instead, it focuses primarily on refining all types of immortal wines, even knowing how to refine certain wines that can help cultivators with the Five Decays.

But of course, the cultivators of Raised Flagon Mountain have honed the art of wine brewing to such an extent that their wines are popular even among Grand Encompassment cultivators. For example, one of the more popular wines is called Martial Empress, which places the drinker in a blissful, half-asleep state, and it is quite popular among female cultivators.

Middle Earth Immortal Region

The single largest Immortal Region, and one that lies at the very center of the True Immortal Realm, the Middle Earth Immortal Region is the headquarters and origin of the Heavenly Court. It is composed of nine continents and four seas, the most important of which is the continent at the center, called the Heavenly Palace Continent, where nearly all of the most important bureaucracy of the Heavenly Court takes place. Additionally, there are the Eastern Victory Continent, the Western Adulation Continent, the Southern Gaze Continent, and the Northern Complete Continent, each of whom are situated in the four cardinal directions.

Each of these directional continents have their own Heaven Guard Pavilion and Heaven Answer Gate. Each Heaven Answer Gate is a gigantic structure with Interregion Teleportation Arrays that lead to the other 35 large Immortal Regions, large enough to teleport hundreds of thousands of people at a time. Likewise, each Heaven Guard Pavilion is essentially a military base, and one Dao Ancestor is stationed at each of the four Heaven Guard Pavilions at all times.

The Heavenly Prayer Continent is rather unique, in that the local cultivators of the continent focus exclusively on divination techniques. The foremost experts of divination are those of the Heavenmend sect, which was founded by the Clairvoyance Dao Ancestor. This sect also rules over half of the Heavenly Prayer Continent, and it wouldn't be an exaggeration to say that all divination techniques could trace their origins back to the Heavenmend sect. Naturally, the services of Heavenmend divinators are highly sought after.

Northern Light Immortal Region

This is a small Immortal Region on the outskirts of the True Immortal Realm, particularly remote in other words. It gets its name from the aurora lights that often appear in the night sky of the Immortal Region. Among cultivators, this Region is generally only known to those at the Jade Immortal realm or above, as weaker cultivators generally have little capacity or interest in travelling to such a remote Immortal Region.

Not just the aurora lights, but in the northern parts of this Immortal Region is a continent encased in ice all year round, with a mountain range with impressively tall peaks. When the aurora lights appear, they are reflected in the many rivers and waterfalls, resulting in beautiful scenery. There's not much of note beyond the scenery in this Immortal Region really.

Jade Lake Immortal Region

This is another small and remote Immortal Region. Its Heavenly Nest Lake is known for producing premium quality jade, as well as being enshrouded in a bank of mist all year long. Additionally, this mist changes colors depending on the time of year, cycling between white, purple, and pink. Thanks to this, this Immortal Region is actually quite well-known. There's little else of note though.

Heavenly Fire Immortal Region

Yet another small and remote Immortal Region. This one is quite renowned for the Fire Bird Mountain Range, which has many mountains resembling soaring birds, and magma that often spews out of the peaks, making it seems as if it was a mountain range of giant, fire-spewing birds. Not much else of note beyond the spectacular eruptions though.

Soaring Wings Immortal Region

Yet another small and relatively remote Immortal Region. This one has an undulating mountain range in its eastern area, filled with a type of crimson bamboo. Certainly a majestic sight from above. Additionally, mortals and cultivators are firmly separated in the local culture, to the degree that cultivators generally avoid being in places where mortals live. Due to this, cultivators are particularly mysterious in the eyes of mortals, spawning a great many varied stories featuring immortals going on great adventures, as unrealistic as such stories might seem to actual cultivators.

Crane Ridge Immortal Region

This is a surprisingly barren Immortal region, almost on par with a lower realm. It is riddled with defunct and long abandoned ore mines, leaving it scarred and ravaged like an overused rag. Nearly all the spirit veins underground had also been either completely mined out or destroyed, which is what led to the lack of ambient spiritual qi. There's only a small population here, who live gathered in a few areas where the spirit veins weren't too severely destroyed, leaving some world origin qi for cultivators to harness. This Immortal Region was actually once abundant with qi and resources, but it has since been reduced to its current state some tens of thousands of years ago due to overexploitation by the Heavenly Court.

Yellow Sand Immortal Region

This is one of the medium-sized Immortal Regions. It is primarily a massive desert, but it's actually quite abundant in qi and resources, particularly of the earth attribute. Furthermore, the desert is dotted with many fortress-like cities, which are quite distinctive in architectural style. Additionally, it is quite close to both the Black Soil Immortal Region and the Northern Glacial Immortal Region.

Grey Realm

Unlike the True Immortal Realm, the ambient qi in this Realm is baleful qi, which is normally deadly to cultivators in great quantities. However, the unique environment of this Realm led to many strange resources appearing, and it is also populated by the Grey Immortals. The sky above is a murky grey color, and is usually covered by incredibly dense dark clouds. These clouds are also quite low, making the world seem almost claustrophobic as it looks like the sky is only a third of a kilometer up. In the rare moments where the sky isn't covered, you can also see three pale suns, giving off light that isn't too cold but isn't particularly warm either. The night sky generally has even thicker clouds than the day, and six moons hang in the sky. The natives of this Realm live divided entirely by tribes, as there's no Heavenly Court here.

There are three main factions in the Grey Realm, those who wish to invade the True Immortal Realm for resources, those who wish to not bother with the True Immortal Realm and stay in the Grey Immortal as well, and those who care for neither faction and want to maintain the status quo.

Needless to say, if you aren't a Grey Immortal, it's highly recommended you don't pick this place, or at least find a way to leave as quickly as possible.

Infernal Region

The Infernal Tribe that rules this region is the head of the faction of Grey Immortals who want to stay in the Grey Realm rather than invade the True Immortal Realm, and also have dealings with both the Heavenly Court and the Reincarnation Palace in order to sabotage the Grey Immortals who want to invade. That said, they are also extremely conservative, hating anyone who isn't a native of the Infernal Region, Grey Immortal or not.

Asura City

Surrounded by large city walls stretching for thousands of kilometers, Asura City is the capital of the Infernal Region. It is also possibly one of the largest cities of the entire Grey Realm. It is split into nine major areas, with each area being hundreds of thousands of kilometers wide. It's really more of a nation than a city. Despite how xenophobic the Infernal Tribe is, Asura city does still have an entire major area dedicated to outsiders, that being Tarmin Area, which is filled with the biggest markets and is the most densely populated part of the city. Perhaps the most noteworthy part of Asura City are the Baleful Cleansing Ponds, which are hidden deep in the most restricted section of the city and deep underground. These are four square ponds of liquid lightning, each one stronger than the last, that can cleanse baleful qi with increasing levels of power. The weakest of the ponds is green, then there's the purple pond, then the silver pond, and finally the golden pond is the strongest. Why the Infernal Tribe has these pools, who knows.

Devil Realm

This is where cultivators from lower realms who cultivate devilish cultivator methods end up when they ascend, instead of the True Immortal Realm. That said, this is actually technically part of the True Immortal Realm, or it was until a grand working involving the entire devil race separated the Devil Realm's space from the rest of the True Immortal Realm. The Devil Realm is ruled by a monarchy, and the Heavenly Court has no real influence to speak of here. And of course, as you can expect from a monarchy, the conflicts between the princes and princesses are quite ruthless. It is worth noting that the devils themselves call this the Holy Realm. Additionally, power is championed above all else among devilish beings, which admittedly isn't too different from other cultivators, but it does bear mentioning.

Ten Hazards Mountain Range

Named after the ten Grand Encompassment demon beasts ruling the mountain range, who care little for the rule of the Devilish Monarch. Among them, the Black Weasel is perhaps the most reasonable one, mostly due to being the most open to diplomacy. Due to their rejection of the Devilish Monarch's rule, they are the official enemies of the devilish empire.

Black Weasel City

This is the city that the Black Weasel King of the Ten Hazards rules over. Due to their eccentricities, they are fond of encouraging business and trade, as well as being quite fond of art created by mortals. Notably, fighting for any reason is prohibited within the city, and the punishment for breaking this rule is being stripped of one's cultivation base. There's also a night-time curfew in the city, so when night arrives you must either leave the city or find an inn to stay in, with very severe punishments for any who break the curfew. While the former rule is reasonable, the latter seems to be entirely at the Black Weasel King's whim and strange standards.

The city is split into nine areas, of which the three central areas are inhabited by the Black Weasel King and the Black Weasel Army directly under his command. Out of the six remaining areas, three are normal residential areas, and they're quite large, but they're inhabited entirely by low-grade tribes, so there's not much to see there. Two of the remaining three areas are also residential areas, but reserved for high-grade tribes and powerful beings. The final area is the business area, where almost all of the city's best shops can be found. Almost all of the city's premium materials and devilish treasures are sold there, and a small fee is required to enter the area too.

Preeminent City

In the southern part of the Devil Realm there's an extremely steep and long mountain range, which stands between the Ten Hazards Mountain Range and the Vast Seal Plains. At the center of this mountain range is a col where a massive city wall was constructed out of black stone. This is Preeminent City. Notably, due to great arrays incorporated into the city walls, the devilish qi within the city is kept in and condensed, leading the inside of the city to be far more abundant than the nearby areas.

The architectural style of Preeminent City is quite distinctive, with most of the buildings constructed out of giant black stone blocks, and the roofs being primarily domed or conical in shape. On top of that, there were many intricate decorative statues on the walls and roofs of the buildings, the most prevalent of which were statues of different strange and exotic beasts.

Night Sun City

The capital of the Devil Realm, Night Sun City is actually constructed in a massive spatial domain, similar to Immortal Manors. The entrance to the city is rather strange; lying over an inky-black sea, it is a giant floating black structure with a very irregular shape, having what appear to be many branches protruding from it, which are crystalline in appearance and are all of different lengths and protrude at different angles. The structure itself is only about a kilometer in diameter however. This is in fact an extremely powerful domain treasure of the Space Dao created by the Devilish Monarch. Even a Dao Ancestor would likely find themselves unable to move the thing even a single inch.

Actually entering the City requires the use of special badges to activate the treasure, whereupon a burst of black light will emerge from it to serve as a portal into the treasure's inner space. The domain itself has its own sun to illuminate it and give it warmth, and the land is full of greenery as well. And of course, it is full of devilish qi. Of course, the domain is far larger than the city itself, so there's plenty of land around it, enough that there's very large numbers of mortal nations and settlements within the domain space.

The city proper is built within a white mountain range called the White Wave Mountain Range that stretches from east to west, which has an enormous river called White Wave River running parallel to it to the south. I say "within", but really Night Sun City covers the entire mountain range, as well as most of the river. It's more of a whole nation than a city really. In terms of architectural style, the buildings are primarily tall and narrow, and of course built with great blocks of black stone. The city is also split into three areas; the southern Laka Area which is the poorest and most populated and where most of the mortals and low-grade cultivators dwell, the central Maha Area which is the most prosperous and mainly populated by cultivators at or above the Spatial Tempering realm, and the northern Naraka Area which is concealed by the white mountain range, and is reserved for nobility and Immortal cultivators.

The Underworld

Before going into detail about this; yes this is indeed the afterlife where the dead go. However, due to how difficult it is to find entrances to the Underworld as a living being, it's generally considered to be a myth by most cultivators. The Underworld proper, of course, if filled with ghostly qi. The actual process of how beings end up here when they die is never really elaborated on much, but there seem to be intermediate spaces between the world of the living and the Underworld proper, where soul harvesting envoys, strange dog-headed people, throw the souls of the recently dead into pools of Three Lifetimes Water, cleaning all the yang energy from them (which is an incredibly painful process). As a side note, only the dead and those who've had their Yang energy cleansed by Three Lifetimes Water can see or be seen by soul harvesting envoys. From there, they are held in those intermediate places until a squad of ghostly generals arrive to escort the recently dead souls to the Underworld proper, by passing through a portal that leads into the actual Underworld which is hidden by black clouds.

Black River Region

This is the part of the Underworld that the gate near the Northern Glacial Immortal Region's Black Wind Sea leaves you. It is a vast desert, and is named by a black river that passes through it, which is extremely hazardous to cross. There are many ghostly tribes that dwell here, albeit not many of them have high intelligence. This Region is claimed by Xue Li, a Late Grand Encompassment level ghost with no head and golden eyes where his nipples would be. However, Xue Li is currently sealed into a stone statue on a bridge crossing over the black river, left there by the Reincarnation Palace Master. They are fond of pretending to be a True Immortal Realm cultivator (possibly using their identity from when they were alive), to attempt to trick anybody who finds him into freeing him. Notably

Yellow Springs

This place is ruled by the Reincarnation Palace Master, who is known as the Reincarnation King by the ghosts of the Underworld. It also serves as the headquarters of Reincarnation Palace, or at least a very major location. The Reincarnation Palace Master actually claimed this place after fighting off Xue Li, Gui Wu, and the Infernal King, killing the Infernal King and sealing the other two. Those three are the rulers of the Black River Region, Yama Region, and Infernal Region respectively. This matters mainly because the Yellow Springs lies at a place where all three of those Regions meet.

As for the Yellow Springs themselves, they're a massive lake covered by crimson clouds. At the bottom of the lake are many soul-devouring springs that can suck in souls, even from the living, and succumbing to these springs causes a soul to enter the cycle of reincarnation, while their body is left to rot at the lakebed. Unfortunately, the water of the lake is also too thin to support the weight of boats, unable to support the weight of even a feather or leaf, unless they're made from a special type of yin bamboo called Forgetful Bamboo that grows under the shadow of a mountain range not too far from the Yellow Springs.

However, the main danger of the Yellow Springs are not the springs themselves but the winds that flow through the crimson clouds that cover the whole lake. These winds are the Six Paths Gale Winds, which can strip off the flesh of even Grand Encompassment cultivators in seconds. Not to mention that the wind also blows you into the lake, so even if you survive the Six Paths Gale Winds you'll have to deal with the soul-devouring springs in the lake. Worse, the winds become significantly more intense regularly, blowing beyond the boundaries of the lake. Since even Dao Ancestors would find it immensely difficult to survive the Six Paths Gale Winds, the ghostly forces normally stationed around the Yellow Springs evacuate the area until the winds subside.

In the center of the lake is an island where the Six Paths Gale Winds never blow, a peaceful center of the storm essentially. The island itself is somewhat shaped like a wagon wheel; being mostly circular and having six mountain ridges on the island which point towards the center from many directions. While there's no vegetation on the island, it doesn't exactly look bleak because it is filled with many well-maintained structures made of grey stone. At the center of the island is a majestic palace surrounded by a series of flat and level plazas of different shapes and sizes. This place is patrolled constantly by ghostly guards of course. This is the palace where the Reincarnation Palace Master is most of the time, and where a special room designed to work with the Six Paths Reincarnation Place, the Reincarnation Palace Master's strongest Reincarnation Dao treasure. Needless to say, hopefully you have a very good reason to be here.

Perks

It's time to figure out what you can do, then. After all, not all cultivators are equal. Perks under a given Origin's section are discounted half-off, albeit 100cp perks that are discounted are free instead.

General Perks

Timeskip Here, Timeskip There -0cp

As the title implies, Immortals live forever. And forever is a very long time. There may not be anyone who has existed since the birth of this world, but even the weakest Immortal tends to be tens of thousands of years old. Not to mention cultivation and refinement at these levels of power tends to take very long amounts of time, centuries at the least and potentially thousands of years or more. It wouldn't do for you to be too acclimated to mortal timespans when those are but mere eyeblinks compared to the events that involve Immortals, would it? So for free, you'll gain an appropriate amount of patience. You wouldn't even bat an eye if you had to suddenly wait for more than a century for some important event, and you won't face any difficulty when refining treasures for millennia, at least not any related to how long it takes. To mortals, it might seem as if you could sit down and wait for the world to end without an issue, but among Immortals it's really just a normal amount of patience. After all, even for Immortals, hundreds of thousands of years, or even millions, is a significant amount of time.

Spiritual Roots -0cp

All cultivators possess spiritual roots. Without them, you lack the foundation of spirit needed to cultivate at all. So for free you'll gain spiritual roots of whatever elements you like. Since cultivators are required to have spiritual roots for all five elements partly through mortal cultivation, you will at minimum have that, but you might also have spiritual roots of some other element, such as lightning or ice, on top of that. In practice it grants you a small but noticeable affinity for such elements and little else. For mortals, their spiritual roots determine their potential, but by the time cultivators reach Immortality it's easy to just give yourself whatever spiritual roots you wish through special techniques, so they don't really matter for your talent.

Welcome To Immortality -0cp

This jump is about Immortals. It would be rather strange if you weren't an Immortal yourself, no? So, as a freebie, you'll be given a cultivation base of a Loose Immortal for free. This is in essence a middle point between the peak of mortal cultivation, the Tribulation Transcendence realm, and the start of Immortal cultivation, that being the True Immortal realm. You're a step away from truly becoming an Immortal, and you certainly won't have to face the regular tribulations that mortal cultivators have to face anymore, but you'll need to obtain a method to transform your spiritual power into immortal spiritual power to truly start cultivating as an Immortal. The process on its own takes a few centuries even for the most talented, so there's no need to rush.

Opened Immortal Apertures -100 to 1300cp

But perhaps you're a little impatient? Or maybe you simply wish for a better starting point. If so, you may spend cp on this option to prematurely open your Immortal Apertures, which is the main metric for tracking your cultivation base (more details in the notes). As for the price, it'll be 100cp per minor stage, meaning 300cp for every major realm. Just being an Early True Immortal is 100cp, Mid would be 200cp, and Late would be 300cp. To be a Golden Immortal, it would be 400, 500, and 600cp for the Early, Mid, and Late stages respectively. Same for Supreme Unity Jade Immortal, taking 700, 800, and 900cp respectively. Finally, for Grand Encompassment, it would be 1000cp for the Early stage, 1100cp for the Mid stage (which includes having already severed your Wicked Corpse Soul), 1200cp for the Late stage (which includes having already severed your Good Corpse Soul), and uniquely, 1300cp for the Peak stage, which means you'd have severed your Self Corpse Soul already and could be considered to be half a step before Dao Ancestor. As for the realm of Dao Ancestor, due to the unique rules of how that stage works, you cannot buy into it. Certainly not a problem if you're already willing to shell out so much cp to be a Peak Grand Encompassment cultivator to start with.

As a final note, this perk grants you the cultivation base and nothing else. That's not to say it'll be too difficult to gather treasures and techniques appropriate for your status if you know what you're doing, but it does bear mentioning.

Eternal Beauty -100/400cp

As powerful as cultivation can make you, one thing that doesn't really change is one's true form. You can certainly disguise yourself in a more appealing form, but ultimately the truth cannot be changed without unique circumstances, such as gaining a new physique or refining your body in unusual ways. Because of this, one's beauty isn't something that normally changes, so it's not hard to notice whether someone was born attractive. You certainly have been, as whether you're a man or woman you're certainly attractive enough to stand out in a crowd. It's not to the extent of being legendary, but at the very least you'll be considered handsome or beautiful.

If you're not satisfied with this, you can take it a step further by spending an additional 300cp. At this point your beauty takes on a supernatural edge, being comparable to a bewitching technique even without any exertion of spiritual power, certainly enough to intoxicate both men and women just with your appearance. Not to mention how dangerous you would be if you actually did use bewitching techniques. Just don't forget that most cultivators can dispel mental influence and regain clarity of mind by circulating their spiritual sense.

And as a final addition, whether or not you went with the upgrade you'll also find yourself quite lucky in matters of romance, meeting many compatible people of whatever your preferred gender is and easily developing positive relationships with them. Pursuing your relationship further will be up to you, but at least you won't be lacking in options. The more the better, no?

Graded Alchemist -100/200/400cp

Unsurprisingly, Immortals still value alchemy greatly. It is a very difficult art but one that yields very powerful pills when done properly. It's no exaggeration to say that any Immortal alchemist can be quite wealthy if they have a steady influx of ingredients. But of course, there are grades to alchemy. More precisely, the art of alchemy is divided in Human, Earth, and Heaven grades. Here, you can purchase alchemical knowledge and skill as well. Additionally, regardless of whatever grade you purchase, you'll also find yourself with a healthy bit of luck in terms of coming across ingredients you're looking for. Whatever grade you purchase, you'll be good enough to reliably succeed in creating pills and the like, being so skilled as to achieve a chance of success as high as 50%. Certainly worthy of being called a master alchemist. If this still seems like a very low chance of success, please remember there's a reason that not all cultivators bother with becoming alchemists yourself. Alchemy is an infuriatingly complex and precise art. At the very least, each pill recipe generally results in large batches of pills, and it's unusual to only obtain one pill after using one batch of ingredients, generally only for particularly powerful pills

Human grade alchemy is, in essence, all mortal alchemy. Any pills and such of this grade is primarily useful for those at the Mahayana realm and below, having little effect on Immortals. Still, there are many mortals among the realms, so you can still net a tidy profit. And besides, this is definitely a solid foundation for eventually studying to become an Earth grade alchemist, should you have the time and resources to hone your skill. At this grade, you won't need more than maybe several hours to finish refining a particular pill, unless they're particularly potent.

But why do that when you can purchase Earth grade alchemical knowledge and skill outright? This grade of alchemy is where you can concoct pills that are actually useful for Immortals. And of course this also means it takes significantly more valuable ingredients to craft. You could easily become incredibly wealthy among your peers by selling your services as an alchemist. It is worth noting that pills of this level generally take days to finish refining.

And finally, Heaven grade alchemy is alchemy involving the Daos, letting you create pills imbued with the power of the Daos. The sheer value and power of such pills cannot be overstated, and if you carefully sell your services (unsavory individuals might resort to extreme measures to either employ you or deny your services to others), you could easily have more wealth than you could know what to do with. And given how currency itself is a valuable cultivation resource, that's certainly saying something. And of course, appropriate to how valuable Heaven grade pills are, they generally take tens of thousands of years of work to finish refining. However, if you are truly powerful, such as being in the Late Jade Immortal realm, you might be able to refine half a dozen dao pills in a mere five years.

As an important note, you'll also gain knowledge and skill of lower grades. For example, purchasing Earth grade alchemy means you're also a master of Human grade alchemy. And finally, you'll also be familiar enough with the art of alchemy to innovate new recipes for whatever grades you're a master of. However, keep in mind that innovating does mean having to figure out all the tricky and unintuitive details of the new recipe, not to mention all the valuable materials you'll need for the trial and error necessary to actually develop a functional recipe. Because of this it'll likely take ten or a hundred times longer to develop a new recipe than it would take to just use an already existing recipe, if not longer if you do not have a steady influx of ingredients. Then again, Immortals live forever, so you won't have to worry about suddenly dying of old age or whatever in the middle of the process, no?

Innate Ability -100cp

With how varied and strange supernatural powers can be, it's no surprise that some beings can have innate supernatural powers, possessed since birth. They might not be too relevant unless refined to great extents, but they do exist. With this purchase, you may have some kind of innate ability as well. For example, you might be able to attract wealth of all kinds to yourself, essentially being a living good luck charm dedicated to warding off poverty or something. Maybe you're really good at detecting hidden things instead, finding things like hidden treasures or discerning arrays meant for stealth far more easily. Don't expect to get too much use out of it without extensive amounts of time spent refining it, but perhaps you'll actually spend the time to evolve your ability to something legendary?

Greatest Under Heaven -100cp

Spiritual power deals a lot with, well, the spirit. And while cultivation methods and techniques are very important, a cultivator's mindset can also be a rather important factor to consider. You in particular find that your mindset affects your powers more than most. For example, being really confident and self-assured in a mundane manner would massively bolster your resistance to spiritual and mental pressure, enough to not even flinch at the pressure of a whole gathering of cultivators an entire realm above you. A peaceful state of mind would certainly be quite helpful for your cultivation as well. Mercifully this does not amplify the negative effects your mindset can have, such as fear or insecurity destabilizing your powers and cultivation base.

Enjoying Wonders -100cp

The world of cultivation is filled with danger and events, conflicts and feuds, environmental hazards and unexpected risks. But it is also filled with wonder and beauty, with many beautiful places to admire and interesting people to interact with. You in particular will have plenty of chances to enjoy the good parts of this world, as you're lucky enough to regularly get prolonged moments of peace and wholesome happiness even with all the conflicts ravaging the world. It might be nothing more than a temporary break from the action and violence of the world, but perhaps a moment of rest is all you need to keep going? Of course, the more powerful you are in relation to the world you're in, the more regular and prolonged these moments can be as there's less that can endanger you, but ultimately these are nothing more than brief vacations. Maybe you'll enjoy them with your loved ones? And of course, if you're in a peaceful world rather than one where conflict is the norm, this won't make much of a difference.

Strange Being -200cp

Normally you'd just be a human cultivator, but if you want to be something else, this is the option for you. Needless to say, you will have significant advantages over other cultivators purely from what you are. Maybe you'll be a Heavenly Fox, which are particularly adept at illusions, or maybe some type of bird beast, capable of incredibly fast flight, or some stranger spiritual beast such as the Ink-Eyed Pixiu which possesses great innate ocular powers. Maybe you're some kind of ape, having great physical strength and endurance, or perhaps you're a Grey Immortal, bizarre beings that utilize baleful qi instead of immortal spiritual qi to cultivate and have great affinity with all the most cruel techniques you could think of. Maybe you're a devilish being, or some other type of being of your own design. There's one restriction however, which is that you cannot use this to become a Gold Devouring Beetle. You can also optionally utilize the Opened Immortal Apertures perk to decide the innate level of power of whatever race you are, meaning that any offspring of yours will be born at that level of power. Certainly a useful benefit, especially if you wish to start a clan or tribe of your species.

Soul Auras -200cp

There are many ocular abilities that can be found, of various qualities and possessing various strange abilities. This one in particular allows you to see the soul auras of those you look at. This means that nobody can hide their true nature from you, and it will also give you a good sense for what kind of personality they possess. With some training and experience, you'll also be able to use this ability to detect if someone is lying by reading their soul fluctuations too. All that said, keep in mind that those who possess and develop powers particularly related to the soul, such as Ghost Dao cultivators for example, will be able to hide or even mislead this sight. After all, it works by reading people's souls, so if someone can manipulate souls, they can change what you can see.

Flames Of Illusory Reality -200cp

This is a strange and very rare technique. What it does is conjure a vertical eye on your forehead, which shoots forth grey flames. These flames will then destroy all illusions they come into contact with. You can optionally simply conjure those flames without the third eye, if you don't like having an eye on your forehead or something. Of course, this is still a xianxia, so if the power behind the illusions is too overwhelming for you, the grey flames won't do much, but they'll still be quite useful in general, especially once you start approaching the peak of power. It won't matter that you can still fall prey to illusions from those significantly more powerful than you when no such person exists, no?

Divination -200cp

A strange and incredibly useful art, divination allows you to gather information from the safety of your abode. And with this, you'll become a master at it. As you can no doubt expect, divination allows you to discern the general course of people's lives, their fate in other words. You could tell if someone is destined to form a great empire, and then use that information to support them and profit from the event, and you could even discern how much potential someone has, and how high they can rise in cultivation as well, long before the person in question ever begins cultivating. Something like divining karmic connections or someone's current location are far easier to do in comparison. As a side note, divination is divided into Earthly and Heavenly divinations. The exact differences aren't elaborated on in the story but they likely determine how much information you get and how clear that information is.

But of course, this is a xianxia. Divinations regarding those with too much potential or who possess too much power will make you suffer immense backlash, perhaps even draining your life force if the difference between your power and the potential and power of whoever you were trying to use divination on is too great. On top of this, the more important or powerful or the greater the potential of the person you're attempting to gain information on through divination, the less clear and straightforward the information you obtain from the divination becomes, not to mention you'll glimpse less information as well even when divining with all your power. This is of course when compared to your own power, albeit not your potential, just your current level of power. Hopefully you don't accidentally use divination on the wrong person and suffer damage to your life force.

True Bloodline -400cp

Among beasts, the most powerful of them are the True Spirits, incredibly powerful beings whose bloodline can elevate others. With this purchase, you'll gain the bloodline of a True Spirit, entirely undiluted. This means that you'll have immense talent in cultivation, great innate strength even compared to your peers, and a great affinity for some particular Dao. It will also grant you the highest status possible among the demonic beasts that live in the Primordial Land. You can choose one of the already known True Spirits, or perhaps devise a new True Spirit bloodline of your own. If you're in doubt on how that works, simply choose an animal, an element, and a Dao, and there you go.

Revelations Upon Revelations -400cp

Cultivators grow in power, even if slowly. It's the base premise and the entire point of cultivation, after all. Unfortunately, the treasures and tamed beasts of a cultivator do not necessarily grow in power alongside the cultivator. It's possible to refine and feed them to continue growing in power alongside you, sure, but sometimes that's not possible to do, either because it's simply not possible or perhaps because some other approach would be needed to evolve them. Thankfully, you'll find that you'll never truly have to struggle with this dilemma, as you have a strange gift of fortune that will ensure that any treasures and tamed beasts scale with you with only some effort on your part.

This mainly takes place in the form of revealing new facets of such things that mean they can continue to grow in power: Perhaps a prized spirit beast you possess might be revealed to actually be a diminished form of a greater type of spirit beast, or maybe it'll happen to evolve and mutate to become stronger, or maybe it'll turn out to be a fragment of a far greater being that can grow by consuming other scattered fragments of that same greater being. Maybe you'll find special and unique forms of refining treasures that allow you to greatly enhance your treasures, or maybe you'll come across a special array that possesses immense power and just so happens to be reliant on the use of precisely the types of treasures you are most fond of. Whatever happens, sometimes it'll seem as if there's always more to meet the eye when it comes to them.

Illusory Dreamscape -400cp

This is a very secret and very powerful technique of the Heavenly Illusion Dao, one that you'll need to reach the Late Grand Encompassment stage to truly master and use for little cost. What it does is quite simple; it turns you, or parts of you, into an illusion that can be manipulated or dispelled. You can use this for incredible levels of stealth of course, but the main use is to transform any injuries you possess into illusions and dispel them, healing you instantly. Used properly by a master, it is no exaggeration to say that this technique can make you almost invincible, at least as long as you don't run out of immortal spiritual power. And don't forget to hide the fact that you know this technique, as the Heavenly Fox tribe of the Primordial Land might not appreciate an outsider knowing the secret technique of their founding True Spirit King. Or maybe you've used the Strange Being perk to be a Heavenly Fox yourself?

Immortal Gold Devouring -600cp

Even if you haven't purchased the Strange Being perk, with this you'll no longer be a human, but a Gold Devouring Beetle. This means that you'll possess immense talent in the Dao of Devouring, and will not only possess immense durability on par with or perhaps slightly greater than Profound cultivators (body cultivators basically) at the same level as you (without being a Profound cultivator yourself), but you'll also be able to consume and digest practically everything in Heaven and Earth. You can of course do this by physically eating things or just conjuring golden light to do the devouring for you. As you grow in power, you'll also unlock more abilities, such as splitting into a swarm of many smaller Gold Devouring Beetles. Not to mention that you'll be able to sense any nearby Gold Devouring Beetles with unerring accuracy, even if they're deeply hidden by powerful arrays. The only obstacle to sensing other Gold Devouring Beetles is distance.

The source of all these powers is that Gold Devouring Beetles are in fact fragments of the currently dead Devouring Dao Ancestor, Qu Lin. This also means that by hunting down other Gold Devouring Beetles and eating them, you can grow greatly in power (something that all Gold Devouring Beetles know so be ready to be hunted down), eventually being able to become a Dao Ancestor again without having to bother with the Five Decays of the True Immortal realm, the Three Decays of the Golden Immortal realm, the three Corpse Soul severances of the Grand Encompassment realm, or the Heavenly Dao Tribulation that cultivators must normally surmount to become a Dao Ancestor. Not to mention you could reclaim the throne of ruler of all arthropods of the True Immortal Realm that Qu Lin held. Be very careful however, as one of the most powerful Gold Devouring Beetles is a very close friend of Han Li, the protagonist and the man who will become the undisputed most powerful person in all the Immortal Realms. You can no doubt see the problem there.

Old Tricks -600cp

Secret techniques can be quite powerful, but unfortunately are generally meant for a specific level of power. A technique that was the difference between life and death might become nothing more than a cheap trick after a couple major cultivation realms of growth, for example. For you, however, this does not seem to be the case. Unlike normal, you can simply pour more power into any techniques and methods you possess to "upgrade" them to be relevant at whatever scale of power you operate at. For example, you could effectively use a technique meant for the Body Integration realm at most as a Golden Immortal. Not only will this mean you do not have to abandon techniques you're particularly fond of as you grow in power, but it might also make for quite a nasty surprise if you take some obscure and irrelevant low-level technique and wield it with enough might to rival truly powerful cultivators.

Infernal Soul Bugs -600cp

All Daos are unfathomably deep, and the Dao of Puppetry is no different. Just like any Dao, it has horrible depths that immortal cultivators can stoop to. This species of insect is a prime example. You will obtain a strange technique that allows you to conjure the eggs of Infernal Soul Bugs, and also the knowledge of how to use them to refine people into puppets, a remarkably cruel process. This is normally unique to the Infernal Beings of the Grey Realm, so if you aren't one then make sure to keep your knowledge of this technique hidden.

As for details, what the technique does is allow you to suck out the power of a target's soul to form it into the egg of an Infernal Soul Bug. Then with a trivial exertion of power, you can cause the egg to hatch, which will reveal that the bug resembles a slug with dozens of feelers of different lengths all over its body, as well as possessing the face of whoever hatched the egg (you in other words), and you can inject the bug into the soul of your victim (which physically looks as if it passes through the forehead of the victim). The bug will then burrow into the depths of the victim's soul, an indescribably painful process for the victim, while also preventing the victim from killing themselves. Unfortunately for the victim, they would need power comparable to the Grand Encompassment realm to fight back against it.

Once the bug has burrowed all the way into the depths of the victim's soul, it will take about a hundred days to finish the process of the bug fusing into their soul. Once the process is finished, the Infernal Soul Bug can control the victim's actions and even thoughts. This way you can obtain perfectly loyal puppets that retain not only their consciousness but also all of their skills, abilities, and Dao powers. Quite the disturbing yet powerful technique, no?

Chaotic Fate -800

The world of cultivation is incredibly dangerous. You might be able to become very powerful and obtain many supernatural powers, but so can many others, and conflicts are not only common but expected. Not everyone is capable of growing to the peak of cultivation, much less surviving many of the dangers that can be found. Fortunately for you, you have an utterly unfair amount of luck. You'll frequently come across extreme opportunities to grow in power, such as spaces where time flows significantly faster, or hidden Immortal Manors that nobody has yet found which allows you to loot it largely unimpeded, or perhaps you'll suddenly come across an array that inexplicably catapults you to the next major realm.

Whatever happens, you'll grow in power unbelievably quickly if you're decisive enough to properly use all the opportunities you'll come across. And not just increases in power, you'll also find many treasures and resources to aid you not only in cultivation but also in fighting against any danger you might come across. You might even be able to reach the status of Dao Ancestor in a mere 20,000 years instead of the hundreds of millions it might normally take. In future worlds you'll find a similar amount of luck for gathering new resources, treasures, and opportunities to increase your power. This particular gift of fortune might not directly help you against danger, but you'll certainly be strong enough to face whatever the world throws at you with confidence.

Heavenly Court Perks

Immortal Wine -100cp

As much as this world is filled with danger and valuable resources, sometimes it's fine to just sit back and enjoy some wine. And unsurprisingly, cultivators have developed ways to brew spiritual wine, not only stronger than any mortal wine but also possessing other benefits reminiscent of weak pills. You in particular are particularly proficient in the brewing of wine, especially when it comes to utilizing spiritual herbs and fruits, and other magical plants you might find in future jumps. You might brew wine that calms the mind, wines that heal minor wounds, or perhaps wines that warm you inside and provides a mild (for Immortals) resistance to cold, but please don't forget that the point of it is the flavor and aroma of the mind. If you're not an alcoholic, you can instead obtain a similar level of culinary skill with other foods instead, such as perhaps meats, or vegetables, or pastries, or tea, or whatever else. You'll likely make a lot of friends with this. You can purchase this multiple times if you'd like, paying the full price each time, for talent in more types of food.

Spirit Eyes -200cp

There are a myriad ways of disguising yourself, and even a Dao of Concealment, so what's a cultivator to do to discern the truth? Developing an ocular ability is certainly a way of doing so. With this you've gained some technique related to the eyes that allows you to see through disguises and trickery. This means you'll find it far easier to see through illusions, as well as any obstacles that might obstruct your vision such as fog. It'll also let you see people's souls, revealing their true forms to your vision. Of course, as this is xianxia, illusions or disguises with power behind them greater than your own power will still be able to fool you, but all you need to do to deal with that is reach the peak of cultivation, no?

Snaring Domain -400cp

Domains are quite a large advantage that cultivators can utilize, but it seems that you've developed yours far more than most. Or perhaps you're simply very talented at using domains if you don't have one yet. Either way, your domain is far more aggressive than most. This means that you can manifest vines within your domain, or perhaps something else, with which you can ensnare anyone within it. Then you can absorb any power that the ensnared possess, making it far more difficult to escape.

Once you absorb all of the energy of whoever you've ensnared, you can then cause your domain to consume their body and soul as well, not only feeding your domain with their power to repair any damage sustained by your domain or simply to recover your energies, but also enslaving their soul to follow your orders. It's not quite as thorough as an actual puppetry technique (and doubtless it would benefit if you cultivate the Puppetry Dao), but it's still gaining a (forcefully) loyal slave. In future worlds, you'll also find a similar level of talent in powers similar to domains, likewise being able to develop them to a similar level of viciousness.

Myriad Daos -600cp

Normally, cultivators can only utilize one Dao at a time, not to mention it's impossible to cultivate in more than one Dao. However, as the previous Time Dao Ancestor, Gu Daoshen, discovered a way to fuse multiple Daos together, utilizing a series of secret techniques, arrays, and treasure refinement methods to do so. However it happened, you've obtained this knowledge as well. Of course, if you aren't at the peak of the Grand Encompassment realm or a Dao Ancestor, it'll be immensely difficult for you to pull it off, but merging multiple Daos together creates a result far greater than the sum of its parts.

For example, you could imbue an arrow or other projectile with the Daos of Space, Time, Wind, and Lightning, not only making it indescribably swift thanks to the combination of the Daos of Wind and Lightning which both possess immense speed, but also make them even faster by accelerating their time with the Dao of Time, and shortening the distance they have to cover to reach the target using the Dao of Space. This is just one example of course, you can no doubt come up with many other powerful uses of utilizing many Daos at once. It of course doesn't need mentioning that the greater your comprehension of all the Daos involved, the better.

The more Daos you use at once, the result will be exponentially greater, although so will be the difficulty of succeeding in doing so. Needless to say, this is a unique and almost completely unprecedented use of the Daos, perhaps enough to qualify as a "cheat" on its own if you spend the time to leverage it properly. As a final note, arrays and treasures that utilize multiple Daos are able to stave off Heavenly Dao assimilation for Dao Ancestors.

Reincarnation Palace Perks

Double Life -100cp

The identity of Reincarnation Palace members is something to keep hidden. After all, the Reincarnation Palace is an enemy of the Heavenly Court. This also usually means having to take on false identities, whether to hide for a time or for the sake of a mission. You won't find this too difficult, as you've become quite skilled at acting and hiding your true emotions, such that others would need supernatural methods of detecting whether or not you're telling the truth, or perhaps blackmailing you with something that you find truly important. And of course, you're very good at keeping secrets, so you won't accidentally babble about something you shouldn't be talking about.

Third Fox -200cp

While there are secrets to be found in abandoned and wild places in the world, the best guarantee of finding resources, treasures, and techniques of great value is in sects, particularly the powerful ones. But of course, such sects aren't generally amenable to giving their valuables to any random cultivator that shows up. So why not grab such things by force and run away instead? This is certainly an option for you, as you are really good at stealing things, as well as planning your heists. You could build a reputation by broadcasting your planned heists publicly and still pulling them off despite giving a warning to those you're stealing from. You might not be able to steal from those a major cultivation realm above you due to the difference in power, but you could certainly rob a lot of people with impunity. Try not to piss off too many cultivators though, or you might end up offending some powerful senior.

World Of Law -400cp

While illusions can be quite handy if used properly, the need to decide what illusions to actually conjure as well as the process of performing the hand seals to activate the technique can take a moment, and in the middle of battle every moment is important. So here you can have a very special illusion technique, one that only requires you to speak to conjure it. Tell Heaven and Earth to swap places, and it'll seem as if the world turns upside down to disorient your opponent. Call the lightning of Heaven to strike your opponents and illusory lightning will pour down from the heavens. It's still all illusions, of course, but with the speed you can conjure them you can at least use them to briefly disorient any enemies that can see through illusions, not to mention the confusion you can inflict on enemies who cannot.

Something interesting about this technique, however, is that you can start to turn these illusions into something more when you reach the Jade Immortal realm, making them far more real and deadly than they should be. And when you reach the Grand Encompassment realm, you'll be able to master this technique to such an extent that the illusions are almost entirely real, conjuring profound natural disasters and phenomena merely by speaking. And given the sheer scale that cultivators at those levels operate at, being able to summon great disasters covering tens of thousands of kilometers with but a word is certainly nothing to scoff at.

Defying Heaven -600cp

The Reincarnation Palace Master is almost definitely the second strongest cultivator, second only to the Time Dao Ancestor. Still, mere power is not enough to explain the sheer power and influence of the Reincarnation Palace. It helps, obviously, but the Reincarnation Palace has great numbers of loyal cultivators and spies and agents almost everywhere, even in the Heavenly Court itself. Such a level of power for an organization requires an entirely different level of effort than cultivation. Maybe you were tutored by the Reincarnation Palace Master, or maybe you're just talented at diplomacy and administration, but now you possess the same skills that are needed to create such a large organized faction.

It'll take quite a long time for the factions that you create and lead to grow to a similar extent as the Heavenly Court and the Reincarnation Palace, perhaps millions of years, but it's certainly possible. And if you want a smaller faction, perhaps simply obtaining dominion over some mortal world, then it's certainly far easier and less time consuming to pull off. After all, mortals live far shorter lives than Immortals, and their worlds are far smaller as well.

Neutral Perks

Immortal Loot -100cp

All beings of great supernatural power generally accumulate treasures and resources of great value. Or at least, that's what it seems like when you're involved. Any enemies you defeat will always seem to have storage tools filled with many treasures, techniques, and resources that might be expected for their level of power. Even when they really shouldn't have such things, such as if you're going around the Primordial Land killing everything that moves for the loot. Even mindless animals seem to yield rewards in this manner. It might not matter much compared to exploring ancient and abandoned Immortal Manors or joining a sect to benefit from the support of more powerful cultivators, but at least it can be a reliable source of income.

Exceptional Will -200cp

With all the risk involved in cultivating and travelling this world, it's no surprise that many cultivators' lives are cut short for one reason or another. Cultivation is certainly not for the timid. You, however, would stand out among most cultivators, as your willpower is unusually strong. Not only are you more resistant to the whispers of inner demons and find pain to be far less debilitating than it normally would be, but you're also able to resist any mental influence far more easily than your peers. You could avoid being ensnared by a beauty's bewitching technique, or perhaps endure indescribable pain to surmount a particularly difficult tribulation. Whatever happens, very little can cause your Dao Heart to waver.

Mistress -400cp

The world is filled with treasures of all kinds, and only a minuscule fraction of them are treasures that emerged naturally from Heaven and Earth. The rest are crafted and refined by cultivators, and you in particular are incredibly skilled and talented at this process. In particular, you're very experienced at crafting treasures that utilize the power of some particular Dao. Even if you found yourself in a strange realm where all qi and laws are suppressed and only body cultivation is possible, you would still be able to adapt and continue to craft powerful and valuable treasures, although of course treasures that do not utilize the power of a Dao won't be as powerful as ones that do. Perhaps you'll sell your craftsmanship to others?

Lucky Little Rascal -600cp

There are many dangerous places and people in this world, and not all cultivators die from foreseeable causes. Sometimes you just get blindsided with something extremely lethal and have to struggle to live even a second longer. Maybe you've just been captured by cultivators a whole major realm above you who possess evil intentions. Fortunately, it seems that you're favored by fate, as you'll never have to face inescapable deadly situations. Unless you are actively biting more than you can chew and diving head first into extreme danger, you'll always find that you have some avenue to escape and survive whatever circumstances you might find yourself in. Of course, this is simply luck and thus not something you should actively rely on, but you have a very real chance of surviving whatever comes your way to reach the peak of cultivation in this world.

Items

But what you can do is not everything. Treasures are quite important in one's cultivation journey as well. Here you'll be able to purchase some. Unlike perks, here you'll have floating discounts which you can apply to any item of a given price tier instead, determining the price tier by the final amount of cp that you pay for the item. You'll have 1 floating discount for 100cp items, 1 for 200cp items, 1 for 400cp items, and finally 1 for 600cp items.

Immortal Cultivation Method -0/100/200cp

When a cultivator ascends to Immortality, they will first become a Loose Immortal. At this point they'll need an Immortal cultivation method to transform all their spiritual power to immortal spiritual power, thereby becoming a True Immortal. So here you can purchase Immortal cultivation methods, which will allow you to cultivate all the way to the peak of the Grand Encompassment stage, in other words they'll be very high quality cultivation methods. You can freely choose whether you want a Profound cultivation method, which is a body cultivation method, or whether you want a cultivation method for some particular Dao. And of course, your methods can be either focused on combat, in which case they'll grant you supernatural powers and techniques fitting for violence, or perhaps focused on support instead, for example a method that gives you supernatural powers focused around creating and controlling a tree that controls seasonal weather and the growth of nearby spirit plants.

The first cultivation method you buy is free, and you can buy more at 100cp each. That said, if you want an Immortal cultivation method with a particularly powerful gimmick, such as how the Spirit Refinement Technique grants an immense spiritual sense, or if you want an Immortal cultivation method for one of the Paramount Daos such as Space, Reincarnation, or Time, you'll need to pay an additional 100cp. In other words, such higher quality cultivation methods will cost you 200cp, or only 100cp if it's the first one you buy.

Immortal Origin Stones -0/100+cp

And of course, it wouldn't do for you to be utterly destitute. So with this Item you gain a steady salary of Immortal Origin Stones. These are essentially just the Immortal equivalent of the Spirit Stones that mortal cultivators utilize. Technically 1 low-grade Immortal Origin Stone is worth 100 top-grade Spirit Stones, but in practice they are far, far more valuable since Immortal Origin Stones contain immortal spiritual power rather than spiritual power. Likewise mid-grade Immortal Origin Stones are worth 100 low-grade ones, and the same applies between high-grade and mid-grade Immortal Origin Stones. For context, 1000 Immortal Origin Stones is considered a significant amount of money for an average Golden Immortal cultivator, while having wealth in the tens of millions of Immortal Origin Stones is normal for cultivators at the Grand Encompassment realm.

With this Item you get 1 low-grade Immortal Origin Stone a year, and can increase this for 100cp per additional order of magnitude for your salary. In other words, just 300cp would increase your salary to 1000 Immortal Origin Stones a year, or perhaps 10 mid-grade Immortal Origin Stones a year if you want.

Cultivation Supplements -0/100+cp

Even as an Immortal, cultivation pills are still valuable and widely used, although of course the difficulty of Earth grade alchemy means that such pills are not quite as common as they are among mortals. With this you can gain a steady supply of one cultivation pill approximately every 100 years. Each pill will roughly be equal to around 1,000 years of cultivation, at least. You can increase the batch you obtain by 1 extra pill for every additional 100cp you spend on this item. If you don't want pills, you can also choose to receive this in the form of spiritual wine, or perhaps spiritual tea, or some other form of food. Unfortunately, given the nature of cultivation at the higher levels, the usefulness of such pills lowers to practically nothing at the Grand Encompassment realm, and don't really have any point if you're a Dao Ancestor, especially since these are not Dao pills but simply Earth grade pills. Maybe you can give them to disciples or something if you reach that point

Immortal Treasures -0/100/200/400cp

But of course, if you have some unique idea for a treasure, you may use this option to gain whatever custom treasure you would like. The first you purchase is free, while any additional treasures will cost you 100cp to purchase per treasure. You can freely choose which Dao the treasures use for their law powers as well. Of course, if you want a stronger treasure to start with, you can spend an additional 100cp on a particular treasure for a total of 200cp (or 100cp if it's your first treasure), making it a graded treasure and possessing immensely stronger law powers, certainly enough to have a massive advantage over cultivators who do not possess a graded treasure. However, if this still isn't enough, you can instead spend an additional 300cp on a given treasure, for a total of 400cp for that individual treasure (or 300cp if it's the first one you buy) to make it a Profound Heavenly Treasure, possessing law powers stronger than any graded treasure, and certainly powerful enough to punch up an entire major cultivation realm.

Storage Bracelet -100cp

This is rather standard, isn't it? A storage bracelet (or pouch, or badge, or whatever item you'd like) that serves as a storage method. Unlike most, this one is arbitrarily large and you'll never have to worry about running out of space. It can also automatically sort whatever you shove into it for ease of access. It doesn't have any qi within it though, so it's not too useful for storing spirit pets unfortunately. Really, it's a very simple but endlessly useful type of treasure.

Immortal Badge -100cp

This is a thin purplish-golden badge, one that is normally only given to cultivators who ascended from lower realms. Now you have one, whether or not you ascended from a lower realm. With it, you'll be able to enter any major immortal city without being examined, and will prove to those you show it to that you're an individual with exceptional talent or fortune. Useful to get a foot in the door for whatever sect you might want to join, of course.

Earthly Deity Avatar -100cp

While not all that popular, Earthly cultivators are those who use special methods to cultivate using the faith that their followers have on them, using worship to grow in power. The more worshippers they have, the faster they can cultivate, and this can result in cultivating significantly faster than other cultivators with a sufficiently massive following. Unfortunately, due to the dependence of faith and the fact that their immortal spiritual power is less pure (and thus less powerful) due to being contaminated with the power of faith, Earthly Immortals aren't very widespread, not to mention that due to needing the external power of faith to manifest law powers, they can only use the powers of the Dao they cultivate in the areas where they have worshippers.

Something unique to Earthly Immortals is that they usually create what are known as Earthly Deity Avatars, which can absorb and refine the power of faith better than the Earthly Immortals themselves. These avatars can also be used to simply have a backup, in which the cultivator uses normal cultivation methods while they also have the Earthly Deity Avatar utilizing the power of faith. With this Item, you will gain an Earthly Deity Avatar of your own, already refined and connected to you. Perhaps you'll leave it in one location to gather a following and deepen your influence in that location while you go off and do other things?

Money Conversion Array -200cp

Spirit Stones and Immortal Origin Stones are used as the currency of cultivators, but of course they also hold some energy on their own, which can be used to fuel arrays or recover your own power. But despite them technically having equivalent values, the differences between the various grades of those stones are far larger than you'd expect. Normally this doesn't matter, but with this secret array you've obtained, you'll be able to transform the stones you have into higher or lower quality variants. You could accumulate 100 top-grade spiritual stones and merge them into 1 low-grade Immortal Origin Stone, or the reverse.

With this, you could easily gain access to the higher grade Immortal Origin Stones that are far more valuable and contain more energy than you might expect while only "paying" their official price. After all, 1 mid-grade Immortal Origin Stone, despite technically being worth 100 low-grade Immortal Origin Stones, is far more valuable than that amount and holds a lot more energy than those 100 low-grade stones possess combined.

As a bonus, in future worlds you'll be able to use this array to convert any type of currency you possess to any other type of currency you have a sample of, being particularly effective on currencies that have uses aside from money, such as how spiritual stones can be used as energy batteries as well as currency.

Your Backyard -200cp

Perhaps you want a place to call your own? If so, here's one you can buy. It's a relatively medium-sized island for the True Immortal Realm, meaning it's hundreds of thousands of kilometers wide, and comes with a large population of whatever race you are (human by default unless you purchased the Strange Being and/or the Gold Devouring perks) that worship you as their ancestral god, useful for Earthly Immortal cultivation if you care for it. In terms of cultivators, the most powerful is only in the Mahayana realm, so if you want Immortal subordinates you'll have to raise them to that level of power yourself. Still, it can be nice to have a place to call home, no?

Dao Army -200cp

What you have here is a small bag filled with a few tens of thousands of special beans, which will refill after ten thousand years once you plant all the beans. These are Dao Warrior beans, which can be planted and germinated to become puppets that follow your orders. While they do require a special method of planting and nurturing them, this also comes with a manual on how to do so. Of course, they take a while to fully mature, normally taking centuries to do so. When fully matured however, they are very useful as they'll generally have the power of an Early True Immortal. The beans you get in particular are special, as they'll have power only one major realm below you when fully mature, letting you plant and cultivate an entire army of very powerful puppets. With a bit of patience, you can certainly build up a massive army of puppets.

Grotto Heaven -200cp

At the level of Immortals, it's very much possible to create secret realms that are spatially disconnected from the rest of the world. This is one such realm, filled with world origin qi, designed to be used for growing many spiritual herbs. The actual landscape within it is up to you, but keep in mind that this Grotto Heaven isn't very useful for actual cultivation given it's meant for spiritual herbs. As for actually entering it, it must be done through a special array plate with a teleportation array on it that is now in your possession. It's always possible for a cultivator to barge in by just tearing apart space, of course, but such courses of action are usually deadly, so it's unlikely anyone will bother doing so. This way you can have your own spiritual garden without fearing that anything might get stolen while you aren't looking.

Sinha Blood Array -200cp

There are many powerful bloodlines in this world. You may or may not have secret techniques to take in new bloodlines and refine them, but what if other people aren't willing to just give you a sample of their bloodline for you to refine and empower yourself with? You could simply attempt to steal a sample of their blood, sure, but they would definitely be angry at you doing that. So why not go the full mile and steal ALL the bloodline power that others possess in their bodies? With this array, you can.

While it is an array and thus has to be set up beforehand, it will let you trap anyone within it and slowly steal all the bloodline powers that can be found in their blood. It is of course quite a painful process for them, but if you're doing this to someone you likely don't care about what they think, right? The actual process takes the form of the victim's blood leaving their body and entering yours, and since it's not instant it can be interrupted to cause backlash to you, but it's standard procedure to protect yourself properly if you're going to use an array anyway.

In future jumps this will likewise allow you to steal any powers and abilities tied to race or a specific bloodline that other beings might possess. The array also refined the bloodlines by itself, so you won't need to develop secret techniques designed to refine each bloodline you steal. Hopefully you don't make too many enemies by doing this.

Immortal Manor -400cp

While Han Li himself never really bothered constructing an Immortal Manor for himself, they aren't particularly rare to have, especially among powerful cultivators. With this purchase you'll gain an Immortal Manor of your own. Of course, by default its entrance will be hidden so that nobody intrudes on your manor, but you can reveal its location if you want to do so. The Immortal Manor will be filled to the brim with world origin qi, certainly very useful for cultivating within as well as growing whatever spiritual herbs you might want to cultivate.

In terms of actual size, it'll be tens of millions of kilometers across, large enough that it'd take a Golden Immortal most of a year to get from one end to the other, and it'll be spatially separated from the rest of the world to prevent anyone from randomly stumbling across it without finding the entrance. It'll also be quite packed with plenty of infrastructure whose design will be up to you, same with the defenses and traps. Perhaps you want it to be separated in layers so that invaders are forced to crawl through a desert filled with sand that suppresses flight and spiritual power and which is also patrolled by dangerous spiritual beasts? Or maybe you want to fill it with illusory arrays that slowly drain the souls of anyone not authorized to enter your manor? Or perhaps you want to come up with some other types of traps to punish trespassers?

Either way it'll present quite a challenge to any cultivator that isn't far more powerful than you are, and it'll even upgrade itself as you grow in power. Likewise the Manor will be filled with many treasures, resources, and ancient spiritual herbs, appropriate for a particularly wealthy Golden Immortal cultivator at minimum, or perhaps with more should you be stronger than that. Every new jump you enter or every billion years (whichever is sooner) it'll replenish and update the wealth it contains to be appropriate to whatever level of power you've reached.

Essence Of Flame -400cp

What you have here is a rather small fire spirit. It is quite helpful for pill refinement, being obviously smarter than normal flames and thus able to more precisely control the heat it gives off. But this isn't why Essences of Flames are so valuable and sought after. Their most important trait is that they can consume flames in order to grow stronger. They'll have to consume a great deal of very strong flames for significant growth, of course, but special flames with unique properties, as well as any flames with law powers related to the Dao of Fire or any derivative Daos give it the most benefit, growing leaps and bounds by just consuming one powerful sample of such flames.

Not only that, but it gains whatever special properties and powers that the flames it ate had, making it more versatile with each special flame it consumes. It dislikes eating devilish flames, unfortunately, but there's plenty more variety of fires for it to eat anyway. And of course, it is quite loyal to you, actively going out of its way to help you if it seems like you might need aid. And it's quite adorable too, looking like a tiny chick in its true form and being very active and curious. In case you don't like fire too much for whatever reason, you may choose to gain an Essence of some other element instead, such as water, lightning, earth, metal, wood, or whatever other strange element you might think of. It'll have a similar ability to manipulate itself and consume any examples of its element just like the default fire spirit can.

Bodhi Tree -400cp

This is a very special tree. Not only is it imbued with law powers from many Daos, but its fruits are immensely beneficial for cultivation. Each fruit eaten in full is equivalent to 10 million years of cultivation. You can likely imagine how useful that is. Unfortunately the tree only bears fruit every 5 million years, but at least when it does bear fruit it produces hundreds of it. Additionally, due to the fruits being imbued with many Daos, it can also ward off assimilation by the Heavenly Dao for Dao Ancestors. You could buy the loyalty of many Dao Ancestors with this (provided you're strong enough to stop them from just stealing the tree). Ah, and don't forget to keep the fact you have this hidden if you aren't a part of the Heavenly Court. After all, the only other Bodhi Tree is the personal property of Gu Huojin, the Time Dao Ancestor, leader of the Heavenly Court and the most powerful person currently alive. He will very much not appreciate someone not under his thumb breaking his monopoly of the Bodhi fruits.

Domain Treasure -600cp

Domain Treasures are rather unique, in that they are essentially entire pocket dimensions you can carry with you, rather than mere storage treasures. It'll be merged with some part of your body, such as a finger, and will be essentially undetectable if you do not reveal it to others. You'll be able to use that part of your body to open portals made of light to transport people into the domain treasure's space. As for the space itself, it's large enough to have its own set of celestial bodies within, essentially being arbitrarily large. It already comes with some land to put stuff on and a sun to illuminate and give some warmth to whoever is inside. The space is also filled with world origin qi, making it useful for cultivating within. With a bit of effort, you could certainly build this up into being practically a portable Immortal Manor.

Transient Mask -600cp

While normally only those who are members of Reincarnation Palace or any of its subsidiary organizations are given a mask, it seems that you've obtained one of your own even if you aren't part of Reincarnation Palace. Strangely, this one isn't actually connected to the internal market of Reincarnation Palace, instead offering you access to an entirely different market that only you have access to. Through it you can purchase any non-unique resource that might exist in the world you're in, and the available resources will expand to account for what can be found in any worlds you visit in the future. And not just resources, but actual treasures are also available as well, albeit even more incredibly expensive due to being finished products.

Perhaps you'll skip the process of making a treasure you want by just buying something similar with this? Just keep in mind that any unique treasures will be unavailable to this market. Things in this market will be particularly expensive compared to buying things through normal methods, of course, but this market never seems to run out of anything. Unfortunately, things that are particularly valuable and rare might not be available in exchange for money, but might have to be exchanged for other rare resources or treasures, perhaps even batches of Dao pills in the most extreme of cases.

And finally, this market offers information as well, allowing you to learn not just many varied techniques and arrays but also many things about the world and the people you might meet. Unfortunately big important secrets and unique secret techniques or arrays aren't on offer, but many things that would otherwise be incredibly difficult to learn are possible to buy.

And, of course, you can sell things as well, although you won't be able to sell information or knowledge. Resources and treasures though? You can obtain quite a bit of money by selling that, not to mention how much money selling alchemical pills can net you if you can create those. And of course, the mask comes with some very advanced powers related to concealment, letting you shapeshift into entirely different forms to mask your face and body shape, as well as hiding your aura, but this disguise isn't absolute so it can be seen through.

Dao Treasure -600/800/1000cp

There are many types of treasures in this world, some more useful than others. And this one in particular is far more useful than most. Choose one Dao, and this treasure will be attuned to said Dao in a way only rivaled by Dao Ancestors. Using it, you'll be able to massively improve the speed at which you comprehend said Dao, obtaining great insight and an intuitive understanding of said Dao through using the treasure in some way. Not to mention it'll also allow you to progress far faster in cultivation in general. With it, you might reach the peak of the Grand Encompassment realm in a mere million years, an incredibly fast pace of cultivation. And on top of all this, the treasure will also possess an ability that will be of immense use. Perhaps they'll be able to make spiritual herbs grow extremely quickly, achieving thousands of years of growth in mere moments, or maybe they'll be able to act as a railgun of sorts, absorbing and destroying anything you put into it to later shoot all of that power in a massively amplified beam of pure destruction. Keep in mind however that it can only be for a normal Dao, not one of the three Paramount Daos

That's just for 600cp however. For 800cp you'll be able to purchase a Dao Treasure of one of the Paramount Daos; Space, Time, or Reincarnation. Not only does cultivating these Daos grant far more power to a cultivator than other Daos, but the abilities they possess will be appropriately more impressive, not merely having one. For example, a Dao Treasure of Time might be able to not only speed up the growth of spiritual herbs as in the previous example, but also ward off any effects of time manipulation that others try to inflict upon you. Maybe a Dao Treasure of Reincarnation might not only allow you to unlock people's memories of their past lives, but also resurrect the recently dead by absorbing their corpse into the Dao Treasure then spitting them back out not just alive but also perfectly healed. Who knows what kind of things a Dao Treasure of Space might allow you to do.

And finally, if you're still not satisfied with this, you may gain a true Profound Heavenly Item (not to be confused with Profound Heavenly *Treasures*). It'll mainly have the abilities of a Dao Treasure of a Paramount Dao of your choosing, as well as the ability to temporarily transmigrate to places distant both in space and back in the past, letting you learn about history from perspective that is usually impossible as well as infiltrate essentially any faction by transmigrating into particular individuals who have access to things you don't. However, this temporary transmigration will be uncontrollable until you reach the Jade Immortal realm and take the time to refine it further and learn how to control it. But when you finally become a Dao Ancestor or gain a similar level of power through other means, you'll be able to fully refine it and find that it possesses not only all 3,000 Daos and the three Paramount Daos, but also a trace of Primordial Chaos, not only allowing true time travel (even if very costly), but also likely able to develop abilities appropriate to any of the 3,000 Daos with further refinement. If you wish for the Heavenly Controlling Vial in particular, then you'll have to pay the full 1000cp to get a copy of it.

Companions

Cultivation may be a lonely journey, but that's not to mean you cannot have friends and partners to spend time with. So here you will decide whether you'll have Companions or not.

Sworn Family -100/200/400cp

If you already had Companions in your chain, with this option you can import them into this jump. You can also use this option to create a Companion outright, in case you wish to meet someone new. Each Companion will have 800cp and the allowance to take drawbacks for more. For 100cp you can import or create up to 2 Companions. 200cp allows you up to 4, and 400cp allows you up to 8. A party of 9 certainly seems auspicious, no?

Fateful Meetings -0cp

But perhaps you've grown attached to some already existing character of this story? Han Li has certainly met many colorful people in his many adventures. Or perhaps you want to take Han Li himself along with you? If so, all you need to do is to convince them to come along with you, and they'll become a Companion for free. While many are attached to their lives in this world, many others would likely leap at the opportunity to leave this world or perhaps just to take their adventures to more worlds.

Eternal Serpent -100cp

Cultivators seek immortality, but even when becoming Immortals, it's never impossible to be killed. Still, many do their best to grow stronger regardless. This particular green-haired woman is one such cultivator, having become a True Immortal recently despite the calamity her world faced. She's quite prideful and ruthless, and entirely willing to use devilish methods to grow in power and defeat her enemies. This usually causes other people she meets to dislike her, but she's a bit too prideful to admit how lonely she is, resulting in her essentially having no one he can truly call a friend. She's taken to cultivating the Dao of Reincarnation, and certainly seems talented, lucky, and ambitious enough to potentially reach the peak of cultivation.

Strangely, she's found a way to make her spiritual power and abilities take on a green and black coloration, despite how the Reincarnation Dao is usually dark red in color. Additionally, she seems rather fond of snakes, both as symbolism and as spirit pets to nurture, and has apparently obtained and refined a particularly powerful snake beast bloodline too, enhancing her might and giving her a rather high status in the Primordial Land. In terms of appearance, she's incredibly beautiful, which frankly isn't unusual for female Immortals, but for some reason she seems fond of changing her apparent age on a whim, switching from childlike, petite, and voluptuous forms whenever she pleases. You'll meet her not long after the jump starts in a mostly friendly context, but pursuing a deeper relationship with her will be up to you.

Drawbacks

But of course, maybe 1000cp is not enough for you. You cannot be blamed, ambition is normal for cultivators after all. Here you may gain more cp, at a cost of course.

A Record Of A Jumper +0cp

If you used the A Record Of A Mortal's Journey To Immortality - Mortal Arc jump, you may wish to maintain some continuity between your actions in that jump and the world you'll be arriving in here. If so, this is the option you want to take. It's quite simple, simply dropping you back in the same world you were in, albeit as an Immortal. Of course, given the differences between lower and higher realms, you probably won't find too much of a difference, unless you like visiting lower realms or you had already visited higher realms in the Mortal Arc jump. And of course, this might also mean you "enter" the jump a lot later than it would normally start, if you managed to ascend to Immortality through your own efforts in the Mortal Arc jump and chose to directly proceed to this jump, in which case you just obtain your build of this jump immediately without any interruptions in your experience in this world.

As a special bonus, if you had taken the Born In Green Ox Village toggle in the Mortal Arc jump, you'll still be Han Li in this jump, and will still have the same sense for where to go and what to do to follow the story that you were given in the Mortal Arc jump.

It's Called Immortality For A Reason +0cp

And Immortals perform activities that can take tens of thousands, hundreds of thousands, or maybe even millions of years. Your normal stay of 20,000 years isn't really enough for much of the things you can do as an Immortal, especially at the higher cultivation realms. So, if you want to spend more time in this world, you may extend the length of your stay in this world as much as you want. You could stay for a million years, a billion, or more if you want. Who knows what the future holds?

Ascending Properly +100cp

Normally, you're given a Loose Immortal cultivation base for free, to get you started on Immortality. However, perhaps you want to transcend to Immortality properly? If so, with this you'll be reduced to "merely" the Early Mahayana realm, and you will also find yourself in a lower realm as well. You'll have to not only cultivate to the Tribulation Transcendence realm yourself, but also face the tribulation that all cultivators face when ascending not only to Immortality but also to the higher realms. It will certainly be difficult, but given the dangers you'll have to face in your journey, perhaps it'd be a good way of measuring whether you're ready for cultivation as an Immortal or not.

Loving Spirits +100cp

While spiritual wines can be quite nice, you're a bit too fond of them. You're an alcoholic in other words, not only always seeking to be at least partially inebriated, but also regularly escaping your troubles into the bottom of a bottle. At the very least, most won't find a drunkard particularly offensive, but being constantly drunk isn't exactly an advantageous situation. At least you can become sober in a moment with a trivial exertion of your spiritual power, but actually wanting to be sober is another matter.

Baleful Aura +200cp

Bad news, you've killed way too many people in the past. The result of this is that you've accumulated an extreme amount of baleful qi, which is impossible to get rid of without special and very rare techniques. This means that not only is the Baleful Decay almost impossible to overcome for you, but it also means that you're branded as an outlaw by the Heavenly Court, given a bounty and hunted to be killed. Not only that, but it also means that most people will assume you have connections to Grey Immortals if they don't think you're one yourself, which given that Grey Immortals are universally the enemies of normal immortals is not a good thing. If you're a Grey Immortal, then you're facing a similarly dire problem of a different nature, given that Grey Immortals cultivate using baleful qi rather than normal immortal spiritual qi. Either way, not only will this make your cultivation far more difficult, but you'll find most people immediately assume you're an enemy.

Contracted Ally +200cp

Unfortunately, it seems that you've been bound to another cultivator, one significantly stronger than you, at least one major realm above you. You're contractually bound to obey them and follow their orders, and they'll have you face many of their enemies and deal with much danger. And also do menial tasks for them, although that may not be as bad depending on how prideful you are. Thankfully they won't abuse you or anything, but if you refuse to obey them you'll still be severely punished. If you want freedom, you'll have to fight hard for it.

Law Chains +400cp

It seems that you've made an enemy out of a cultivator of the Dao of Chains. Unfortunately, you've been defeated already, and now your power is sealed by chains made out of law powers, leaving you as powerful as a Loose Immortal at best. Worse, all of your items and Companions have been scattered all over the world. Unfortunately, the cultivator who bound you is still around and is significantly more powerful than you, although thankfully not to the extent of being a full major realm above you as you are without your powers being sealed, being a Mid-True Immortal at worst. Keep in mind this will also account for any power you may have from before this jump, although thankfully your enemy won't be more powerful than a normal Dao Ancestor. Still, they'll know when you're struggling to free yourself, and won't stand idly by to see you recover your power, treasures, and allies.

Worse, you must unbind yourself and recover all of your items and Companions. If you are still bound by the law chains when the jump finishes, you'll fail your chain. And if you fail to recover some particular item or Companion by the time the jump is over, you'll lose them permanently. You'll have to struggle greatly to unbind yourself (at least you'll be able to keep and refine the law chains for your own use), and will have to hunt down all of your items and Companions to recover them, most likely having to fight people who found them before you and decided to claim them for themselves. Still, as difficult as this ordeal is, it's not entirely impossible, especially if you're persistent and cautious enough. Don't be an idiot and you might regain everything you've lost.

Unlucky +400cp

Fortune is incredibly important to a cultivator. All the power in the world won't help you if you get particularly unlucky, after all. Unfortunately for you, your luck is particularly fickle. More precisely, with every stroke of fortune and moment of good luck you experience, you'll suffer an equal amount of misfortune not long after. Finding a powerful treasure might be shortly followed by gaining a new powerful enemy, and cultivating a new secret technique that grants you immense power might make you an enemy of a large and extremely powerful faction. Hopefully you aren't too lucky, or you might not survive your own fortune.

Very Interesting Times +600cp

"May you live in interesting times" is considered to be an insult for good reason. After all, the most interesting thing in the world is conflict. Unfortunately, you will live in very interesting times indeed. You will regularly be embroiled in deep shit, having to face great dangers and being dragged into wars and feuds against your will, and you will face life-and-death situations far more frequently than anyone should. You'll have to be very careful and intelligent to avoid a gruesome death or worse. Even if you become a Dao Ancestor of one of the Paramount Daos and thus reach the peak of the world, you might end up having to directly face someone trying to become the Primordial Chaos Dao Ancestor, whether Gu Huojin or someone else, and if you stay for long enough in this world you might have to do so repeatedly. Needless to say, you'll have to always stay on your toes to come out of this alive.

One With The Dao +600cp

Dao Ancestors face assimilation by the Heavenly Dao with every use of their law powers. It's not impossible for them to use their full power, but every time they exert their might they feel the looming weight of the Heavenly Dao. Eventually, once the Heavenly Dao starts to claim parts of their body, every single use of their power will simply claim more and more of them, until they're nothing more than half a face. Now, you must face this danger even without being a Dao Ancestor, and worse, this will apply to all powers, abilities, and skills you possess. If you're careful, you might be able to avoid passing the threshold where you'll start to lose parts of yourself, but you won't be able to operate at full power for longer than maybe a full day straight.

Scenario

Primordial Chaos
Dao Ancestor

(Requires the Myriad Daos perk)
(Optional Endjump Scenario)

The position of the Dao Ancestor is the peak of this world. It makes a cultivator equal to the Great Dao, especially for those who become Dao Ancestors of one of the three Paramount Daos. The assimilation into the Heavenly Dao that all Dao Ancestors face is due to this equity to the Great Dao, where before their ascension they would be below and thus under the protection of the Great Dao. The only real method to escape this permanently is to stop being a Dao Ancestor and reduce one's cultivation base.

But what if there was another way? What if you could transcend the Heavenly Dao entirely? What if you could remake the world so that the Heavenly Dao no longer assimilated Dao Ancestors? There's only one power capable of accomplishing this; Primordial Chaos, the source of the Heavenly Dao. And the method of ascending to become the Dao Ancestor of Primordial Chaos, and thus the power to control Primordial Chaos and transcend the Heavenly Dao, was one developed by Gu Daoshen, who was later killed and replaced by his self corpse soul Gu Huojin.

Your mission for the scenario is simple; use the Three Thousand Daos Divine Array to absorb great amounts of at least half of all 3,000 Daos in this world, as well as immense amounts of immortal spiritual power, to break down and collect all Daos and all things that exist, to transform yourself into the Primordial Chaos Dao Ancestor. The process of collecting the initial resources (absurd amounts of immortal spiritual energy and many samples of more than 1,500 Daos) is really the most difficult part, and Gu Huojin spent many ages collecting the necessary materials to activate the array.

Once the Three Thousand Daos Divine Array is activated however, things become far easier, as in the process of becoming the Primordial Chaos Dao Ancestor you'll gain absurd amounts of power as you slowly collect and refine Primordial Chaos. And of course, the process slowly collects and destroys all things starting by completely consuming whatever region you activated the Three Thousand Daos Divine Array in, so it's not covert by any means. That said, it's not like even Dao Ancestors will be able to fight back, as they'll find all of their law powers draining out of them and feeding the array. Likewise you'll gain the ability to consume anything, such as any attacks directed at you, to both grow your power and defend yourself.

While not even Dao Ancestors of the three Paramount Daos working together could defeat you, a certain Profound Heavenly Item made it possible for Han Li to defeat Gu Huojin even as the process was almost complete. Do not believe yourself invincible and be careful with Han Li, and you might succeed.

You may optionally use this as an endjump scenario, gaining your spark and finishing your chain if you successfully become the Primordial Chaos Dao Ancestor. Maybe you'll create a new world to your liking with your newfound power, or perhaps you'll be content to hang out in the endless Primordial Chaos?

Notes

When in doubt, fanwank responsibly.

Future jumps/worlds that have lesser ambient Qi or equivalents will be treated like the Immortal Realm (or whichever Realm would be most convenient for your cultivation) for the purposes of cultivation. If it already has an equivalent or greater amount of local spiritual ambient energies compared to the Immortal Realm then you'll have to work with that instead.

Any item that says it uses or gives you a source of immortal spiritual qi may optionally use some other type of qi instead, such as baleful qi or devilish qi, whatever would be most convenient for you. For example, if you're a devilish being, you're gonna be using Devil Stones as currency in the Devil Realm instead of Immortal Origin Stones.

If you purchase both Immortal Manor and Domain Treasure, you can choose to merge them if you wish.

By the way, apparently there's a limit to how many times a given soul can reincarnate. However, it's possible for a soul to reincarnate more times than this limit. When this happens, the soul in question degrades and decays until they become a bleak soul, essentially a mindless and very violent ghost.

On the power of Laws and Immortal cultivation

Immortals who don't cultivate any Dao are called Layman Immortals. A specific subset of Layman Immortals are Profound Immortals, basically body cultivators. Note that not cultivating the powers of Daos also makes it far harder to progress and surmount the various Decays that Immortals have to face, since you won't have the power that Daos grant to cultivators and thus will be weaker than a peer cultivator who did cultivate in some Dao. As a side note, Profound cultivation seems to be related to starlight, at least aesthetically. Since the story doesn't elaborate much on the details of Profound cultivation, it's unknown if there's more to the starlight thing than just aesthetics or not.

Nobody ever cultivates more than one Dao. The reason for this is never given nor is the topic acknowledged. Maybe it's a matter of incompatibility, or maybe you need your cultivation base to be purely one Dao to actually progress, or who knows. Fanwank responsibly please

Known Daos/Laws

It's said that each Law represents their own Great Dao, so the terms are functionally interchangeable in most contexts. The three Supreme Daos/Paramount Laws are said to be the origin of the other ~3,000 Daos/Laws. Below is a list of Daos/Laws that have been directly mentioned or shown in the story, in the order that they appeared or were mentioned to exist.

As you can see from the list, what counts as a law is pretty loose, so if you don't want to cultivate one from the list then fanwank responsibly. Just remember that there might be a Dao Ancestor of whatever Law you're cultivating. If there is one, they definitely won't like you muscling into their turf if you grow strong enough. This isn't a given though, and for example the Space and Reincarnation Daos are confirmed to not have Dao Ancestors.

Supreme Daos/Paramount Laws

- Time (tends to take a golden color)
- Space (tends to take a silver color)
- Reincarnation (tends to take a dark red color)

Normal Daos/Laws

- Water
- Blood (as a derivative of Water)
- Lightning
- Wood
- Fire
- Gravity
- Ice
- Speed
- Metal
- Fiendish/Evil Qi
- Sound
- Illusion
- Baleful Lightning
- Destruction
- Shadow Illusion
- Heavenly Illusion
- Ghostly Enchantment
- Puppetry
- Hexes
- Inner Demon
- Shadows

Earth
Devouring
Amethyst (as a derivative of Earth)
Heavenly Wood
Profound Fire
Ghost
Nine Origins
Inner Demons
Myriad Poison
Soul
Clairvoyance
Swords
Essential Water
Dreams
Essential Fire
Concealment
Shapeshifting
Mountain (as a subsidiary of Earth)
Heavenly Devils
Curses (apparently one of the Daos that goes the most against the Heavenly Dao)
Vicissitudes
Wind

As an aside, it is mentioned that law powers can manifest in three different forms that require increasing amounts of mastery; law threads, law rings, and law orbs. Unfortunately, this is never acknowledged again by the story, so fanwank responsibly.

In the topic of elemental Daos, each elemental Dao has an equivalent Essential Dao that is stronger and more profound. For example, the Water Dao and the Essential Water Dao. This only applies to elemental Daos however, although as you can notice from the list other Daos can have greater Dao variants, such as Illusion with Heaven Illusion and Shadow Illusion. Fanwank responsibly, and feel free to come up with whatever Dao variants you care for if you want, as long as it's not related to the three Paramount Daos since those are known.

Known Dao Ancestors

This will be in the format of "Dao - Name, Title", for the sake of clarity. If the Dao of a particular Dao Ancestor isn't explicitly mentioned or elaborated on, it'll be shown as just a ??? instead. Note there are a few Daos that are mentioned to have Dao Ancestors, such as Sound, but since no name or affiliation is given for any of them I didn't bother putting them in the list. Aside from the Paramount Daos, the Dao Ancestors are ordered according to their first appearance in the story, save for the Paramount Daos.

Paramount Daos

Time - Gu Huojin, leader of the Heavenly Court, self corpse soul of Gu Daoshen, the previous Time Dao Ancestor and previous leader of the Heavenly Court, dude's on a wheelchair btw, and the wheelchair can transform into golden armor because of course

Normal Daos

Water - Feng Qingshui, affiliated with the Heavenly Court (albeit not particularly loyal)

Ghostly Enchantment - Yin Chengquan, Grey Immortal and ruler of the Infernal Region

??? - Xiao Buye, Grey Immortal and ruler of the Grey Realm's Black Rope Region

??? - Huang Fuyu, affiliated with the Reincarnation Region and Reincarnation Palace

Puppetry - Shi Kongjie, Devilish Lord

??? - Bai Yun, affiliated with the Heavenly Court

Essential Fire - Chi Rong, affiliated with the Heavenly Court and one of the Seven Heavenly Dao Ancestors (albeit not particularly loyal)

??? - Bai Ze, True Spirit King, White Horse

??? - Yue Mian, True Spirit King, Sky Roaming Kun Peng

Essential Metal - Li Yuanjiu, founder of the Nine Origins Temple sect, affiliated with the Heavenly Court and one of the Seven Heavenly Dao Ancestors (albeit not particularly loyal)

??? - Bone Emperor, lives in the Underworld

Clairvoyance - Chen Tuan, founder of the Heavenmend sect, affiliated with the Heavenly Court

Essential Earth - Xuanyaun Jie, affiliated with the Heavenly Court and one of the Seven Heavenly Dao Ancestors

Devouring - Qu Lin, Gold Devouring Beetle, currently dead, once the ruler of all arthropods of the True Immortal Realm

Essential Water - Chen Ruyan, more powerful than the Water Dao Ancestor, affiliated with the Heavenly Court and one of the Seven Heavenly Dao Ancestors (albeit not particularly loyal)

??? - Qing Qiu, affiliated with the Heavenly Court, guards the Eastern Heavenly Answer Gate

??? - Zi Shan, affiliated with the Heavenly Court

Curses - Meng Yuan, affiliated with the Heavenly Court, apparently particularly susceptible to assimilation by the Heavenly Dao due to his Dao

Vicissitudes - Zhu Yan, affiliated with the Heavenly Court

Mountain - Dong Lihu, affiliated with the Heavenly Court

??? - True Lord Cang Wu, affiliated with the Heavenly Court

Heavenly Devils - Yin Ming, affiliated with the Heavenly Court and one of the Seven Heavenly Dao Ancestors

??? - Feng, affiliated with the Heavenly Court

??? - Zhen Shiyin, vagrant Dao Ancestor

??? - He Lan, affiliated with the Devil Realm

??? - Duan Mu, affiliated with the Devil Realm

By the way, those who cultivate the Wood Dao are said to have innate worlds within their body, granting them an inexhaustible source of immortal spiritual power. This is never elaborated on further or ever acknowledged again so fanwank responsibly.

As you can see there's no known Dao Ancestor for Space or Reincarnation, albeit Shi Kongyu, the former Devilish Monarch, is the foremost expert of the Space Dao, and the Reincarnation Palace Master is the foremost expert of the Reincarnation Dao, both of whom are at the peak of the Grand Encompassment stage. During the final fight against Gu Huojin they do decide to become Dao Ancestors mid-battle to have more power to fight however, which confirms there aren't any Dao Ancestors for those Paramount Daos during the story. Of course, if you stay in this world long enough, it's not impossible for some rando to ascend to the position, but that's incredibly unlikely

On Spirit Domains

When a cultivator's comprehension of their Dao reaches a high enough level, they become able to summon a Spirit Domain. This is essentially a partially illusory manifestation of their Dao, which grants the cultivator an advantage and more abilities related to whatever the Dao they cultivate is. For example, a Time Spirit Domain allows Han Li to speed up or slow down anything within his domain.

There are a few levels to Spirit Domains; Manifestation Stage, which is the initial state of domains, the Creation stage, which is where the domain can manifest physical objects to massively increase the power it can bring to bear, the Spiritform stage, where your domain becomes able to manifest spirits to not only further increase the power it can bring to bear but also make the domain and its powers far easier to control. And finally, the Oneness Tier stage, where the domain becomes almost entirely physical instead of mostly illusory, not only also massively increasing the power the domain can bring to bear but also making it far more stable and resistant to hostile attacks and enemy domains. At the Oneness Tier stage, you can also fuse powerful treasures into your domain, to further strengthen it.

On Cultivation Realms

For context, the world origin qi of the Immortal realms are so abundant that reaching the Nascent Soul stage in a few decades is considered decently fast but not too extraordinary among Immortal sects, compared to how reaching Nascent Soul is 200 years is considered peerless talent in the mortal realms.

Immortal cultivation works primarily on opening what are called Immortal Apertures. They're basically meridians. Notably, Profound cultivation uses Profound Apertures instead, which while seemingly being in the same places in your body as Immortal Apertures, don't interfere with them, so you can have a different amount of Immortal Apertures and Profound Apertures unlocked.

Notably, you don't have to be in the same cultivation realm of both your Profound and Dao cultivation bases if you're cultivating both, such as for example being at the peak of the Grand Encompassment realm equivalent for Profound cultivation while only being at the Jade Immortal realm for your Dao cultivation. That said, Profound cultivation doesn't seem to give anything more than physical prowess and fancy body cultivation techniques, unlike Dao cultivation which actually has all the esoteric nonsense and fancy supernatural powers.

Also, apparently with each breakthrough after the Mahayana realm there's a small chance that an Extrarealm Heavenly Devil will show up to attempt to break your resolve and consume you. You can think of them as particularly beefy inner demons. However, they are actually the spiritual avatars of the Heavenly Devil Dao Ancestor Yin Ming, who consumed any cultivators that succumb to Extrarealm Heavenly Devils to increase his own power.

Below are the Immortal cultivation realms in ascending order. Unfortunately, due to the story being very light on feats since they're almost all relative to other cultivators, the precise level of power of each realm is vague at best. Fanwank responsibly.

Pseudo-Immortal / Loose Immortal

Those who ascend past the Tribulation Transcendence realm to become Immortals are at this stage. As explained earlier in the jump, the transformation to an Immortal is not yet complete here, so cultivators must use an Immortal cultivation method to finish the transformation and turn all their spiritual power into immortal spiritual power. At least you won't have to face any tribulations anymore.

True Immortal / Earth Immortal

This is the true start of Immortality. To get to the Mid stage, you must open 12 Immortal Apertures. Likewise cultivators can start cultivating a particular Dao of their choosing at this point, provided they have cultivation methods of said Dao. After all, it doesn't matter if you want to cultivate a certain Dao if you don't know how to do so.

Notably, True Immortals and Golden Immortals must contend with the Five Decays (or Five Declines), essentially the equivalent to the tribulations that mortals have to face. The first Three Declines are faced at the True Immortal realm: The First Decline, also known as the Immortal Decline, damages your cultivation base greatly, causing your cultivation realm to drop if you don't counteract it. The Second Decline, also known as the Body Decline, causes your body to decay and fall apart, weakening until it's unable to handle immortal spiritual energy and thus killing you. The Third Decline, also known as the Aperture Decline, causes your apertures to deteriorate, which eventually cascades to everything about the cultivator decaying, ultimately crippling the cultivator and making them unable to ever rise back up to Immortality again.

All that said, the only unavoidable Decline is the third one, which is mandatory if you want to rise to become a Golden Immortal. As a side note, it's mentioned that dealing with the Decays isn't too difficult if you cultivate one of the Paramount Daos.

Golden Immortal

To become a Golden Immortal, you must open at least 36 Immortal Apertures. After this, you are able to refine your Nascent Soul in the lightning pool (a tribulation basically), making it stronger and tougher. You are free to decide how long you wish to do this, making it easy to avoid overwhelming yourself, but the longer you refine your Nascent Soul the better, even if it carries great risk. To reach the Mid stage, you'll have to open 72 Immortal Apertures. Additionally, cultivators become able to manifest Spirit Domains at this level.

In this realm cultivators face the last two Decays. The Fourth Decline is unknown as the story never explains nor shows it. The Fifth Decline is unavoidable and must be surmounted to become a Jade Immortal, being also known as the Evil Decline. This Decline scales depending on how much baleful qi you've accumulated, essentially becoming worse the more people you've killed in the past (something inevitable given how violent the world of cultivators is), and essentially causes it to infect your Immortal Apertures to damage both your cultivation base and you, eventually killing you if you can't manage to purify all the baleful qi in time.

Unfortunately, you're gonna need to hunt down special techniques designed specifically to handle baleful qi to do so, but at least most big sects should have some to prepare their cultivators to become Jade Immortals. If you have too much baleful qi though, it's certainly going to be incredibly difficult to surmount.

As a side note, given the nature of Grey Immortals, baleful qi isn't dangerous like it is for other cultivators. Maybe they have some other equivalent Fifth Decline instead, but the story never tackles the topic so fanwank responsibly.

Supreme Unity Jade Immortal / High Zenith

Once you've finally completely purified your baleful qi, you'll only need to open 108 Immortal Apertures to become a Jade Immortal. At this level all cultivators gain the Supreme Unity Jade technique, making them better attuned to Heaven and Earth and making it far easier to comprehend the power of laws. At this realm, you will no longer have to deal with any Declines, or any tribulations. Thus this could be said to finally be the realm where one attains genuine immortality, as no passive factors will kill a cultivator as time passes and they can only die if someone else kills them.

Great Encompassment / Zenith Heaven

This realm is technically the peak of cultivation. Sure, there's the Dao Ancestor realm, but you can't reach that through cultivation. To reach this realm, you need to open 360 Immortal Apertures. However, the actual process of ascending from Jade Immortal to Grand Encompassment itself generally takes thousands of years, so make sure to only do that when you're in an appropriately secluded and protected location. In this realm, your soul fuses with your body (please ignore that this is also supposed to happen all the way back in the Body Integration realm), and every one of your movements and gestures will carry the full weight of your spiritual might.

It is worth noting that cultivators who cultivate the Paramount Daos are far, far stronger than those who do not at the Mid, Late, and Peak stages of this realm, being comfortably stronger than most Dao Ancestors of non-Paramount Daos when they reach Peak Grand Encompassment. At the Late stage, if you're cultivating one of the Paramount Daos, you'd be strong enough to open holes in space a hundred meters in diameter that shoots shards of broken space all around by simply stroking the air, without calling upon any of your law powers, spiritual powers, or even physical strength, as well as stopping said shards of broken space and mending the hole with the same level of ease. Additionally, should you have cultivated a particularly powerful method for enhancing your divine sense, you could easily cover an entire mid-sized Immortal Region with your spiritual sense, with a very detailed level of clarity as if you were nearby and closely inspecting everything covered by your divine sense.

To reach the Mid stage, you'll need to unlock 840 Immortal Apertures. The Late Stage needa 1320 of them, and finally to reach the peak of the realm you'll have to open all 1800 Immortal Apertures. There are no further Immortal Apertures to open, by the way, that's all of them. However, merely opening Immortal Apertures is not enough. You must also sever your three corpse souls; your wicked corpse soul to reach the Mid stage, your good corpse soul to reach the Late stage, and your self corpse soul to reach the peak of the Grand Encompassment realm (more details on what each are later).

Each corpse soul represents your attachments, and thus you must sever those attachments through severing the corpse soul to progress. Have fun trying to get your hands on techniques to actually sever the corpse souls to begin with, as those are rare and jealously guarded. Also there's a massive gap in power between each stage, almost comparable to the gap in power between major realms.

Unfortunately these corpse souls can be said to be part of you, as they are your attachments. If they die, those attachments will return to you, reducing your cultivation base until you sever them again. However, every time your attachments are returned, they grow stronger, and thus harder to sever. Worse, all the corpse souls have an innate urge to kill and replace you and claim your body and soul. So, you can't let them run away freely because they might die and fuck up your cultivation base, and can't keep them too close because they might kill you and wear your body and soul like a skinsuit.

Due to this, most cultivators seal their corpse souls in secluded locations, or at least attempt to convince them to be loyal. After all, it's simply an urge like any other, and it's possible to convince the corpse souls to not kill you (except the wicked corpsed soul for obvious reasons). After all, they are living beings and can think for themselves, so they can be manipulated and perhaps tamed. Just keep in mind that as they are derived from you, they know everything you know and are definitely capable of doing whatever you can do, even if filtered through their warped personality in the case of the wicked and good corpse souls. Also, if you die, then your corpse souls can no longer return to you and be severed again, which means it'll become possible for them to truly die, so in extreme situations they might defend your life to avoid that.

It is worth noting that while corpse souls will start being as powerful as you are when you've severed them (normally Mid Grand Encompassment for the wicked corpse soul, Late for the good corpse soul, and peak for the self corpse soul), they are entirely capable of cultivating by themselves to further grow in power. However, they can only become a Dao Ancestor or reach similar levels of power if they kill you and claim your body and soul. On the topic of Dao Ancestors, this is generally the point where a Dao Ancestor of the same Dao you cultivate might start worrying that you might eventually replace them, so watch out for that.

As for details on what exactly each corpse soul represents:

Your wicked corpse soul is all of your violent and evil impulses, and it will be a sadistic and ambitious individual. The wicked corpse soul in particular is essentially impossible to convince to stand down and not kill you, being also too prideful to abandon their endeavors to kill and replace you on principle alone. If you have spent most of your life steeped in violence and conflict, it won't be too difficult to sense the corpse soul to sever it since you'd already be quite familiar with how you behave and think when in the midst of hostility.

By contrast, your good corpse represents your kindness, selflessness, and compassion, and will generally be a surprisingly reasonable individual even when it comes to the topic of being severed and wanting to kill and replace you. Unlike the wicked corpse soul which will fight you tooth and nail every step of the severance process and even afterwards, your good corpse soul will ask only for a discussion on the nature of good and kindness. If you successfully satisfy it in the discussion (not difficult to do with even a mild understanding of what makes actions or things good as opposed to evil or neutral), then it'll concede defeat peacefully and leave you alone of its own accord. Sensing the good corpse soul is significantly more difficult due to how violent and ruthless the cultivation world is; without going out of your way to be kind and act selflessly, it's very rare for cultivators to have spent a significant amount of their lives being kind and compassionate (at least without dying not long after).

And finally, the self corpse soul. This one is the most difficult to sense and sever due to how esoteric it is. The self corpse soul represents all of your attachments; your attachments to your loved ones, to your family, to your treasures, to your pets, and even your attachment to power itself. You must reject and sever all of the attachments you possess, at least during the corpse soul severance process, in order to successfully sever your self corpse soul. After all, if you are not you, your attachments do not matter, and thus should not affect you (or at least you must maintain this mindset until you're done with the severance of the corpse soul). This is why the self corpse soul is the most difficult to sever. As for what kind of personality your self corpse soul will have, it will simply be you, undiluted by perspectives of good and evil. With the addition of the urge to kill and replace you that all corpse souls have, of course. Whether the self corpse soul will fight against its severance, concede it peacefully, or attempt something else will depend entirely on your own personality and mindset.

Dao Ancestor

And finally, the peak of this world, the Dao Ancestors. To become one, you must be a cultivator of some particular Dao, and be at the Peak Grand Encompassment. Additionally, if there is already a Dao Ancestor of whatever Dao you've cultivated, you'll have to engage in a contest of comprehension, and whoever has the most thorough understanding of the Dao will be able to claim the seat of Dao Ancestor. However, you will also have to face the Heavenly Dao Tribulation to become a Dao Ancestor. This is in essence just a normal tribulation like those mortals have to face, although of course with an appropriately higher level of power.

However, this realm also comes with a catch; as you are now equal to the Great Dao rather than beneath it, the Heavenly Dao will slowly assimilate you. This is generally not an issue unless you utilize your law powers, which trigger and greatly speed up this assimilation. Non-Dao spiritual powers are perfectly fine, though.

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