



The Great Ruler

The Great Thousand Worlds you have currently entered is a vast, endless place. Many clans live here. The Northern Spiritual Realm, home to the protagonist, is just like a tiny speck of sand within an ocean. It is an insignificant place. The Great Thousand Worlds is made up of ten super continents, each many times larger than entire worlds. Moreover, the Great Thousand Worlds interweaves with numerous worlds. However, those worlds could only be called Lower Planes. This is because this world is at a higher level than those worlds.

However, the ones that were able to come from a Lower Plane to the Great Thousand Worlds all possess amazing talent. They must be the strongest individuals in their world. Otherwise, they would not be able to break through the shackles of their world. You may have heard of two of the more famous ones. The Flame Emperor Xiao Yan, and the Martial Ancestor Lin Dong. But this world is not the focus of their stories.

You enter this world a few months before Mu Chen would enter the Spiritual Road. Some time after entering he will be kicked out for causing a calamity that was set in motion by another contestant with the aid of a Great Academy. This would be only the first step on his journey to becoming the strongest expert in the Great Thousand Worlds.

Have **1000CP** to start off. There are many things once could do in the ten years you have in this world.

Origin Choose your gender now. Roll 1d8+13 for your age. Add an extra 20 for Wandering Elder.

Drop in

You start off in this world with no extra memories, nor a background. You are just a nameless person with no connections to this world. That said, in such a large world this is nothing special and most will easily buy the excuse that you are just a traveller.

Clan Member

You are a member of a small clan, one of many that are spread throughout this universe. As a member of a clan you will likely have access to more resources than if you were alone, though they will probably be relatively mundane, and may be forced to abide by the laws of the clan until you outgrow it.

Wandering Elder

In this wide wide world, you have learned that staying in one place can lead to stagnation as you no longer see new things or experience new battles. At some point you decided to leave your friends and family and wander the Great Thousand Worlds for yourself. With nothing tying you down, what shall you now do?

Myriad Spiritual Beast

The Great Thousand Worlds is dotted with various Spiritual Beasts. There is even a ranking list of them, with 1 being the strongest. Near the top of this list though, who is stronger becomes less clear as each beast has its strengths. You will start off as a lower ranked beast, not even in the top 200. Even then, as a Spiritual Beast your physical body is slightly stronger than that of a normal cultivator. This does come with the drawback that some cultivators may come gunning for you in order to take your Soul Essence to strengthen themselves. Luckily only weaker cultivators will do so as Soul Essences loses its use after the Heavenly Completion Stage unless the beast was one of the top ranked ones.

Location *Choose your location now*

Northern Spiritual Realm

You will start off in the Northern Spiritual Realm, a small area lacking any large, powerful clans. Some time ago Mu Chen's father claimed a portion of this land for his clan using his strength as a Late Stage Spirit Stage cultivator, which is near the top strength for that area. This area lacks most any strong resources or people, though recently an 11th ranked Nine Nether Bird settled down in the Black Eerie Swamp located nearby in order to try making a breakthrough to become a Nine Netherworld Bird. She will fail and end up sealed within Mu Chen's Sea of Consciousness.

Great Five Academies

The most prestigious set of academies in the Great Thousand Worlds. You start off near the entrance to one of the five academies, which one is up to you. If you prove yourself to them, they may allow you to attempt enrolling in it. Most of the academies will assign resources with great favouritism, helping only those from great clans or have great potential. The Northern Heavens Spiritual Academy however raises all students fairly, assigning rewards according to their merits. They are the most tight-nit academy because of this fair treatment, though overall the weakest. Do note that the Myriad Phoenix Spiritual Academy only accepts females.

Shattered Continent

This continent used to be home to many strange and powerful sects and clans. However a great calamity struck it long ago and literally shattered the continent. Now all that remains are the leftover ruins of the once great cultivators. You will appear on one of the many chunks of land, alone save for the companions you bring and the wildlife that remains. If you are lucky you may stumble upon the remains of the Divine Wood Palace, one of the superpowers of the continent before its demise. In a few years, the Great Five Academies are going to send their best and brightest to this continent to duke it out. You may be able to catch a lift away from here if you are lucky.

Daulou Territory

You will start in a place far from the beginning of the story. In fact, you will start on a completely different continent, the Tianluo Continent. To be specific you start in the Dalou Territory which is ruled over by the Dominator. Under the Dominator are the 3 kings, and under them are the nine lords. A certain Nine Nether Bird happens to be the lord of the area you find yourself in. If you reach Sovereign level you can try and vie for the position of Commander under one of the Lords.

Wilds of the World

In such a chaotic world, a lot of the world is left to the wilds, or has had the wilds reclaim previous occupied areas. You will start out in these wilds, a way away from civilisation and (relative) safety. Try not to get killed by one of the any number of traps and beasts that roam the wilds with you.

Perks

General

Cultivation [Free]

You gain the ability to cultivate, starting off at the Spiritual Movement Stage. The cultivation of the Great Thousand Worlds is Spiritual Power. If you happen to have already cultivated Dou Qi from Battle Through The Heavens, you will find that the Dou Qi has the unique ability to convert itself into the purer Spiritual Power. This means that you can essentially choose to integrate your two cultivations together and boost your Spiritual Power to high levels immediately, or keep them separate. The cultivation of the Thousand Worlds goes several realms higher than that of Dou Qi, so it can become much stronger. There are 12 stages of the cultivation of Spiritual Power, with each stage being split into a variety of levels. In the more backwater places, you would be lucky to find someone who has reached the level of Heavenly Fusion, while in the more populated areas it is not uncommon to find Sovereign class cultivators.

In the Spirit Stage of the Spiritual Energy cultivation path, one has the ability to ingest the Soul Essence of a Spiritual Beast. However, there is a limit to the Soul Essence. As you get stronger, the Soul Essence that you have refined before will gradually lose its effect. This means that most essences will lose their effect before the Heavenly Completion Stage. However, if the Soul Essence that you have refined is powerful enough, the power will still remain even in the later level, giving those that have them an edge.

Reaching the Sovereign Stage marks a major change in your cultivation. One must pass through 3 'disasters' where your body, energy, and soul are refined to a higher grade, yet failure is easy and can carry fatal consequences. Once you reach pass these trials and reach the Sovereign stage you will gain the Sovereign Sea, which is a much more powerful container for your Spiritual Power. The spiritual energy itself of Sovereign Masters possesses unique attributes. Some people's spiritual energies are cold in nature, and some are blazing hot. This is because their spiritual energies have their own sagacities depending on what kind of energies they take in and have attuned it to.

Sovereigns also gain the ability to cultivate a Sovereigns Body which, depending on the rank, can give them great physical power. There are certain Celestial Body techniques one can cultivate to gain a more powerful Sovereigns Body, though they are often closely guarded secrets of clans.

By pouring your Spiritual Power into someone else, you can awaken their ability to cultivate, not that that will do them much good without further guidance.

Spiritual Arts [50-300]

You may have Spiritual Power but what's the use of it if you can't do anything with it? Cultivators use Spiritual Arts in order to put this power to use. Using special techniques, cultivators can perform powerful attacks or create strong defenses. Most cultivators will know several Spiritual Arts and aim to be proficient in all of them. Spiritual Arts are divided up into several tiers: Common, Spiritual, Deity, and Divine tier. While the higher tier arts are

more powerful, bear in mind that they also cost much more Spiritual Power to use. A Common technique costs 50CP, Spiritual costs 100Cp, Deity costs 200Cp, and Divine costs 300Cp

Genetic Mutation [Free/50]

In this cut throat world, you will find that people have characteristics and features that are missing in other worlds. Things like naturally blue hair or red eyes. It may just be a quirk of this strange energy filled world but you too now have a colourful or unique feature that would seem odd in other worlds. First purchase is free.

Pain's An Old Friend [100]

Almost every step of the way when cultivating, one will experience great pain in one way or another. To reach the Sovereign stage one must endure pain that drives most people mad as their flesh and soul is refined. When cultivating you will often find your body straining under the energies it is taking in, or are pushing down on it. You can now resist the pain, much like one would ignore an annoying fly. It isn't muted so much as at the back of your mind.

Not So Strange [100]

You will find that the weapons and apparel of the inhabitants of this world vary massively. If one were to look upon a crowd of cultivators they would likely see a menagerie of different armours and colours. So why would people find it strange to look at you and see you in odd or revealing clothing? They don't by the way, not anymore. You will no longer have to worry about attracting untoward attention for what you happen to be wearing. People wouldn't question it if you wore silken robes around an army base, because surely you have a good reason.

Striking Gold [300]

The Great Thousand Worlds is filled with numerous fantastical treasures and ancient ruins. They can pop up all over the place, in even the most unexpected locations. The trouble is being lucky enough to find them, and if you do find them, being lucky enough to get any rewards from them. Even those treasures that aren't guarded by beasts and traps will often be fought over by the multiple cultivators that catch wind of it. Maybe you were born on a bed of four leaf clovers but you seem to have a rather large amount of luck. Enough that it's not strange for you to uncover some hidden entrance or unknowingly fulfil some secret criteria to inherit something left behind by a deceased expert.

Skip A Level [50-600]

It can be boring to always start at the bottom and make your way up. Maybe instead you want to start off at a higher level of cultivation right from the get go. Taking this will allow you to skip through the realms to start off at a higher stage. For 50CP each you can skip past the first two stages, to start at Spirit Stage. For 100CP each you can skip through subsequent stages all the way up to the Sovereign Stage. Of course, given that you have skipped all those stages, you will probably not be a match for those who have clawed their way up to that level through hardships and dedication for a while.

Drop In

Veteran Adventurer [100]

This world is filled with a great number of different plants and animals, each of which have their own strengths, abilities, and habits. Some cultivators have made it their job to hunt down these beings, usually at the request of someone in exchange for a reward. These people are called Adventurers. If you want to hunt something though, you need to understand it. Especially when most of the things you will be hunting would be able to kill you if given the chance. As a seasoned veteran you have a good working knowledge of just about every kind of plant or beast that you will encounter, as well as how they tend to behave. You have to, if you want to survive doing this job. The longer lived and more well travelled cultivators will already know a lot of this information, even if not to this extent.

Split Focus [200]

The ability to split your attention can be extremely useful, especially in a fight. You can now split your attention perfectly two fold, working equally well on two things at once. Using this, one could potentially set up a trap of Spirit Arrays while fighting in harsh sword combat with another combatant. Alternatively you could focus on cultivating while going about your day to day activities.

Smooth Talker [200]

It's all too easy to make a small mistake and cause someone else to feel like they have lost face. Just obtaining some valuable resources could be enough to set off a confrontation. That's why it is important, or at least useful, if you are able to de-escalate the situation by talking it out. You were blessed with the gift of a silver tongue and can do as much good with your words as you can with your weapons. With a bit of practise it wouldn't be too hard to talk people into giving you the better share.

Friendly Strangers [400]

Kindness is a treasure in and of itself. Every so often you will encounter a kind stranger or a generous passerby. More often than not they will be willing to offer some form of aid if they can should you be in need of it. These are still strangers of course, so they are unlikely to be gifting you anything particularly valuable, but a thousand pebbles start to add up. Maybe you are wounded and need a bit of medicine, or are in need of shelter. Also, they seem to pop up almost everywhere you go. I mean, why would someone set up an inn on the cross section between two active volcanoes?

The Great Pagoda Art [600]

The Great Pagoda Art is a mysterious Divine Art that is used by the Ancient Buddha Clan, one of the Great Thousand World's most powerful and feared powers. The technique is split into two parts, with the Yang half being fierce and overbearing, while the Yin half is extremely gentle and reserved. Only those with the clans bloodline can use the Yang half, though this specific art has been changed to work for your bloodline as well. This art creates a Pagoda within the users auras that when called upon can protect the user from physical attacks, as well as be used to strike opponents. The Pagoda comes in 9 levels. As you unlock each level a dragon is added to the Pagoda. Those caught within the Pagoda will be refined

away by the flames within. Try not to let it spread too far that you have this, otherwise you will find yourself the target of a clan whose weakest warrior is a Heavenly Sovereign.

Clan Member

Decisive [100]

In battle one may hesitate from attacking others because of fear or because they lack the proper battle spirit. They could freeze at the idea of taking a life, or soften their blow because they do not want to inflict pain. This perk gives you the decisiveness and clear headedness needed to finish the fight. No more hesitation when fighting beasts or cultivators, you are able to go straight for the kill shot when required.

No Bullying [200]

In this world, those with strength have a slight tendency to look down on and bully those weaker than themselves, or who have worse backing. They will try to force other to give them precious resources, or bits of currency, like some kind of school yard bully. They refrain from trying that with you though, and those around you. It's like you let off an aura that tells them that bullying you would be a bad idea. Of course, if you happen to not be around then any such compulsions may quickly disappear.

Name of Fame [200]

As you travel this world, you are likely going to end up involved in various events, some small, some large. As you get mixed up in these events, find hidden treasures, and defy the odds, you will find that your name and fame is spreading quite quickly. People will hear of the great deeds you do, even the more minor ones. You will have to prove your prowess less often if people already know what you are capable of.

Spiritual Pulse [400]

Spiritual Pulses are divided into levels depending on the number you have. One or two would be Human, three and four are Earth, five and six are Heavenly and seven plus are divine. Within your cultivation, you will gain a Divine Spiritual Pulse, much like Mu Chen's. You gain 7 Spiritual Pulses. Ji Xuan with his Heavenly Spiritual Pulse was special enough to cause one of the Great Academies to use underhanded methods in order to get him. A Divine Pulse would be enough for even ancient clans to pay attention. Spiritual Pulses greatly speed up cultivation, though they are exceedingly rare. Not even a Earth Spiritual Pulse has appeared in many years in the Northern Spiritual Academy. The higher quality, the more they speed it up. A Divine Pulse will make getting to the level of Sovereign easy.

Solid Foundations [600]

When you build up your cultivation, or your skills, your foundation should always be as rock solid as possible. As the very base of what you build off of, an imbalanced foundation is likely to lead to problems later on down the line. By some divine blessing the foundations of your cultivation are stronger than most, as if you cultivated slowly and carefully. Not only that, the flaws that would normally be part of your abilities stand out like shining stars, allowing you to correct them much more easily after observing them. Of course, this relies on you actually

knowing how to fix the problems you see. Knowing that there is a hole in your guard wouldn't help much if your attempts to fix it only create different holes.

Wandering Elder

Dramatic Timing [100]

Have you ever noticed how help will almost always arrive at the last moment, just when the tension has built up to a peak? It's almost like they are waiting for the exact right time to enter in order to get the maximum effect. Having seen it so often, you have picked up the ability to tell when is the best time to enter for yourself. You almost have an innate sense for when would be the most dramatic.

Will To Advance [200]

Willpower is one of the most important parts of being a cultivator. If one lacks willpower, they will let opportunities pass them by. They will not be able to push through that last wall and achieve a breakthrough. They will not be able to push their bodies and minds to the very limit. You are filled with willpower worthy of someone who would claw their way to the peak of the world. Those that test it would find it firmer than diamond.

Compatible [200]

Your Spiritual Power almost seems to be like the type O of blood. Like the Yin and Yang sides of the Great Pagoda Art, other cultivators energies can intermingle with it without clashing or rejection. Fuse the two energies together and either party could absorb it to grow slightly stronger. Alternatively, maybe you want to sneak in a ticking time bomb into an enemies body, ready to detonate when you wish. This could also be considered a double edged sword, since if people find out about this miraculous effect they may try and capture you. If using this to grow, you will retain about 5% of the extra energy from the fusion. This works best with those of equal cultivation level. Those that rely on external methods like these to grow usually do not get very far in their cultivation.

Spiritual Array Master [400]

Making a Spiritual Array is simply a special method of resonating Spiritual Energy. It will activate the Spiritual Aura within the world, creating both offensive and defensive measures. Spiritual Arrays are made up of Spiritual Seals. The more powerful and talented someone is, the more seals they can make. The more complex the array, the more seals are needed. Seal masters are divided into 9 ranks, 1 to 9, each much harder to reach than the last though the actual ranks are slightly more complicated after the 5th rank. Few people will even be able to reach the 5th rank. Despite it sounding simple, once you get to the threshold of a rank making the next seal becomes much harder, similar to making a breakthrough in cultivation. You have been trained up to 3rd rank, able to create more than 100 seals. Nothing groundbreaking but impressive nonetheless. But you also have an advantage that would make many envious; you have the potential to enter the Heart Array State at will, allowing you to improve your array skills extremely quickly, as well as increasing your ability in its use while in the state. Keep training and you can eventually enter the higher forms of it like the Heart Eye State which greatly increases your array capability.

Combat Genius [600]

Who cares about your cultivation level? Cultivation isn't everything, not when many can stay stuck at a certain level for decades at a time. Geniuses of cultivation are a dime a dozen. You are one of those freaks of your generation that are so skilled with your abilities that you can fight those several realms above you on equal ground. Often you will be fighting over resources with those of a similar cultivation as you, so your combat ability will come in great use. In a battle of attrition you may lose out, but in pure ability you are their equal. Your speed, skill, and quick wittedness will make others gape in shock.

Myriad Spiritual Beast

Switchable [100]

Being a great big beast or exotic creature can be fun or useful a lot of the time, but sometimes being humanoid works better for the situation. Now you can transform from your beast forms into human equivalents and back again, with only a few markings that cross between forms to indicate your original race. Maybe your hair has a few oddly coloured streaks, or long whisker like ahoges. Maybe your clothes have certain feathery or scaly patterns on them. If you happen to already be human, this instead grants you a beast form that you can assume, that matches your cultivation strength.

Real Big [200]

Spiritual Beasts can grow to truly massive proportions. It isn't too strange to see the stronger beasts growing many kilometers in size. You will find yourself within the ranks of these literal giants. You are a rather large example of your species, growing up to twice as large as the average member of it, with a strength to match. As your cultivation increases, so too will the size you grow to. By the time you reach the peak, you may well be nearly ten times larger than most other members of your species.

Leader of Beasts [200]

Animals and other creatures for some reason feel safe around you. You can manage to get others of your race to follow your instructions with only a small amount of prodding. It wouldn't be very hard to get a few dozen members of your race to guard a jaded essence fruit tree, something that might make even teams of cultivators wary. Wild creatures of other races are inclined to let you pass unobstructed or may even come close to you to check you out if they are curious enough. The wilds feel slightly less wild around you.

Heavenly Beast [400]

Remember when it was said you weren't even in the top 200 of beasts? Well now you are. To be specific you are within the top 50 of the Myriad Beasts list. This means that you are all around physically greater than you would have otherwise been. Not only that, you have some kind of stand out natural ability, whether it be the ability to create special flames or lightning, or having an extremely hard exoskeleton, or more. Not only that, you also have the ability to initiate a Bloodline Bond with someone. This means that you two will be able to share any special cultivation abilities you happen to have, at the expense of having your lives linked. If one of you were to die, the other would receive a strong, potentially even life

threatening backlash. Many cultivators would do anything to gain a Bloodline Bond with a strong beast.

Great Tribulations [600]

Spiritual Beasts have a special method of increasing their strength that is not available to human cultivators. Instead of raising their strength the conventional way of cultivation, they can instead undergo a great tribulation, whereupon terrifying Black Divine Lightning will come down from the heavens to strike the beast. If they manage to survive and endure these mighty blows, they are rewarded by evolving. Almost like crossing over to the Sovereign level, their bodies and spirits are brought to a higher level. Most can only do this a couple of times at most, but you are rather special. Once you reach the very limits of your cultivation you will be able to evolve and raise the bar for how high your cultivation can reach at the expense of facing an equally terrifying tribulation. This will be rather rare though, as the number of people who have reached the current peak can be counted on one hand, and you will be putting your life on the line each time. The divine lightning is semi sentient and will react to attempts to interfere with the process by striking down with more force than ever.

Items

General

That Look [50]

People in these worlds have a certain kind of look, a certain style. Often dozens of cultivators will move around wearing the same kind of clothes, with only minor details differing between them. You have picked yourself up a set of clothes that suit this worlds style. Flowing silken robes, colourful dresses, and sturdy adventuring armour. Whichever happens to have struck your fancy, you now have a set. You can also optionally have the clothes come with a Hagoromo, the floating strips of silk. If damaged or destroyed, a clean set will appear the next day.

Xianxia Architect [100]

Clothes are nice, but maybe you want to go all the way. You get a large chest full of plans for buildings that have that classic Xianxia look. Among the plans are also various reports detailing how you can decorate pre-existing buildings with furnishings to make them feel like they are straight out of one of the stories. If you request it, the box will also provide small bits of authentic pottery and the like to dot around the buildings.

Spirit Artifact Weapon [50-400]

Just about every cultivator has their own form of Spirit Artifact. They are strong weapons that do not require massive amount of Spiritual Power in order to use, and have few limits on their use. As such, have your own Spirit Artifact weapon. This weapon can come in whatever form you wish. The weapon could be an ordinary looking sword, with a keen edge, or something like a Bug Flute that attracts insect spiritual beasts from all around. Maybe it is just a really odd looking pillar, that gives off a faint demonic miasma. A single low rank

artifact can be bought for free with subsequent ones costing 50CP, a middle rank costs 100CP, high costs 200CP and peerless costs 400CP

Spirit Artifact Armour [50-400]

Perhaps more important than having a good weapon is having some good armour. It's just as important that you can take blows as it is that you can give them out. Buying this will grant you an artifact that was designed for defending the user, lessening the blows that might have otherwise incapacitated you. This could take the form of a set of armour for personal use, or maybe a large shield that you can use to defend others as well. The pricing is the same as for the weapon.

Drop In

Spiritual Map [100]

It can be very easy to get lost in the wilds of the world, or in the twisting alleys of the cities. You could even find yourself further from where you wanted than when you started. Good thing for you that you have a handy tool for just such occasions. It's a map that automatically scans the nearby surroundings to update its details. Everything you can see can also be added to the map by infusing it your spiritual power into it.

Jaded Essence Fruit [200]

Not just a Jaded Essence Fruit, but a Jaded Essence Fruit tree. Every year this tree will flourish and sprout up with a dozen or so different Jaded Essence Fruits. These fruits contain very gentle Spiritual Energy. Those that eat this fruit can take this energy into themselves and use it to increase their cultivation. This fruit is most effective on those below the Spirit Stage as the fruits themselves do not contain very much of the Spiritual Energy, meaning that the fruits are just a drop in the ocean for later stage cultivators. These are the treasures of the more backwater towns.

Mustard Seed Bracelet [300]

While these bracelets may seem like treasures to those who live in the middle of nowhere, you will find that any cultivator worth his salt will have their own version of one of these. This little bracelet can act as a storage unit, sucking up and storing truly vast amounts of material within the space created inside of it. If it struck your fancy, you could probably suck up tens of thousands of liters of water into this thing. Things that contain spiritual power, like living creatures, can resist being stored inside the ring if they have a will of their own.

Monster Blood [400]

Somehow or other you have managed to get a vial containing a strange concoction that mysteriously smells like the blood of a young beast. Which beast? Well, any beast parent that smells it will smell their child's blood. It's a very pungent smell as well, so will spread fast and far. It's a good way to cause a distraction. Try not to spill it on yourself unless you want every beast in a five mile radius gunning for your head. This vial will be restored a month after use.

Black Paper Fragment [600]

This mysterious paper now resides within your aura sea. You can summon it out at your command, and return it just by calling it. Despite its unassuming look, this small fragment of paper can suppress or trap those that touch it. The downside is that it uses a lot of mental energy to function, so much that until one is very strong, a few uses will leave one exhausted. Also contained within this page is the cultivation method of the Great Solar Undying Body, which would rate in the top 50 Sovereign Celestial Bodies. If you find the other fragments you will gain the method of cultivation for the Primordial Immortal Body, which is rank 4 on the list of Celestial Bodies.

Clan Member

Transfer Spiritual Array [100]

If there is one thing that can be said about the Great Thousand Worlds, it is that it is very big. This can make travelling around in this world quite time consuming if you were to walk, or fly, everywhere. Fortunately cultivators are nothing if not thorough. Said smart Spiritual Array master came up with the diagram for these Transfer Spiritual Arrays, which allow the user to teleport between the two linked arrays, no matter how far away they might be. The only trouble with them is that you need to actually travel between the two locations to set them up in the first place. You find yourself in possession of two array seeds that can be used to set up a linked set of Transfer Arrays. You will get a new pair each year.

Spiritual Road [200]

A large area of land filled with a variety of monsters. This place is used for training young cultivators as inside it no energy can be used. Whilst inside, cultivators can only rely on their body and their wits. Originally this was made by the Great Five Academies to prepare some of their strongest students for later life. A reward can be set for those that finish the dangerous and life threatening experience. As compensation for the time lost that they could have spent cultivating, those that complete it are given a boost that would set them to the Heavenly Fusion stage very quickly. This means that not only are their cultivations at an equal if not greater level than their peers, but their combat experience is much greater too. The terrain inside is fully customisable by the user as long as they are outside of it.

Sect Hall [300]

Every sect that exists has its own base of operations. Its own Sect Hall. Most of them are rather standard places in towns or at the edge of cities. Yours sits atop a mountain surrounded by peculiarly dense clouds. This sect hall is decked out to allow the habitation of hundreds of people, nearly one thousand if you don't mind sharing space. It has tranquil sleeping quarters, luscious spiritual gardens, and sturdy training halls. It even comes with a few work areas that would be good for use in smithing or alchemy. It has just about everything needed to live comfortably in and prepare the next generation for later life.

Autonomous Puppet [400]

A seemingly unassuming metal puppet, this silent warrior has frightening potential. By pouring Spiritual Energy into this puppet, one can increase the strength of it. Once it uses up the energy it will need to be manually recharged again, but what's special is that this puppet

can take a seemingly infinite amount of energy into itself. This puppet has been programmed to follow your orders. These types of puppets are especially useful for training young cultivators, and giving them a taste of real combat.

Unfathomable Artifact [600]

Strong cultivators require strong weapons. Those peerless experts who reach the top of the world will sometimes acquire or make a weapon that suits them. Weapons like the one you have gained. This is a Divine ranked weapon, and has seemingly limitless potential. However it's power is locked, only being released when you have reached the required strength. As you grow stronger, and can feed it more power, you will unlock more of the strength of this artifact. This is a weapon that will always be of use to you as it grows with you.

Wandering Elder

Book of Array Diagrams [100]

Having the ability to create and summon array seals is all well and good, but it is next to useless if you do not know any of the ways to arrange them in order to create an array. There are hundreds of different kinds of arrays one can make and a single misstep will cause your array to collapse. This book that you have found yourself with contains the formula for several arrays of your skill level. This book also gives details into creating your own arrays and a bit into how they work. A good starter guide if you ever wanted to teach others. These arrays will range from defensive ones, to attacking ones, to illusion ones.

Divine Spiritual Plants [200]

This world has some pretty fantastical plants. Coming in all manners of shapes and sizes, these plants are useful in a number of things, such as raising cultivation, cultivating physiques, and doing alchemy. You will get a garnished box that contains a mix of various spiritual plants. Each year it will refill with lots of common plants, a few rare plants and a single divine plant.

Defensive Measures [300]

With the many dangers that are present in this world, you will probably want some kind of safety net for your homes or bases. You never know when a cultivator will take offense at some perceived slight and try to destroy everything you love. Now you have been given a set of defense measures that you can deploy at your wish. Not limited to just Spiritual Array seeds, which will set up the spiritual array imprinted on it immediately, this gives you plans for various mechanical traps as well as seeds for mystical plants that specialise in tricking and killing intruders.

Cultivation Academy [400]

Quite a simple idea: a school... for cultivators. Even the greatest of world defying cultivators have to start off somewhere don't they? For those who lack the vast resources of a powerful sect or clan, an academy is the best place for them to get the resources necessary to advance to greater heights. You get ownership of one such academy. A pleasant, moderately sized academy fitted with storage areas, tournament stages, and several rooms filled with rank 3 Spirit Convergence Arrays to help with cultivation. In the middle on a large board is a ranked

list of all the students, to show who is currently in the lead and encourage friendly competition. Since it is your academy, you can decide the rules and ethics of the school. Be it a gentle guiding school, or a demonic, bloody battle ground. The teachers at this academy have the ability to awaken their students cultivation if they have yet to unlock it.

Limitless Death Seals [600]

The Limitless Death Seal is a technique that allows one to form seals from their spiritual energy, and then stack them atop each other to increase their power exponentially. Each seal is also exponentially harder to form, but once made will not need to be made again. A Sovereign genius may only be able to form six at once. Because the energy of these seals are so domineering, many cultivators fail at the very first seal. The flip side to this is that once tamed, that domineering energy becomes imbued into your energy. Since it's true strength is only revealed at the higher levels, this technique has been mistakenly labelled as a common tier spiritual art, despite actually being a Divine Art.

Myriad Beast

Spiritual Beast Soul Essence [100]

When a Spiritual Beast dies, it will leave behind a Soul Essence. This is essentially a bit of its power. Others can absorb this power into their cultivation to 'borrow' some of its power. The catch is that unless the Spiritual Beast was one of the top ranked ones, this power will fade away into nothing after a time. You start this jump off with a vial of Soul Essence of a strong spiritual beast. Consuming this will give you a leg up through the initial stages of cultivation.

Portable Realm [200]

You have acquired a Spiritual Artifact that is extremely rare, a treasure that entire provinces would covet. A large sword with an unusually blunt edge, inlaid with a strange crystal that seems to contain swirling clouds. Using the gem in the pommel of the handle, one can open a gateway into the Realm contained within this blade. Inside is a calm green valley, covered in wildlife and a few animals wandering about. If one wanted, they could probably turn it into a great place to store various spiritual plants, or install a nice villa. Don't let the sword get destroyed while you are in there though, as you may just end up stuck in a collapsing space. This wouldn't be lethal, but it would be pretty unpleasant.

Spirit Convergence Array [300]

Cultivating using the spiritual energy of the world can be slow. There is only so much spiritual energy in an area and this can be the limiting factor in someones cultivation, when they could be taking in much more at once. Those who have been taking it slow to shore up the foundation of their cultivation may at times find it appropriate to take in truly vast amounts of Spiritual Power at once in order to increase in strength quickly. And a good way to do this is to cultivate in a Spirit Convergence Array, which increases the ambient levels of Spiritual Power in the immediate vicinity. The higher rank the Array, the more the ambient levels are increased. A rank 6 array would already be considered a legendary existence. You gain a Rank 5 Spirit Convergence Array to use as you see fit. This will increase the amount of ambient energy by an order of magnitude. Study it long and hard, and you may one day manage to replicate it.

Divine Elemental Lotus [400]

These are things not forged by man, but by the Heavens and Earth themselves. In areas which contain vast amounts of extremely pure elemental energy, various types of spiritual lotuses have a very small chance of being formed. When consumed these will massively boost the recipients physiques and cultivation abilities that are in line with the element. You have managed to obtain two of these lotuses of your choice. Try not to spread this fact as even the strongest of cultivators might be interested in obtaining these.

Physique Cultivating Divine Spiritual Art [600]

This is a scroll containing a mysterious and hard to understand technique that nonetheless will grant those who practice it a powerful elemental physique most suited for them. It has nine stages, each harder to cultivate than the last. It can take years to even reach the first stage, though some special geniuses may only need a few years to reach the peak. By the tenth, one will become all but immune to harmful effects of that element unless it is exceedingly powerful. Not only that, your body itself will be many fold stronger and tougher. Cultivating this technique requires taking in the elemental energy. The drawback of cultivating something like this too early is that a stronger body and physique means that when promoting to Sovereign the Human Body Disaster is several times worse as the body has to be refined to a much greater degree, in a trade off for having a superior body when you finally do reach Sovereign. This art is a tier above that of the lightning physique art cultivated by the Northern Sea Dragon and then later Mu Chen.

Companions

Import [50]

Maybe you want to bring along a few friends from past worlds. For 50 CP each, you can import up to 8 companions into this world. They will gain 600 CP to spend how they like.

Canon Companion [200]

Is there perhaps someone in this cutthroat world that you found yourself gaining a bond with? Or rather someone you hope to gain a bond with? Well now for 200 CP, you can take them along with you to future jumps, if you can convince them.

Myriad Beast [300]

Soon after you enter into this world, you will encounter a wounded Spiritual Beast. It will enter into your spirit in order to recuperate. This beast is a member of a species of spiritual beasts that ranks in the top 50 of the Myriad Beast list. As thanks for saving it, and not refining its spirit, it will agree to lend you its strength. If you prove to be a true friend to it, it may even willingly engage in a Bloodline Bond with you.

Drawbacks *You can gain up to 1000 CP from drawbacks*

Continuity [+000]

This universe seems familiar. Have you been here before? It seems like any changes you might have made in Battle Through The Heavens have transferred across into this jump. This might only affect The Flame Emperor if you never left that Lower World, or it could lead to you being recognised by the Great Thousand Worlds at large.

Manga Vs Novel [+000]

There are two different versions of this world. A more lighthearted version, from the manga, or a darker, more serious version that was in the novel. Originally the jump is set to take place in the darker novel version, but taking this drawback means that it instead takes place in the manga verse.

Longer Stay [+100]

Ordinarily you would only be staying in this universe for ten years. This would take you to a little after Mu Chen graduates from the Northern Heavens Spiritual Academy to travel to another continent with Jiu You. Now though, you will be staying here until after when the story would have ended, nearly a century later. I hope you are prepared to stay for the long haul in this harsh world.

Bloodlust [+100]

It's almost like the blood of a demon runs through you. You just have a unquenchable thirst for combat, and always desire to kill your opponents. Others may be able to sense your bloodlust and react accordingly, even if you were intending to be civil. If given the chance to meditate you will be able to suppress these urges but getting into a fight will reawaken the feelings in a heartbeat.

Slipped My Mind [+100]

You must have bashed your head or something when you entered into this world. Somehow you have managed to lose all your out of jump memories and will have to rely entirely on what you know from this jump. You may occasionally get flashes of memories but they will be over quickly and confusing to understand.

Broken Aura Sensor [+100]

You have a chronic inability to detect (or are simply oblivious to) the cultivation level of your opponents. You wouldn't be able to tell a Sovereign from a Heavenly Fusion until they were punching you in the face. This may result in picking fights with people way out of your league, or spending a lot of time hunting a "rare" soul essence only to find out that it was an ordinary low ranked one. You will have to rely on others to accurately gauge it for you.

Poor Poor Cultivator [+100]

You are a bit short on cash. Forever. No matter where you go or what you do, you always seem to have trouble getting the money required to buy the things you want. On particularly bad days you may even struggle to scrounge up enough to pay for an inn. But you are a powerful cultivator right? Who needs such material things like a soft bed, or helpful elixirs?

Xianxia Protagonist [+200]

When you inserted into this world, you replaced someone. This someone happened to be one of the main characters of this story. This could be either Luo Li or Mu Chen. Either way you will almost inevitably wrapped up in the affairs of the ancient clans and with powerful cultivators. Luo Li has the responsibilities of her clan to deal with, who are solely betting on her talent to survive, even going so far as trying to get her to marry someone from another powerful clan. Mu Chen would have to hide from the eyes of the Buddha Clan who would exterminate him simply for existing.

Crippled Cultivation [+200]

Something has gone wrong with your cultivation. For some reason you struggle to draw in any energy from the outside world. Entering into a tier 8 spirit convergence array might let you cultivate at the speed a normal person does in the outside world. Even things like elixirs and spiritual plants will have a significantly reduced effect on increasing your cultivation.

Volatile Elements [+200]

The energies of this world are usually pretty calm, but in your hands they are as unstable as nitroglycerin. The tiniest flaws in technique and concentration will threaten to spill the energies you're trying to manipulate into a dangerous backlash. You will have to take cultivating slowly if you want to be safe while you do so. This does mean that after the jump is over you will have much greater control over your cultivation energy, as you will have fought tooth and nail for every inch.

Sealed [+200]

A mother just wants to protect her son! Your out of jump abilities have been sealed, perhaps in a misguided attempt to keep you safe from malicious attention. For the next decade (or more) you will have to rely entirely on stuff that you have bought in this jump. That's not too bad though, that just leaves you at the same starting point as most everyone else in this world. Taking this requires you to have done other jumps first.

Not Just Hot Air [+300]

When people threaten you, saying how strong they or their family are, they are not just full of hot air anymore. When they say they are strong warriors they actually mean it, and their families really are powerful leaders of the land. Suddenly this world just became a much more dangerous. Do not offend someone lightly, for retaliation will be strong.

Joker Sparrow [+300]

In the past you were forced to make a bloodline bond to someone who turned out to a... less than ideal beast. Sharing your mind and body with them, they like to play with it on occasion, like doing ridiculous things in serious situations, grabbing people who you didn't want to grab, and generally messing around. And to boot they're rather annoying to hear in your head. They're not any more powerful than you, either, so don't think they'll get you out of a tight spot when they're in control. A side effect of this is that you will not be able to make another bloodline bond while bonded to this beast.

Luck Is(n't) A Strength [+300]

Luck can play a large factor in determining how far someone will go in this world. The idea that luck is its own form of strength is a common mentality. Unluckily, ironically, this is a strength that you are sorely lacking in. You are just extremely unlucky while in this world. You always come across treasures after they have already been looted, and always find spiritual beasts that are either too strong or too weak. Such misfortune!

Clan Trash [+300]

You have been labelled as clan trash, and the world knows this. Other cultivators will look down and shun you. Only those who get close to you will see you for who you actually are. Your name and face are known far and wide as someone who should be denied all assistance on the path of cultivation. In a society so dependent on mentoring from one's superiors, most teaching will be denied to you. Shops will turn away your business, and even inns on the road would refuse your patronage. You will have to steal, trick, or take by force any assistance from others.

Targeted [+300]

You have gained the attention of a large and powerful sect. It isn't good attention. They have decided that you need to be captured or killed and are doing everything in their power to make sure this happens to you. While you are still young and weak, they will mostly act through third parties so that other clans don't learn of their intent and possibly interfere, but once you start to gain in strength and fame they will move against you themselves. Expect to be harassed by cultivators and bounty hunters for the majority of your stay.

What Trump Card? [+300]

Somehow or other, other people seem to find out what kind of treasures you happen to have recently obtained. It's like there is a board in the sky that tells the nearby people what you just found, they will just know what special techniques or special plants you have uncovered. As such, many will make their way towards you in order to obtain said treasures. This will also mean that any trump cards you happen to get will not remain secret for long.

The End

Stay Here - Maybe you have decided you like your life here, and wish to stay. Your journey ends here

Move On - Alternatively you have decided that you still have more to do. Your journey continues

Go Home - Finally, maybe you have tired from your journey and simply wish to return to your home

Notes:

Cultivation Levels:

1: Sensing Stage: At this stage you can sense Spiritual Power

2: Spiritual Movement Stage - Split into Initial, Middle, and Late Phases.

At this level, one will be able to absorb the Spiritual Aura into the body.

3: Spiritual Rotation Stage - Split into Initial, Middle, and Late Phases. One will be able to condense the Spiritual Aura of the body into a cycle. The degree of Spiritual Energy would far surpass the Spiritual Movement Stage.

4: Spirit Stage - Split into Initial, Middle, and Late Phases. This is the highest cultivation level you will encounter in backwater places like where Mu Chen was raised. At this level, one's battle power far exceeds the Spiritual Rotation Stage, as one gains the ability to absorb a beast's spirit.

5: Heavenly Fusion Stage - Split into Initial, Middle, and Late Phases. The average cultivation level of students who have just entered a Great Academy.

5.5: Quasi-Heavenly Transformation Stage. Half way between the Late Phase of the last level and a proper Heavenly Transformation stage.

6: Heavenly Transformation Stage - Split into Initial, Middle, and Late Phases

7: Heavenly Completion Stage - Split into Initial, Middle, and Late Phases. Middle to Late phase of this is the lowest level you will likely encounter in the Great Spiritual Academies Tournament, whereupon every academy in the world will compete against each other for prestige. At this level, unless the spirit was particularly strong, the boost from the Beast spirit absorbed at the Spirit Stage will have faded away.

7.5: Three Sovereign Disasters - Split into the Human Body, Spiritual Energy, and Spirit disasters. Each disaster has the part in question undergo great strain and agony as it is refined to a higher level. Failure can be fatal if severe enough. The Spirit disaster itself is split into three stages of completeness, even after the disaster is finished: 1st, 2nd, and 3rd grade.

8: Sovereign Stage - Split into 9 ranks. You are only really considered anyone of note in the Great Thousand Worlds once you reach this stage. The instructors of the Great Academies are around rank 5 of this stage.

9: Earthly Sovereign Stage - Split into Lower Position, Upper Position, and Great Perfection.

10: Heavenly Sovereign Stage - Split into 3 levels, Spirit, Immortal, and Saint, which are themselves split into the three phases. The weakest of warriors of one of the 5 ancient clans is at the low end of this stage.

11: Ruler - No information yet

12: The Great Ruler - By the end of the story, years after the decade is up, there would be three cultivators at the peak. They are Xiao Yan, Lin Dong, and Mu Chen. Those at this level could destroy an entire Lower World with the wave of a hand.

Spiritual Array Levels:

Spiritual Array Master:

Rank 1 - Equivalent to Sensing Stage

Rank 2 - Equivalent to Spiritual Movement Stage

Rank 3 - Equivalent to Spiritual Rotation Stage
Rank 4 - Equivalent to Spirit Stage
Rank 5 - Equivalent to the Three Heavens Stages

Spiritual Array Grandmaster:

- *Human*

Low - Equivalent to 1st Rank Sovereign
Middle - Equivalent to 2nd Rank Sovereign
High - Equivalent to 3rd Rank Sovereign

- *Earth*

Low - Equivalent to 4th Rank Sovereign
Middle - Equivalent to 5th Rank Sovereign
High - Equivalent to 6th Rank Sovereign

- *Heaven*

Low - Equivalent to 7th Rank Sovereign
Middle - Equivalent to 8th Rank Sovereign (Half 9th)
High - Equivalent to 9th Rank Sovereign

Scholar: Equivalent to Earth Sovereign

Ancestral Master: Equivalent to Heavenly Sovereign

Re: Spiritual Arrays.

In a few Lower Planes, it is easy to arrange Spiritual Arrays. This is because the energy there isn't as rich and complicated compared to the Great Thousand World. Therefore, the Great Thousand World's Spiritual Arrays are more advanced and complex compared to the ones at the Lower Planes.

Note that if a Wu Dong Qian Kun jump is ever made (by me), the continuity drawback will extend to that jump as well.

One's Sovereign Celestial Body was a mark of recognition to one's promotion into the Sovereign realm. Only a genuine Sovereign would be able to congeal a Sovereign's Celestial Body, and control the heavens and earth. Any single wave of its arm possessed power that could decimate the heavens and sunder the earth.

As long as one has 10 percent of their Sovereign Sea's power, it would enable the practitioner to hide their spirit within it, so that even if the physical body was destroyed, the spirit could still survive under the protection of the Sovereign Sea. As long as the practitioner could cultivate a physical body again, they could make a comeback in the future.

At a certain level (Sovereign and above) one can form a Spiritual Body that contains the consciousness of the cultivator. Created spiritual bodies can even carry their consciousness after death, though it will dissipate after running out of energy. If the spirit body is forcefully destroyed while the cultivator is in direct control, the user's consciousness will suffer a backlash.

Once you join a Great Academy, you can only graduate once you reach Sovereign class.

Sovereign Masters possess spiritual energies, which have unique attributes. Some people's spiritual energies are cold in nature, and some are blazing hot. This is because their spiritual energies have their own sagacities

This is, so far, based on chapters 1-700

Hope you enjoy. By Lone Valkyrie