

A Regressor's Tale of Cultivation



Immortal Cultivation is repentant enlightenment
Like tiny grains of salt gathering to form the sea
Build mountains through repentant enlightenment
Building a mountain of salt is perhaps the fastest way to reach the heavens
Each to one another, holding hands
With everyone at the sea, drink salt
And with the wind, soar
Like combining all intents turns them colorless
Embrace all connections and become impermanence
For that is how one reaches the stars

Welcome, jumper, to a rather barbaric world. Civilization is stuck in something resembling medieval China, and certain people learn how to wield internal energy and martial arts. And, largely hidden from mortals in most places, some possess spiritual roots, giving them the ability to cultivate to not only gain immense power, but incredible lifespans as well. Some even become True Immortals, escaping the limits of mortality entirely. In short, this is what you might recognize as a xianxia world, complete with a medieval chinese culture regardless of where you go. But don't forget; everything in this world has a reason behind existing, even civilization's stagnation and cultivation itself. If you try to change the world, don't be surprised to find hidden and sinister forces that might not appreciate what you're doing.

That aside, the story follows a particular man; Seo Eun-hyun. He was an ordinary Korean man, until one day, while he and six of his coworkers were going to their company's workshop on an SUV, they got caught in a landslide. When they woke up, they couldn't find their SUV anywhere, and they quickly learned they were no longer on Earth after a massive and sapient fox ate their limbs in anger at their intrusion on its territory, then seeing flying people show up calling themselves cultivators. Those cultivators kidnapped all but Seo Eun-hyun and one of his coworkers, and the last one sent them elsewhere in the world. While Seo Eun-hyun's coworker found talent in martial arts, Seo Eun-hyun could only attempt to start a soap business, but then he was robbed by bandits, had his soap recipe stolen, and died of old age 50 years after his arrival into this world, desperately reassuring himself that he hailed from a civilized world. And, when he finally breathed his last, he woke up again, finding himself in the first day of his arrival to this world. The first of many, many regressions.

You will arrive in this world on the same day as Seo Eun-hyun and his coworkers, although depending on your choices later you may or may not actually experience Seo Eun-hyun's various regressions alongside him. You will stay for 50 years in this world, barely enough time for much unless you're content with being an ordinary mortal, and will gain the following:

+1000cp

Good luck. You will need it.

Origins

The first thing you need to decide is your background in this world, assuming you have any. You may choose one of the options below, and optionally may decide to be a Drop-In instead. Just keep in mind that outsiders are not unprecedented.

Mortal Dust -0cp

You are a simple mortal. Whether a commoner, low ranking noble, martial artist, or cultivator, you are just another of the many people in this world, with no particular force backing you, and only your own wits and wills to keep you alive. It won't be impossible to change this situation, especially if you prove to be talented, but it'll certainly take a lot to stand out from the endless seas of unremarkable people in this world.

Young Master -0cp

You are not just some nobody, relatively speaking. You are a high ranking noble of some kind, either the heir of some noteworthy clan, the young master of a sect, or some similar important position. You'll have plenty of resources at your disposal, and much political power besides, but this also comes with obligations and responsibilities you must fulfill. If you don't like being burdened with the duties associated with a high role in society, well, running away is always an option.

Return To Thee -100cp

You are not just some nobody. You are not a simple mortal. Whatever you are, a descendant, a champion, or perhaps someone who happens to be particularly interesting, you are backed by a True Immortal, a being that may as well be an omnipotent god to the vast masses of mortals filling this world. Not only will they afford you a quantity and quality of resources that even the richest mortal would resort to atrocities to obtain, but you will also gain immense help when it comes to your cultivation. It is highly likely that you will grow to immense power, and you certainly have a better chance at reaching True Immortality than nearly all other mortals that do not also have Immortal patrons. However, you *will* be a pawn in whatever agenda your Immortal patron has. It may not be particularly unpleasant, or it may make you want to die, but ultimately you will not be able to escape whatever schemes your patron has in mind for you until you reach similar levels of power. If you think that's a worthwhile tradeoff, then this is certainly a good choice.

Tribe

While not as important as your background, your race is very much an important factor when it comes to what you'll be able to do. At least, until you cultivate to the point that you can easily make avatars. Rather than a list of specific races, you'll be given three options to choose, following the categories that mortals are divided by. If you don't want to be part of one of the races that were seen and explained in the story, feel free to design your own, as long as their innate racial advantages aren't too great.

Heaven -0cp

You are of a race that can not only cultivate through the Earth pathway, but also knows rituals to cultivate through the Heaven pathway. These pathways will be explained in the Notes at the end of this jump, for now just know that as part of the Heaven Tribe, you'll face no particular restrictions when it comes to the methods you can cultivate. Humans are part of the Heaven Tribe, and there are many other Heaven races as well, such as the Fighting Ghost Race, the Tall Tree Race, the Cold Spirit Race, and so on. While the Fighting Ghost Race has the power to imitate the racial abilities of others through their horns (of which they can have up to 7), they also possess a number of additional spines somewhere in their body, with even more spines giving them even greater advantage in combat. You need not necessarily be of a race with noteworthy racial abilities, humans don't really have any after all, but you can choose that as long as it's within reason. Regardless of your racial abilities, you won't be able to punch up a major cultivation realm on your race alone.

Earth +100cp

You are of a race that do not know rituals to cultivate through the Heaven pathway, and thus must cultivate through the Earth pathway. The vast majority of the Earth Tribe are beasts, animals that cultivated by instinct at first and gained intelligence as their cultivation advanced. From the puny insects, fishes, and small mammals, to the mighty Dragons, tigers, and phoenixes, this option lets you choose to be pretty much any form of intelligent beast you want to be. Just keep in mind that they only gain a humanoid transformation when they reach the Nascent Soul stage. There is a massive variance in racial abilities within the Earth Tribe, since their bloodlines can be as irrelevant as being some random centipede to as lofty as being the direct descendant of Immortal Beasts, but ultimately even the strongest Dragons can't comfortably punch up a major realm on their racial abilities alone, so you may freely choose what you want to be. It might be possible to obtain rituals for your race that allow you to cultivate through the Heaven Pathway, but doing so is certainly going to be quite an undertaking, regardless of your method.

Mortal +200cp

You are of a race that does not know rituals to cultivate through the Heaven pathway, and are too fragile to cultivate through the Earth pathway. These are called the Mortal Tribe since they cannot cultivate, and are always treated as slaves, or even livestock outside of the weakest mortal realms. Goat people, goblins, driders, they are almost as varied as the Earth Tribe, although they are not beasts that gained intelligence like the Earth Tribe. They cannot cultivate at all, after all. However, in the Bright Cold Realm of the Sun and Moon Heavenly Domain, the Mortal races made a name for themselves, becoming the Heart Tribe, not cultivating but instead honing their hearts, and developing strange powers that are not only unpredictable, but also intensify any future Heavenly Tribulations that their victims face, so they are universally reviled and treated as enemies of all cultivators. Perhaps you'll attempt to hone your heart as well, and rise up against your oppressors?

Locations

Now that your identity is decided, you will choose where in this wide world you will enter this jump. You may freely choose anywhere in the setting you may reasonably be present in, but in case you're not too familiar with this world, this section will outline many spots of interest.

Mount Sumeru

What you could consider the main “world” of the story. Composed of nine Heavenly Domains, things you would call “universes”, Mount Sumeru is a small multiverse arranged in the shape of an inverted cone. The Sun and Moon Heavenly Domain is at the summit, serving as the bottom of Mount Sumeru, the Heavenly King Heavenly Domain lies in the center, and the rest all form the foot of Mount Sumeru, lying at the top. While externally Mount Sumeru is static in size, internally each Heavenly Domain naturally expands in a similar vein as the universe you come from, although the Heavenly King Heavenly Domain, the largest of the lot by far, only expands at the speed of light. It is worth noting that the Heavenly Domains experience the End, compressing into one point which births it again, something you would recognize as a Big Crunch cycle. The actual length of these cycles varies much, as it depends on the hearts of its inhabitants. Don't worry too much about it.

Between each Heavenly Domain lies the Inner Sea, which is essentially a massive empty abyss, which is too vast for all but the most powerful True Immortals to traverse in a reasonable timeframe. Vestige Liberation Immortals would take 70 thousand years to traverse it for example. To travel between Heavenly Domains, True Immortals use grand teleportation formations (in the shape of a snake biting its own tail) laid by Radiance Hall, the biggest faction of Immortals, at the center of each Heavenly Domain. These teleportation formations do not exist in the physical plane or in the plane of Qi, but can be detected in the planes of Soul and Fate. Thus only Immortals and those very close to reaching Immortality can really use these formations, and only then when permitted by Radiance Hall. Radiance Hall does charge a toll for its use; those at Star Shattering and below must pay with 100 thousand years of lifespan, those at Sacred Vessel must pay a million years instead, and those at Entering Nirvana and above pay with their fortune. This obviously isn't usually an issue since only Immortals can casually traverse the universe anyway.

Finally, all Heavenly Domains have five dimensions; the Astral Realm, which is the universe proper, the Interdimensional Void, an empty void where Decaying Corpse Realms (fragments of Immortal corpses turned worlds) and Middle Realms (corpses of particularly powerful Immortals turned worlds) can be found, the Underworld (where the dead go to be judged), and the Eastern Heaven Flower Field and Source River, which is where souls pass when reincarnating, for living and inanimate souls respectively.

With all the essential information out of the way, below will be descriptions of each Heavenly Domain. Just keep in mind that the story does not cover all of them in equal depth, so the amount of information will vary.

Sun And Moon Heavenly Domain

The smallest Heavenly Domain, being only the size of a single galactic supercluster, is also where the story starts. Uniquely, the inter-Heavenly Domain teleportation formation at the center of this universe was blocked 120 thousand years ago, by a man called Yang Su-jin. He also caused a lot of other problems, but that's less relevant here. The relevant part is that nobody's been able to remove Yang Su-jin's finger so far, since no Immortal of Radiance Hall was in this Heavenly Domain when the teleportation formation was blocked, and the Thunder Shaking Bird, one of Yang Su-jin's most loyal (and yandere) subordinates, has been safeguarding the Lightning Sacred Sea blocking the teleportation formation. As a result, there are only two True Immortals in this Heavenly Domain. One is Blood Yin, a leftover of the Chief Judge of the Underworld Yu Hao Te who used to be the judge of Mortality. Unfortunately, Blood Yin only inherited the bad parts so he's a gigantic asshole and quite frankly is quite close to a western perspective on evil demons. Who's the second one? Don't worry too much about it. Unless you're suicidally stupid, they won't be relevant.

Head Realm

One of the Decaying Corpse Realms floating in the Interdimensional Void of the Sun and Moon Heavenly Domain, this is where the story begins, and the realm where Seo Eun-hyun and his coworkers find themselves in, although most of Seo Eun-hyun's coworkers are kidnapped by cultivators ascending to the Bright Cold Realm. There are many secrets tied to this realm, and it is also a major reason for why there are no True Immortals in the Sun and Moon Heavenly Domain; the Head Realm's presence is literally poisonous to True Immortals, making them mentally unstable and driving them berserk if they focus too much on it. It's not impossible to avoid if you just don't pay attention to the Head Realm, but such an ominous effect is enough to scare off nearly any Immortal that might otherwise wander in. If you reach the True Immortal realm yourself, it is highly recommended you leave this Heavenly Domain as soon as possible to avoid the Head Realm's poison.

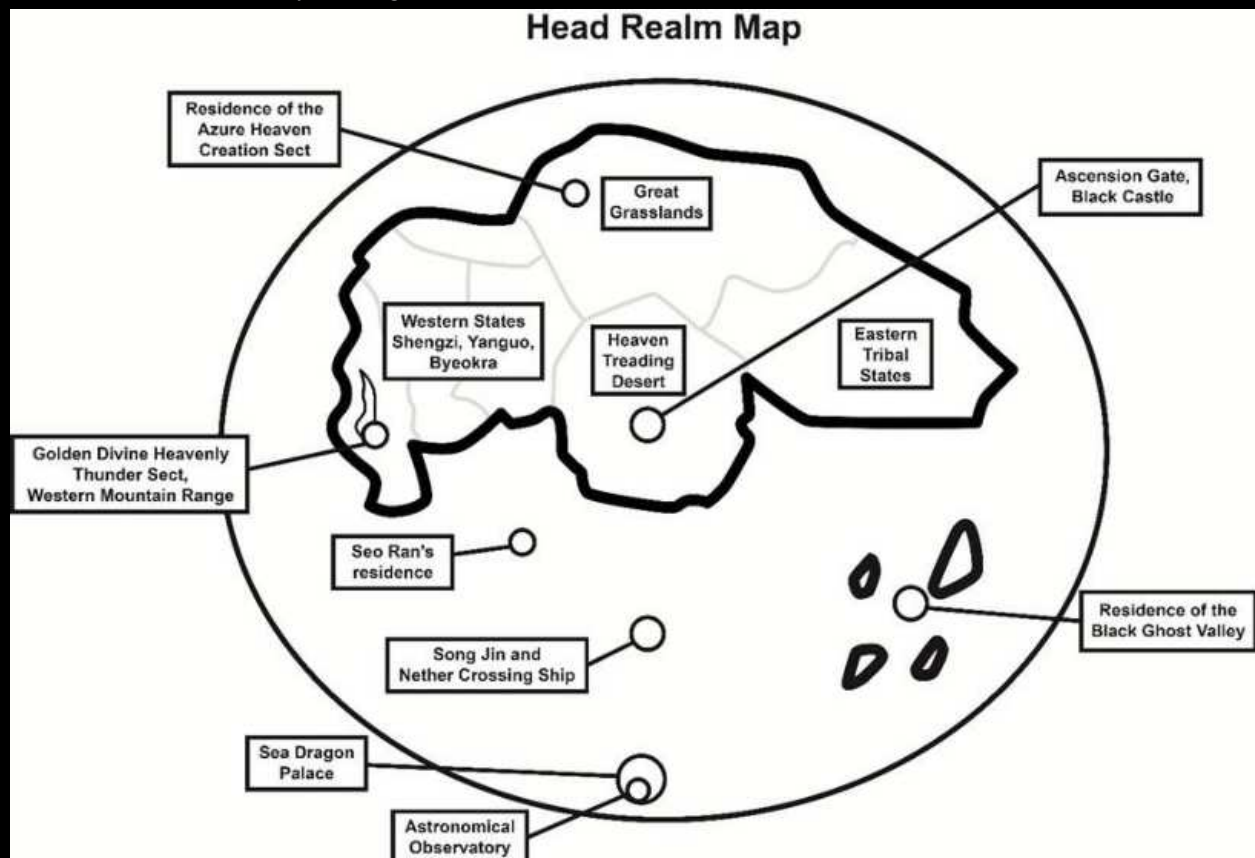
As for the actual structure of the Head Realm; like all other Decaying Corpse Realms, it is a flat world, contained by a dimensional veil called the World's End, which mortals conceive of as an invisible forcefield. In terms of size, it is roughly comparable to Mars, and has only one large continent on it. Below is a map drawn by the author for convenience.

At the center of the Head Realm is the Heaven Treading Desert, and floating above it hidden from sight is Ascension Path, a massive floating land the size of south Korea possessing the thickest spiritual energy of the Head Realm, making it an ideal place for cultivation and gathering spiritually enriched resources, but also very dangerous due to all the beasts present possessing respectable cultivation of their own. In Ascension Path, every 1000 years a spatial rift called the Gateway to Heaven opens, being immensely useful for cultivators who wish to ascend to greater realms as it makes the process significantly less dangerous. There are also many secrets related to Ascension Path, multiple layers of secrets even, but it's recommended you don't dig too deep or you might end up provoking the final boss of the story and die miserably.

As for the continent itself, aside from the Heaven Treading Desert in the middle, it has land to the north, east, and west, and an ocean filled with islands to the south. Seo Eun-hyun's story primarily takes place in the western lands, so the northern and eastern lands aren't particularly detailed, outside of the eastern lands having nomadic tribes apparently.

Another noteworthy "landmark" is Serving Command Palace, also known as Liberation Palace, which is usually outside of space and appears in the Head Realm every few hundred years, made of jade colored tiles and pure white walls. Unlike normal Chinese palaces, it is round, and while the natives merely know it as something an ancient cultivator left behind, the secret behind it is immensely important and it's recommended you don't mess with it too much. Its structure represents the heavens, with the constellations of the Qi Building stage and the enclosures of the Core Formation stage, and by wrecking all of its floors to metaphorically merge them, you can manifest the Serving Command Seal, representing the fate of the Head Realm. By holding the Serving Command Seal, you essentially give yourself plot armor as fate itself begins to support you and granting you fortune to keep you alive. Although obviously it only works within the Head Realm, and in fact possessing it makes it incredibly difficult to leave the Head Realm.

Also, if you're at the Integration stage or above, then looking at the sky of the Head Realm is complete suicide. Even Governing Immortals wouldn't be able to survive doing so unharmed, so it's highly recommended you do not linger here if you plan to cultivate. If you want more details about this realm, see the Emptiness Supreme Deity in the Notes section. Additionally, Immortal Arts cannot be used in here, unless allowed by the Light.



Astral Realm

There's not a lot to say about the Astral Realm of the Sun and Moon Heavenly Domain. Almost all things of interest happen either in the Head Realm or one of the Middle Realms. The main points of relevance are the Lightning Sacred Sea blocking the inter-Heavenly Domain teleportation formation, and the Star Path which are a series of smaller teleportation formations allowing easy travel between the Ancient Force Realm and the Lightning Sacred Sea.

Middle Realms

While the story doesn't visit the Purple Gold Realm, the other four Middle Realms of this Heavenly Domain do get some detail. Something that applies to all of them is that since the spiritual energy of the Middle Realms is so rich, only the Mortal Races are not cultivators. Everyone is born at the Qi Gathering "stage" at worst, and particularly talented individuals are born at the 1st or even 2nd stars of the Qi Refining stage. Most people reach Qi Building by their early twenties, and even the most untalented are at the Qi Building stage in their 50s. Anyone more than 200 years old is almost definitely a Core Formation cultivator. Also, unlike in the Decaying Corpse Realms and the Astral Realm, standard xianxia scales apply in terms of the size of the landscape, although not quite as excessive as it could be. The Middle Realms are the size of a galaxy after all.

Something noteworthy to mention is that the Middle Realms are divided into two; there's the solar system-sized Stable Realm, the part of the Middle Realm that's actually habitable, and there's the galaxy-sized Chaos Realm, which are desolate and chaotic wastelands where living is incredibly difficult, and it becomes worse the farther off into the Chaos Realm you go. The Chaos Realm dwarfs the Stable Realm in size, and sometimes they hold secrets, but few bother exploring them.

Bright Cold Realm

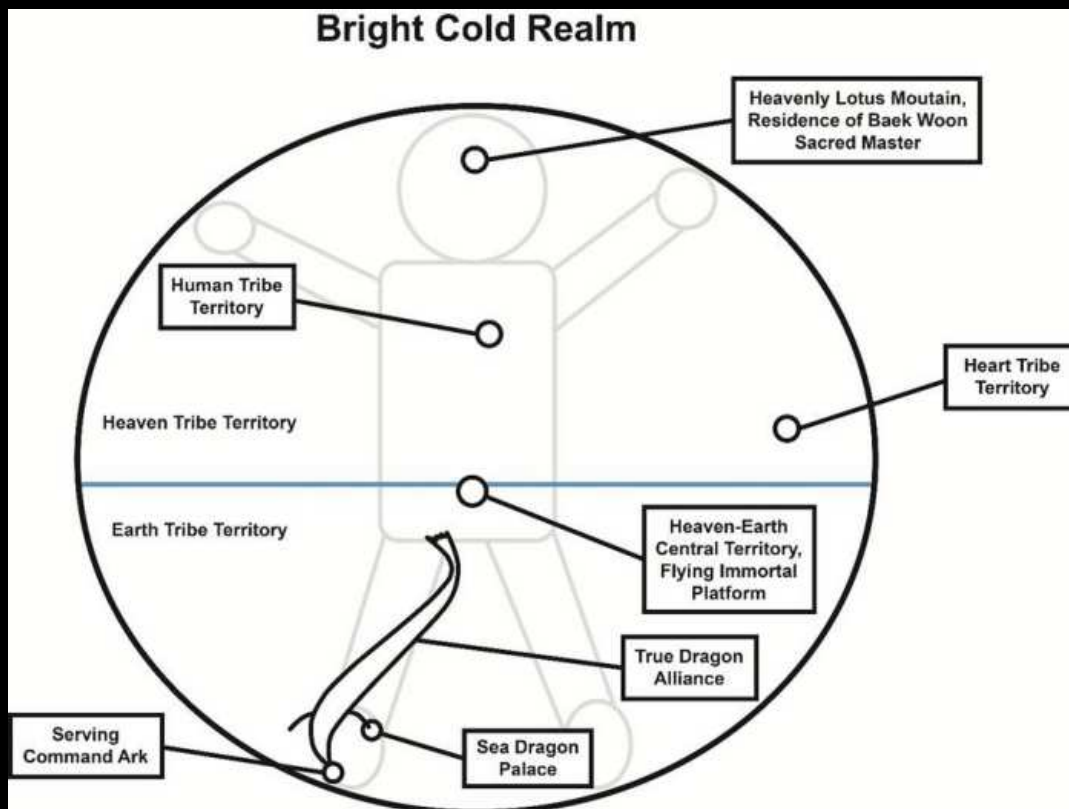
The majority of the Middle Realm arc of the story happens here. It is where Seo Eun-hyun ends up after ascending and where his coworkers are taken to by the ascending cultivators that kidnapped them. The Sacred Master overseeing the realm is Baek Woon, of the Tall Tree Race, but she takes a hands-off approach to managing the Middle Realm, and all of the Star Shattering cultivators are off in the Astral Realm attempting to dislodge the Lightning Sacred Sea so there's an avenue of escaping the Heavenly Domain. After all, the End of the Sun and Moon Heavenly Domain is only ten thousand years away.

Uniquely, the Heart Tribe only appears in the Bright Cold Realm. This is because the Radiance Supreme Deity has twisted Fate so that the Heart Tribe is contained here. That's not widely known though, and it's certainly not something mortals can detect. Even then however, there's less than ten thousand people in the Heart Tribe. Aside from that, the Heaven Tribe generally occupies the north of the Bright Cold Realm, while the Earth Tribe generally occupies the south. The Heart Tribe itself occupies a small territory in the Chaos Realm, somewhere to the east. Between the Heaven and Earth Tribe's territory is the Heaven-Earth Central Territory, around 25 thousand kilometers in radius, which also holds the primary Void Spirit Pond, which is where cultivators ascending into the Bright Cold Realm end up.

You're likely curious about how humanity is doing here. They're actually known as one of the three most bloodthirsty and cruel races of the Bright Cold Realm, being the only race that turns everyone, even other fellow humans, into cultivation pills. Alongside the Fighting Ghost race which reproduces through combat and thus find violence sexually stimulating, they are known as the Asura Race. Also, the population of humans, which are gathered as the Human Race Grand Alliance, is roughly about 30 billion. The Human Race Grand Alliance makes their home in a vast collection of flying islands called the Cloud Island Archipelago, the land beneath the islands utterly flooded with curses and resentful spirits from everyone who's been refined into pills by humans. Each of the islands, referred to as Sky Islands, is immense, the smallest of which, called Temporal Fate Island, being the size of a massive continent, with the rest being six to ten times larger. It's forbidden for more than three Four-Axis cultivators to be present in one Sky Island at a time, and each is overseen by one of the many avatars of one of the Integration cultivators leading the human race.

There's also the main territory of the Earth Tribe to the south, which is the corpse of an Entering Nirvana dragon that forms a gigantic mountain range, with the dead dragon's blood forming magical black and white rivers that flow through the mountain. The headquarters of the Earth Tribe is a gigantic square mountain called Serving Command Ark, possessing an even larger compressed space inside it that's as large as the rest of the Earth Tribe's territory, divided into multiple floors.

Aside from the structure of the Bright Cold Realm, keep in mind that Blood Yin has decreed that the Integration cultivators of this Realm are not to advance any further, so the Heart Demon Tribulations that Integration cultivators of the Bright Cold Realm face are far more intense than they should be. Lastly, the Bright Cold Realm is technically still alive, just in something akin to brain death since their soul is gone. Thus Baek Woon's main priority is stopping the Realm from transforming into a horrifyingly powerful Vestige, a mindless monster in other words, which is why she cares little for the affairs of cultivators in the Bright Cold Realm. There are even more secrets regarding the origin of the Bright Cold Realm, in case you still want to know more. Below is a map drawn by the author for convenience.



Ancient Force Realm

The Ancient Force Realm is unlike most others. Its oceans and seas are not made of water, but of fragments of lost dimensions. Try not to dive in unprepared because you might not be able to come back out. Instead of the usual spirit stones, the locals use ancient stones as currency, which only exist in the Ancient Force realm. While they don't hold spiritual energy like spirit stones, they have the trait of 'return', as in they constantly record the path they've traveled, and when stimulated in a specific way they show this path, and if you activate more than ten at once they'll emit attraction force and drag you along this path. Thanks to this they're extremely useful for returning to land if you've gone too deep into the dimensional waters of the Ancient Force Realm and can't find your way out.

Also, there's a ceiling made of piles of lost dimensions too. You can think of the Realm as being one massive ocean, with all the regions people live in being air bubbles, called Sea Domains. Unfortunately the sea made of lost dimensions means there's not only no Void Spirit Ponds to ascend through but leaving the Ancient Force Realm is also incredibly difficult. It also means there's no sun or stars, there's just a giant ring of light on the horizon that the Sacred Master regularly turns on and off to simulate the day-night cycle. You also can't see stars due to it, so celestial energy (天機) can't be read, which means the Heaven Tribe can't perceive fate, causing the Earth Tribe to be completely dominant in this Realm.

You might be wondering how people can ascend into this realm if there's no Void Spirit Ponds. These are in fact replaced by Salt Crystal, which forms from great piles of Supervisory Jade, which itself forms when a lot of ancient stones are condensed and refined. Salt Crystal acts essentially like a sort of portable Void Spirit Pond that only works in the Ancient Force Realm.

The largest Sea Domain lies in the center, and it's called the Dao Departure Region, and it has the Xiezhi Worship region within it which is the only landmass big enough to be considered a continent in the whole Ancient Force Realm, and is where the Sacred Master, Hae Lin, lives. Additionally, Sea King Hall, led by the Sacred Master, is the only large faction in the Realm, since a long time ago a bunch of Star Shattering cultivators destroyed several Sea Domains, causing the Sacred Master to exterminate them and forbid all forms of inter-Sea Domain conflicts. Thus, currently, a singular faction can only rule over a singular Sea Domain, and cannot expand to other Sea Domains.

Also, while the terms "land" and "continent" are used, in reality all landmasses float on top of the dimensions imitating water, thanks to the large veins of ancient stones that emits attraction force and keeps islands and the Xiezhi continent locked in place even when the dimensions shake. Mining these veins is prohibited, of course, and anyone caught doing so is used as bait for deep sea monsters during hunting expeditions to harvest ancient stones from said monsters, and these prisoners are only released once the debt is paid off by the bounty collected from the deep sea monsters they attract. That said, given how deadly acting as bait is, it's essentially a death sentence.

A noteworthy property of the Ancient Realm's seas is that the deep sea reflects the past of people standing too close or gazing into it for too long, in the form of illusions that show visions of lost loved ones or nostalgic scenes of the past. While usually harmless, some deep sea monsters hide within these illusions to attack prey. On the topic of the deep sea monsters, they aren't actually living creatures, but more like records taking shape, formed by the forgotten histories of countless lost dimensions roiling within the Ancient Force Realm's seas.

Lastly, there are relay zones of sorts, being essentially small Sea Domains, usually around the size of the Indian Ocean on Earth, which are used as middle points between Sea Domains to make travel easier. These are generally created by Integration and Star Shattering stage cultivators. Naturally, there are many secrets regarding the Ancient Force Realm itself, and its origin, in case you want to investigate.

Nether Ghost Realm

Do not look at the sky during the day when in this realm. Nearly all of the 140 Entering Nirvana cultivators of the Sun and Moon Heavenly Domain are there, and they do not hesitate to mind control anyone that looks at them into their worshippers and agents. They are there because they want to find a way to bypass the advancement ritual to become a True Immortal. Mercifully, during the night the stars in the sky are actually real stars.

As for the Realm itself, it is actually primarily populated by the undead, as the ghostly energy of this Realm helps lingering ghosts and other undead creatures resist the pull of the Underworld. There are four major factions; the main branch of the Black Ghost Valley sect, which is called Black Ghost Palace and is very secretive and isolationist, rarely accepting new disciples. There's also the Underworld Ghost Palace, which is very influential and actively conducts research into undead and devilish methods, to the point that 80% of the cultivation methods and techniques you could find in this Realm are from the Underworld Ghost Palace. There's also the Flower Painting Western Heaven Palace, considered lunatics as they practice the Righteous Path method of Vanquishing Evil And Upholding Righteousness which is extremely effective against undead beings. And finally, there's Penglai Island, which follows the same Immortal as the Penglai Palace of the Bright Cold Realm, although the two factions are uninterested in one another despite sharing a founder.

Bearing Tree Heavenly Domain

This Heavenly Domain, which used to be under the ownership of the Heavenly Punishment Supreme Deity, was the site of a great war a long time ago between Radiance Hall and the Heavenly Punishment Supreme Deity. Due to that, there are 48 Middle Realms, and 600 quadrillion Decaying Corpse Realms. Well, technically speaking, there's more than fifty Middle Realms, since there are a bunch of Great Net Immortals from Radiance Hall present. A full tenth of the Heavenly Domain's population (primarily among the Heaven Tribe) are devotees of Light, affiliated with Radiance Hall.

The ratio of Heaven Tribe to Earth Tribe is roughly 1:20 to 1:30, in favor of the Earth Tribe. However, despite being outnumbered to such a degree, the Heaven Tribe is still considered equal to the Earth Tribe, thanks to support from Radiance Hall. Additionally, as a measure to stomp out the influence of the Heavenly Punishment Supreme Deity, learning Lightning methods is forbidden in this Heavenly Domain. Lastly, the 48 main Middle Realms are arranged in a circle, symbolizing the symbol of Radiance Hall, a snake eating its own tail. To True Immortals, it's a gruesome and incredibly disrespectful sight. Unless you're affiliated with Radiance Hall, or plan to join them, it's not recommended to be here.

Heavenly King Heavenly Domain

The largest Heavenly Domain by far, the Heavenly King Heavenly Domain is ruled exclusively by Radiance Hall. If you don't plan on being on Radiance Hall's side, you really should not be here. Radiance Hall is the largest and most powerful faction of True Immortals, and they are extremely ruthless towards their enemies. The Heavenly Domain itself is only somewhat smaller than all the other Heavenly Domains combined. It is also one of the two most active Heavenly Domains in terms of True Immortal activity, given the sheer numbers of True Immortals in Radiance Hall.

Twin Holding Heavenly Domain

Arguably the most active Heavenly Domain in terms of True Immortal activity, and also arguably the most free Heavenly Domain, the Twin Holding Heavenly Domain is "ruled" by the Swallowing Heaven Supreme Deity, who does nothing but consume all attraction force in the Heavenly Domain. Due to this, Radiance Hall, which focuses exclusively on the Heaven pathway, has next to no influence here, making this Heavenly Domain a metaphorical haven for any True Immortal who does not want to live under the thumb of Radiance Hall. If you become a True Immortal and don't want Supreme Deities or Radiance Hall breathing down your neck, and want to learn what a properly free community of True Immortals is like, this is the Heavenly Domain to go to. Of course, due to the Swallowing Heaven Supreme Deity making attraction force unusable, nearly all True Immortals here are Earth Immortals.

Journeying to the center of this universe to witness the Swallowing Heaven Supreme Deity isn't particularly dangerous as long as you avoid using attraction force, so it's become normal to the point of being a common tourist destination for cultivations at Star Shattering and above. Aside from that, ignoring any living Great Net Immortals and Immortal Lords of which there are likely many, this Heavenly Domain has four Middle Realms; the Krita (कृत्) Realm, the Treta (त्रेता) Realm, the Dvapara (द्वापर) Realm, and the Kali (कलि) Realm. The strange names are said to be because the Obsidian Heavenly King (who's also titled as the God of Gods because they were extremely strong) named them that way personally.

Earth Boundary Heavenly Domain

Ruled by the Liberation Supreme Deity, this is arguably the calmest and most ordinary Heavenly Domain, for True Immortals at least. Of course, due to the Liberation Supreme Deity being a craftsman, the Heavenly Domain is arranged in a way that resembles circuits for their convenience, but as long as you don't provoke the Liberation Supreme Deity and don't cause too much trouble, you'll probably be fine here.

Elephant Nose Heavenly Domain

The story does not actually elaborate much on this Heavenly Domain. The Naming Supreme Deity rules this Heavenly Domain, and they aren't particularly eccentric overall. It's unlikely to be too different from the Earth Boundary Heavenly Domain; don't provoke the Naming Supreme Deity, and don't cause too much trouble, and you'll probably be fine here.

Good Sight Heavenly Domain

Ruled by the Northern Heavenly Venerable, the story does not elaborate much on what life is like in the Good Sight Heavenly Domain. The Northern Heavenly Venerable is not particularly reasonable, however, and is kind of unstable, so you probably don't want to linger too long if you value your life.

Earth Axis Heavenly Domain & Horse Ear Heavenly Domain

This is not a good idea. These two Heavenly Domains are not normal by any means, and this is because they were created as prisons. The Earth Axis Heavenly Domain holds the Great Mountain Supreme Deity (who'll break out a few thousand years in the future), while the Horse Ear Heavenly Domain contains the Heavenly Punishment Supreme Deity. Both Heavenly Domains are largely wastelands, especially the Earth Axis Heavenly Domain given how cruel Great Mountain is. Please do not pick these as your starting locations.

Outer Sea

Also known as the Great Salt Sea, or the Primordial Chaos, this is not a place mortals can survive in. It's an infinite expanse of chaos, where everything is abnormal. Depth perception, senses, energy, distance, even physical laws and the Three Planes of Qi, Soul, and Fate, everything constantly fluctuates and shifts. As a True Immortal, outside of being able to actually survive, you'd also be able to perceive Mount Sumeru in the distance, although it fluctuates wildly in size as if the distance widens and shrinks uncontrollably every passing instant. Even as a True Immortal you have to focus constantly to not transform into salt and get swept away by chaos, although you would have to be at the peak of the Great Net stage to survive long enough to possibly return to Mount Sumeru. Even then navigation is a frustrating affair, as even having a perfect path that guarantees reaching Mount Sumeru you might need trillions of years to actually leave the Outer Sea.

The Outer Sea is infinite by nature, holding infinite possibilities, which is what makes it so dangerous and difficult to navigate. However, powerful True Immortals can cross it by drawing out the possibility of 'crossing the infinite' from the roiling mess of infinite possibilities. This is what permits navigation through the Outer Sea.

This may seem like an unreasonably inhospitable location, but there're a couple of extremely important landmarks here.

Penglai Island

Created by the long dead Salt Mountain Supreme Deity, and the one who was their disciple and is now the Great Mountain Supreme Deity, Penglai Island is eerily similar to the world of the Head Realm, except it is spherical like a planet, and has an extra continent on the opposite side of the world from the continent that it shares with the Head Realm. Instead of orbiting around a star, it has a star and moon orbiting around it, like a geocentric model. It is also surrounded by a black background that looks like a massive cross-section of the universe, making it seem like a bizarre geocentric solar system lingering in the Primordial Chaos. This black background, however, is in truth a 'mountain peak' so vast it appears to flatten the universe beneath it. It is not actually black, being a truly titanic gathering of tormented souls, it just looks black because the dark-red color of the tormented souls blends together due to the immensity of the mountain. And it's not just one mountain either, it forms an unfathomably vast mountain range in the shape of a belt. Wearing this belt is the main body of the Great Mountain Supreme Deity.

It is highly recommended you don't be here, mostly to avoid the attention of Great Mountain.

Boundary of Cakravada (鐵圍)

The boundary of everything. The Domain of Cakravada is found at the other side of the infinite Outer Sea, containing Mount Sumeru and the Outer Sea around it like a sort of ‘eggshell’ of effectively infinite size. It seems like a world of infinite white nothingness, a white void with nothing in it, but a Governing Immortal doing their utmost to perceive as much of it as possible would be able to perceive it forming a very clear boundary and faintly see its subtle curvature. The nothingness of Cakravada cannot be broken, as it holds the same absoluteness as the Three Absolutes. Still, it is not flawless.

In a certain spot in Cakravada is the Heavenly Venerable of Time. He is there because in a particular spot of the Domain of Cakravada the nothingness is ever so slightly less smooth than everywhere else in Cakravada, as if it was broken and patched again. There are some extremely important secrets here, but it’s not a good idea to linger here. Not because it’s particularly dangerous, but mostly because there’s literally nothing to do other than inspect the curious flaw in Cakravada, although mortals can’t really survive here due to the lack of laws that could support their existence in the white void.

Perks

With background, race, and location out of the way, now comes deciding what you can actually do. Of course, given the premise of cultivation, what you gain here will merely be the foundation that you build upon and grow through, but you can still gain some helpful things. Perks under a particular origin's section are discounted to those who took that origin, being half-off, except 100cp perks which are free when discounted.

General Perks

Solid Foundation -0cp

Cultivation is not a fast process. Even the absolutely most talented people need centuries to make decent progress, and that's when actively aided by an extremely powerful prophecy of talent laid by an extremely powerful Immortal. For most who do not stagnate at a particular stage, needing millions of years to reach Immortality is not just expected but even considered the norm. Spending years sitting in a cave gathering energy and meditating on the formulas of cultivation or developing particular techniques isn't unusual, and while cultivation is never truly just gathering energy mindlessly, comprehending the methods by which you continue cultivating takes extreme lengths of time. And, by the time you're Immortal, cultivation entails a whole lot of waiting around for your plans to come to fruition.

Naturally, it wouldn't do for you to be incapable of cultivation purely from boredom. With this, you'll gain absurd amounts of patience. It may take ten million years to fulfill your plans, you may have to wait for things to happen for hundreds of thousands of years, you might have to sit somewhere to accumulate energy and ruminate on philosophy for hundreds of years, but you'll never find yourself numb from the repetition or from the boredom of having nothing to do as carefully arranged pieces come together. It won't necessarily save you from ennui, of course, but as long as you have *something* to look forwards to or some purpose that grants you fulfillment, you could live for hundreds of billions of years without any issues.

Spiritual Nature -0/100cp

Not everyone has spiritual roots. However, there're enough mortals that this doesn't really matter, even ignoring the fact that spiritual roots cease to matter in terms of talent as early as the Heavenly Being stage, and a cultivator can simply give someone spiritual roots as early as the Four-Axis stage. Still, those initial stages of cultivation matter a lot for practically all cultivators, so naturally you'll be given spiritual roots so it's not too hard for you. You may have anywhere from 2 to 5 elements for your spiritual roots, taken from the Five Elements, or having some weirder elements like ice, or lightning, or whatever else you can think of. Just remember that this'll dictate your affinity with cultivation methods, and having spiritual roots with an element that's too esoteric and rare may be too much of a hindrance.

Obviously, the fewer elements you have, the faster your cultivation will be since balancing the various elements will be easier. Keep in mind that having 4 or 5 elements is considered to have very little talent for cultivation, given how difficult cultivation becomes from having to balance so many elements. For 100cp, you may have a Spiritual Root with only one element, making the initial stages of cultivation far easier by the simple fact you don't have to worry about balancing different elements at all. As a side note, having one attribute is called having a Heavenly Spiritual Nature, two or three are called True Spiritual Nature, and having four or five is called having Mixed Spiritual Nature.

Luck Of The Dense -100cp

Everyone has different fates, different talents, different fortunes. You in particular seem quite blessed in terms of your love life. Even if you put in zero effort towards romance or courtship, you'll end up attracting the love and affection of at least half a dozen women (or whatever your preferred gender(s) are). This doesn't guarantee they'll be fine with sharing, although it'll be rare for you to attract someone unhinged enough to not accept you not reciprocating their feelings, and you'll have to resolve matters of jealousy the hard way. But hey, if you're too dense to ever do anything romantic with anyone, that's hardly going to be a problem, no?

Talents And Physiques -200cp

There are as many different ways of being talented at whatever, and as many different physiques helping with some form of cultivation, as there are stars in the sky. So, rather than attempting to list out every known Physique, and having many perks for different talents at different things, it's more convenient to have this perk instead. You can purchase this perk as much as you want, and with each purchase you may gain extreme talent at something, such as Lightning methods, or Ghost methods, or body cultivation, or more mundane skills like swordsmanship or fishing or horticulture, or whatever kind of talent you would like to have. Alternatively, with each purchase you may instead gain some sort of physique, an innate constitution with strange abilities that will help you immensely as a cultivator. Maybe you'll have a physique letting you absorb Heavenly Tribulations and wield them later, making any Heavenly Tribulation up to a certain point in cultivation not just easy to pass but also actively serve as fuel for you. Maybe you'll gain some constitution that calms down ghosts, empowers them, and compels them to follow your orders. Or perhaps some physique particularly well suited to all forms of devilish cultivation, making any form of sacrificing others to increase your own power far more effective. Your only limit is your imagination, your budget, and how many times you want to purchase this perk.

Filling The Heavens -400cp

Death is inevitable. Even Immortals end up destroyed eventually, only the hardest truly withstanding the immensity of time. And when death looms, what can one do but pass on the torch? With this you've learned and somehow mastered a particular Immortal Art designed around inheritance. You can use it to grant a copy of it to others, and it allows you to pass down things you possess alongside it. Powers, abilities, ownership of items, perks, talent in specific or in general, anything you have can be passed on. Not just that, but as long as you allow it, what you pass on evolves and adapts to the person receiving your legacy to better fit them. Not just that, but anyone who's received your inheritances can pass down what they have as well, causing further evolutions in what they pass down. What is passed down is not lost either. Perhaps after millions of years of passing the torch, the accumulated talent of countless generations might grow to truly absurd extents. Maybe one day, your legacy shall fill the whole of the heavens and beyond. What more could the dead ask than to leave behind such a lasting legacy?

If you aren't dead, you can also be an immense asshole about it, harvesting your legacy to collect all the variants and permutations that resulted from the evolution of whatever you passed down. You could accumulate talent you would like to have, or perhaps witness how an ability you like changes with the generations as you gather improvements upon it. Still, the main purpose of this Immortal Art is passing down the torch to your successors.

As an extra note, if you're talented, you could even develop this into a powerful technique of its own that shares your very heart with others, although this'll require effort and introspection. Perhaps you'll become capable of breaking others down to assimilate whatever parts of them you find pleasing, or force others to experience something you've faced before, or manipulate their minds to transform them into hiveminded copies of you, or perhaps something else. What this technique does will ultimately depend on your own personality and mindset towards other people.

Filling The Heavens Governing View -400cp (Requires Filling The Heavens)

A development of Filling The Heavens, Governing View does one simple thing; it forces a target to fail. Fail at everything, fail at a particular action, it can even be imbued into a location or technique so that anyone entering said location or learning or using said technique fails at something in some way. This was developed after facing the pain of failure for thousands of lifetimes, thousands of regressions. This is Seo Eun-hyun's form of Filling The Heavens. It would take overwhelming power over you, the wielder, to avoid failure when targeted by this, or powers of similar conceptual rank. Rather tame compared to the other developments of Filling the Heavens available here, but just as scary perhaps.

Purple Soul Filling The Heavens -400cp (Requires Filling The Heavens)

A development of Filling The Heavens, Purple Soul is incredibly sinister. When you subdue an opponent, you can slowly and systematically disassemble their existence, and absorb any memories, abilities, bloodlines, powers, or anything else they might possess or be, of your choosing, letting you get everything you want from your poor target, and ignore any bits which you might not want to absorb. Note, this doesn't disassemble stuff like individual powers or the like, so if some interesting ability has a downside, you'll have to deal with it if you want said power, and will have to get rid of such drawbacks some other way. Of course, you can simply ignore things that are entirely drawbacks, such as curses.

Keep in mind that this process is slow and painful, so make sure your victim is properly restrained (or dead and not yet passed on) when you begin the process. You can also use this power to hide yourself within darkness and move at the speed of soul within. How fast is that? Well, faster than light can travel at the very least. You can also use it to possess others, by simply not discarding your victim's personality and soul if you want for some reason. Just be careful with powerful Heart Tribe people, or anyone with similarly developed arts related to the mind or the heart.

Chapters Of Life -400cp

Spring, Summer, Autumn, Winter. Birth, Growth, Maturity, Preservation. None are beyond the merits of the Four Seasons. And you, perhaps, have been blessed with such a principle. When you die, you will instead return to life without ending your chain, which will happen four times. Each time you respawn, your apparent age will change; the first time you'll return elderly. The second you'll seem middle-aged. The next you'll look like a young adult. And the final one will return you looking like a child. There's nothing stopping you from shapeshifting back to your preferred apparent age, or perhaps simply waiting a while to age normally for the later resurrections. Still, regardless of your appearance, this will likely be helpful. Your number of 1-ups won't replenish until the next jump, or ten million years pass, whichever comes earlier.

Ender -400cp

You are no mere outsider. You are an Ender, a being formed from a fragment of the Absolute of Miracle itself. Forget whatever background you wanted to have; regardless of your origin, you are now from Earth, grew up in an ordinary life, were part of a soap making company, and alongside some of your coworkers were caught up in a landslide, ending up in the Head Realm. Things will be dangerous for you, but you have great power to compensate. You may choose to replace one of the Enders in the story, although to replace Seo Eun-hyun you will need to purchase the Radiance Mantra as well. You may alternatively be an 8th Ender, somehow still being a fragment of Miracle instead of a bystander who got dragged along. Weirder things have happened.

As an Ender, you will gain a number of benefits. First, you will get one free purchase of the Talents And Physiques perk, and any additional purchases of that perk are discounted. Whatever talents and physiques you gain are merely a shadow of your true authority. You'll have to reach the peak of Immortality and seize a Seat to properly unlock it, but once you do, your true authority will be free for you to use. As a side note, this also means you will become a Heavenly King instead of an Immortal Lord or Supreme Deity.

This is largely just a difference in label, but it is important to note that Heavenly Kings are not Immortal Lords or Supreme Deities. It does have the benefit of being equal in rank with Heavenly Venerables, and thus it also lets you remember all other timelines the moment you reach Heavenly King, which would be irrelevant here if not for Seo Eun-hyun's regressions, and will likely matter a lot more in future jumps with parallel timelines. More details can be found in the Notes section regarding Origin Essences.

What your authority is, can be whatever you want. Even the author himself has stated he doesn't have any particular guidelines for Ender abilities in mind. Some examples of past Enders are things like creating Origin Essences outright, spawning an entire filled duplicate of Mount Sumeru, and even creation of all things you can imagine. As for the current stock of Enders, here will be explained their abilities;

Golden Body has Truth Attainment, which manifests an extreme talent in martial arts, but in truth empowers him based on how impossible a "truth" he wants to attain is, which allowed him to become the second ever person to reach the Martial Pinnacle, by heading for a future where all Enders challenged the Audience Chamber. Red Pearl has Causality Induction, which manifested as extreme talent in the Lightning path and the ability to absorb Heavenly Tribulation, but in truth allows him to redirect causality, for example practicing a single thrust of a spear 80 quadrillion times and overlaying every single thrust into one overwhelming attack, or redirect all the suffering that Sal Tree inflicted on Enders back into Sal Tree himself as a form of retribution. Lapis Lazuli has Bridle Creation, which manifested as extreme talent in the Ghost path while also being very good at consoling ghosts and commanding them, but in truth allows her to create powerful laws to support her allies or restrict her enemies, or more utilitarian purposes like turning a strand of her hair into a path that won't break as long as the people walking it don't give up. Tridacna has Paradise Guidance, which manifested as an immense spiritual sense even before cultivation, but in truth allows her to realize the ideals of others, guiding everyone to their personal paradise. Agate has Truth Manipulation, which manifested as being able to call upon the powers of any Immortal Beast, but in truth allows her to rewrite what is true like a particularly powerful form of History Revision, even if in the end it can't truly change what is true.

Finally, Obsidian has Ego Preservation, perhaps the simplest. It manifested as extreme talent for devilish methods, but in truth preserves his self unconditionally. Even if someone regresses the timeline, he would retain his cultivation base, even if not his memories. Even if someone attempted to possess him, he would simply infect and become whoever was attempting the possession, erasing the original personality of the possessor. Even if countless years pass, he would not lose his mind even if he goes insane temporarily (and multiple times). Even if someone attempted to assimilate him, he would simply assimilate them back. This is the reason Seo Eun-hyun regresses, as the Radiance Mantra attempted to fetch his fragment of Miracle, and was taken over by Ego Preservation instead. Thus Seo Eun-hyun infected and became the Radiance Mantra itself, without even knowing about it.

You can come up with whatever authorities you want. You can follow the examples given as a guideline, or do your own thing. Just remember that no matter what your authority does, ultimately all Ender authorities are of the same 'rank', and operate in the same domain, and are thus ultimately equal, regardless of differences in the scale of what they can accomplish.

This is not all benefits, however. First, you will gain the following drawbacks for no additional points; Life Is... (set to one of the seven emotions, appropriate to which Ender you replaced/are), Forbidden Gifts, Beware The Light, and Scorned By Fate. Additionally, you must keep in mind that until you become a Heavenly King or otherwise reach a weight class comparable to a Governing Immortal, the Queen Mother of the Underworld will want to taxidermize you for as long as possible, ideally eternally, so you should avoid meeting them as much as you can. Once you reach that level though, they will wholeheartedly support you.

Additionally, you will be subject to the machinations of the Future King. This is represented by the Life Is... drawback, but also should you reach Heavenly King, you will inevitably be drawn to challenging the Audience Chamber to confront the Future King, upon which you will die if you do not have truly absurd levels of OCP from previous jumps. The only way to escape this is to not extend your stay in this jump so you can bypass the Future's King schemes entirely by leaving the jump behind. Even then that's still 50 years of trying to survive the calamities of the Scorned By Fate drawback however. If you do want to challenge the Future King, remember to never speak what your authority is out loud, since the Future King will then be able to hijack it and use it against you, as Ender authorities are ultimately fates granted by the Future King to grind down the fragments of the Absolute into something he can control. Also, during your journey you will meet your Guide, essentially a powerful group or particularly powerful individual which will guide you towards your designated fate. While a hindrance to any struggle to escape the Future King's schemes, please remember they are pawns of Fate as well.



Tainted Soul Filling The Heavens -600cp (Requires Filling The Heavens)

A development of Filling The Heavens, and perhaps the most sinister ability in the whole story. When someone perceives you in person, through any of their senses, their memory and impression of you will not be simply a memory or impression. It'll be a seed of your own selfhood. Over time, even without meeting you, this seed will slowly, oh so slowly, grow, spreading its roots across the mind of whoever it is within, imperceptibly changing their personality oh so slightly to be more advantageous for you. If they actually meet you properly, and if they interact with you regularly, this seed will germinate far faster, as if watered by your interactions. You can also keep it minor, in case you think it would get noticed if it grew too much.

Not just that, but all such seeds are mentally connected to you, letting you instantly communicate with them regardless of distance, perhaps to keep track of what the infected person is doing. Eventually, should this seed completely take over their mind, they will transform into a copy of you while retaining their mental connection with you, forming a hivemind of yourself, retaining everything your victims had as with Purple Soul.

There're no limits to how large your hivemind of yourself might grow. Perhaps with time, you might cover an entire Heavenly Domain with your self. Additionally, you're not limited to brainwashing living beings; you can brainwash inanimate objects like stars and planets as well, although given their inanimate nature this won't really matter for much until you reach at least the Star Shattering stage and learn how to act as a celestial object. You can also actively sacrifice instances of yourself to very quickly brainwash others. This is primarily useful when facing those stronger than yourself, drowning them in hundreds of copies of yourself to forcefully brainwash them. You can also do this to accelerate the infection of someone if you're feeling impatient or if they have ways of resisting.

You can also use this to freely manipulate your own mind, such as perhaps perfectly compartmentalizing any pain you're feeling so that no amount of torment can make you so much as flinch. This is Seo Hweol's Filling The Heavens, developed after facing solipsistic despair and forming twisted views that the heart is merely a fantasy and empathy and compassion are ultimately fake. This power is not absolute, however. Even aside from those with greater raw power than you being able to detect and resist this infection, those who are sufficiently insane will also prove to be immune to your infection, their minds too alien for you to assimilate. Additionally, those of the Heart Tribe who have advanced their own power system enough will be able to detect and fight back against these seeds of yourself, forcing you to utterly overwhelm them if you want to brainwash them. Same goes for anyone in future jumps that have particularly strong arts related to the mind or heart.

Hope (希望) -600cp

The Future King's signature technique is not normally something that can be used by anything less than a Supreme Deity. However it happened, you obtained pretty much the same technique, in a way that allows you to use it regardless as long as you have even a minor amount of supernatural power. In essence, this makes a Gang clone of yourself, seeming like a ball of energy yet imbued with your heart to those who can discern such things. The clone has exactly as much power as you have, all your abilities and memories, albeit not necessarily your items. Then, you slightly modify it so its whole motivation and reason for existing is to kill a particular target. Then, you let it go, so that it rushes towards the target, endlessly agonizing over how to kill them as thoroughly as possible with everything you can bring to bear. Naturally, the longer it takes to reach the target, the more it can think on how to use your powers to exterminate the target, and the more dangerous it becomes, especially if you're particularly talented and can evolve incredibly quickly. Obviously, the more powerful you are, the more devastating it is. At first it might exhaust you immensely to shoot off just one Hope, but with sufficient training and cultivation, you might be able to shoot it up to a hundred times at once.

Annihilation Advancement Splitting Heaven -600cp

The Mantra that the Future King used to fragment the third Absolute, and the Mantra that Great Mountain is attempting to recreate and seize in an attempt to increase his chances of winning against the Future King. Somehow, it seems you've obtained it as well. While you'll have to reach truly absurd levels of power to completely master the Mantra, needing at least the peak of Heavenly Venerable power to do so, it'll still be an extremely powerful ability even before that. What this mantra does is quite simple; it tears things apart at all levels. You might need to become a True Immortal to properly destroy laws, but even as a mortal only someone multiple major cultivation stages above you will be able to survive a blast of this. And of course, if you fully seize and master it once you've reached the peak of power a Heavenly Venerable can reach, you can use it to fragment even absolute and infinite things. Or perhaps obliterate the whole of Mount Sumeru, if you don't feel like going all out. If you like to consume others for power, this'll obviously be a massive help.

It doesn't necessarily have to be an omnidirectional blast of pure fuck you, of course. You can channel it only in a particular direction, or only towards a specific target. If someone survives a blast of it, then you'll find the knockback inflicted upon them is more than enough for removing them from the battlefield. Wielded fully when mastered, it could knock someone who somehow survives to the other side of the multiverse or all the way to the other end of an infinite expanse. The blast itself is also extremely fast and has immense range, fully capable of immediately striking someone again even after the aforementioned knockback.

Unfortunately, taking this perk gets you the Supreme Hatred drawback for no extra points, set to the Great Mountain Supreme Deity. He doesn't appreciate others trying to get the same powers he's gathering after all.

49 Treading Devil Arts -800cp

Being the creation of Silver Basket, a wandering Creator God involved in Mount Sumeru after pretending to be an Ender for a while, these are a set of 49 Immortal Arts that are designed to be combined and recombined in countless configurations. Nearly everything is a potential factor in what results from combining them; the sequence you combine them in, the methods you use to combine them, the proportions of the combinations, the surrounding environment during combination, and so on. All this taken together means you can combine them in a practically infinite variety of ways, letting you make a practically infinite variety of Mantras with it. It might never result in transcendently powerful Mantras like the Phenomena Extinguishing Mantra, the Flawless Mantra, or the Splitting Heaven Mantra, but the sheer unfathomable versatility is sufficient to punch well above your weight class if you're creative enough. Of course, your actual raw power is another matter, so you should still cultivate well, but you will never need to worry about not being able to accomplish something that isn't outright beyond your weight class. Some would call this sheer level of versatility omnipotent, even if it's not the actual Omnipotence of Creator Gods. It's not too surprising, given a Creator God made this to begin with.

Radiance Mantra (光明眞言) -1600cp

The Mantra behind the titular regression. Also called the Heuk Sa (黑蛇) Mantra, this is one of the primary Mantras of the Future King, which he lost to Seo Eun-hyun at the start of the story. It has many functions, but of course as you can expect, the main thing it can do is regression; when you die, regardless of how you die, you will wake up in the past. It doesn't matter how brutally you are obliterated, how thoroughly your soul is erased, how completely your very existence is annihilated, you will regress just fine anyway. Of course, it is not an absolute power. The Queen Mother of the Underworld, the most powerful being in this world aside from the Future King, can resist it directly and prevent it from working if she properly exerts herself, so ideally try not to piss her off. Anything less than that though won't be sufficient to kill you through your regression. That said, keep in mind that curses can and will follow you through regression, so if someone slaps a particularly nasty curse on you, it might take you hundreds or thousands of regressions to do something about it, especially if it kills you quickly.

While in this jump, the points you regress to will follow the same rules as Seo Eun-hyun's; it'll be set to the latest point where the Future King has gazed at Mount Sumeru, or the moment you leave the Head Realm should you have been within it when it happens. In future worlds, it'll be set to the first day of whatever jump you are in, and will only change if you come across beings of power comparable to the Future King's, being utterly absolute, who fix the past. However, the reason for this is that regression before such points is pointless, so the Radiance Mantra automatically resets the regression point. If you reach the rank of a Governing Immortal and fully seize the Radiance Mantra, you'll be able to freely set your own regression points, even being able to regress to unchangeable pasts. Just keep in mind that it won't let you actually change such fixed pasts, you'll just see anything you try to change be corrected. Additionally, as a special clause during this jump, you will follow along Seo Eun-hyun's regressions, even if you die at different times. Otherwise, you'll only experience whatever his actions are in the last regressions before his regression points are changed, although you might remember your actions in other timelines if you're an Ender and become a Heavenly King, or otherwise become a Supreme Deity and make an effort to peruse the other timelines.

What happens to the timeline when you regress? Well, History is immutable, so naturally every regression creates a new timeline, as that's the only way to actually go back to the past and change things. In future jumps with more mutable timelines however, this may work differently. Fanwank responsibly please. Uniquely, timelines left behind stop marching forwards in time, for reasons that will be explained later in this perk. Only your soul and consciousness get transmitted through regression, not even your cultivation base, albeit inanimate treasures with deep bonds to your soul can get brought over too. Just keep in mind that anything that could be construed as having a mind of its own will be ripped from you through regression and won't be brought along. As for your cultivation base, you might need to do some extra actions after regression to properly retain it depending on your situation. For example, regressing into a mortal body without spiritual roots means you'll have to go through Five Energies Converge At The Origin to cultivate again, while you would have to properly finish the True Immortal advancement if you regress during or just before it. For other power systems, fanwank responsibly and judge it on a case by case basis. If you reach Araya Consciousness, you might be able to bring one person along with you by severing the principles that normally stop it, but this is generally more trouble than it's worth.

It is extremely important to note that this regression is not truly absolute. Mortals and most Immortals are replicated naturally through the process of causing a new timeline to emerge, but Governing Immortals transcend spacetime entirely, so they are instead brought along into the new timeline rather than replicated. They'll still forget the old timeline of course, but this is not a perfect process; if you regress dozens of times, the strongest Heavenly Venerables will notice something is wrong with time, if you regress hundreds of times, all Heavenly Venerables and the strongest Supreme Deities will notice something's up, and if you regress a couple thousand times, all the Governing Immortals, Heavenly Venerables and Supreme Deities both, will start to properly notice your regressions, and likely start to exploit it by tapping into other timelines to empower themselves. In future jumps, other beings which similarly transcend time, or have similar levels of connection with the fundamental rules of reality, or with similarly multiversal levels of power, might be treated the same way Governing Immortals are here. Please fanwank responsibly.

Thankfully, the Radiance Mantra does have some safeguards in place. Firstly, merely by existing it locks down time itself through Light, stopping anyone weaker than a True Emperor from being able to properly regress themselves, requiring Governing Immortal power to merely bypass this restriction in slight and minor ways. Only the Radiance Mantra is allowed to travel to the past, create new timelines, and travel between timelines. If someone somehow has sufficient power to attempt to attempt to brute force past this restriction, requiring similarly multiversal levels of power as Heavenly Venerables, the Radiance Mantra tears them apart with Light as well. Not even the Queen Mother of the Underworld could survive the attempt. In future jumps, the Radiance Mantra will continue to enforce this restrictions, and while it's quite unlikely (to put it mildly) you'll come across beings capable of surviving resistance against it, it's not impossible. Of course, if you reach the rank of a Governing Immortal and fully seize the Radiance Mantra, you'll be able to control this enforcement, whether to lift it or leave it as is.

It is also because of this restriction that timelines left behind all cease to progress and stop, time itself running out of fuel since the Heavenly Venerable of Time is brought over into the new timeline itself. Needless to say, if you fully seize the Radiance Mantra, you can change this. In future jumps you visit, depending on how timelines work, this may not be the case even with the restriction in place. Please fanwank responsibly.

As a final note, if you fully seize the Radiance Mantra, you'll also be able to use Space-Time Suppression (時空制壓). Think of it as kind of a time stop, but far higher in rank. It not only freezes all of spacetime across a Heavenly Domain and any spacetimes that might be connected to it, but it also brings it under your control. You can use this to imitate a measly time stop, or do something even more trivial like slowing time down, or do other things like endlessly accelerating time itself so that whole kalpas pass you by at the rate of heartbeats, although this wouldn't affect conceptual places like the True Immortal Realm. It would certainly be funny to see the reactions of those not affected by the acceleration.

Born With Extreme Fortune -50 to 1600cp

Cultivation is an arduous and time consuming process. But perhaps you're impatient? If so, with this potion you may spend some additional cp to start off at a higher realm. It's not unheard of for particularly fortunate beings to be born at high realms, although past a certain point such beings tend to be actively manufactured rather than simply coming to be out of chance. Of course, if you purchase your cultivation base here, you'll lack the experience and resources that cultivators at such level tend to possess (unless you aren't an Ender or a Drop-In and integrate this into your background), but just having a cultivation base at a certain level still affords you a lot of power, and you'll have plenty of lifespan to figure things out anyway. This'll generally follow a pattern of 100cp per major stage, and 50cp to be halfway through a major stage, but there will be some exceptions, so the prices will be explained below anyway.

For a measly 50cp, you'll be at the 6th star of Qi Refining, needing to perform the Seven Stars Ritual to progress if you're cultivating the Heaven pathway. For 100cp, you'll start at the 14th star instead, the peak of Qi Refining. For 150cp, you'll be at Mid Qi Building, and for 200cp you'll be at the Grand Perfection of Qi Building. 250cp gets you at Mid Core Formation, while 300cp gets you Grand Perfection Core Formation. 350cp for Mid Nascent Soul, 400cp for Grand Perfection Nascent Soul, 450cp for Mid Heavenly Being, 500cp for Grand Perfection Heavenly Being. 550cp will get you Mid Earth Axis, specifically using the true Earth Axis rather than the lesser Four Axis method, and 600cp for Grand Perfection Four Axis/Earth Axis to have all Axes, the Five Blessings, the Six Extremes, and the Five Elements. Then 650 for Mid Integration, 700 for Grand Perfection Integration, and so on until the Grand Perfection of Sacred Vessel which costs 900cp.

Entering Nirvana has no substages so the only option for it is 1000cp for being at Entering Nirvana at all. From Entering Nirvana onwards, sub-stages get a bit weird, so things will change a bit. 1100cp will make you a naturally Vestige Liberation level being, before having made any stars. 1200cp will make you an Upper Immortal before Yang Pitch or Yin Pitch. 1300cp will make you equivalent to Great Net Immortals before practicing the Heavenly Spirits or Earthly Fiends. 1400cp will make you equal to Immortal Lords, complete with controlling the Seat of an Immortal Dao of your choosing. 1500cp will make you an innate Supreme Deity being, like the Swallowing Heaven Supreme Deity, again with the seizure of a Seat of your choosing. Finally, 1600cp will make you a natural Heavenly Venerable, almost definitely created by the Future King, and of course still having seized a Seat of your choosing.

Just keep in mind that you cannot choose to have a Seat that already belongs to one of the known Governing Immortals. Don't worry about accidentally choosing one, there's an exhaustive list of the 11 total Governing Immortals at the end of this jump.

God-Killing -2000cp

The Future King was absurd. Even as a mortal, their talent for killing was truly peerless. They even slaughtered a Chief God, a being comparable to Heavenly Venerables, while as a mortal themselves, at best being at the level of Entering Nirvana. Perhaps you want his sheer level of talent at murder as well? Well, why not? With this, your talent is fully equal to the Future King. Even before you start cultivating, methods of how to kill everyone around you easily come to mind, and if you bother honing your heart to follow the Heart Tribe's path, you'll find your Manifestation easily reached and terrifyingly well suited to punching above your weight class in sheer killing potential. Not just this, but your talent extends to combat in general as well, evolving to incredible extents even mid-combat. No single move will work perfectly against you twice. With sufficient training and cultivating to the minimal required extent, you might be able to replicate the Future King's feat of killing a Heavenly Venerable while at Entering Nirvana. Just keep in mind that as a mortal, facing transcendent beings means staking your whole being, your very life, into the fight. It's not a trivial feat by any stretch of the imagination, but the mere fact you can pull it off at all is impressive enough. On top of all this, you'll find training and pushing your limits to be an incredibly enjoyable process, letting you continuously improve yourself without the stress and immense mental exhaustion that most people would face. You could truly be considered an absurd xianxia protagonist really.

Just keep in mind that the Future King not only has this talent, but has lived for absurd lengths of time, possibly dozens of trillions of years, if not quadrillions, and has honed his abilities all the while. You cannot match him with just this, especially if you don't accumulate a bag of absurd tricks of your own, simply because you grow at the same rate but the Future King has a headstart. Don't get arrogant. At least, not until you leave the jump for weaker pastures.

Mortal Dust Perks

Bonds And Connections -100cp

Just because you're one unremarkable piece of dust among many does not mean you do not have your own heart, your own life, your own worldview and perspective. Of course, others have such things as well. You're quite good at communicating with others, naturally knowing how to get along with others and form a positive relationship, unless the other person is particularly antagonistic at least. Even if there's a massive difference between you and the other person, such as you being a mortal and the other person being an extremely old True Immortal, or vice versa, you can still form a proper connection if you put in the effort. It ultimately might not mean much in the vastness of time, but when all things about mortals are irrelevant and petty at the end of the day, why not cherish the time you have with others?

Building A Mountain Of Salt -100cp

Introspection is in unfortunately short supply in this world. That said, engaging in introspection often can also afford you more than simply clarity of mind. You in particular are quite familiar with the process of repentant enlightenment, reflecting back upon yourself and your life. You'll definitely be wiser than many if you engage in such introspection often, and it'll certainly be essential if you decide to hone your heart and walk the path of the Heart Tribe. Of course, introspection won't necessarily mean you'll become less of an asshole. After all, the foremost example of repentant enlightenment in this world currently is the most ruthless and cruel Supreme Deity alive. At the very least, you'll be able to accept who you are and find peace in it. Going further is on you.

Mountains Beyond Mountains -200cp

This is a particular martial principle you can apply in combat, even if you're not using martial arts. In essence, you take a stance, do whatever it is you're doing, and then return to that stance, recovering all energy and strength you would've expended by drawing it back into yourself. This means you'd theoretically have infinite stamina. You can even draw in some of your opponent's strength as well if you are clashing, not only empowering your own attacks slightly, but slowly accumulating the more you do it. Additionally, when you stop doing this, all the accumulated energy and strength you drew in with the technique backlashes, draining your energy and causing immense pain, which is worse the longer you kept up the technique, possibly killing you if you did it for too long, especially if you were drawing in the enemy's strength as well. Additionally, the process requires a lot of focus as well, which can be quite mentally draining. Still, as long as you can maintain your focus and continue returning to your initial stance, you won't die. If you're truly resolved to face death and take down your opponent with you, you'll certainly be quite a scary opponent.

Seed Of Madness -200cp

Nearly all cultivators are crazy. Those who aren't are necessarily beneath the Heavenly Being stage, for the Heavenly Being stage itself requires madness to reach, and requires festering and growing that madness to process. Not to mention the mental effects of the Star Shattering Stage. Cultivation is a transformative process, and you must find a way to anchor your mind to not lose your self among the nature of Heaven and Earth.

Thankfully, you're already crazy, unhinged in a way that not only helps immensely in retaining your selfhood and whatever personality traits you want to retain regardless of what you experience, but it also lets you more easily cope with things such as multiple personality disorder, making Heaven and Earth dual cultivation a lot more feasible as a True Immortal. Of course, this won't be enough to hinder you when entering the Heavenly Being stage yet, but you can easily germinate this seed of madness into something that would impress even the most insane of True Immortals. It also helps as a solid defense against brainwashing too, as the crazier you are the harder mental control fails to effect you.

Foolish Old Man -400cp

Madness is one thing, but willpower is quite another. Willpower which have have in spades. You have the sheer grit and will to keep up arduous training for entirely unhealthy lengths of time, continuing to train long after your body starts to break down and require rest and sustenance. You could suffer for 10 million years trapped in a realm of pure chaos with nothing to keep you company but the roiling incoherence around you, and your own fate constantly whispering you to betray yourself and your values to escape (with it actually being correct), and you would still be able to hold on to your principles. Of course, you might go completely insane, and then roll back to sanity, more than a few times. Still, nothing can make you betray your values. It would take manually shattering and disassembling your mind to remove your heart to force you to betray yourself, but then again at that point the thing acting wouldn't be you anymore would it?

Surprisingly enough, this level of sheer willpower will make it incredibly easy to learn Immortal Arts, as you'll be able to easily wring out the excruciating effort and resolve to succeed even if it costs your life that's needed to wield even the most basic Immortal Arts. Your only obstacle when learning Immortal Arts would be your ability to actually understand what you have to do to begin with. After all, you might have all the willpower you'll ever need, but that doesn't mean you're any more intelligent.

Myriad Forms And Connections -400cp

While your memory sharpens as you cultivate, not even the greatest True Immortals have perfect memory innately, even if it might seem like it with the limited perspective of mortals. Still, it's not that hard to figure out perfect memory even as a mortal, if you're willing to put in effort towards constructing a technique or Innate Divine Power to do so. If you'd like to sidestep that effort, you'll gain one directly from this perk. Of course, it'll allow you to never forget anything you've ever experienced, even retroactively reminding you of anything in your life before you took this perk too, while also maintain the emotional aspect of any bonds you've formed with others in the past. In the case of information which is actively dangerous to remember or think about, such as anything to do with True Immortals when you're a mortal, such things will be automatically obscured until you gain the rank needed to safely process such memories.

This technique only exists within your own heart. In other words, it can't be detected or manipulated even by techniques which fully search your soul. Any methods of removing or tampering with people's memories will fail to work on you, although of course you'll also have any false memories others might try to push on you, which you'll easily be able to discern from your true memories, in case you want to play along to figure out what's going on. The only thing that might make you forget something would be things like the History Revision of Earth Immortals, and even then this technique will be a constant itching that indicates to you that something's wrong, and actively focusing on it will allow you to come to your senses.

Phenomena Extinguishing Mantra -600cp

The Mantra used by the Salt Sea Supreme Deity, and the Great Mountain Supreme Deity, the Phenomena Extinguishing Mantra is, superficially, as sinister as it sounds. What it does is simple; it compresses, intensifying attraction force to the extreme. When fully mastered, requiring you to be at least at the level of a Governing Immortal, it can compress an entire universe into one hand-sized clump of indistinct Qi. Even before that however, it can be used not only to compress things in general, but also activated to a less than full extent to do things like intensify your attraction force towards a place you hold a connection to, letting you reach it faster, or catch people, or turn it at yourself to resist being dissolved in body and soul, as well as stabilizing your mind against external influence, and perhaps even aid any process that turns people into pills for you to consume for power.

Additionally, if you combine it with the Flawless Mantra, by fully activating both Mantras at the same time, you'll form the Wheel Mantra. This'll be explained in more depth in the Flawless Mantra perk. As a side note, taking this perk gets you the Supreme Hatred drawback for no points, set to the Great Mountain Supreme Deity. He is extremely jealous about his master's legacy, after all.

The Way Of Salt -600cp

Why rely on fate? Why depend solely on inborn talent? Even a genius must put in effort to properly grow, so why not take that principle to its conclusion? Whatever you think about such things, you've been taught the Way of Salt, the way of spending all of yourself in your efforts to follow the path your heart chooses, rather than the path dictated to you by Fate. You can bypass any talent requirements to learning techniques or powers through extreme amounts of effort. It might take you a long time even when fully wringing yourself of everything you have, but you won't be barred from growth purely because reality says you can't go any further. Maybe you'll discover an unknown way of gaining what you need, such as reaching a martial realm known only in legend which turns out to give you spiritual roots, or perhaps you'll eventually just reach whatever enlightenment is needed to master some power. You can also ignore things like sacrifice, simply pushing yourself through sheer painful will instead, such as creating prophecies or history revisions as a True Immortal without having to pay with your fortune or ancient force. As long as you continue endlessly striving to move forwards, there is nothing you will truly be unable to reach. It will take spending all your life doing nothing but pushing yourself, it will take dying many times if you're not talented, it will take dozens of entire lifespans wringing out everything you can bring to bear to the point of nearly killing yourself constantly if you're particularly unfortunate and every scrap of progress is a struggle against Fate itself, but so long as you grit your teeth and bear through the unimaginable pain, you will eventually reach what you wish.



Young Master Perks

Worthy Disciple -100cp

There's something to be said about being born with a silver spoon in your mouth. Sure, growing complacent isn't good, but it's fine if other people give you things without your input isn't it? For whatever reason, you always seem like a very good choice to others when it comes to inheritances, or for taking in as a disciple. Regardless of your actual talent, people will just find something about you that makes you an ideal successor for whatever they want to pass down. Actually receiving such things properly is on you, but at least you'll have plenty of windfalls coming your way.

Mentor And Student -100cp

Having many prospective teachers is all fine and good, but if you're a dullard that can't learn anything properly then all the opportunities in the world are pointless. Thankfully, with this at least, you have a minimal level of intelligence to actually learn what people are trying to teach you. You might disagree with the ideals and morals of your teachers, but if you're willing to learn, you'll actually be a decent student. You're also a decent teacher as well, being quite good at structuring your knowledge to pass onto others. Hopefully you don't end up having to teach someone who refuses to listen.

Curses And Blessings -200cp

What's the difference between a curse and a blessing? Curses are negative and people reject them, while blessings are positive and people accept them. But who can say what is fundamentally a curse and what is fundamentally a blessing? If someone receives a curse but believes it to be a blessing, would they not be more vulnerable to it? Following this line of thought, you've developed a few techniques to disguise whatever supernatural spells or powers you might have as blessings. It's mostly just giving them a warmer, more palatable aesthetic, but it'll also allow you to mostly bypass things such as resistances to curses, your target's resilience itself fooled by your deception. It's not a perfect disguise of course, but even in future worlds you'll find it easier to curse people by using this.

Properly Prepared -200cp

Cultivation, while fundamentally involving the intake and processing of energy, is a lot more than just mindlessly sitting in one place consuming any spiritual energy you can wring from the environment. There are formulas involved, even for the Earth pathway which is a lot simpler than the Heaven pathway. And where there are formulas, there can be preparations. You've discovered ways in which you can fulfill cultivation rituals and advancement rituals in advance, qualifying for further growth before you actually grow. For example, you could face the Four Axis tribulation, and do all the proper rituals for advancing to the Four Axis stage, while in a lower realm where you can't actually gather the energy needed to properly break through, letting you instantly rise to Four Axis when you ascend without all the hassle normally involved. You can also apply this principle to other forms of supernatural power you might find in other worlds too.

Of course, there are limits to this, mainly because Heavenly Tribulations are incredibly dangerous, so you probably won't be able to perform rituals more than one major stage in advance, but perhaps you can get some help such as using powerful treasures to survive Tribulations you wouldn't normally be able to survive. But when it comes to other rituals that don't involve surviving a trial, it might let you speedrun through cultivation to some extent, getting all the complicated processes out of the way so you can sit in one spot gathering energy in peace.

Learn The Dao In The Morning, Die Content In The Evening -400cp

Opportunities are everything in cultivation. No amount of talent or will is going to help you if you never get the opportunity to apply yourself and prove your power. This is not something you'll ever have to worry about. You'll regularly find yourself meeting opportunities to grow and learn new things, or gain more resources. Perhaps you'll find a powerful cultivation method in a cave somewhere, or happen to build a connection with important people who can pass down powerful techniques to you, or maybe you're in just the right position to show off and build up a useful reputation, whatever the case you won't live an ordinary boring life if you don't wish to. You can always just not capitalize on such opportunities, of course. Keep in mind that the less talent you have, the more extreme opportunities you might need to actually progress, which inevitably means greater risks. If you're completely talentless, you might end up facing inevitably fatal situations for every scrap of progress. But this won't be an issue if you have some way to bypass death, such as perhaps regression, right?

Avatar Administration -400cp

As you might expect, avatar techniques exist. They're not even particularly rare, although of course only True Immortals ever bother making avatars that cultivate independently, due to the resources and time investment such things tend to take. You in particular are quite talented at all forms of techniques for making avatar, and already know a few techniques. Firstly, you know how to make a handful of temporary, spectral avatars that are barely at your level of power, useful for combat situations. Secondly and more importantly, you know how to make permanent, physical avatars that can not only cultivate independently but also operate independently too, should your connection with them be cut for whatever reason. Of course, your avatars will be copies of yourself, so unless you really dislike yourself you're unlikely to find loyalty issues in your avatars. Since each avatar will have its own mind and soul, you'd essentially be a hivemind of yourself, although maintaining a mental connection between worlds or Heavenly Domains will remain an exercise in futility until you become a True Immortal.

While it's not impossible for your avatars to diverge in personality and heart if their experiences vary too much from you, dealing with this issue will largely depend on your own personality and mindset regarding separate instances of yourself running around. There are many people who have issues with their avatars becoming essentially different people even when actively monitored, and there are those who maintain hundreds of avatars with minimal oversight and have no issues whatsoever maintaining a unified identity. Where you lie in the spectrum between these two extremes is on you.

Flawless Mantra -600cp

One of the main Mantras used by the Underworld, the Flawless Mantra is one of the more powerful ones found in this world, but it is also perhaps the most tricky to learn and master. The most basic function of it is reincarnating you, bypassing the Underworld itself. This is in fact how you're supposed to learn it; you must reincarnate yourself 777 times to fully seize the Mantra to use it freely. In each life, you must remain upside down your whole life (it's fine if you die early, as long as you don't intentionally starve yourself or something), while constantly chanting the incantation of the Flawless Mantra, doing nothing else.

Don't worry about memory issues, as the Flawless Mantra preserves your memories to some extent, letting you continue to cultivate the mantra just fine in the form of an irresistible compulsion to do what you need to do. Additionally, after each death, you'll have a small period of rest where you can ruminate on the life you just lived, and decide whether you want to continue. The fortune of these lives that you reject by being a weird fucker that does nothing but stand upside down and chant an ominous sutra all the time will accumulate in your next life. Also, keep in mind that only your spirit reincarnates, so ideally you'll leave your main body in a safe location while doing this process.

It will only take a few dozen reincarnations before you accumulate enough fortune to reliably be born into nobility and even royalty, and of powerful races such as Dragons too. Eventually you won't just be born into good mortal lives, but your fortune will accumulate to the point that you'll be born with a cultivation base, first just the Qi Refining stage, then the Qi Building stage, then the Core Formation stage, and so on. As you keep reincarnating hundreds of times, you'll innately become more and more and more powerful. That said, the misery and suffering from rejecting all fortune in your life will be incredibly difficult to bear. After all, you'll have to face such suffering as an innocent newborn every time, rather than with the experience and pain tolerance you might've built up in your actual life, so it'll be extremely impactful even if you're normally unflappable in the face of the worst hells.

In the 100th reincarnation, you'll have accumulated enough fortune to be born at the Grand Perfection Integration stage, but more importantly you'll gain a unique Immortal Art that allows you to perceive the whole of Mount Sumeru at once like particularly powerful True Immortals can, basically the local multiverse in other jumps. The 200th reincarnation is perhaps the most important as a turning point, because it'll be when you start being born as an innate Star Shattering being. As the true bodies of such beings are celestial objects, you might wonder how you can be upside down. Naturally, the answer is to look beyond the physical. To be 'upside down' at this point, you must reject the innate fate of a Star Shattering being, and instead of generating and spreading spiritual energy across the universe, you must absorb and consume spiritual energy instead.

It is also worth noting that True Immortals will notice what you're trying to do at this point, and given that the last guy who mastered the Flawless Mantra, the Obsidian Heavenly King tried to consume all of Mount Sumeru, will likely besiege you to stop you from properly mastering it. The Black Dragon Immortal Beast in particular would be very offended and hostile. Hopefully you left your main body in a very safe place.

At 300 reincarnations you'll start to be born as an innate Sacred Vessel. Since innate Sacred Vessels are supposed to provide light to the world, you'll properly become a black hole. Additionally, at this point, you'd be solidly ensnared in the History Repetition of the Flawless Mantra, and be driven to consume and consume until you eventually consume the entire world, just like the Obsidian Heavenly King tried to do. It would take a lot of introspection and repentant enlightenment to escape and master the Flawless Mantra on your own terms. At 400 reincarnations you'll start to be born as an innate Entering Nirvana being, and since the fate of such beings is to make planets, the way to be 'upside down' is naturally to roam around devouring planets, being not just a black hole but one that actively preys on the universe.

Then, at 500 reincarnations you'll meet another turning point, as this is when you'll start to be born as an innate True Immortal, although obviously at the level of Vestige Liberation, in other words a Mantra with an independent mind. At this point, you'll fully retain your memories upon reincarnating, as well as all your power and authority, giving you a lot more leeway to resist History Repetition. Of course, since True Immortals are beings who naturally receive the grace of Mount Sumeru by existing and repay that grace by supporting the world, the way to be 'upside down' is to not repay that grace at all, devouring the world, as well as the laws composing it and the fortune that flows through it. You'd be far more than a mundane black hole now, consuming not just matter and energy but the very world itself. Continuing this until you reach your 777th reincarnation is merely the normal way of seizing this Mantra, however.

If you manage to escape History Repetition, you can follow the premise that whether or not you defy your fate is ultimately the same, since you're still just playing a role given to you, and that fortune and misfortune are two sides of the same coin so to speak, so reaching the extreme of either doesn't make a difference. This, the true method of being 'upside down' is actually to escape from this role by way of having a heart and not forgetting yourself, in essence standing upright in an upside down world. In other worlds, ignore Fate, and just do your own thing, following your will without regards for the principles of the world as you keep reincarnating. This does make your body and main body look unstable as if struck by some strange condition, but that's ultimately nothing to worry about.

It is worth noting that this alternate path does sacrifice your fortune, so you should probably wait until you accumulate a lot of it before doing this, since you'll end up reincarnating as lesser and lesser beings with each life, not even as a sapient being but as common animals, then as particularly weak and frail animals. Not necessarily as small as insects though, just being particularly puny for an animal of an already puny species. On top of that, it'll take many more reincarnations than the standard 777 to fully seize the Mantra in this way. Note that this method will cause the lingering thought of the Obsidian Heavenly King to become involved in your 999th reincarnation, whereupon you'll have to argue with them what a King is, if not someone who devours and sacrifices others as they will, while being a frail animal without your memories. That said, you'll still have your heart, so your lack of memory won't actually be an issue somehow, at least assuming you progressed well in the Heart Tribe path instead of merely cultivating. Giving a satisfactory answer in this state will let you finally fully seize and master the Flawless Mantra.

As a side note, reaching about 666 reincarnations is normally the bare minimum required to actually use the Flawless Mantra, but as a special consideration you'll qualify for this before you start the reincarnation process. You'll still have to do the full 777 or 999 reincarnations if you want to master it fully though.

So, with all the nonsense out of the way, what can you actually do with this? It's certainly worth it I can assure you. Even without fully seizing the Flawless Mantra, you can use it to slightly manipulate the Swallowing Heaven Supreme Deity, as it was produced and controlled through the Flawless Mantra by the Obsidian Heavenly King. At first it'll only be on the level of entering its inner world without being devoured, which would arguably be the safest possible spot in the entirety of Mount Sumeru. You could even access it from the center of any Heavenly Domain due to weirdness on Swallowing Heaven's part. And if you fully seize the Flawless Mantra, the Swallowing Heaven Supreme Deity will become your loyal subordinate. Also, well, it's not like you have to go all the way when reincarnating. You very much can just, say, reincarnate a few dozen or hundred times to accumulate fortune, then stop there and use that fortune in some way, whether to merely live a blessed life, or perhaps to fuel your prophecies as a True Immortal. Given that fortune is talent for Immortals, even such a basic use of the Flawless Mantra is practically a cheat code already if you're a True Immortal yourself.

Aside from this, it can also nullify all forces and systems other than pure raw strength, skill, or matters of the heart such as Manifestation. This becomes absurdly difficult for even peers to resist if you fully seize the Flawless Mantra, but can be used even without doing so. Quite handy, no? As for when fully seized, the Mantra affords you the Immortal Art Mahayuga, which allows you to vaguely perceive the fundamental principles composing existence as circles or wheels even if you haven't achieved Manas Consciousness. Naturally, perceiving such things lets you roughly manipulate them as well, for empowering you and allies, constructing fancy power systems separate from cultivation or Qi, or whatever else you might figure out to do when you can manipulate the very rules dictating how reality works. You would also be capable of using the reincarnation function on your enemies instead of yourself, functionally instantly killing them, or at minimum rendering them extremely vulnerable, even if only temporarily in the very rare case they have some way to fight back against such things. Or perhaps you could connect space into itself to trap your enemies in isolated looping mazes.

Keep in mind this Mantra is deeply connected to the Underworld. Your possession of the Mantra will not escape notice, but how the Underworld will react will depend on your own temperament. They might even decide to nurture you as a potential valuable subordinate, or even ally, if you prove to be talented. And assuming you aren't an Ender.

Notably, if you also learn the Phenomena Extinguishing Mantra and perform the process of learning and fully mastering it at the same time as you performing the reincarnations needed to master the Flawless Mantra, the two will merge to form the Wheel. Don't worry, you won't lose any Mantra, you'll effectively produce a third one while mastering two. The Phenomena Extinguishing Mantra forms the axle, while the Flawless Mantra forms the wheel proper. This Wheel is the primary Mantra of the Queen Mother of the Underworld, which she uses to maintain and enforce her system of reincarnation. Without it, dead souls would simply vanish into the nothingness of purity.

Outside of the system of reincarnation, the Wheel does have many powers. Not just accumulating a bit of power with each reincarnation carried out through it, it can also reorganize or rearrange causality, such as letting you revive yourself continuously as long as the Wheel turns, by returning yourself to your state from before you died (or doing the same to others), returning the powers and abilities of others to their original state to undo their attacks and actions, as well as embedding new possibilities into History, kind of like a minor form of regression that does not create a new timeline but allows a proper change to the past through technicality. It also allows unfair bullshit like restoring yourself to your prime when you're exhausted and out of energy as many times as you feel like with no particularly unsustainable cost. Additionally, if you cultivate in the Heaven and Earth pathways as well as the Heart Tribe path, the Wheel will resonate with the Three Great Ultimates that forms from the triple cultivation to massively increase the amplification of power that the Three Great Ultimates give you. You would be able to punch up two entire major stages at that point.

Heavenly Craftsmanship -600cp

There's more to life than personal power and techniques. Treasures and items of power are also quite useful and relevant at all stages of cultivation. So who makes them? Those who dedicate themselves to craftsmanship obviously. You'll find your own talent at all forms of craftsmanship to be incredible, comparable with the Extraordinary Pattern Law Talent but without the baggage it has. Inspiration comes easy, and as long as you have good resources you could create extremely powerful treasures relative to your own level of cultivation, perhaps even treasures that grow in power alongside the wielder, or even develop methods of automation and create whole factories to pump out powerful puppets in the trillions. You could even develop methods to apply the circuits normally used in mortal artifacts to one's own body, boosting your power even further than normal. Needless to say, if you manage to properly gather the resources you need for proper industrialization, you could be a one-man powerhouse, and in a world where civilization isn't forced by Fate itself to remain stagnant at a specific point of technological development, you'd be the kind of legendary innovator to regularly revolutionize whatever sciences you bothered to apply yourself to. It's too bad that this world is stuck in a medieval state.

Return To Thee Perks

Masks And Bandages -100cp

For all the talk of the heart or whatever, emotions sometimes just get in the way. Or maybe you just dislike emotion in general. Either way, you're really good at controlling and suppressing your emotions, as well as finding out how to avoid situations that might cause particularly strong emotional reactions from you. If you're vigilant, you might even be able to avoid forming emotional bonds with others, all the better to focus properly on cultivation. That said, the heart doesn't disappear so easily unfortunately, so you'll still have to be careful, especially if you come across the Heart Tribe.

Universal Declaration Of Human Rights -100cp

Surprisingly enough, the chants and incantations for cultivation methods, techniques, and Immortal Arts are largely superfluous. Not in the sense that can you skip them, but in the sense that the actual content of what you're saying doesn't have to be particularly connected to the actual power and formula within the text. For example, the incantation for the Phenomena Extinguishing Mantra is a nice poem about being together with other people and engaging in introspection, and then the actual effect is aggressively lethal. Another example is one of the techniques that Yang Su-jin made, using the US' universal declaration of human rights as the chant for a technique that sacrifices others to escape from fates imposed on you. Now you know how to replicate this sort of thing, being able to imbue a pre-existing text with power in order to turn it into a cultivation method you've developed, or an Immortal Art, or whatever else. This won't help you actually make the supernatural power itself, but once you have it you can take that power or spell, even those you obtain from other jumps, and attach it to whatever kind of incantation you feel like. This is generally done to make philosophical statements by those who bother doing this sort of thing, perhaps you'll do that too? Please don't make brainrot incantations.

Name Merchant -200cp

When one reaches the Four Axis stage, they become capable of wielding attraction force, and thus begin to affect others by their mere presence. This grows stronger as they continue to advance until they reach True Immortality. The mechanic behind this is Wisdom of a supernatural sort, but the important part for this perk is that this basically behaves like eldritch cognitohazards, damaging their sanity or body, or possibly even killing lesser beings that are unfortunate enough to catch a glimpse of your true self without you actively restricting your rank. Unfortunately, even when you become a True Immortal, you won't be immune to the Wisdom of those who are significantly more powerful than you. With this perk, however, you have an immense resilience when it comes to things like this, being able to process memetic hazards and other forms of inherently dangerous and supernaturally damaging knowledge while being far less affected than you should be. Even better, the more you expose yourself to such things, the more resilient you'll grow, although if you want full immunity you'll have to cultivate properly. Perhaps you'll weaponize such dangerous Wisdom and recite True Immortal names at other mortals to incapacitate them?

Old Man With A Flower Basket -200cp

Greater beings generally aren't particularly covert. When your mere presence causes transformations on those who perceive you, it's kinda hard to be stealthy. This is no longer a problem for you. You're extremely good at hiding your presence, especially from those several major realms below you, IE those you overwhelm in power and rank, to the point you could hold entire conversations with them and they wouldn't realize they aren't alone, likely causing immense confusion when you stop talking to them and they realize they were speaking to someone who was never there. Assuming you allow them to realize such a thing in the first place of course. Against peers this'll be less effective of course, but still quite useful, and even those more powerful than you would find you surprisingly slippery.

Endless Blessings -400cp

There's a big difference between seeming like an ideal successor for others, and gaining the favor of beings that may as well be unfathomable gods to you. With this perk, you'll frequently find yourself with the latter. For whatever reason, beings that are greater than you, such as for example cultivators many major stages above you, tend to be unusually fond of you, leading them to be quite generous with their blessings towards you. They'll ever retain their good impression of you once you cultivate to their level, allowing you to start a proper friendship if you'd like. In future jumps this will similarly apply to divine and other forms of immensely powerful beings too. Only the most antagonistic transcendent beings would ever end up disliking you, at least unless you actively go around provoking your superiors.

Celestial Lord Incense Burning -400cp

This is a very peculiar Immortal Art. Using it entails representing all the important events that compose your identity into stories, usually simplified so that even mortals can easily understand the narrative, and spreading those stories as widely as you can. Anyone who reads these stories and thinks about you as the character of those stories generates energy, either your own personal energy if you're a True Immortal or just raw spiritual energy that somehow does the same thing if not. This energy can be made to gather nearby large populations that think of you and thus generate this energy, and when this energy accumulates enough, you can manifest an avatar there connected to you, regardless of distance or where you might be. Through this you can bypass distance entirely in case you want to get back home quickly after taking a trip to the other side of infinity for example. You can also accumulate the energy even more to bring over your main body directly.

God-Killing Spear -600cp

A Mantra of the Radiance Supreme Deity, this is a way to produce God-Killing Spears. Of course, you won't be able to create the full proper God-Killing Spears until you reach the level of a Supreme Deity, but for some reason even before that you'll be able to create lesser forms of it. The basic premise of these is that they're designed to kill the undying, preventing all forms of resurrection from working. It's also an immensely powerful attack in general relative to your own power. Of course, until you fully master this Mantra, the effect of killing the undying won't be absolute, but until then only those with far more power than you would be able to resurrect after being killed by this spear.

While producing these spears will always be a significant investment of time and effort, there's no limit to how many you may produce. The Radiance Supreme Deity has accumulated them across trillions of years and has a total of 60 thousand God-Killing Spears on standby currently. Just like them, you'd be able to command all the God-Killing Spears you've produced at once without issues, although unfortunately each can only be used once. They're extremely powerful consumables basically. Additionally, if you ever come to be in immense danger, these God-Killing Spears will activate automatically to save you, first just one, then many, then all of them. Hopefully you spend the time to have a lot of them in reserve.

The Way Of Light -600cp

It seems you've been blessed by the Way of Light. What this means is that you're unreasonably talented at everything, whether that be cultivation or more mundane skills. You only need to put in a moderate amount of effort to advance at a breakneck pace, outpacing what others need centuries or millennia to accomplish in mere years, although strangely, putting in more than moderate effort doesn't make you grow even faster, unless you exert yourself to the point of self-destructive insanity. Even if you don't exert yourself at all you'll still find yourself instinctively and naturally growing, even if only at a somewhat more reasonable speed. You don't even really need to properly understand things to progress, you'll just grow stronger and more skilled naturally and instinctively understand the details that others would have to study diligently just to get to where you are. You could progress through the earlier stages of cultivation by sitting in one place and genuinely doing nothing as the energy of the world cultivates itself for you, although later stages will need you to actually do something to continue growing. Of course, properly putting in effort might be quite satisfying and help you be creative in the application of your power, but it's no longer actually required. Just trust in Fate and enjoy the inborn talent you possess.

Items

But personal capability is not everything. Perhaps you'd like some objects to own? Here you'll be offered some in case you want them. Like with perks, items in a given origin's section are discounted to that origin, half off, with 100cp items being free instead. You can purchase items as many times as you can afford to get more copies of said item unless stated otherwise. You can also choose to import items into other items you purchased if you feel like it, resulting in an item with the capabilities of both. If you somehow lose or irreparably break an item, it'll be repaired and find its way back to you or replenished after a year.

General Items

Storage Scrolls And Peach Garden Paintings -100/200cp

A classic in any xianxia storage, with this you'll gain a simple storage bag that's larger in the inside. It's internally large enough that you won't really ever have to worry about running out of space unless you try to shove celestial bodies into it, and even then it could fit a few. Anything within is held in stasis until you take it out. And don't worry about putting stuff in or taking it out, it'll harmlessly be transformed into a mostly transparent ball of energy to transfer it into the bag itself, same for taking things out. You can also make it some other object, like a ring, or a bamboo shoot, or a backpack, or whatever you'd like. For an additional 100cp, it'll be a Peach Garden Painting instead, the main difference being that it'll also be able to store living beings without issue, although it's not particularly pleasant to be within. You could store tamed beasts in there for convenience for example.

Purple Gold Sea Cucumbers -100cp

A unique fruit of the Purple Gold Realm of the Sun And Moon Heavenly Realm, these cucumbers grow by feeding on people's desires. Just having a large amount of people nearby would be sufficient. Due to this, when eaten they transform any body parts that bother you into its most ideal form you might want. If your arm was cut off and you want it back but can't regenerate it, it regrows your arm. If your physical gender bothers you, it changes it. If your height was displeasing, it can grow or shrink your body accordingly. Obviously, this is mostly redundant for any cultivator above the Core Formation stage, but perhaps you might give it to some mortal friends to help them. You get a small batch of the fruits and plenty of seeds to plant on your own.

Blood Body -200cp

This here is an avatar made through methods of the devilish path. As the name implies, it's primarily composed of specially crafted blood attuned to you, you can use it freely like a bunch of liquid blood, or use it like a proper avatar. Its default appearance is androgynous and quite flawless, perhaps even enough to consider it beautiful, but you can change it to whatever you like. Aside from that, you can also have it assimilate the physiques and any fancy racial abilities and mutations that people might have, by distilling their corpses into a pool of blood to synthesize into this Blood Body. Although given such a devilish method, you might not want to do so. It can do more than serve as an avatar however; it can merge with your body to serve as armor as well as enhancing your strength and regeneration. In this state you can also use any physiques and racial abilities you've synthesized into the Blood Body. Do keep in mind that you may want to have this avatar cultivate on its own for convenience. You can empower it yourself like any artifact of course, but if the Blood Body has a cultivation base of its own it'll save you some expenditure of your power. You can also use this body as a vessel if you somehow lose your original body but can survive without a physical body, something possible as early as the Core Formation stage

Treasures Of Immortals -200cp

No, this isn't an Immortal Treasure. Not yet anyway. What you have here is an innate Dharma treasure, in other words a treasure that is deeply bonded with your soul, and is designed in such a way that it grows in power alongside you, without you having to improve it manually. You can also store it within your soul even before you begin cultivating. What the treasure actually is is on you, you can make it a normal weapon like a sword or spear, or some other object like an umbrella, a folding fan, perhaps something weirder like a piano or guitar, or perhaps even some kind of firearm if you really want. Either way it will always channel your powers incredibly well, letting you wield your abilities with greater precision and finesse. You'll even be able to properly wield it before the Core Formation stage, a rather unusual quality for a treasure to have.

Notably, when you reach the Entering Nirvana stage of cultivation, it'll evolve into a proper Immortal Treasure, transforming into an innate Sacred Vessel being, gaining a humanoid form you find pleasing, and becoming a cultivator in its own right. It'll be unfailingly loyal to you, and not only will they be able to channel all of your power regardless of the distance between the two of you, but they'll be able to cultivate independently as well, although it's unlikely they'll outpace your own cultivation progress unless you actively let them do so. And of course, they'd be able to act as an entire agent and subordinate instead of merely a tool in your hands. Although if you really don't like this, you can suppress the formation of an independent consciousness, in which case it'll remain a mindless yet reliable tool in your hands even as a Sacred Vessel being.

Void Spirit Pond -200cp

One of the most important resources in Middle Realms, Void Spirit Ponds not only serve as an entry point for ascending cultivators, and thus serve as a source of talent you can bring into whatever groups you're a part of, but they're also a source of special spirit stones that can be used to craft spatial storage artifacts. Additionally, as it is a place where the veil between dimensions is thin, it's really useful for investigating other realms, at least assuming you're at least at the Four Axis stage and thus have the ability and senses needed to actually do so. So, here you will gain exclusive ownership of a Void Spirit Pond of your own, looking like a pool of liquid showing a sea of stars like the night sky. Ideally you'll keep this hidden, as it's valuable enough that nobody but True Immortals will ignore you having one. Still, if you want to build up your own faction in a Middle Realm, this'll be an invaluable asset to grow your numbers.

Mortal Dust Items

Farm -100cp

There are many kinds of spiritual herbs that can be used in alchemy, but of course they only grow in spiritually enriched soil. What you'll gain here is a farm designed for spiritual plants, which has some formations to make it run itself. All you need to do is plant whatever herbs you want in the farm, and leave it for a while. Of course, many powerful herbs take absurd amounts of time to mature, which you'll have to bear with, and some plants have special requirements to grow, such as people's desires for example, which you'll have to provide yourself. Still, it'll be useful for more normal spiritual herbs at least. Or maybe you'll sell these to actual alchemists instead of using them yourself?

Great Plan -200cp

There's something to be said about having a strong companion by your side. This here is a pet demon beast who is undyingly loyal to you, even their Fate is to serve you faithfully and they seem to be aware of it for some reason. They can be whatever type of beast you prefer, such as a centipede or a fox, and will naturally cultivate through the Earth pathway to remain useful to you. Perhaps you might even turn them into an Immortal Treasure when they reach the Sacred Vessel stage? Thankfully, this one doesn't hold secrets related to the final boss of the story, so you can be assured you won't be blindsided by the revelation that they're actually a super big deal or something like that. Just a useful follower, isn't that enough?

Severing Chains Martial Art -400cp

Cultivating to gain great power is one thing, but actually using it in combat is quite another. Thankfully, here it seems you've gained a martial arts manual designed for your exclusive use. Even if you're talentless at martial arts, you'll find it fitting you perfectly, as if an unparalleled martial arts genius spent several lifetimes designing and iterating on this martial arts as a gift for you. After reaching a respectable level of skill in it, you'll find it easy to develop more techniques of equal caliber for it, naturally being inspired as you expand the repertoire of moves and techniques as you grow stronger. Even if you reach the heights of True Immortality it'll remain as a reliable combat style should more esoteric forms of battle fail.

Serving Command Seal -600cp

What a surprise, what you have here is a replica of the Serving Command Seal of the Head Realm, except it's tied to you rather than the Serving Command Palace. It takes the form of a miniature round pagoda, and when you have it somewhere on your person it'll grant you immense fortune and luck, certainly handy no matter the situation. Additionally, it also holds the Fate of liberation, so it'll help massively against things like seals and restrictions that you might find yourself a victim to. Try to keep it secret, as such a great font of fortune is certainly going to attract people who want to steal it from your cooling corpse.

Young Master Items

Communication Ponds -100cp

While magical and quite fancy, you can think of these as a sort of holographic communication pad. It would be quite sci-fi if not for the ancient chinese magic aesthetic. You get a dozen of these to give to whoever you'd like to communicate with across large distances, although they probably won't work between dimensions or Heavenly Domains. A lot more useful than things like letters, no?

Six-Sided Club -200cp

A master should properly discipline their disciples. But how do you discipline someone who's used to the worst horrors of battle and has built up an immense tolerance to suffering? With this club, of course. Looking for all purposes like a mundane wooden six-sided club, it actually strikes directly at the principles composing the existence of whoever is hit by it, causing immense pain that completely bypasses any amount of pain resistance the victim might have. It won't deal any damage though, and the pain won't linger in any way, so it's not quite as useful in combat as you might think. It's for disciplining unruly students, after all, not incapacitating enemies.

Crossing Ship -400cp

Perhaps one of the many creations of the Heavenly Craftsman, what you have here is a massive flying ship, similar to the Nether Crossing Ships of Black Ghost Valley. It's incredibly large in the context of marine ships to begin with, but it also comes with special space warping formations that make it far larger on the inside, roughly as large as a small continent, and that's before all the various floors it's divided in. You could hold an entire major sect inside it without any issues. And naturally, as a flying ship it's quite fast, able to cross a dozen thousand kilometers in a mere day. This is when the pilot is up to the Core Formation stage though, the more powerful the pilot is above that, the more they can empower the ship to go faster. It'll be a very convenient form of transport, certainly.

Chained Jumping Sect -600cp

What's a young master without a sect? Just some vagrant, that's who. And you're no vagrant. Here you'll guarantee you're the heir to the position of sect leader of a powerful (if mortal) sect, where the current sect leader is in the Heavenly Being stage and has enough potential to reach the Integration stage in the future. Most of the Elders are also decently strong for mortals, being mostly in the Nascent Soul stage with some being at the Heavenly Being stage. It's a solid start, but it's not going to be the most powerful sect of a Middle Realm, and it might find peers in particularly powerful lower realms. Still, the resources you'll have available to advance your cultivation would be the envy of many, and you can always continue growing the sect even after reaching the Star Shattering stage and beyond. And you can't look down on the fact that you have a whole sect's forces under your command too.

Return To Thee Items

Basic Knowledge -100cp

Technically this isn't an object, but just a packet of information. Taking the form of partially tangible floating orbs of light, they hold all basic and widely known information about whatever place you are in. There's also an orb with the formulas for the first few cultivation stages for your convenience, in case you don't trust others to give you the full formula without any strings attached. All you need to do is shove these orbs of light into your head and all the information within will enter your mind. As you advance in cultivation, you'll receive another orb with knowledge telling you the formula of the new stage you reached, as well as all the rituals needed to progress through it and advance to the next stage. Likewise, entering a new region or world will grant you an orb of light giving you any relevant knowledge widely known by the locals. At the very least, you won't be taken off guard by something that isn't a secret.

Immortal Bloodline -200cp

While your patron was assumed to be a Vestige Liberation Immortal, the lowest stage qualifying for the title of True Immortal, with this purchase you'll guarantee that your patron is at least an Upper Immortal, if not a Great Net Immortal. What this item gives you is the bloodline of an Immortal Beast, making you either a descendant of your patron or someone who received the gift of their bloodline. At the very minimum it'll grant you a significant boost in overall power, and it will also grant you a solid set of racial abilities to utilize, such as being far more resilient to damage than normal, or perhaps holding great powers over darkness and yin energies. Naturally, the more you cultivate, the more strength and abilities you'll be able to draw from this bloodline. This can alternatively be a blessing of Fate if you'd like your patron to be a Heaven Immortal, which will work essentially the same albeit working through destiny instead of bloodline.

Chained Painting -400cp

It seems your patron favors you immensely, to grant you something like this. What you have here is a small Lower Realm to play with, roughly comparable in size to Earth albeit being flat like a Decaying Corpse Realm. It's fully populated, and has enough resources to support many cultivators reaching the Heavenly Being stage, even being regularly replenished so it doesn't go through periods of lesser concentrations of spiritual energy and less availability of cultivation resources. Aside from being a good playground to cultivate in as a mortal, it'll be very helpful for your cultivation when you reach the Sacred Vessel stage. While the Fate of this world is twisted slightly to make it safer for you, it won't help you if you're too reckless to avoid immense danger when you can see it coming.

Immortal Crown -600cp

Going straight for the big leagues, aren't you? Taking this item means your patron is one of the 11 Governing Immortals of Mount Sumeru, residing at the peak of cultivation (kind of). Feel free to look at the list of Governing Immortals at the end of this jump and pick one of them. The only restriction is that you may not pick the Emptiness Supreme Deity. This is as good of a backer as you can get in this world, but it also means you will be involved in schemes that involve all of Mount Sumeru and many extremely powerful figures, so you best be at the top of your game.

As for the Immortal Crown itself, you can think of it as an even greater version of an Immortal Beast's bloodline, not only granting you enough power to punch up a major stage, but also letting you wield many abilities related to the Immortal Dao of your patron. Even as a mortal you'll be able to wield this Immortal Crown somehow, although it's unlikely that other mortals will discern what it truly is unless they're informed by a True Immortal. Even when you become a Supreme Deity yourself, you'll somehow still be able to use the Immortal Crown, although it'll be far less of an advantage at that point since it'd effectively be calling an ally for help.

Companions

No man is an island. While cultivation may seek to make people complete in and of themselves, having people by your side is still an undeniable advantage. Here you'll have the opportunity to gather some Companions for yourself

Immortal Arsenal -100/200/400cp

If you have Companions from before this jump, you'll be able to import them into this jump to grant them builds. 100cp lets you import up to 4 Companions, 200cp affords you up to 8, while 400cp allows you to import as many Companions as you'd like. You can also use this to create Companions instead, if you want, designing them from the ground up in whatever way you wish, using their builds as a baseline. Each Companion gets 600cp, and additional cp equal to half the cp you gain from drawbacks, rounding down to the nearest hundred. With such allies besides you, your chances of survival will certainly increase.

Cause And Connections -0cp

Of course, if you've grown attached to a particular character in the story, that's fine too. The side characters are quite well-developed, after all. So, if you can convince them to come along with you on your chain, you can turn them into a Companion for free. While mortals are usually attached to their worlds, it will ironically be easier to convince cultivators to come with you the more powerful they are. You could bring along whole sects if you convince the sect leaders, Entering Nirvana cultivators will certainly appreciate the chance to be far away from any True Immortals, True Immortals are whole worlds of their own so they're unlikely to be particularly against the prospect of leaving Mount Sumeru, and most of the Governing Immortals would practically beg you to bring them along at the chance of completely fleeing Mount Sumeru and escaping the clutches of the Future King. You might genuinely end up with many powerful people begging at your feet if you make it known that you can escape Mount Sumeru and bring others with you too, or perhaps scheme and manipulate you into bringing them along regardless of what you think about the matter. So unless you want that, you should probably keep this a secret.

Shaking Bird -100cp

There are demon beasts of all kinds in this world. This one in particular is quite well attuned to thunder, to the same degree a phoenix would be attuned to fire. For whatever reason, they've become attached to you to the point of insanity, being obviously unshakingly loyal to you and certainly willing and eager to fulfill any desires you might want them to service. When it comes to matters not involving you, or involving your enemies, they're surprisingly vicious, although they're also willing to be more merciful if you tell them to be. Frankly their devotion to you might be a bit creepy if you aren't used to the culture of Mount Sumeru. Naturally, when they reach the Nascent Soul stage, they'll go out of their way to make their human form as pleasing as possible to your eyes, even following your instructions if you don't want them to make (surprisingly accurate) guesses. Feet fetish is optional.

Ambitious Snake -100cp

This world can be rather cruel, and this snake woman is no stranger to that. She's from a Heaven Tribe race that are what you would recognize as lamias, being half giant snake and half extremely beautiful woman. She's every bit as cunning as you might expect, and quite smug about it too. She also has issues with authority figures which lands her in plenty of trouble regularly, all the better to hone her wit and crush her enemies. Unfortunately this has made her few friends, and however it happened you ended up as one of the closest friends she's ever had. She'll certainly a powerful ally, as she'll endeavor to cultivate through both the Heaven and Earth pathways, and could easily be convinced to follow the Heart Tribe's path as well. She's also surprisingly smart, regularly performing experiments to replicate unique physiques she might find, or create some herself, and finding great talent with any cultivation methods related to life, as well as curse methods. If you want to pursue a deeper relationship with her, it probably won't be too difficult given her inexperience in matters that don't revolve around hostility and scheming. At the very least, she might end up needing your help more than once to get out of particularly big troubles, given her attitude and penchant for angering people.

Drawbacks

If the budget you have is not enough to obtain the build you want, you can also curse yourself to get more cp. There's no particular limit to how much cp you may gain, save that there are only so many drawbacks to begin with.

Cosmic Tales +0cp

50 years might be a long while for a mortal, but for cultivators, it's not a lot of time. For True Immortals it's basically an eyeblink. It's definitely not long enough to experience this story to its conclusion. If you want to stay in this world for longer, then you may freely extend the time you stay in this world as long as you'd like. If you want to experience the whole story, you'll only need to spend a few hundred thousand years in this world. Hopefully you'll survive whatever danger awaits you.

Indignity +100cp

Really? You want to be a mortal? Well, far be it for me to refuse. You do not actually possess spiritual roots, and thus are unable to cultivate. Additionally, regardless of how much power you might have from other worlds, you'll be reduced to being a mere mortal as well. You might not necessarily lose your abilities, and you'll still have any items with you, but you will lack whatever innate capability would be required to grow stronger in any systems of power you might have from this and previous jumps. There is a way for you to regain your power and even obtain the ability to cultivate; if you train yourself in martial arts, and advance through the 'stages' of martial arts enough, you can reach the stage of Five Energies Converging At The Origin. This'll grant you a basic spiritual roots with all five basic elements, and restore whatever access you might've had in other systems of power you're bringing over. That said, this won't be easy, as Five Energies Converging At The Origin is a stage of legend for a good reason. Still, if you spend excruciating effort across your whole lifetime to reach it, you might be able to attain it unless you're particularly untalented. If you're a genius though, it might not require as much effort, but the main obstacle is knowing what to even do to reach it anyway. And after reaching that stage, you could certainly escape the indignity of mortality.

Entitlement +100cp

A hilariously common thing you'll find here is that cultivators are arrogant, sure, powerful True Immortals certainly have a lot of power to be proud of, but when a cultivator at the 1st star of Qi Refining gloats about their cultivation base to a group of mortals, it's just funny. Unfortunately, you're bound to be the butt of such jokes yourself. You have an incredibly terrible personality, with incredible levels of entitlement and a need to prove yourself superior to others. You can keep yourself in check to some extent when interacting with peers or superiors, but you just can't help but brag when it comes to anyone else. Hopefully you won't end up offending a powerful senior masquerading as a mortal. Ultimately though, this kind of attitude is quite common, so you won't particularly stand out among most cultivators.

Lustrous Glass Addiction +100cp

Letting your power get to your head is one thing, but losing yourself to base instincts is a lot less accepted. Unfortunately, you'll find yourself falling to your more primitive instincts a lot, as you've become a gigantic pervert. Sating your lusts will be your primary goal, and while this doesn't make you any less intelligent or perceptive, you're more liable to seek ways of turning the tables on anyone trying to seduce you or honeytrap you than avoiding it entirely. If you don't keep yourself strictly disciplined, you might end up becoming a notorious rapist like Lustrous Glass Peacock. At least you'll get along well with them?

Interesting Times +200cp

My condolences, it seems you've been cursed to live a life that greater beings would find entertaining to watch. That means endless, unrelenting conflict and drama filling your life. You'll live in very interesting times. This might not necessarily mean you'll have many dangerous enemies (although you probably will), but you'll definitely have to deal with calamities and misfortune often. Be on your toes and you might even end up entertaining greater beings enough that they'll bless you, only to suffer even more because the blessing means you can be squeezed for entertainment a bit harder. At the very least the drama in your life won't usually be enough to kill you, death means you can no longer continue to be interesting after all, but you won't live a peaceful life by any stretch of the imagination.

Courting Death +200cp

You've been struck with the curse of xianxia protagonists; that of frequently coming across entitled assholes who will disrupt your life, generally being either peers or more powerful than you. While such people aren't too rare, you'll somehow find yourself meeting the most unreasonable ones, which demand you do humiliating things to them or otherwise become offended by you existing near them or some nonsensically trivial reason like that. They'll often have strong backing too, so you'll have to navigate such situations carefully to avoid getting drawn into a spiral of having to kill the father, the grandfather, the great-grandfather, the great-great-grandfather, and so on.

Life Is... +200cp

You do not have a soul. It might seem like you do, but it's in fact something else, maybe a fragment of an Origin Essence or something. What this means is that your life will revolve around one of the seven emotions; joy, anger, sorrow, pleasure, love, hatred, or desire. This is obviously unnatural to those who can see deeper than souls, into the very principles that compose your existence. Whatever you do, whatever happens in your life, the emotion you chose will be relevant in some way. Worse, it also means you cannot defy your Fate. Any kind of struggle will ultimately turn out to fulfill your Fate even harder instead, not even delaying it. This doesn't apply to prophecies declared by True Immortals, but your predestined Fate.

Worse, your predestined Fate involves you losing the person you love the most. If you're a particularly lonely individual, you'll end up forming a strong emotional bond with someone during this jump so that you can lose them and suffer for it. One way or another, you'll be far less free than anyone else. After all, even the weakest mortals can struggle against their fate, regardless of whether they might succeed, a freedom you do not possess.

All that said, if you somehow manage to reach the level of a Governing Immortal, and successfully manage to reach the level of Araya Consciousness, you will develop a true soul when you do, freeing you from the effects of this drawback. This is a lot easier said than done though.

Talentless +400cp

One's talent is almost everything in the cultivation world. After all, if you lack the talent to progress any further but your enemies can keep growing, you won't live for very long. Unfortunately, you drew the shortest end of the stick, as you have so little talent that it would take you extreme effort and slightly more than twice as much time to make as much progress as average people make. Not the geniuses that soar through the heavens and reach higher levels of power and skill, the average people that have to slowly and persistently grow. When it comes to cultivation, you may as well give up, since if you don't have some way of bypassing death you won't be able to make significant progress in a single lifetime. Even if you can get around the problem of lifespan, it'll still take you ungodly amounts of time to get anywhere.

Insane Sovereign +400cp

While cultivators are necessarily mad after the Heavenly Being stage, that does not mean they are unhinged and incapable of recognizing the perspectives of others. Unfortunately, this is now the case for you. You're completely wrapped up in your own insanity, incapable of acknowledging or accepting any viewpoints not your own. You'll be unstable and volatile in the best of days. Notably, this doesn't impact your actual ability to do things, just your empathy and ability to understand others. If you're incredibly talented, you'll almost inevitably become known as a great calamity that must be put down, like the Mad Lord. At the very least you'll know when someone is being hostile towards you, although depending on the particular nature of your insanity being your enemy might be preferable than being an 'ally'.

Forbidden Gifts +400cp

One of the biggest advantages someone can have are blessings and artifacts from greater beings. Unfortunately, you can no longer benefit from such things, as any blessings, treasures, or even help you receive from others inevitably becomes misfortune. This is proportionate to the difference in power between you and whoever is helping you though. Lesser beings would be unaffected, anything received from a peer would ultimately turn out a net neutral regardless of how much of an advantage it should be, and what you receive from those more powerful than you will inevitably cause you suffering, even greater than the proportion of how much of an advantage it would've been without this. If you're an Ender by having taken the Ender perk, this uniquely does not apply to other Enders, so at least you can help each other out. Hopefully you like doing things on your own terms because that'll be the most effective way of doing anything.

Supreme Hatred +600cp

What terrible luck. For whatever reason, it seems that one of the Governing Immortals of this world has a personal feud with you, hating you on a personal level. Mercifully, ganking you before you accumulate enough power to resist to some extent is beneath their dignity (for most of them at least), leading into 'merely' dealing with immense calamities sent your way, or perhaps dealing with enemies a whole major stage above you in power. And should you reach the level of an Immortal Lord, you'll have to deal with them directly, not an easy prospect by any means. Even the youngest Supreme Deity has many tricks to pull from their sleeve. Even if you're at the level of a Governing Immortal yourself, do not underestimate them. Each one rose to their position after long and arduous journeys. You cannot become a Supreme Deity without being viciously cunning and immensely dangerous after all. Feel free to choose one of the Governing Immortals from the list at the end of this jump, although you can't pick the Emptiness Supreme Deity or the Radiance Supreme Deity. Additionally, you can take this drawback up to 9 times, to have the personal hatred of all active Governing Immortals. You won't live very long if you do, but you can.

Beware The Light +600cp

You're really quite unfortunate, huh? For whatever reason, you've been declared an enemy by Radiance Hall, on the same level as the Enders. You do have one mercy, however; they do not yet know exactly who you are, or where you are. Thanks to this you can lay low and cultivate until you're strong enough to fight back, but keep in mind that making too big an impact on the world around you will likely cause the Light to notice your identity and location. Thankfully, since Radiance Hall is a proper faction, they won't mobilize all their forces just to put you down. They'll be tactical about their deployments, sending groups of True Immortals that work well together to kill you, or at least gather more information about what you can do. The more Radiance Hall knows about your abilities, the more they can scheme to counter you with carefully chosen Immortal Arts. If you prove to be particularly powerful, more forces will be brought to bear, until eventually you might find yourself fighting all of the Radiance Eight Immortals at once. Needless to say, having to fight arguably the third most powerful 'being' in Mount Sumeru is not exactly conducive to living a long life. Try not to die.

Scorned By Fate +600cp

I'm not going to sugarcoat it; you will almost definitely die. You will face many failures, you will have to struggle immensely to survive, you'll frequently face situations that would kill almost anyone you could very generously consider a peer, and you will suffer so much misfortune that even in the best case scenarios your death is still alarmingly likely. You will also suffer Heavenly Rejection, a phenomena that bars you from progressing past the 7th Star of Qi Refining, and will also face more Heavenly Tribulations than normal, on top of facing Heavenly Tribulations from the Qi Building stage onwards, instead of from the Nascent Soul stage onwards as normal. The only question is if you'll manage to survive long enough for the jump to end, so you have a chance to escape this world and the misfortune it keeps raining down on you. Or perhaps you'll have some way to bypass death, such as regression, letting you die many, many, many times over from your misfortune as you struggle to make something meaningful out of your life. Are you really sure about this?

Scenarios

For A Kinder World

A Wuji Order

In this world, kindness gets you killed. Ruthlessness and apathy is the norm, which is certainly not helped by the peculiarities of the Star Shattering stage. But why should this stop you from making the world a better place? The goal of this scenario is simple; create a civilization with kinder values. It can be something resembling the democracy of modern Earth, or something different, but ultimately you must set up a culture that extols kindness and empathy, and rejects ruthlessness and cruelty.

This'll certainly be an uphill battle, as the very Fate of Mount Sumeru will resist against you; without extensive programs to educate people on what you're trying to do while forcing them to listen, everyone will assume you're forming a sinister cult that cannot be allowed to act freely, regardless of how you act or look. It won't be impossible to properly spread a better culture across this world, but it might seem like it at times. Obviously, the more powerful you are, the better. After all, True Immortals might not particularly care for some newfangled cultural movement. The more powerful cultivators and True Immortals emerge from the culture you're spreading the more legitimate and entrenched it'll become, and the more resistance you will face. If you manage to spread this culture across all of Mount Sumeru, this scenario will be considered completed, even though the Future King is definitely going to extract the very history of what you've done to undo the fruits of all your efforts and reset the status quo.

As a reward for completing this scenario, you'll obtain the Wuji Immortal Art. It will, in essence, enforce the very values you've been spreading across the world, forcing anyone affected by it to act with compassion and empathy, and cooperate with others to improve people's lives. This will also affect you when active though, so keep that in mind. At its most powerful it'll be able to affect a Heavenly Domain, or if you're a Supreme Deity or above, the local multiverse such as Mount Sumeru, but you can also narrow the range if you want, down to only affecting a single mortal city or something.

A Snake Spiraling Outwards

Evolve Civilization

The form of Fate is a snake eating its own tail. Thus, this world is stuck in a cycle, and civilization is unable to evolve. This is why Mount Sumeru is culturally homogenous despite the sheer number of mortals and Immortals populating it. You must reject this, and do your utmost to bring about the evolution and advancement of civilization. You must push forwards technological development, and make it widespread too. Naturally, you'll face immense resistance from Fate; not only will it be unreasonably difficult to convince anyone of the usefulness and long-lasting impact of any new technologies you introduce, it'll be absurdly difficult to ensure anything that doesn't fit the general level of medieval China survives more than one generation, even if you're directly involved. Not just technology, but you must bring cultural, social, and religious change as well.

This is already the primary motivation and scheme of the Liberation Supreme Deity, at least outside of his plans regarding the Audience Chamber, so perhaps you'll try to get their help? Unless you're a fellow Supreme Deity you'll only become a pawn though. Should you eventually succeed, spreading a sci-fi civilization across all of Mount Sumeru, or at least something resembling modern Earth culture, society, and technology, this scenario will be considered complete, even though the Future King is definitely going to extract the very history of what you've done to undo the fruits of all your efforts and reset the status quo.

As a reward for completing this scenario, you'll obtain the Spiraling Snake Mantra. Using it in a particular world will force any civilizations on that world to begin evolving and advancing rapidly, similarly to the boom in technology and change that Earth has been experiencing since the Industrial Revolution. You can apply it to an entire Heavenly Domain, or a local multiverse such as Mount Sumeru if you're a Supreme Deity or above, or perhaps narrow the range down to a single mortal city if you want to for whatever reason. While you will have some minor control over the results, such dictating the general vibes that the civilization you're affecting is going to take, it'll be a largely chaotic and unpredictable process. But hey, seeing where civilization ends up can be quite a pleasant surprise, no?

Justice Of The Light

Enforcement Of Karma

In this world, karma does not exist. The closest thing is the Underworld judging the dead and meting out appropriate rewards or punishments, but even that is merely the judgement of a group of True Immortals, even if powerful ones. Radiance Hall's stated purpose can also be considered to be good, as they want to prevent the oppression of mortals by the hand of transcendents, although obviously they have to be more practical in reality. Now, you must bring proper karmic consequences to this world. You must punish evildoers and reward good people, without waiting for them to die. You must enforce a world where greater beings cannot trample and exploit those beneath them.

You can go about this in whatever way makes sense to you. Maybe you agree with the Radiance Eight Immortal's secret goal and exterminate anyone at the Four Axis stage or above so there are no transcendents to make mortals suffer, or maybe you'll go with something more reasonable. Either way, this is unfathomably more difficult than merely bringing about change. Not just Fate itself, but you'll also face significant resistance from True Immortals who might not appreciate your domineering attitude. After all, you can't ignore evil just because the perpetrator is extremely powerful, right? Or maybe they'll simply disagree with your moral values and think you're the evil one.

If you manage to regulate morality all across Mount Sumeru for one singular year, a feat requiring you to reach the peak of Governing Immortals and ideally beyond, then this scenario will be considered completed, even though the Future King is definitely going to extract the very history of what you've done to undo the fruits of all your efforts and reset the status quo.

As a reward for achieving something that seems largely impossible, you will gain the Karma Mantra, which will cover the local multiverse, all of Mount Sumeru, and automate the enforcement of karma, following your own attitude, judgement, and whatever precedents you care to set. It'll be as if you were personally judging everything on a case by case basis, without actually needing the investment of focus and effort that implies.

Achieving Perfect Enlightenment

Transcendent Apotheosis

(Optionally an Endjump scenario)

Immortal Cultivation is a system set up by someone within this world. It is not, itself, absolute. In fact, technically speaking Immortal Cultivation finishes when one becomes a Supreme Deity, with Heavenly Venerables and True Emperors being beyond it. The true peak of power is not Supreme Deity, and neither is it True Emperor. It is becoming a Creator God. This scenario is simultaneously the simplest and hardest in this jump; you must become a Creator God. There are two main avenues of doing this.

First is seizing all three Absolutes to become the True Emperor of all of them, merging them back into the Origin Essence of Omnipotence. This is essentially impossible given the Future King is already the True Emperor of Fate and he is a control freak that does not appreciate people being uppity and trying to reach his level. It is also the simpler path, even though each of the Absolutes have their own unique requirement to even think of seizing them, outside of having to be a Heavenly Venerable just to make the attempt and needing to accumulate many absurd feats.

To seize the Absolute of Fate, you have to be the furthest ahead of all beings. What this means isn't exactly detailed, but the Future King qualified by killing everyone, thus being the only being to exist, thus being the being who was 'furthest ahead' by default.

To seize the Absolute of History, you must be the oldest being. For example, the Queen Mother of the Underworld seized it by creating the cycle of reincarnation, and then retroactively asserting the existence of reincarnation to trace all of her hypothetical past lives out to the beginning of time. Additionally, the Future King qualified to seize it by killing everyone, thus being the only being to exist, thus being the oldest by default.

Finally, to seize the Absolute of Miracle, you must receive support from the greatest number of people, and be together with the greatest number of people. For example, Seo Eun-hyun qualified by holding on and cherishing every single one of his connections across his absurdly long life, and remembering the heart and bond of every single one, as well as forming a connection with all beings of Mount Sumeru through his blessings when he became a Supreme Deity. Additionally, the Future King qualified to seize it by killing everyone, thus being the only being to exist, thus receiving support from the greatest number of people (given he obviously supported himself), and being together with the greatest number of people (given he had himself as company), essentially qualifying by default.

Yes, murdering every single being in Mount Sumeru, including Governing Immortals, lets you qualify for all three Absolutes to reach the peak of power by default. Isn't this a wonderful world? Just keep in mind that the Future King is already a True Emperor, and he won't like someone replicating his feat to seize an Absolute, to put it mildly.

The other avenue of becoming a Creator God is to sprout the potential of becoming a Creator God by yourself, bypassing the need to do anything with the three Absolutes of this world entirely. You must reach the peak of as many systems as possible; Primordial Origin Cultivation, Immortal Cultivation in both the Heaven and Earth pathways, the Manifestation of the Heart Tribe, and ideally possess transcendently powerful Mantras as well. All of this combined will grant you the faintest idea of what Divine Arts are, also called Original Flow, in other words the Arts wielded by the Creator Gods. Sort of like a blind man mindlessly feeling the shape of an elephant to try and guess what it is, while not knowing what elephants are.

You must continue pouring in endless effort into understanding Divine Arts and attempting to develop your own. The actual effect can vary wildly, it could be enforcing your supremacy until you reach your life's goal, or cancelling the effects of other Divine Arts, or maybe something as simple as awakening anything to freedom (and sapience if it didn't have it) regardless of what restrictions are placed upon them. Then, once you finally create your own Divine Art, you must somehow use it to create your own world, something on par with the setting of Mount Sumeru (including the infinite Outer Sea and the Boundary of Cakravada), with its own unique fundamental laws. At least you don't necessarily have to create a xianxia world. Despite how simple it might sound in theory, there's a very good reason that only two characters in the story managed to create their own Divine Arts without being born as Creator Gods; Seo Eun-hyun, the protagonist, and the Future King, the final boss. Needless to say, you're better off attempting to seize all three Absolutes unless you're very confident in your talent, even as impossible as it might be given the Future King's tendencies.

If you somehow become a Creator God, regardless of which path you take, you will complete the scenario. The primary reward, of course, is your own setting that you crafted yourself. Within your world, you are truly Omnipotent and Omniscient in every conceivable manner. You could easily reshape the world if you regret your designs later, or you could just enjoy absolute power. What you dictate as true, is undeniably so within your world, and no native will be able to refuse you. You could dictate what the meaning to life and everything is, and your world and all natives within can only agree upon your answer as the absolute, correct truth.

Even outside your world, and when it comes to outsiders within your setting, you are absurdly powerful, even if not truly Omnipotent and Omniscient. It kinda might seem like it though, as you'll still retain Absolute power, comparable to three True Emperors put together, so it'd take another Creator God, or some truly absurd nonsense you might find in future worlds, to resist you. Needless to say, at this point you don't really have any limits to what you can do, so the question becomes *what* you want to do with absolute power.

Optionally, you may use this as an endjump scenario, where upon completion of the scenario you'll not only get the normal rewards, but also your Spark (as irrelevant as it might be at this point), and finishing your chain. You will also gain an extra reward; the Jumpchain Divine Art. It'll let you be a Benefactor on your own right, whether for yourself to continue your chain on your own terms with whatever rules you want, but also to be the Benefactor of others to send them on chains as well, of course with you dictating all the rules of such chains. Even if you don't use this as an endjump scenario, you'll still be given the Jumpchain Divine Art after you finish your chain. It'd be too petty to not do so.

Notes

On Culture And Technological Development

Fate forces the world to remain stagnant and stable in a sort of stereotypical medieval china civilization you might be familiar with from other xianxia. It's not impossible to force development, many Enders have done so in the past, but all such efforts are ultimately destroyed and their very history extracted and dumped into the Akashic Records to hide it by the Radiance Supreme Deity, even advanced and democratic sci-fi cultures spanning all of Mount Sumeru have been completely wiped from history before. If you attempt to advance civilization, note that it will make you an enemy of Radiance Hall, not to mention how difficult it'll be to establish without forcing mortals to play along with your innovations at every single step of the way as well as the difficulty of maintaining your advanced civilization against the flow of Fate.

On Speech

The story has some fancy stuff regarding how cultivators speak. Using spiritual sense, you can use spiritual/intent based speech, which in the story is represented through brackets [like this]. Compared to normal/verbal speech (represented with double quotes "like this" as is common), spiritual speech bypasses language entirely by communicating the intent of what you want to say directly. This also means there's no such thing as fumbling your wording, even though in the story it's abstracted as actual dialogue. Beasts cultivating through the Earth pathway use something similar, which uses the flow of yin and yang energy, which can't be understood without having the vision of the Earth Tribe.

Finally, there's the speech of True Immortals, represented with double colons with some space inbetween, :: like this ::, which is essentially like spiritual speech but encompassing all the dimensions of life and death. It is of course fancy higher being speech, complete with lesser beings barely able to understand what is being communicated, if it doesn't kill them outright due to the lovecraftian qualities True Immortals take on through Wisdom.

On the Seven Emotions

They are joy (喜) which is largely gold, anger (怒) which is largely red, sorrow (哀) which is largely blue, pleasure (樂) which is largely purple but some see it as silver, love (愛) which is largely pink, hatred (惡) which is largely dark red, and finally desire (欲), note the actual colors are mostly unique to the perspective of each person at Three Flowers Gather At The Summit or above in the Heart Path, but the differences are usually just different shades of the same color outside of the color of desire. From these seven emotions and the ways they mix, all of the countless human emotions arise, for desire in particular this is even more pronounced since everyone has different longings and ways to express their desire, for example it could be black or it could be colorless. With sufficient experience and witnessing people feel many emotions, you'd be able to discern what people are feeling by analyzing the color of their intent using the vision of the Heart Tribe.

On Fate And Free Will

Fate exists. It influences all things. What Fate decrees almost inevitably comes to pass, and what Fate forbids is borderline impossible. Mortals, most of all, are subject to Fate, as not only their entire lives but even their birth and death are influenced deeply by Fate. And yet, people have free will. This is because people possess Hearts, the fundamental thing needed to defy Fate. Without a Heart, it is impossible to defy Fate. However, even with a Heart, that does not mean that everyone possesses the power to truly go against such a powerful cosmic force as Fate.

To be more specific, you can think of Fate as gravity. Certain events in a person's life are fixed points that they gravitate to whether they want to or not. Likewise, the end of your life, your lifespan so to speak, is also one of these events, constantly attracting you to it no matter how hard you fight it. But that's mostly it. As long as such destined events roughly happen, the specifics of one's life is up to the individual. For example, having a destiny of living until you reach the ripe old age of 103 does not stop you from being an idiot and getting yourself killed from some cause other than old age before your time is up. And of course, raging against Fate and resisting with all your might could delay destined events in your life, if you know what you're doing. In short, the heavens bestows Fate, but doesn't concern itself with how people walk the path ordained to them, including someone not being able to fulfill their own Fate due to external pressures or even just their own will.

But ultimately, just like a rocket with too little fuel and too weak of an engine being unable to escape the gravity well of a planet, if you lack enough power then you simply won't be able to escape Fate no matter how much you struggle. As for an example of how that looks like, if your destined end has come but you try to survive, well, if you've seen the Final Destination movies it's basically that, you're just constantly assaulted by various things that can kill you that individually are rather normal ways to die but the fact that they happen back to back and don't relent until you're dead makes it really obvious that something weird is going on. If you still manage to survive for half a day then you'll just get hit by heavenly thunder, like a tribulation. If you survive that, you'll start aging at an absurd rate until you die. Cultivators though, they can grow strong enough to defy Fate. Key word here being "can".

For example, while your lifespan is a fixed destiny, raising your cultivation realm results in gaining more lifespan, granted by and stolen from the heavens thanks to the artificial attraction force a cultivator develops as they become stronger. This is most obvious in the Entering Nirvana realm, where cultivators technically have a limited lifespan, but unlike anyone in lower stages, they have no limit to how many times they can conduct a simple ritual to receive more lifespan. This is also why cultivators are called 'Heaven-Defiers' and why cultivation is said to defy the heavens, since they can change their ordained lifespan. At the end of the day though, if a cultivator lacks the talent and spiritual roots needed to cultivate, they won't be able to grow enough to extend their lifespan at all, so while they're said to defy the heavens, they can't actually truly escape Fate without being fated with the lifespan and talent to overcome their lifespan to begin with.

All that said, ultimately Fate is one of the Three Absolutes. It is one of the only things that are truly absolute in this world. And also please keep in mind that the Future King, the Owner of Fate that controls, dictates the form of, and commands Fate, is the biggest antagonist and final boss of the story, and they're kind of a control freak and the reason Mount Sumeru is stagnated in a culturally homogeneous state resembling medieval China. If you somehow manage to kill off the Future King and seize the Origin Essence of Fate, you'll be able to dictate how Fate works too. Good luck with that though.

Ultimately, escaping some particular Fate will just land you in a different, grander Fate. Think of it like escaping a cage only to find out you're within a bigger cage, and then escaping that bigger cage only to find yourself in an even bigger cage, and so on forever.

All that said, there are ways to desecrate Fate. For example, if there's a prophecy that says you will die, you can arrange an impostor to take your place and die in your stead. You can also make it impossible to fulfill no matter how circumstances are twisted, or you could have the power to directly shatter the prophecy itself. Even then though, if you have the leeway to attempt any of these methods, you probably have the power needed to escape a particular Fate to begin with.

As a side note, people can develop a resistance to particular prophecies and types of Fate if they fall victim to them too many times, making it easier to break a prophecy. This is also why True Immortals generally make varied prophecies instead of just spamming something like prophesying that their opponents will die or that no attacks will land on them. Aside from this prophecies laid by True Immortals can be intentionally narrowed and made more specific, making the prophecy more well-defined and more powerful and difficult to resist as a result. It can be something as "specific" as dictating the entirety of a mortal's life in advance, or something like prophesying that a specific attack of yours will hit your opponent as you're swinging.

Also, while Fate doesn't stop you from just sitting down in one place and refusing to do anything so that you don't fulfill your destiny, as well as drag you back to your intended course if you struggle, it can also grant talent and inspiration. Someone blessed with a fate of being a legendary swordsman will find themselves immensely talented in the sword, even if they weren't before, intuitively understanding anything related to swordsmanship. Fate can also result in granting some kind of physique related to it, that will help you fulfill the prophecy. Particularly strong Fates might even result in a mortal having enough fortune to be born with a cultivation base to begin with too. Most of this is only generally relevant when True Immortals are actively interfering with Fate though.

And finally, there's such a thing as predestined Fate. This refers to things like your ordained lifespan, your inborn talent, your personality and overall character, and the events that will naturally come to define your life, before any interference by a True Immortal. It also refers to the meaning of your life in a philosophical sense, although discerning the purpose of your existence in predestined fate isn't possible until Entering Nirvana. Predestined Fate arises naturally and is generally quite lenient, at least compared to the prophecies and Fates that True Immortals can enforce. This is primarily because Fate is a fundamental force of this world that defines the future and all future possibilities. So, it's more accurate to think of your predestined Fate as describing your future, compared to when it *prescribes* your future when True Immortals get involved. It's just how this world works.

On the Three Planes

The Three Planes are the planes of Qi, Soul, and Fate. You can think of them as the metaphysical structure of the world. Metaphorically speaking, the term “planes” is used in the same way you might say “water level” when it comes to tides, or something like that. The story used that metaphor, don’t ask me what it means. The material, physical world belongs to the Plane of Qi, more specifically the bottom of the plane of Qi. This is also where all physical sciences belong to. Souls obviously belong to the Plane of Souls, and you can even see souls passing to the afterlife in it. Finally, Fate obviously belongs to the Plane of Fate. There’s no Plane of History outright, but the Plane of Qi kinda takes that role anyway. The Plane of Qi is the easiest to reach, the Plane of Soul is harder to reach and also incredibly hard to grasp too (likely due to the third Absolute being fragmented), while only those at the Sacred Vessel stage or above can properly interact with the Plane of Fate.

As a side note, while not directly related to the three planes, apparently things like teleportation or generally being “outside of space” have a sort of pressure from the “outer limits of space”, which you’ll generally have to be at the Heavenly Being stage to withstand without dying horribly, or at least have powerful talismans or treasures to protect you. If you are extremely hardy or have a way to defend yourself from spatial pressure, you might be able to survive even at Core Formation, but it won’t be easy. This whole being outside of space thing is likely referring to the Interdimensional Void, but the story never directly confirms this connection so fanwank responsibly.

Back to the three planes, the Plane of Soul looks like a realm filled with clouds, each cloud particle being the heart essence of a person, which collectively form clouds, with all the clouds together forming the collective unconscious, which can subtly influence others if a lot of people are feeling similar emotions. It’s usually just a chaotic roiling mess though. Also, since the physical world lies at the bottom of the Plane of Qi, existing entirely on a higher plane lets you move much, much faster than normal, gaining more speed the ‘higher’ you go. You’ll be faster in the plane of Soul than the plane of Qi, and you’ll be faster in the plane of Fate than the plane of Soul.

Another interesting fact is that while life, and thus the plane of Qi, is an explosion, these may not necessarily be physical explosions, as they can happen far from the physical realm, higher up within the plane of Qi. As a side note, since life is explosions, and Qi is life, guns and firearms in general are essentially the most optimized weapons to use with Qi due to how they propel bullets, isn’t it funny? As for the Plane of Soul, due to how it was created, it’s essentially the ‘underside’ of the Interdimensional Void, and anyone who cultivates through the plane of Soul, IE the Heart Tribe, is essentially borrowing the power of Hyeon Mu’s Immortal Crown. Being aware of this lets you bypass the Interdimensional Void to tap into the Third Absolute directly though.

On the True Immortal Realm

The three planes, including the physical world at the bottom of the plane of Qi, are collectively referred to as the Saha World by True Immortals, as it is where mortals live. So what's the True Immortal Realm? It is not actually a realm in the same way that the Heavenly Domains are. The True Immortal Realm is actually a sort of conceptual place where all three planes overlap. Due to its nature, existing as a mortal in the True Immortal Realm is essentially suicide. More on that in the explanation of the Entering Nirvana stage later on.

Movement within the True Immortal Realm is very different from the Saha World. Not only is it incredibly slow to move anywhere, but distance depends more on affinity and dedication to a particular Immortal Dao than it does on actual physical location (since it's not a physical place to begin with). Of course, the insides of True Immortal bodies are whole worlds with laws of their own, so mortals can survive there. Generally though, True Immortals are bound in place like stationary stars in the night sky, only moving significantly when advancing their cultivation. Even manifesting in the Saha World and moving elsewhere wouldn't move your position in the True Immortal Realm, just change where you can manifest in the Saha World. Think of it like playing an open world videogame; you can travel across the game's world as much as you want, but you're still sitting still at your computer.

All that said, with effort and persistence it's still possible to move your position in the True Immortal Realm. This lets you change where you can manifest in the Saha World, with even slight changes in position covering vast distances in the Saha World. Of course, when it comes to distance to fellow True Immortals, it's vastly easier to approach those that follow the same Immortal Dao as you, since they're 'closer' to begin with. On the topic of that, when you rise to True Immortality, you'll immediately find yourself in the True Immortal Realm, and you'll be able to perceive it as being a vast space in the vague shape of an inverted cone. The summit below will seem incredibly ominous and you'll have an instinct to get as far away from it as possible, but unfortunately the only method to rise to the foot of Mount Sumeru is advancing your cultivation.

You'll also be able to faintly see paths of light, seeming like currents of luminous wind. These are the Immortal Daos. When you reach the Upper Immortal stage, you'll also be able to see all True Immortals, as faint spots of light like stars scattered across the True Immortal Realm. Lastly, you would be able to see 10 great lights above, at the foot of Mount Sumeru and the top of the Immortal Realm; the four Heavenly Venerables in a small circle, and the six Supreme Deities in a larger circle around them. These would be the Governing Immortals. Don't worry about the 11th one. You'll be able to tell if a particular Immortal Dao has a Supreme Deity that already seized its Seat by simply looking up, which will likely help you choose an Immortal Dao that you have a greater chance of reaching Supreme Deity with.

Also, communication between True Immortals is a lot easier than you might imagine. By merely exchanging your Immortal Titles with another True Immortal (in other words, both of you introducing yourselves), you'll form a connection that allows you to communicate regardless of distance. Very handy given how much of a pain it is to move within the True Immortal Realm.

Finally, there's a very important piece of information regarding the relationship between the Saha World and the True Immortal Realm; True Immortals generally can't descend to the Saha World whenever they want, at least until they reach the Great Net Immortal stage. The problem is that when they do so they annihilate everything in the area they descend in, even space itself. Think of it like a human trying to stick their hand into a painting, and tearing it apart on accident as a result. True Immortals usually get around this by descending a split soul with a lower rank, metaphorically a drop of blood to seep into the painting, or command Immortal Treasures at the Sacred Vessel or Entering Nirvana stage to do stuff for them. Of course, special authorities and particular Immortal Arts could get around this.

For example, Seo Eun-hyun's Impermanence Sword can freely traverse the planes, so when he became a True Immortal he found it trivial to descend to the Saha World in full, to the point he didn't even notice it was supposed to be difficult. If you have other abilities that allow you to traverse freely between dimensions or different states of existence, they might also help you here. This is why Sacred Vessel cultivators are in danger of being captured by some senior and turned into an Immortal Treasure against their will, since True Immortals find it so much easier to interact with the Saha World through them, and even empowering them in case it's needed.

On Immortal Arts (仙術) and Mantras

The basic premise of Immortal Arts is that they are a way of changing and manipulating the world and the principles composing existence, and achieving your goals, using only your heart, ignoring anything like resources or power. Obviously, as this is a xianxia, it's still subject to powerlevels, both in the sense of raw power and in the sense of different ranks of Immortal Arts being superior or inferior. This is generally on cosmic scales though, given the power True Immortals possess. To mortals, Immortal Arts may as well be absolute, even if they aren't in truth. As for Mantras, you can think of them as bigger Immortal Arts, since they're generally collections of Immortal Arts forming a coherent whole, such as for example the system of Immortal Cultivation itself, which has components such as the Spiritual Roots Immortal Art.

Note, despite their nature, Immortal Arts may not necessarily be particularly impressive in effect, or particularly complicated. It's very possible, and in fact common, to have simple Immortal Arts, as they're the easiest to develop. For example, an Immortal that forms a small mountain that's a few meters high. The point is that you don't have to spend any resources to use them, whether spiritual energy or fortune or whatever, and they work purely through the heart. For example, you could simply refuse to die, from starvation, old age, or perhaps otherwise lethal wounds, continuing to walk in the world of the living despite the fact that you should be dead by all accounts. As you can imagine, you can also use them even if you're completely and utterly spent and otherwise thoroughly exhausted.

All this said, learning and using Immortal Arts is not easy. Firstly, you must focus your entire being and expend effort to wring your entire existence to activate an Immortal Art with the resolve of doing so even if you die. On top of that, ideally you'll do so with a clear mind, as the greater the clarity of your thought, the more purely and closely you can observe reality, the more powerful your Immortal Arts are. After all, Immortal Arts is fundamentally taking the yearning and dreams of one's heart to such an extreme that they distort the foundational principles of the world. For example, a swordsman spending every waking moment swinging their sword and pushing their limits might accidentally develop an Immortal Art that makes their dead body swing at full force one more time even if they're beheaded in battle, or someone with absurd willpower honed across lifetimes might be able to stave off death for a moment to give their teacher one last bow of respect, and so on.

The main reason for this is that one heart cannot change the heavens or touch the principles of the world. But the hearts of people are not made of their own heart, but also the hearts of all beings they have interacted with, connected with all things in the world. Likewise, the heart isn't within your physical body or even your soul, but is spread out across all phenomena. It's a deeply philosophical thing, but you'll have to make an attempt to understand it to learn Immortal Arts properly.

There is an easier path though; Immortal Cultivation is ultimately a way to learn how to wield Martial Arts. The Lower Boundary teaches you clarity of mind, while the Middle Boundary teaches you nine basic, foundational Immortal Arts to get you started, as training wheels of sorts. However, Immortal Cultivation fundamentally rejects the existence of the heart. Instead, it uses attraction force, the force of Fate, to use Immortal Arts. This isn't entirely wrong, since the heart transforms into attraction force in the Star Shattering stage, but while it makes Immortal Arts easier to learn, it ultimately results in weaker Immortal Arts. Unfortunately, the true nature of Immortal Arts are an obscure secret, so most True Immortals believe that Immortal Arts are merely moving the world through attraction force, rather than doing so through the heart. Even putting that aside, Immortal Cultivation is still incredibly useful, since it empowers and evolves your mind to massive extents, making it easier to muster the will needed to use Immortal Arts, possibly even making your mind intense enough that you don't need total focus relative to how hard you can focus on things.

With the basic explanation of Immortal Arts out of the way, how exactly do you develop Immortal Arts anyway? Well, through immense persistent effort of course, like the example of a swordsman accidentally developing one given above. It can also be done through Prophecy and History Repetition. For prophecy, you just have to wait for it to be fulfilled, and the result will become a weak Immortal Arts of sorts. For example, if you make a prophecy that a small mountain a few meters high will form in a particular place, and don't interfere with any other powers, then when that small mountain eventually forms after a few centuries, you'll gain an Immortal Art that does the same thing. To strengthen it, simply make another identical prophecy and support it with your Immortal Art, and repeat that until the power of the Immortal Art satisfies you.

For History Repetition, you just need to repeat one action again and again and again and again, across mortal generations, and not only will you eventually gain an Immortal Art that provides you the result you are trying to attempt as you repeat that action, but it'll also be strengthened with the same process. You don't have to succeed before the Immortal Art; for example, you could develop an Immortal Art that counters Light and any beings connected to the concept of the Sun by assuming a mortal body and attempting to shoot down the sun with a mundane bow and arrow, and continue doing so constantly for ten million years.

The more complicated you want your Immortal Art to be, the more effort and time you'll have to invest into it. Ultimately, what matters is your intention, and what you want your Immortal Art to do. For example, the Liberation Supreme Deity, who is fundamentally a craftsman, developed an Immortal Art to manage a pocket world they own which behaves by all accounts like the classic gamer system you're no doubt familiar with. Naturally, you can raise any powers, abilities, or skills you have into the realm of Immortal Arts as well, provided you're willing to put in the effort to do so, not only massively empowering them but also gaining the benefits of not needing to expend any resource to use them.

A noteworthy secret is that Immortal Arts could be considered to be alive. After all, they are fundamentally parts of the heart. Even from the ignorant perspective of Immortal Cultivation, Immortal Arts are fundamentally things that grant fate, like True Immortals, and are thus considered alive. The best example is the Sacred Vessel stage, more information on that later. That said, they live in fusion with their owner and wielder, in a similar manner to how the mitochondria is considered part of the cell, despite technically being a smaller cell in its own right. You could also compare Immortal Arts to the organs within your body too, albeit in a spiritual sense.

Because of this Mantras, which weave together multiple Immortal Arts into a greater whole, can be considered a type of innate True Immortal being, albeit generally mindless and still fused with their wielders. The most extreme example of this is the Swallowing Heaven Supreme Deity, which is actually a Mantra which gained a primitive mind of its own after being created by the Obsidian Heavenly King using the Flawless Mantra. It is also possible to grind down a True Immortal to turn them into a Mantra, letting their wielder use all of their powers and capabilities. If the True Immortal is willingly taking part in the process, they can even retain their sense of self and independent mind even as they fuse with their wielder.

Due to this, Mantras which are properly mastered tend to be more active than other Mantras, or Immortal Arts, either speaking to you (even if not enough to hold a proper conversation), and even moving on their own to do what you'd want them to do even without your command. You could theoretically awaken proper minds in them too, if you feel like doing so. Governing Immortals can even manifest a Mantra's true form as a physical thing too, awakened or not. The Great Mountain Supreme Deity's Corpse Mountain Blood Sea is a good example of a Mantra manifested physically.

On Great Mantras (大眞言)/Divine Arts (神術)

These are fundamentally different from Immortal Arts, don't get too confused. Fundamentally, Divine Arts are stories. A principle of enlightenment, of sorts. Divine Arts cannot be taught, they are fundamentally different in structure for every individual. There are grades between Divine Arts, with higher grade Divine Arts being able to overwhelm Divine Arts of a lower grade, although the details of developing and strengthening your Divine Arts isn't elaborated on by the story. Aside from these grades though, Divine Arts are truly absolute, not subject to powerlevels like Immortal Arts and Mantras are. This shouldn't be too surprising, as only Creator Gods and beings on par with them (exclusively the Future King amusingly enough) are absolute beings to begin with.

Ultimately, Divine Arts only really showed up in the last arc of the story and they weren't explained in nearly as much detail as Immortal Arts. Please fanwank responsibly. The Achieving Perfect Enlightenment Scenario has more details in case you've gotten to this and haven't read it yet somehow.

On the Three Absolutes

They are Fate, also known as Totality (全部), History, also known as Life or Omniscience (全知), and Miracle, also known as Sincerity (全心). Together these three Absolutes form the foundation of the Gestation Palace of Omnipotence, which is the true name of the world of Mount Sumeru and the Outer Sea, contained by the Boundary of Cakravada. Fate defines the future, and it is inevitable. History defines the past, and it is immutable, and Miracle defines people's hearts, and it is omnipresent. Notably, Miracles is noted to be irrational and unpredictable, unlike Fate which imposes order and History which records everything. Fate governs the future, History governs the past, and Miracles governs the present. Additionally, Fate manifests as attraction force, History manifests as Qi and explosions, and Miracle manifests as souls and the heart.

That said, since the Future King fragmented Miracle and suppressed knowledge of it, nobody knows what it is. However, the existence of a third Absolute is known, with many theories as to what it is. Radiance Hall asserts it's the First Light, the original Origin Essence that all Seats are derived from. The Underworld asserts it's death. The Source River asserts it doesn't actually exist and there are only two Absolutes. And so on.

The Origin Essence of Fate is the Future itself. The Origin Essence of History is the Akashic Records, which given the name you can doubtlessly guess what its deal is, and the Origin Essence of Miracle is shattered into seven pieces by the Future King to make the Enders as part of his plan.

On Senses

There's a whole thing regarding the senses one gains as they rise in cultivation, so the info regarding that will be compiled here. First there's the normal five senses you're doubtlessly familiar with. Then there's the category of 'sixth senses', including the Heaven Tribe's vision of celestial energy, and the Earth Tribe's vision of earthly flows of Qi. The next few senses are only really achievable as a True Immortal, so keep that in mind.

The ‘seventh sense’ is called Manas Consciousness, connecting your mind to the Akashic Records, letting you immediately discern the true meaning behind anything you’re perceiving. You’ll also see all of existence as circles, representing the principles of the world in a very abstract and detached way. After this is the ‘eight sense’, called Araya Consciousness, which is only really achievable as a Governing Immortal. With this sense, you can see the principles of the world directly, in the form of wheels and threads connecting all things.

Unlocking this sense also gives you a soul in case you somehow didn’t have one, due to the minor details of how unlocking this sense is done. This structure of wheels and threads is called Indra’s Net, named such by the Heavenly Punishment Supreme Deity. See On Speeds below for more details. Note that when you fully immerse yourself in Araya Consciousness, only those who have also achieved it look like their normal selves, with everyone else appearing as wheels, circles, spheres, hyperspheres, or something similar, entangled in the threads and hanging from the knots of the net.

On a somewhat related note, there’s no real concept of science in Mount Sumeru, certainly not in the sense that modern Earth has. This is mainly since cultivators naturally discern things normal humans cannot perceive as they grow in power, such as microbes, genes, and even the laws of reality such as gravity or relativity. So, scientific endeavors are largely redundant when you can not only grow to the point you can directly perceive how reality works, but even interfere with such laws.

On Speeds

Note the stuff here is only really relevant when it comes to True Immortals. Additionally, these aren’t explained in great detail, so I’m mainly comparing them to the IRL numerals they’re named after. Fanwank responsibly please.

First there’s the speed of the time domain of the instant, which would roughly correspond to a unit of 1 femtosecond, and is normally reached by particularly powerful Vestige Liberation Immortals or above. At this speed, time seems to stop. Next is the speed of flick of a finger (彈指), which would roughly correspond to a unit of 10 attoseconds. Next is the speed of the fleeting instant (刹那) which roughly corresponds as a unit to 1 attosecond, and at this point the principles composing the world, and the planes of Qi, Soul, Fate, and Immortality, can be perceived separately. This is the mental domain of an ordinary Upper Immortal. Next is the realm of six virtues (六德), which roughly corresponds as a unit to 100 zeptoseconds or 0.1 attosecond. At this point you go beyond the level where time stops, and the events of the past and possibilities of the future can be seen with the naked eye (as much as that might mean to a True Immortal). This is the mental domain of normal Great Net Immortals.

Next is the domain of void (虛空), which roughly corresponds as a unit to 10 zeptoseconds or 0.01 attoseconds. At this point your mind connects directly with the past and the future, and touches the Akashic Records themselves. This is a mental domain most Immortal Lords struggle to reach, with only the most accomplished Immortal Lords or Supreme Deities reaching the speed of void. Additionally, if you reach the domain of void, you’ll become capable of moving at Spirit Speed. In other words, at the speed of thought, in the sense that if you can think of being somewhere, you’ve already arrived.

Additionally, Spirit Speed also causes a strange phenomenon, whereupon dimensions seem to flatten as you accelerate through Spirit Speed, first looking like the universe becomes a two-dimensional plane you're running on, then shrinking into a one-dimensional path leading you to your destination. When you reach this line, you'll also catch glimpses of other lines, interweaving and entangling like a spiderweb. These lines are actually the principles composing reality. It is in essence a glimpse into Araya Consciousness.

Next is untainted (清淨), which roughly corresponds as a unit to 1 zeptosecond. Unfortunately any particular effects of this speed are not explained, as it is overshadowed by the next speed, Araya Consciousness (阿羅耶識), which itself roughly corresponds as a unit to 100 yoctoseconds or 0.1 zeptoseconds. Actually reaching Araya Consciousness is not something you can do by merely honing your mind and reaching greater levels of clarity. It is a domain identical to the domain of Purity (純粹), you must completely empty yourself to reach it, reaching true Emptiness (空).

It's not the emptiness of the Star Shattering stage or the equivalent stage of Manifestation. You must empty everything of yourself with the resolve to melt it all in an instant, assimilating Purity on your own terms. However you achieve this emptiness, during the process you'll start to feel as if the very structure of your own mind can fit in the palm of your hand. It doesn't end here though. Once you've cleared yourself, then like a clear mirror you must reflect and bring everything to the same state as you, filling the hearts of all your connections and bringing them to the mental domain of untainted as well. This only really manifests as moments of inspiration or strange feelings though, don't worry about potential havoc or having to actually bring everyone to the domain of untainted in truth. At this point your consciousness will begin to expand to infinity. Then you'll finally reach Araya Consciousness, perceiving the principles that compose all of reality as threads and circles. The On Senses section above explains that a bit more.

More importantly, nothing can be hidden from you at this point, the vibrations in the threads and wheels letting you discern all things, even the innermost thoughts of others who have reached Araya Consciousness. Conversely, you can hide nothing from those who have reached this level either. It is noteworthy that maintaining the focus this state demands is not easy. While all Heavenly Venerables have reached Araya Consciousness, even the most powerful among them, the Queen Mother of the Underworld, doesn't usually maintain the state of Araya Consciousness to begin with.

And in case it needs to be said, the passage of time is well and truly irrelevant at this point, since you're perceiving and interacting directly with the principles that compose existence itself. Manipulating the laws composing reality would be as easy as reaching out and manually tampering with them. Perhaps the simplest example is exterminating someone by completely unraveling the principles composing their particular existence, effectively erasing them utterly, or bring them back from such annihilation by simply willing the principles back together to restore them.

This isn't the end though. Next is Void Speed (虚速), which is a weird inversion of relativity that makes your speed limit the speed of light and makes you faster than it proportionate to how little energy you have, letting you reach truly infinite speed if you completely empty your heart and turn your power into Emptiness. This speed has only ever been reached by the Future King, and the Northern Heavenly Venerable is capable of using it too for reasons that will be explained later. Notably, Void Speed is one of the ways to reach Undying (不滅), or Amara (阿摩羅), which is what the realm of truly infinite speed is called. Undying is not quite sufficient to call a 'ninth sense' so to speak, but it's close. Also it roughly corresponds as a unit to 10 yoctoseconds or 0.01 zeptoseconds, although it's quite obvious it doesn't actually relate to the numeral it's named after.

Mercifully, the next speed is actually the last. It is called Nirvana Tranquility (涅槃寂靜), which roughly corresponds as a unit to 1 yoctosecond. However, in truth, it's actually infinitely infinite speed, reaching the infinity of Undying and squaring it with infinity once more to accelerate again, or something like that. It is to Undying what Undying is to staying still without moving. It is the domain of Creator Gods, a speed reaching Omnipotence. Also apparently different people can be slightly faster or slower within Nirvana Tranquility. Please don't ask, I don't know either. Reasonable logic broke down like three levels of speed ago.

On Debt And Collection

This is only really relevant for Governing Immortals, but it's important to keep in mind. 'Debt' here is something that builds up with anything that is loaned, such as giving someone power, or a blessing of fortune, or the like. This loaning doesn't have to be voluntary, it's possible to trick people into borrowing your power, or maybe just forcing it onto them. Immortal Crowns are a big example of this, as it is ultimately drawing on the power of a Governing Immortal. This 'debt' is not just the loaned power or whatever else others receive from you, but also accrues interest the more they use what they borrow from you. The more they depend on it, the bigger the debt.

This becomes relevant when the Governing Immortal in question engages in Debt Collection. In short, what was borrowed is taken back, and the victim will also be forced to pay more depending on how much they depended on it. If it became a signature power of theirs, they'll find themselves exhausted and damaged after the Collection, not only losing the borrowed power but plenty of their actual personal power as well. If the borrowed power saved their life even once, then their very life can be collected, killing them. Even if the person developed the borrowed power, evolved it beyond what it was, and made it truly theirs, that just means they suffer that much more from the Debt Collection. If a Governing Immortal's interference is the only reason a person exists, then Debt Collection would claim their very existence. As for the Governing Immortal's side, they gain back the borrowed power, complete with any evolutions it might've underwent, and they also gain any additional power that is claimed from the debt's interest.

And given that Governing Immortals define the world through their Seats, and especially Heavenly Venerables form the very dimensions of life and death, such as the Underworld, Source River, and Eastern Heaven Flower Field, all things on Mount Sumeru have a very significant ‘debt’ to them. All this said, beings with rank somewhat comparable to yours can resist this collection. For example, an Immortal Lord stopping themselves from dying or becoming completely powerless when a Supreme Deity starts to collect, or a Supreme Deity holding on when a Heavenly Venerable attempts to collect their existence. Of course, those with greater rank will be able to comfortably resist; a Heavenly Venerable wouldn’t be particularly affected if a Supreme Deity wanted to collect a debt they held.

Ultimately, True Immortals are beings that define reality through their interpretation. It’s not impossible to reframe one’s debt as a transaction, or do something that you claim fulfills the debt to avoid having your very existence claimed, or something along those lines. Such tactics are not always effective, especially if the Governing Immortal collecting the debt doesn’t like their debtors weaseling out of paying, but they are possible.

On Immortal Cultivation

Cultivation has basic formulas for each stage, for both the Heaven and Earth pathways. On top of those, you’ll generally need cultivation methods to actually develop powers beyond the basic capabilities of each stage, although it is possible to just focus on the simple formulas to master the basics. Cultivation methods, rather than telling you how to cultivate and progress through the stages, mainly let you gain attributes, such as learning how to wield a certain element, or let you develop powers and spells. This is categorized by what are called ‘paths’. For example, the Lightning path is a category including all cultivation methods and spells related to lightning. The Ghost path is a category including all cultivation methods and spells related to ghosts and general undead stuff. The Curse path is a category including all cultivation methods and spells related to curses. There’s also the Righteous and Devilish paths, which are generally bent to blessings and smiting evil, and sacrificing others for power and blood magics, respectively. The Devilish path is the most overtly evil path you could take since it requires you to bring suffering to others to become stronger in it. A method that belongs to a category is simply said to be of its path, for example a ‘lightning method’ and such.

You can cultivate as many varied methods as you like. For example, cultivating with lightning methods, curse methods, puppet methods, and righteous methods at the same time. While it’s possible for methods to be incompatible with each other, this is never an insurmountable obstacle. For example, you could cultivate both curse and blessing methods from the angle that curses and blessings are sides of the same coin, potentially even developing a power to transform curses into blessings and vice versa. However, cultivating multiple methods at the same time normally results in heart demons and in the worst cases demonic possession, but this is due to the confusion and loss of focus. So if you want to cultivate multiple methods, it’s best to approach them one at a time. Or just cultivate them all at the same time anyway if you’re really good at multitasking. All that said, since cultivating too many methods tends to slow down your cultivation due to the greater time investment needed, most cultivators generally stick to one or two paths. It’d be rare to see a lightning focused cultivator learn things like alchemy or curses for example.

As for what the Heaven and Earth pathways even are, fundamentally there are two ways to cultivate. One, the Heaven pathway, involves rituals to the heavens which uses a lot of academic knowledge, and is generally rather complicated. That said, if you're talented enough, it's still possible to brute force in the Lower Boundary. It results in gaining a sense for celestial energy, which lets you discern Fate. The Earth pathway is simultaneously simpler and harder, as it involves exploding Qi within your body. If you survive the explosion, the sudden violent flow of Qi will strengthen you, and you have to keep exploding it to progress, riding the line between empowering yourself and blowing yourself up and dying. It doesn't require any academic study at least. These differences are only relevant in the Lower Boundary though. In the Middle and Upper Boundaries of cultivation, the formulas unify, and both the Heaven and Earth pathway are cultivated in the same way, simply having different results.

As for Heaven and Earth dual cultivation, you'll have a separate cultivation base for the Heaven and Earth pathways, each of which must be cultivated independently. Yes this means you'll have to face Heavenly Tribulations twice, which is the primary reason very few people perform dual cultivation. They don't necessarily have to be in sync, but if they're not in the same stage then the lower cultivation base won't be of too much use relatively speaking. For example, you could have your Heaven Path cultivation be at the Grand Perfection of Heavenly Being, while your Earth Path cultivation is merely at the Mid Nascent Soul stage. Heart Tribe cultivation is fundamentally different from Heaven and Earth cultivation, but follows similar rules; it's a separate cultivation base that must be cultivated independently, and it doesn't have to be in sync with your other cultivation bases.

Obviously, there are benefits to dual or even triple cultivation. For dual cultivation, you obviously have far more power and versatility to those who only cultivate one pathway, letting you punch up an entire major stage (assuming the other guy only cultivates in one pathway and both your cultivation bases are at the same stage). The Heart Tribe's path, uniquely, is multiplicative, while the Heaven and Earth pathways are additive. By the words of the author, it's not necessarily $(\text{Heaven} + \text{Earth}) \times \text{Heart}$, but $(\text{Heaven} + \text{Heart}) \times \text{Earth}$, or $(\text{Earth} + \text{Heart}) \times \text{Heaven}$. If that isn't enough for you to roughly get it, then you're shit outta luck because the author never elaborated. As a good rule of thumb, the more paths you cultivate the better.

Notably, from the Heavenly Being stage onwards, cultivating all three pathways will have your cultivation bases resonate and form the Three Great Ultimates (look up the Samtaeguk for what that means), which amplifies your power even further and allows you to punch up two entire major stages if all three cultivation bases are at the same stage (assuming the other guy only cultivates in one pathway). Additionally, dual cultivators from the Star Shattering stage onwards gain a winged garment, which manifests as rings around their planetary body. This is essentially a second body, similar to the winged garment that Heaven Immortals obtain. In truth, this is essentially performing Divine Descend on the power of Mount Sumeru itself. Ultimately this means drawing on the power of the Owner of Fate.

It's because of this winged garment that natives of Mount Sumeru can't accept that the Three Absolutes have Origin Essences and can be seized, unless the knowledge is forced into their mind. After all, the Owner of Fate doesn't want people knowing the truth about the Origin Essences of the Three Absolutes or the existence of the stage of True Emperor. Additionally, the more a True Immortal uses the power of the Heaven Path, the more they're eaten away by the Future King. Despite how this sounds, this isn't actually a problem unless you plan on actually opposing the Future King. Even if you plan on opposing the Future King it doesn't really matter much. As a side note, the Future King's laid a restriction that only those with the characters for Heaven, Black, or Snake can become Supreme Deities. This is mostly on the basis of Chinese, Korean, and Hindu naming conventions, and it's not impossible to become a Supreme Deity despite the restriction if you build up enough power. Feel free to ignore it if you'd like.

If you plan to cultivate in all three pathways, or at least the Heart Tribe path, just keep in mind that the Heart Path is universally reviled by those who know it, and if it's revealed you can use their powers you'll be labeled a spy regardless of your reputation or standing, and hunted down for interrogation and execution. Considering that being hit by the abilities of the Heart Tribe worsens the next Heavenly Tribulation a cultivator has to face, becoming worse and worse if more Heart Tribe people land attacks on them, this isn't really too surprising. This level of hatred is enforced by Fate though, so it's not entirely reasonable.

Moving on, it is interesting to note that when you break through to a higher stage, the insights and formula of the lower stages become instinctively clear. The more you rise your cultivation stage, the more easily you'll understand the insights appropriate to the lower stages. For example, while you might need to study the formula for Qi Building properly when you're at that stage, when you reach Core Formation you'd only need a glance to understand it at a respectable level, and the more you rise in cultivation stage, the more obvious and easily understood the formulas and insights of the Qi Building stage become. Note that even with this you'll still have to study such things properly to master and truly fully comprehend such formulas and insights. Doing this is a common approach for those with talent; increase your stage, then do a brief review of the formulas you were using in order to understand them a bit better. This approach is labeled Breakthrough Before Understanding, and also known as the Way of Light by True Immortals. It has the benefit of being faster, but the drawback of being weaker. It's also only possible for those with great talent.

The opposite approach, Understanding Before Breakthrough, also known as the Way of Salt by True Immortals, is exactly what it sounds. Study diligently, and only breakthrough when you fully understand the formulas and insights of the stage you're at. This has the disadvantage of being incredibly slow, especially for those who aren't particularly intelligent, but it has the advantage of yielding far more power than the Way of Light. After all, a foundation laid carefully and properly by one who knows what they're doing is far stronger than one which is simply eyeballed even by a talented person. Not to mention the Way of Salt results in far greater mastery and understanding of all of your powers. You might think that the Way of Salt should be the norm, but consider the following: do you have the lifespan to do it? Will you die of old age before you manage to properly comprehend the formulas? Do not forget that the path of Understanding Before Breakthrough is *slow*. And by the time cultivators gain plenty of lifespan to do so at leisure, Breakthrough Before Understanding becomes a habit and the norm.

That said, Understanding Before Breakthrough is indeed the norm among the untalented. They don't really have a choice after all. Unfortunately, their lack of talent also means they generally don't manage to advance much anyway, which only piles on social stigma to this approach towards cultivation. If you lack talent, why would using a fundamentally slower approach to cultivation help much if at all? Regarding lifespan, you do not lose lifespan you've gained if your cultivation base is reduced or lost. However, cultivators who lost their cultivation base are the best ingredients for pills, so in practice you probably wouldn't get to enjoy your greater lifespan.

On the topic of techniques and spells, they need chants and hand seals (fancy gestures basically) to use. That's just at the start, though. As you grow in power, you'll become able to naturally use weaker techniques without incantations, and later without even hand seals. Well, using vague gestures for petty spells is usually still done when cultivators aren't in a hurry, which is mostly a matter of habit and expressing what you're doing, such as waving your hand upwards when using a spell to lift an object, even though the actual hand seal of the spell is something else entirely. Additionally, the more you understand the spells and techniques, and perfect and refine your skill with them, the more efficient they'll be. It won't remove the need for chants and hand seals as that's a matter of power rather than skill, but fully mastering a spell could allow feats like using a basic sleeping spell on a bunch of people even when in a body without spiritual roots or any martial training, harnessing the barest hints of energy within your body to power the spell.

As for backsliding, that's not a thing that happens with Heaven and Earth cultivation bases. However, Heart Path cultivation depends entirely on enlightenment rather than accumulating power, so it can in fact regress if you forget whatever enlightenments and lessons that allowed our rise in stages, even if only momentarily. Due to this, you have to properly internalize what you learn and realize as you cultivate the Heart Path.

As a side note, while the exact amount varies based on one's race, as you can expect rising across the cultivation stages grants you more lifespan. The rough amount of lifespan gained will be explained in each stage below, assuming a normal human being. Beings with less natural lifespan will gain less lifespan, such as insects, while beings with more natural lifespan will gain more lifespan, such as Dragons. Although at the Star Shattering stage, lifespan unifies due to reasons that will become obvious as you read what that stage is about.

Also, cultivators are generally freely capable of changing their appearance as much as they wish, through manipulating and changing their physical body. While it's not exactly clear when exactly this becomes possible, it's definitely easily done at the Core Formation stage. Keep in mind, however, that your soul does influence your appearance to some extent, so you will still have some kind of 'true form' no matter how much you like to shapeshift. That said, from the Four Axis stage onwards it's possible to fundamentally change your true form as well through cultivation methods, which is also the point where you can change your appearance permanently, to the degree of changing your gender if you want to do so.

Notably, it is possible to cultivate by making a bunch of clones/avatars, have them cultivate, then reabsorb them. This stops being all that effective when you become a True Immortal however, although even before that the effectiveness is questionable given the time investment necessary and the limited lifespan you'll possess. Even putting aside concerns of lifespan, as a True Immortal it's far more effective to just cultivate normally, as you might have to cultivate and absorb quadrillions or quintillions of avatars to make any progress, according to the author.

On Spiritual Sense / Divine Consciousness (識)

All cultivators have spiritual sense. Even in the Heart Path you'll gain spiritual sense eventually, even if not as much as with the Heaven and Earth pathways. The actual range of your spiritual sense primarily stretches for a set distance, which is what will be described in the explanations of each individual stage later, but it also faintly stretches far beyond that as well. Think of it as the edges being very blurred and your spiritual sense thinning out into the distance, rather than having a strict boundary. Within the range presented in the explanations for the stages, it'll be the range up to which your spiritual sense works at full fidelity.

As for how it actually works as a sense, it feels like sensing the world itself rather than perceiving anything in particular. It does include information for all five senses such as sight, smell, touch, taste, and sound, but it also lets you perceive things in a more fundamental manner. As for the granularity, it's not entirely clear when you'll become able to see microbes and later atoms and fundamental particles and such, but I wager you can probably see bacteria at the Core Formation stage onwards and atoms at the Integration stage onwards. This is simply my guess though. Fanwank responsibly. Just keep in mind that even at the start, when you enter the Qi Refining stage (or Five Energies Converging At The Origin for the Heart Path), you'll be able to easily perceive small insects such as ants and worms crawling through the dirt beneath you.

Additionally, your spiritual sense also holds your mind to some extent, which is why it's also known as divine consciousness. Naturally, a larger and more developed spiritual sense improves your memory and mental capacity in general, as well as your ability to process information. For example, those at the 5th or 6th stars of Qi Refining, halfway up the first stage of cultivation, can easily learn to become fluent in a completely new language in a matter of weeks or months, depending on how hard they feel like studying it.

Aside from sensing more and thinking more than mortals can, this development of spiritual sense also amplifies the mind in other ways, making cultivators feel emotions with more intensity, both positive and negative, while also amplifying one's mental resilience, mental endurance, and sense of scale as well. It only seems like there's no difference to mortals because the ratio of passion and self-control remains the same. This intensity of mind is also something that helps cultivators and True Immortals learn Immortal Arts far more easily than even the most passionate and willful mortal. Although of course this amplification of the mind becomes very relevant if you directly communicate and connect with the minds of those with greater or lesser cultivation. Even a passing whim of a Middle Boundary cultivator would utterly overwhelm the minds of mortals, and experiencing anything from the perspective of a True Immortal is lethal for anyone below the Middle Boundary.

It's also through this spiritual sense that cultivators gain new senses. Heaven cultivators become capable of perceiving celestial energy in the sky (or all around them if they're in space or otherwise not standing on solid ground), while Earth cultivators perceive the flow of Yin and Yang in ambient spiritual energy. That said, while Heaven cultivators merely refine their ability to perceive Fate more thoroughly and precisely, Earth cultivators in the Middle Boundary gain the ability to look into the past, seeing the history of themselves and later even the history of others.

Notably, while the spiritual sense of Heaven cultivators is generally amorphous and shapeless, the spiritual sense of Earth cultivators generally takes the shape of the cultivator themselves. This is only really relevant when perceiving spiritual sense itself though. Both can freely stretch and change the area their spiritual sense covers whenever they want, in case they want to perceive something far away better or want to be polite and not accidentally peek into someone's private quarters.

On Fate Prophecy (運命豫言)

First I'll explain Fate Prophecy. Firstly you have to declare what kind of future the prophecy enforces, whether a particular event that'll happen in the future, or some continuous event that will remain as long as the prophecy remains, such as giving a particular family and their descendants great fortune as long as the prophecy is still present. While in the story this is presented as if the True Immortals making prophecies are speaking, the author has stated that this is merely for presentation and that the True Immortals are actually doing this with a single compressed will. In other words, 'talking' is a free action when it comes to declaring a prophecy. You won't be getting ganked while you speak the prophecy or something like that.

Aside from that, after declaring the prophecy you have to anchor it so it doesn't dissipate immediately, which is generally done by imbuing them into objects. Most commonly this is done by imbuing them into planets or stars, but it's possible to imbue them into smaller objects as well if you're powerful enough, or even particular living individuals if you really want. In order to destroy the prophecy, your enemies would have to destroy the object it is imbued into, as that's the only way to shatter a prophecy head on. You could even imbue prophecies into black holes if you want, although this doesn't actually change how effective the prophecy is. It might make it more annoying for mortals to destroy it, presumably, but any True Immortal would be able to destroy a black hole if it's not protected. It is worth noting that only powerful True Immortals are capable of imbuing prophecies on things smaller than particularly small planets.

As for the actual prophecies, you can make them as vague or specific as you want. Obviously, it's harder to escape a prophecy that's more specific and has a narrower effect, but even vague prophecies of the sort you would find in most fantasy worlds are still perfectly fine to use against mortals and anyone who can't escape the pull of Fate. It's only really fragile and weak in the context of True Immortals which can not only use their own attraction force to resist your prophecies, but also shatter them manually too. Tactical use of prophecies to manipulate and outmaneuver your opponents are quite common in True Immortal fights.

Prophecies that are only fulfilled when a particular condition that's not enforced by the prophecy itself is met are significantly stronger, for example setting up a prophecy to restrict your opponent with a seal on their power if they breach some location you don't want them to enter. Prophecies can also be set up to offer a choice, for example staying in a battle to become a fearless warrior or escaping said battle to become a coward that will only lose any future battles until death. When offering an actual choice, with different results depending on the choice, makes prophecies massively stronger, especially given that the choice symbolically represents the target 'accepting' the given Fate, even if they're forced to pick between terrible options that they don't want. The more choices and variety are allowed, the harder it becomes to escape a prophecy.

Of course, creating a prophecy is an act of defying the heavens, as you're forcing the future to comply to your will in a similar manner as using Immortal Arts. Thus, True Immortals have to pay the price to create their prophecies, which is generally done by sacrificing some of their own fortune/luck. This is also why it's said that one's fortune is talent itself as a True Immortal, since it means having a naturally higher 'budget' than others. Notably, prophecies that offer a choice cost a lot less, since the price is being paid by you granting your target some level of agency instead of just dictating their future unilaterally. The more choices given, the lesser the cost.

Of course, you only have so much fortune to spend, so if you keep making prophecies wildly you'll eventually run out of luck and not only wallow in misfortune, but become incapable of making any new prophecies. A common method of replenishing your fortune is to steal it from others, for example interfering with the Fate of mortal beings to drag them into misfortune, making the good fortune they would've otherwise had flow to you. It's also possible to exchange fortune with other True Immortals, which is why it's used as a currency among Immortals. Also, the more likely the outcome of a prophecy already is before the manipulations of Fate, the stronger and cheaper it is. Conversely, the less likely it is, the weaker and more expensive it is.

All that said, those who learned Immortal Arts properly, without the training wheels of using attraction force, don't have to worry about this. Instead of paying with your fortune, you can simply create a prophecy through sheer will, 'merely' suffering excruciatingly immense amounts of pain every time. They might not even notice they're not making prophecies the usual way if they're not told about how nearly every True Immortal does it. As a side note, when you reach the Great Net Immortal stage you start to generate fortune outright, in a similar manner as how cultivators begin to generate spiritual energy at the Star Shattering stage, so paying in fortune no longer becomes a noteworthy factor at that point. So, in actuality the whole thing about paying with your fortune and having to steal some more is only applicable in the first two stages of True Immortality. But hey, most True Immortals are in the first two stages of the Upper Boundary anyway.

When making prophecies to affect beings greater than yourself, it's generally more effective to make a prophecy that loosely applies to the general area where the target is, or perhaps places or objects associated with them, instead of targeting them directly. Ultimately though, the most effective way of using prophecies against greater beings is staking your life on it. In other words, making it so that if the prophecy fails to come to pass, or if some event the prophecy works against happens anyway, or even if it is just shattered through brute force, you die with no chance of ever reviving.

This way, even an ordinary Vestige Liberation Immortal can make a prophecy that even the greatest Heavenly Venerables cannot ignore. Due to this trump card, it's rare to see even particularly nasty True Immortals causing too much trouble among those weaker than them, although it's not always an effective deterrent, and no True Immortal resorts to such measures lightly, if ever.

It is worth keeping in mind that prophecies generally take a long time to fulfill. If it's not something designed to happen quickly, such as any prophecies a True Immortal might make during battle, it'll likely take centuries or millennia for them to be fulfilled. This is because Fate attempts to fulfill the prophecy without disturbing divine providence. In other words, it tries to guide things in the most natural and logical way possible.

All that said, there is plenty of skill to be had in wielding prophecies. You can make prophecies to merely strengthen yourself, for example making five prophecies that each declare that one of the five elements will submit to your will, in order to completely seize control of the spiritual energy of the five elements, and since the prophecies would be about the five elements submitting to your will instead of following your commands, the different wording means that you'd retain such control over them even if the prophecies are destroyed, since the prophecies were fulfilled anyway. You could even take this further to seize control of more and more basic aspects of reality represented by the basic Immortal Arts learned in the Middle Boundary, eventually fully seizing control of whatever chunk of the universe you're in. Although of course, you can't expect your enemies to sit still while you're doing such preparations.

An obscure trick is to force the inevitability of a prophecy into the present, to fulfill it first and then declare it, through reversing the taiji (which may or may not need Earth pathway cultivation, it wasn't too well explained). This sort of thing allows for surprise stealth attacks and the like, but given that such a trick is not commonly used, it's likely too inconvenient to bother with most of the time. Another trick is using a bunch of individually narrow and thus potent prophecies to lay the groundwork for some particular prophecy even harder to resist. In the end, using prophecies in battle is a deeply tactical and strategic endeavor.

As a side note, in case you're wondering what the hell 'attraction force' is, it's essentially how Fate manifests in the physical plane. It works like gravity to some extent, except it also does things like arcane connections regardless of distance, IE there's a connection of attraction force between someone and an object they own, which powerful cultivators can use to track down one if they have access to the other. Additionally, it seems to grow stronger with distance rather than weaker, but this is only relevant at cosmic scales and even then isn't too significant by itself.

On History Revision (歷史改竄)

The first rule of History is that it is immutable. The past cannot be changed. And yet, Earth Immortals can use History Revision, warping spacetime itself by changing the past. The principle that squares this circle is that the past is fundamentally people's perception of the past. The Akashic Records cannot be changed, but people's perception and memory can be tampered with. So that's what History Revision is; changing the present to fool people into thinking the past was changed. Additionally, any history that was forgotten due to history revision, or really forgotten for any reason even the simple passage of time, becomes Ancient Force. Usually this Ancient Force accumulates in the center of planets and stars, pulled down by gravity, but sometimes it can end up differently, like in Middle Realms such as the Ancient Force Realm of the Sun And Moon Heavenly Domain.

Notably, similarly to prophecies requiring one to pay with fortune, History Revision has a price that is generally paid with Ancient Force. Thus it is normal for Earth Immortals to go around mining and stockpiling Ancient Force for convenience. It can also be obtained by excavating and investigating history, exploring the Akashic Records for history that was overwritten and forgotten. For example, if an Earth Immortal uses History Revision to declare a mortal dynasty as all evil and that they were justly wiped out, the history of any members of that family who were decent people becomes Ancient Force, and by excavating the history of their world through the Earth Path's senses can be harvested and used. While discovering history that was forgotten and overwritten is significantly harder than simply investigating what history is asserted to be after any revisions, it's never impossible, although it can become extremely difficult as you might expect from xianxia powerlevels.

And of course, if you learned Immortal Arts properly instead of using attraction force, you'll be able to ignore this cost and make History Revisions anyway while 'merely' suffering excruciatingly immense pain.

Of course, while History Revision doesn't truly change the past, to mortals it may as well do so, given that spacetime itself is warped by this. For example, you could perform a History Revision declaring that actually, you left a split soul waiting to ambush your enemies somewhere in their path of retreat, even if you never went there, and they'd find themselves having to deal with it. Additionally, you can think of History Revision as modifying the 'setting' of the story that is reality, in the sense of background, premise, and established rules/worldbuilding. Following this principle, you can use it to mess with the abilities of your enemies, such as for example setting the premise that the moment an attack enters your sight, the foolish aspect within it is maximized, causing it to miss.

Since History Revision happens immediately and targets the past rather than the future, resisting it is also a lot harder than resisting prophecies. The way to do so is lucidity, whether achieved through pain or other methods, in a similar vein as forcefully waking yourself up from a dream. Any ability that deals with the difference between truth and falsehoods works fine as well. This way you'll regain your normal memories and perhaps restore your personality if it was changed. If you don't have a way to resist History Revision, such as being a mortal, it's arguably far worse than prophecy. At least with prophecy you might be able to discern that events are being influenced by some greater force to begin with.

Fate is attraction force so it condenses things, but History, which governs life and Qi, is explosions instead, so it disperses rather than condenses. Following this principle, you can imbue a particular History Revision into a Salt Crystal formed out of Ancient Force, and detonate it to spread your History Revision far farther than it might normally reach. You can also perform progressively greater History Revisions through this principle, shaking History more and more with each Revision, letting you perform grander changes every time.

All that aside, Ancient Force can be used for more than simply powering History Revision. Aside from uncovering hidden truths and forgotten history, it can also be developed into special authorities replicating those that were used in the past, or perhaps restore to existence something that was erased and buried in the Akashic Records such as a long lost Origin Essence. Conversely, if you really want to hide something, laying multiple History Revisions to obscure its history is the most effective way. It's also theoretically possible to directly extract History to bury it deep into the Akashic Records, functionally erasing it, but this would require a level of power comparable to the Absolutes in order to resist the fundamental law that History is immutable. The Future King regularly does it, obviously.

And of course, in future jumps you might visit, History Revision might work a bit differently if the past/timelines of that setting aren't as immutable as History is here. As a final note, any Earth Immortal can perceive that the origin of all Ancient Force is the Head Realm of the Sun And Moon Heavenly Domain. You can learn more details about that in the explanation for the Emptiness Supreme Deity later on.

On Origin Essences/Seats/Immortal Daos

From the Upper Immortal stage and above, True Immortals must choose to follow the path of a particular Immortal Dao to actually advance. Without doing this, they simply cannot advance at all. It also goes by other names, Origin Essences to refer specifically to the origin and source of the Dao, Seat to refer to it as specifically something to be seized (Seat Holders being the ones that seize the Dao), and Immortal Dao as a general term referring both to the Dao itself and its path that True Immortals walk. Other, less used names to refer to them are also Audience Chamber (which is more often used to refer to something else), or the Throne, or simply as Daos.

Origin Essences are more like the concept of a place or thing rather than a property or symbolic object. Externally it can take any form appropriate to its Dao, and internally they have an entire Heavenly Domain filled only with the concept represented by the Dao. Usually, they possess no distinct form or shape, externally at least, being entirely conceptual, not even existing within the True Immortal Realm. Since they have an internal Heavenly Domain, they naturally have the same value and mass as a whole universe. This is the main reason why they cannot be fully seized until reaching the Supreme Deity stage. Or well, the Supreme Deity stage is defined by gaining the weight class and status of one that can seize a whole universe. More on that in the explanation for the stage itself later.

Notably, within the internal Heavenly Domain of an Origin Essence, the powers of Fate and History operate only faintly, while the authorities of other Origin Essences are halved. The strongest power and authority within an Origin Essence is naturally the Immortal Dao derived from said Origin Essence. However, this is only really relevant when fighting against other True Immortals in a contest to be the one to seize the Origin Essence. Or if your enemies somehow entered the internal space of your Origin Essence.

Additionally, the most important thing when it comes to Origin Essences is the interpretation of their Seat Holder, more on that later. They can also, be manipulated, whether to divide them or merge them, which always works along the lines of the interpretation of the Seat Holder doing this. For example, the Seat of Love Of Virtue was interpreted as the Seat of Good And Evil, and was later split into the Seat of Virtue and the Seat of Vice. It is important to know that the process of dividing or merging Origin Essences typically requires immense time and contemplation. It can be done quickly, but doing so requires an immense sacrifice to pull off.

However, this doesn't actually increase or decrease the power of the Origin Essences. There is a short time of a few seconds where they're unstable due to the split or merger, of course, but it doesn't take long for them to settle back into a normal level of power. Thanks to this, Origin Essences can be divided or merged without any particular limit. In fact, all Origin Essences were originally one, the Origin Essence of the First Light, which was later shattered and divided into the myriad Daos that can be followed currently. Theoretically, if all Origin Essences were merged again, one could obtain the First Light once again. Some other forms of manipulating Origin Essences are possible, such as imbuing it into a weapon for an incredibly powerful attack, or otherwise putting it into an artifact to massively amplify its power. This is generally pointless though, since you can just imbue power into weapons and artifacts directly, but in the case of the Three Absolutes it can serve as an ultimate attack.

As an aside, it's widely believed that this manipulation is possible because the Origin Essences aren't absolute, unlike the Three Absolutes. This is false, it's just how Origin Essences work, including the Origin Essences of Fate, History, and Miracle. That said, the three Absolutes are indeed unique and cannot be merged or divided, and they cannot be interpreted nearly as freely as other Origin Essences, although they very much can be fragmented into lesser forms, as proved by the Future King fragmenting Miracle to create the seven Enders.

As for any True Immortals that might be walking the path of an Immortal Dao whose Origin Essence is being manipulated; in the case of division, the True Immortals get about 1 or 2 seconds to notice what's happening and decide what to do. If they move to one of the two resulting Immortal Daos within the timeframe, there's no problem. But if they waste time and fail to do so, their realm is reset to Vestige Liberation, as if they had willingly abandoned the Immortal Dao. Of course, in True Immortal levels, 2 seconds is a very long time, so normally there are no idiots that end up reset. In the case of merging, there's no problem at all, the True Immortals would simply need a bit of time to adapt to the changed authority and concept of the Immortal Dao.

It's important to note that only one Seat can be seized. It's not really an issue with rejection if you already hold one Seat and try to also seize another, but a matter of the fluidity of the Seats. For example, if a mortal has many delicious meals it wants to eat, not matter how much they hurry they can only shove the food through their singular mouth. It's something similar with Seats. You are only one being, so if you try to dominate more than one Origin Essence, all you'll end up doing is accidentally merge the Origin Essence you already seized with the one you're trying to seize, ultimately ending up with only one Origin Essence. If you really want to control more than one Origin Essence, you'd have to cultivate a separate avatar up to Great Net Immortal and have it seize it, but at that point they would have to diverge to the point of functionally being a different person that happens to be an ally.

As a side note, this principle is the main reason Enders cannot become Supreme Deities or even Immortal Lords. Since they already have a fragment of the third Absolute, which is functionally like fully seizing it, seizing a Seat causes it to merge with the authority of your fragment of the Absolute, transforming you into a Heavenly King, equivalent to a Heavenly Venerable, although not necessarily comparable to the strongest Heavenly Venerables such as the Northern Heavenly Venerable and the Queen Mother of the Underworld. In a way this means Enders directly skip the stages of Immortal Lord and Supreme Deity, jumping straight to becoming comparable to Heavenly Venerables.

Also, there is a secret only known to the Governing Immortals; Origin Essences are in truth spirits (魂魄), which have not been named and that have no relationships, whose every connection has been severed. It is possible, through absurdly vicious techniques, to grind down someone to the point they lack any connections left, turning them into an Origin Essence. Such spirits return to the world as laws and are unearthed and reborn under the name of a Seat, although it's not known how it's determined what Immortal Dao it'll govern. This is the reason that Enders can behave and think like normal people, despite not having souls and being only fragments of an Absolute, since the fragments of the Absolute are themselves fragments of the Origin Essence of Miracle.

It is possible to make an Origin Essence become a person once more. The best example is the Naming Supreme Deity. They were a spirit that came into existence but was miscarried before it was born, turning into the Origin Essence of Naming. Then, it was given life and became the Supreme Deity of Naming, and every time they die and reincarnate they become the Naming Supreme Deity again, assuming they live long enough to cultivate to such a position at least.

Note, not all miscarried or aborted children become Origin Essences. Past lives exist, which carry connections of their own. All connections, even those of all past lives, have to be torn away to become an Origin Essence. Naturally, if it's a newly born spirit that's entering its first life, past lives aren't a thing and they'd become an Origin Essence if they die before they are born. It's also important to note that wiping away all connections doesn't mean making everyone forget whoever is getting turned into an Origin Essence, just sever the connections they have with everyone they know on the level of the principles of the world. This doesn't touch the memories of the person being turned into an Origin Essence, and while it does cause others to forget about them, if they have particularly strong defenses against memory tampering on the level of History Revision, they can still be remembered anyways.

Additionally, there's always some form of matter that corresponds with and is the physical manifestation of the abstract concept of a particular Origin Essence, which naturally can be decided and changed by the Governing Immortal that fully seized the Seat. For example, the Seat of the Mountain, interpreted as the Seat of Repentant Enlightenment, is associated with salt, so salt physically represents the concept of Repentant Enlightenment when descended to the physical plane. This is because Salt Sea Supreme Deity, the Seat Holder of the Mountain before the current Great Mountain Supreme Deity, interpreted repentant enlightenment as, well, a mountain formed by a sea of salt, with each grain of salt symbolizing individual lessons or realizations.

Finally, you might be wondering by what standards are decided the concepts represented by Immortal Daos. The author has said that it should be concepts that compose a world. For example, a Dao of the Strongest is unlikely to exist, but there are plenty of Daos for natural aspects of the world like Mountains, Stars (in fact there are Origin Essences for many specific stars and constellations), Flowing Water, and so on. There are also Daos for more abstract concepts though, like Virtue and Vice, as well as for each of the Five Elements, or for each of the Five Blessings, or for each of the Six Extremes, or for each of the more western Seven Heavenly Virtues or Seven Deadly Sins. In short, if it can reasonable be said to be a component of the world, it's probably a thing. Even if not, you could just interpret an Immortal Dao you find pleasing into covering whatever abstract and weird concept you want. For example, the Heavenly Venerable of Time is actually the Seat Holder of Flowing Water, which he interprets as the passage of Time. Or perhaps simply go around grabbing various Origin Essences to construct the Origin Essence you want through endless divisions and mergers of Seats. It might end up causing trouble for you, but hey it's an option.

On Immortal Crowns

Governing Immortals can grant True Immortals that follow the same Immortal Dao an Immortal Crown. Heavenly Venerables can even grant it to those who follow other Immortal Daos. This is essentially borrowing power, and the primary reason a lot of True Immortals bother with Immortal Daos that have already been seized by a Governing Immortal. After all, since the Seat Holder is already at least a Supreme Deity, to seize the Seat they would have to face a Governing Immortal while being a Great Net Immortal themselves, which is usually suicidal. Immortal Lords cannot grant Immortal Crowns primarily because they have not yet fully seized their Seat. Naturally, the more powerful the Governing Immortal is, the more power can be drawn from the Immortal Crown. That said, the power a True Immortal can draw from their Immortal Crown will of course depend on how much they've developed their interpretation and knowledge of the Immortal Dao.

Notably, the Immortal Crown is more like opening up a system of power rather than directly loaning power to others, so it can theoretically be used to resist the Governing Immortal that gave it to some extent. However, it is ultimately Divine Descending the will of the Governing Immortal in question, so the more you use it, the more the will of the Governing Immortal will dominate your Fate, Soul, and History, until eventually you either become a sockpuppet of theirs, or an Immortal Treasure. If you're a subordinate of the Governing Immortal that lends you an Immortal Crown, this naturally isn't an issue. There's also cases of some Supreme Deities forcefully granting an Immortal Crown through strange methods, in order to toy with True Immortals. So, watch out for that and don't use an Immortal Crown if you aren't absolutely sure of it.

Martial Arts Stages

While only particularly relevant for mortals, martial arts are the initial parts of the Heart Path, although they aren't even equivalent to the weakest cultivator. So they'll be presented first. Even with these petty stages that are pretty much only skill there are sub-stages they are divided by though, so those will be explained as well.

Third-Rate

Anyone who begins to learn martial arts, and who haven't yet accumulated a decent amount of skill in it, is considered third-rate. More specifically, those who have learned at least one martial technique or internal energy method, and can utilize it in combat are considered Early Third-Rate. Those who have learned both and can use them in combat are considered Mid Third-Rate. Finally, those who have enough skill to use both martial arts and internal energy methods simultaneously are considered Late Third-Rate. For ordinary mortals, using both martial techniques and internal energy methods is incredibly challenging due to the focus involved for both. Mismanaging your internal energy in a moment of distraction can lead to immense pain and in the worst cases mental derangement.

Second-Rate

Those who overcome the difficulties of using martial arts and internal energy methods simultaneously and can use them skillfully in a fight are considered Early Second-Rate. Those who can use both in combat with no awkwardness are considered Mid Second-Rate. Finally, those ingrain these skills properly and can use both martial arts and internal energy methods in combat without conscious focus put into it are considered Late Second-Rate.

First-Rate

Achieving proper mastery of a martial art and internal energy method marks the First-Rate stage. When martial techniques and internal energy become fully integrated into one's body, achieving freedom within martial arts, in other words mastering it so completely that you can comfortably use them in combat, that's when you reach Early First-Rate. Reaching a level where the essence of martial arts is realized, refining Qi usage rather than just using it for enhancement, and being able to project sword energy, is Mid First-Rate. At this point a martial artist could easily split a person-sized boulder, cutting it as easily as cutting tofu. Then, when one's martial prowess (武) and intent (意) fully merge, achieving the pinnacle of swordsmanship known as the unity of sword and body (劍身合一), shortening both the time to manifest and prepare sword energy, they are considered to be Late First-Rate. After this, you would proceed to the Peak stage, explained in the Heart Path Lower Boundary section later on.

You might be wondering what sword energy is. While it's usually formed through swordsmanship, this is just because the sword is the most popular weapon for martial artists. Ultimately, it's the intent of the martial artist manifested through their internal energy. Presumably you can develop 'spear energy', or 'fist energy', or whatever, if you develop martial arts using a weapon other than the sword. As for what it looks like, you can think of it as externally manifesting your energy, either wrapping it around your weapon for greater range, or manifesting it independently in the shape of your weapon to attack with.

Lower/Minor Boundary

Now we're getting to actual cultivation. The majority of the descriptions here will be for the Heaven pathway. For the Earth pathway, it's pretty much exclusively just gathering energy into your dantian to form what's called a Demon Core there, which you detonate repeatedly to cultivate. This Demon Core is what grants beasts sapience, and through exploding it repeatedly you'll grow stronger and rise through the stages. Obviously, causing explosions within your body generally tends to cause a lot of damage, if not kill you outright, so you have to be careful to not make the explosions too powerful. Conversely, if the explosions are too weak, you'll barely gain any progress. Also, while Heaven cultivators gain many spells, techniques, and formations, the Earth pathway mainly just grants an extremely strong body. Essentially, the Earth pathway is the closest thing you'll find to outright body cultivation.

As a side note, while there are three dantians, the upper, middle, and lower dantians, when a dantian is mentioned without specifying which of the three, it always refers to the lower dantian.

Qi Gathering (단수/丹修)

While technically the first stage, Qi Gathering is so minor that it generally isn't even considered to be a stage at all. It used to be considered the first star of Qi Refining before getting separated into its own 'stage' too. The primary reason for this is that those with True Spiritual Natures, IE spiritual roots with only one attribute, can complete it in a day. Those with True Spiritual Natures only need a few months, while those with Mixed Spiritual Natures need a few years. Even as a normal mortal, it's not a lot of time.

This 'stage' entails forming a Law-Transforming Dantian (법화단진/法化丹田) to receive the spiritual energy of Heaven and Earth, IE ambient spiritual energy and process it into spiritual power that you can use and directly control. First, one must activate their inherent spiritual quality, transforming their dantian (a spot slightly below the navel and roughly halfway into the body) to be optimized to receive and process that particular attribute of quality. This is where spiritual roots come into play. A cultivator has to perfectly balance the concentrations of spiritual energies, which is obviously trivial when you only have one attribute to worry about, and becomes harder the more attributes you have to balance between each other.

Afterwards, by gathering Yin and Yang energies from ambient spiritual energy and circulating them within this half-formed dantian, it becomes imbued with primordial chaos energy. This transforms it further to make it suitable to absorb ambient spiritual energy. During this second half of the process, the balance between your attributes must remain perfectly balanced. When this process is finished, you'll have formed a Law-Transforming Dantian, and finally become capable of cultivating. Obviously, the process is easier for those with excellent focus and multitasking ability.

Of course, in the Earth pathway you form a Demon Core instead, although the process likely resembles the Inner Core of the Heart Path's Ultimate Pinnacle stage more. More on that later.

Qi Refining (연기/練氣)

This is the first proper stage of cultivation, when you gain spiritual sense and can properly be considered a cultivator. Unlike pretty much every other stage, it is divided into 14 sub-stages, each denominated a 'star' of Qi Refining. While the Earth pathway merely repeats causing explosions within your dantian to strengthen the body, the Heaven pathway is actually really involved, at least assuming you're not just following the Way of Light to brute force breakthroughs by gathering sufficient energy and using your talent to advance while barely knowing what you're doing. Even such an approach requires a minimum level of knowledge though. No amount of talent will help you if you don't even know the formula for the stage. It is worth noting that while most of the formulas for the Stars involve mastering the formula as a skill, you'll still need to accumulate spiritual energy to cultivate, as a sort of additional requirement to reach the next Star.

First Star, 72 Earthly Fiends True Words (七十二地地煞真言)

Reaching the 1st Star of Qi Refining entails understanding the 72 incarnations of the Earthly Fiends True Words (七十二地地煞真言), activating at least one of the corresponding 72 meridians. The 72 Earthly Fiends True Words are themselves a spell and technique. Well, each of the 72 True Words are. For example, the True Word of Earth Corner (地角) would emanate energy from the spiritual veins corresponding to the Earth Corner star, resulting in earthen spikes bursting forth from the ground. In short, the primary gain at the 1st Star (aside from spiritual sense), is becoming capable of manifesting spells from your body. Note this does not entail actually having greater raw physical might than mortals, you're just capable of casting spells. Progressing along the 1st Star is simply opening more meridians. When you activate all 72 meridians, you'll be considered to have entered the 2nd Star.

Second Star, 36 Heavenly Spirits Law Decrees (三十六天罡法訣)

After activating all 72 meridians to reach the 2nd Star, to continue progressing you'll have to master the 36 Heavenly Spirits Law Decrees (三十六天罡法訣). Through them, you'll build upon the 72 Earthly Fiends meridians, forming the spiritual natures corresponding to the 36 Heavenly Spirits. The primary difference between the Earthly Fiends True Words and the Heavenly Spirits Law Decrees is that, while the former primarily relies on emanating energy from the body's spiritual meridians, the latter mix the body's spiritual power with the spiritual energy of Heaven and Earth (IE ambient spiritual energy) to manifest spells and techniques. In other words, the primary benefit of the 2nd Star is that you'll become capable of resonating spells with the spiritual energy of Heaven and Earth, making your spells cheaper and stronger. Once you've formed all 36 spiritual natures, you'll be considered to be at the 3rd Star.

Third Star, 12 Earthly Melodies (十二地律)

Progressing in this star entails evolving the 72 spiritual meridians and 36 spiritual natures to accommodate 12 types of spiritual energy, corresponding to the 12 Earthly Melodies (十二地律). These are Huangzhong, Dalu, Taicu, Jiazhong, Guxi, Zhonglu, Ruibin, Linzhong, Yize, Nanlu, Wuyi, and Yingzhong. Don't worry too much about their individual names though, in essence they are types of spiritual energy. There's also the five elements of spiritual energy, and these combined form the 60 total variations of spiritual energy. This sexagenary of variations are how spiritual energy operates in the world. A cultivator has to engrave the 12 Earthly Melodies into all of their meridians and spiritual natures, essentially using their own body as a formation diagram to receive all the energies of the 12 Earthly Melodies.

Accomplishing this means you can use the 60 variations of spiritual energy to mimic the flow of Heaven and Earth spiritual energy in your spells and formation, going above and beyond merely resonating with ambient spiritual energy. It'll also mean you'll be considered to be at the 4th Star.

Also, the twelve types of spiritual energy are said to resemble waves, with the range of 'frequencies' below a certain point being Huangzhong spiritual energy, and the range of 'frequencies' above a certain point being Dalu spiritual energy, with the other 10 Earthly Melodies corresponding to ranges of 'frequencies' between the two. In other words, you can think of it as a fancy spiritual energy equivalent to the electromagnetic spectrum.

From the 3rd Star onwards, a cultivator can go beyond basic spells, to deploy formations based on the types of spiritual energy, allowing far stronger and more varied magical effects, such as illusions for example. Additionally, it's fairly normal for cultivators at this star to establish formations quickly in combat, being essentially domains that aid in casting and boosting your spells while also serving as defenses. In conflicts between cultivators at the 3rd Star of Qi Refining, generally whoever manages to claim the most space for their formations has the best chance of victory.

Fourth Star, 10 Heavenly Stems Diagram (十天干圖)

Progress in the 4th Star entails accommodating the 10 changes of spiritual energy corresponding to the 10 Heavenly Stems Diagram (十天干圖). These are 10 ancient characters created by imitating the ten changes of principle observed in the sky, each character containing a principle of the heavens. The Heavenly Stems are Jia (甲), Yi (乙), Bing (丙), Ding (丁), Wu (戊), Ji (己), Geng (庚), Xin (辛), Ren (壬), and Gui (癸). Harnessing them lets you, in essence, fully utilize formations, setting and controlling them more easily. These ten changes in spiritual energy essentially start from dividing the universe's Five Elements into Yin and Yang. IE, the interpretation of Yin-Yang and the Five Elements in combination as the world's ten principles is the 10 Heavenly Stems. Fully mastering their use means you'll be considered to be at the 5th Star.

Fifth Star, Nine Palaces (九宮) Integration

Progress in the 5th Star entails unifying the 72 spiritual meridians, the 36 spiritual natures, and the 60 types of spiritual energy, transforming them into 9 points according to the principles of the Nine Palaces (九宮). In other words, the integration of the Nine Points into One, using the concepts of Taiyi, Shepti, Xuanyuan, Zhaoyao, Tianfu, Qinglong, Hanji, Taiyin, and Tianyi, starts the integration of the spiritual energy flowing through your meridians, converging the numerous flows into nine paths through your meridians. Mastering these nine paths means you'll become capable of freely manipulating your formations and the changes that happen within it. Thanks to this, the usage of spells and formations become incredibly flexible, allowing feats such as combining multiple spells together into a stronger spell.

Sixth Star, Eight Trigrams (八卦) Completed Path

After mastering the Nine Palaces, to progress through the 6th Star requires completing the spiritual energy meridians in accordance to the operation of the Eight Trigrams (八卦). These are, of course, Qian (☰), Dui (☱), Li (☲), Zhen (☳), Xun (☴), Kan (☵), Gen (☶), Kun (☷). The usage of these Eight Trigrams are what allows cultivators to utilize non-standard elements, such as Wind, or Yin. For example, someone with a Wood attributed Spiritual Root could use Xun (☴), which is associated with Wood but also represents Wind, to use wind spells. More esoteric elements would need complex combinations of trigrams of course. Also, it's said that this is the easiest Star of Qi Refining. Mastering all Eight Trigrams means you'll be considered to be at the 7th Star.

Seventh Star, Seven Stars Ritual

This particular Star is a bit unique. Rather than gathering energy to cultivate and following a particular formula to increase your power, instead you must perform a ritual to the Heavens. Due to this uniqueness, even extremely talented cultivators who speedrun through the stages must slow down to conduct a ritual properly. You'll have to pick seven stars among the 28 stars and 4 constellations (Yin Respect, Yang Respect, Azure Respect, and White Respect) governing the spiritual nature of Heaven and Earth, declaring your intention to walk the path of cultivation to be granted permission to receive more spiritual energy under the auspices of Heaven and Earth. As a side note, the 28 stars and 4 constellations are symbolic more than literal. You simply have to find the stars in the night sky of whatever world you're on which correspond to the spiritual energy and nature of the appropriate stars and constellations, regardless of where they actually turn out to be in the night sky. This isn't particularly difficult to do with divination, even if it's a crude and basic form of divination.

Despite how this might sound, the only cases where someone is rejected, called Heavenly Rejection, is when someone is an Ender (although of course only those who know of Enders are aware of the cause of this phenomenon). If you aren't an Ender, then regardless of any factors you might think relevant, you'll be able to continue cultivating without issue if you simply perform the ritual properly. Unless you somehow really piss off the Seven Stars True Lords, a group of Immortal Lords governing the stars involved in the ritual and thus the ritual itself. But as a mere 7th Star of Qi Refining cultivator, pissing off a group of powerful True Immortals enough for them to reject you in the ritual would be one hell of an accomplishment.

Up until now, completing your spiritual meridians through the 72 Earthly Fiends True Words, 36 Heavenly Spirits Law Decrees, 12 Earthly Melodies, 10 Heavenly Stems Diagram, Nine Palaces Integration, and Eight Trigrams Completed Path, was in a sense all done to prepare the altar for this Seven Stars Ritual. Your body, your formations, and your spells all become an altar to connect with the celestial deities (metaphorically speaking). The ritual involves using your body as the altar, and your soul as the priest, to beseech the stars to permit your cultivation. Of course, you'll need to learn how to conduct the ritual, calculate an auspicious night to perform the ritual, and interpret celestial patterns. Notably, those with Heavenly Spiritual Roots have to calculate the exact time to conduct the ritual to succeed, instead of merely calculating an auspicious night to do it.

All this said, you do have to build an actual altar, even if as basic as a simple slab of dirt. Although ideally you'll decorate it a bit out of respect. Leaving the vicinity of this altar will cause the ritual to immediately fail, so keep that in mind. Choosing a constellation that best fits the night's timing, and receiving blessings from its seven stars, is the key to the ritual. It is important to note that the constellation you choose also influences your progress in the Qi Building Stage. More on that in the explanation for the Qi Building Stage itself. Completing the ritual means you'd be considered to have reached the 8th Star.

In the case you are an Ender, Heavenly Manifestation manifests as a dark cloud that shows up to block the view of the stars, thus cutting your altar's connection to them and interrupting the ritual. These clouds will only leave when the sky turns to day, effectively barring you from performing the ritual. Regardless of where you move, you won't be able to escape the clouds. Even if you are in a Decaying Corpse Realm and fly all the way up to the firmament formed by the World's End, the clouds will just manifest higher up, maybe even around you, to block the stars. You will have to disperse the clouds yourself, as anybody else trying to disperse the clouds will simply cause the ritual to fail in general since you must perform the ritual alone and unaided even outside the matter of Heavenly Rejection. Unfortunately, dispersing the clouds requires more power than a normal Qi Refining 7th Star cultivator can bring to bear. Maybe you'll focus on the Earth or Heart pathways to gather more power?

Here's a list of the stars arranged by constellation, for convenience.

The Eastern Jia-Yi (東方甲乙), the Spirit of the Azure Dragon (青帝之神) corresponds to the stars of Horn (角), Neck (亢), Root (氐), Room (房), Heart (心), Tail (尾), and Winnowing Basket (箕), which form the constellation Azure Respect (青尊).

The Northern Ren-Gui (北方壬癸), the Spirit of the Black Turtle (黑帝之神) corresponds to the stars of Ladle (斗), Ox (牛), Girl (女), Emptiness (虛), Rooftop (危), Chamber (室), and Wall (壁), which form the constellation Yin Respect (陰尊).

The Western Geng-Xin (西方庚辛), the Spirit of the White Tiger (白帝之神) corresponds to the stars of Legs (奎), Bond (婁), Stomach (胃), Hairy Head (昂), Net (畢), Beak (觜), and Triple Star (參), which form the constellation White Respect (白尊).

The Southern Bing-Ding (南方丙丁), the Spirit of the Red Vermillion (赤帝之神) corresponds to the stars of Well (井), Ghost (鬼), Willow (柳), Star (星), Extended Net (張), Wing (翼), and Chariot (軫), which form the constellation Yang Respect (陽尊).

Eight Star, Six Harmonies (六合) Path

After completing the Seven Stars Ritual to reach the 8th Star, progress entails navigating your spiritual energy through the Six Harmonies (六合) and Four Directions of Heaven and Earth (天地四方), filling the entire body's spiritual meridians. This stimulates your consciousness in the four cardinal (north, east, west, and south) and two diagonal directions (above and below) with spiritual energy, increasing the size of your spiritual sense and filling you with spiritual power. Once you've completed the process of filling your meridians and stimulating your consciousness, you'll be considered to be at the 9th Star.

At this point, you'll become able to faintly perceive celestial energy in the sky, best seen during the night when stars are visible. Through this celestial energy, you can see Fate, although without some skill in divination, the only thing you'll be able to properly perceive will be your own lifespan, and also the weather for the rest of the day and the next day. In other words, how long your life is ordained to be, and how close you are to the day you are supposed to die. Don't get cocky though, you can very much still die before your time is up. This vision of celestial energy occurs because the permission you receive from the heavens to continue cultivating lets you vaguely perceive the Heavenly Mechanism, IE Fate.

Ninth Star, Five Elements Origin

Advancing through this Star requires you to align the properties and symbols of the Five Elements with the main attributes of whatever cultivation method you've learned, fully awakening the attributes of your cultivation method. In other words, while spells and techniques used before this point were essentially just manipulating the elements, from this Star onwards you can wield proper mystical abilities with truly esoteric effects. Additionally, from this Star onwards you'll no longer have to rely on chants and hand seals to cast spells and formations, not only simplifying the usage of your powers but also letting you cast and manipulate lower level spells and formations without even hand seals. Lastly, from this point onwards it's more important to have spiritual energy of attributes matching your own, or which are at least compatible with your own attributes, more than it is important to have access to plentiful spiritual energy. That said, you will still need sufficient spiritual energy to progress, but it'll be a lot more inefficient if you don't pay attention to attributes. Once you're done awakening your attributes properly, you'll enter the 10th Star.

Tenth Star, Four Images (四象) Unity

Progressing through this Star involves using the principles of the Four Images (四象) to fully connect the completed and specialized Eight Trigrams spiritual meridians in order to create two channels of Yin and Yang. In essence this means splitting the spiritual power of the Eight Trigrams inside your body into Yin and Yang channels, based on the logic of the Four Images. Completing this process puts you at the 11th Star.

Eleventh Star, Three Talents Unity

Progressing involves fully penetrating your upper, middle, and lower dantians with spiritual power corresponding to the Three Talents, achieving unification of Heaven, Earth, and Man (天地人). In other words, it involves further strengthening your spiritual meridians to connect the paths of the three dantians; the lower dantian below your navel, the middle dantian next to your heart, and the upper dantian within the frontal lobe of your brain. Completing this process puts you at the 12th Star.

Twelfth Star, Yin-Yang Unification

Progress in this Star entails continuously circulating the Yin and Yang channels of the Dual Poles (雙極), eventually integrating the channels and becoming a flawless Unified Channel. In other words, continuously circulating the Yin and Yang power in your divided meridians, merging the two into one unified channels. The key here is the constant circulation of spiritual power, similar to the flow of spiritual energy, making it possible to progress through this Star far faster than any others. Putting the Earth pathway aside, it's the closest stage formula to the classic 'just gather energy and circulate it within your body' that most xianxia stories use. Unifying the channels puts you at the 13th Star.

Thirteenth Star, One Origin One Convergence

Progress through this Star requires accelerating spiritual power through the Unified Channel, focusing your spiritual power into one point (the eponymous origin) within your dantian. In other words, it's about rapidly circulating the unified spiritual power in the meridians and concentrating it within your dantian. Completing the process to have a stable origin puts you at the 14th Star.

Fourteenth Star, The Infinite (無極)

Progress in this Star is surprisingly similar to Earth pathway cultivation; you must explode the concentrated mass of spiritual power you formed in the 13th Star, in order to further evolve the inner part of your dantian and forming a spiritual cloud within it. Once this is done, you'll essentially be considered a half-step into the Qi Building stage, and can attempt advancement to Qi Building.

With the explanation for each Star out of the way, there is a bit more info to know. For example, while cultivators cannot yet fly under their own power, flying artifacts usable by Qi Refining cultivators generally move at the same speed as mundane boats, although obviously on air rather than on water. Also, spells can do things like create water for you to drink, although such things don't really feed you well. For example, while you could create water using spells while travelling through the desert, you would still feel thirsty as this water would only quench your basic needs and no more.

The reason for this is because you're essentially just transforming your own spiritual power into sustenance and then consuming it again, resulting in a net zero gain or loss, metaphorically speaking. Also if you attempt such you might eventually run out of water attributed spiritual energy, since you'd hardly find such the water element in the spiritual energy of a desert. Assuming it's a hot, dry desert at least, rather than something like a frozen wasteland which would obviously have plenty of water attributed spiritual energy, but very little fire attributed spiritual energy to warm yourself with.

If you're curious on the details of the Earth Path, rather than any rituals or formulas it just entails absorbing spiritual energy into your dantian and exploding it, forcefully purifying it through the force of the explosion, using the circulation of an internal Taiji (combination of Yin and Yang) formed from the rotation of Yin and Yang energy. This is generally done relying on instinct and one's senses for Yin and Yang to control and manage the force of the explosion and prevent yourself from being grievously wounded or killed by the process.

Qi Building (축기/築氣)

Advancing to this stage involves compressing the cloud of spiritual power in your dantian into a star. Think of the cloud as a nebulae and the process that of birthing a star with it. When this new star stabilizes, this marks your entry into the Qi Building stage. Of course, this is easier said than done; you have to forcefully compress the energy, and prevent cracks from forming in it, and you even have to stabilize all the small changes occurring in the star. The more spiritual attributes you have, the more chaotic it is, which makes keeping track of all the minute changes immensely difficult, much less stabilizing them. Notably, if you fail this process, you'll find yourself back in the 12th Star of Qi Refining, forcing you to repeat the 13th and 14th Stars to challenge the Qi Building advancement again. For the Earth pathway, reaching this stage requires gathering a massive amount of energy and detonating it all at once in order to shatter one's Demon Core. If you survive this process, and form the Demon Core once again, then you'd be considered to be at Qi Building in the Earth pathway.

It is important to note that, outside of Middle Realms or regions with similarly dense spiritual energy, only those with Heavenly Spiritual Roots, or particularly exceptional people with True Spiritual Roots, are capable of successfully reaching the Qi Building stage through pure cultivation. As a result, most people end up having to take strong cultivation pills to inject vitality into the star within one's dantian, massively increasing its stability. Unfortunately, this leads to many cultivators grinding up other mortals to refine their blood essence into pills. It is mentioned that only humans grind their fellow humans into pills, with other races generally only doing so to other races.

When reaching this stage, a cultivator finally gains additional lifespan, thanks to the attraction force of the star they've just made within their dantian. A human would receive an additional 300 years of lifespan, for a total of around 400 given their baseline lifespan of roughly 100 years. This is based on race rather than an individual's lifespan, so a human who's fated to die at 90 years old would end up with 390 years of lifespan instead of an even 400, for example.

Also, the energy flowing through a cultivator's body is filtered and processed by the star within their dantian, transformed from simple spiritual energy into Pure Spiritual Force, essentially being far purer than the Qi of Qi Refining cultivators. This is because the impurities within it are removed and then the spiritual energy is compressed dozens of times within one's dantian. Naturally, since Pure Spiritual Force flows through your meridians instead of ordinary spiritual energy, it'll significantly improve your raw might and fills your body with natural resilience.

Thanks to this, cultivators at this stage are very hard to kill, and an enemy would have to completely destroy their head, heart, or dantian for them to actually die. Anything less will eventually heal without issues, regardless of how grievous the wound would otherwise be. Thanks to the potency of Pure Spiritual Force, Qi Building cultivators can be rather slippery even at the verge of death, since they can substitute the functions of lost organs with the spiritual power they've cultivated.

Even before the matter of surviving injuries, Pure Spiritual Force makes a cultivator resilient to superhuman levels, to the point that a mortal swinging a sharp steel weapon at you would only find the weapon breaking upon your skin, even if they struck with superhuman strength befitting the Five Energies Converging At The Origin stage of martial arts. It'd take force enough to completely obliterate small buildings to deal significant damage, and then of course such force would have to be focused at your vital points as otherwise you would likely survive.

Also, at this point Heaven Tribe vision of celestial energy is clear enough that a cultivator can roughly discern the auspiciousness or ominousness of their near future. If they'll face calamity within the next few weeks, they'll feel the ominousness in the celestial energy, and if they'll encounter fortuitous encounters or otherwise experience great fortune in the next few weeks, they'll also feel the auspiciousness in the celestial energy. Actual divination methods also become more reliable and easy to perform. Additionally, a cultivator's spiritual sense covers an area around 9 meters in radius at this stage, assuming they shape it into a spherical area. As a side note, flying artifacts commonly used by cultivators in this stage tend to be about as fast as normal aircraft from modern Earth.

It is worth noting that at this stage, cultivators start to require significantly less sustenance than mortals, thanks to the Pure Spiritual Force flowing through their bodies. Even an ordinary Qi Building cultivator would only need to eat a small meal once every few months.

From this point onwards, pretty much all stages are divided into four sub-stages; Early, Mid, Late, and Grand Perfection. While you can attempt to rise to the next major stage while in the Late sub-stage, this is incredibly dangerous and not a good idea. It's better to reach Grand Perfection by mastering the formula of a given stage before breaking through. The sub-stages of the Qi Building stage are deeply connected to the stars and constellations mentioned in Qi Refining 7th Star. Notably, whichever constellation you chose to particularly pray to during the Seven Stars Ritual will determine how easily you'll find the formula appropriate to that constellation.

For example, if you chose the constellation of Azure Respect, you'll find the Early stage of Qi Building to be easier than the rest. Conversely, if you chose the constellation of Yang Respect, you'll find the Grand Perfection stage of Qi Building the easiest. This means that choosing which constellation to pray to in the Seven Stars Ritual is not a meaningless choice. Those with less talent generally pick the Azure or Yin Respect cultivation so it helps them early on during Qi Building, while those with more talent generally pick White or Yang Respect to smooth over the last parts of Qi Building.

Early Qi Building is related to the first constellation, being the Eastern Jia-Yi (東方甲乙), corresponding to the stars of Horn (角), Neck (亢), Root (氐), Room (房), Heart (心), Tail (尾), and Winnowing Basket (箕). Mid Qi Building is related to the second constellation, being the Northern Ren-Gui (北方壬癸), corresponding to the stars of Ladle (斗), Ox (牛), Girl (女), Emptiness (虛), Rooftop (危), Chamber (室), and Wall (壁). Late Qi Building is related to the third constellation, being the Western Geng-Xin (西方庚辛), corresponding to the stars of Legs (奎), Bond (婁), Stomach (胃), Hairy Head (昂), Net (畢), Beak (觜), and Triple Star (參). Grand Perfection Qi Building is related to the fourth constellation, being the Southern Bing-Ding (南方丙丁), corresponding to the stars of Well (井), Ghost (鬼), Willow (柳), Star (星), Extended Net (張), Wing (翼), and Chariot (軫).

Progressing within Qi Building is simple; you must replicate the process of advancing to Qi Building, forming more spiritual energy stars within your dantian. More specifically, you must form them according to the stars listed above, in the specific order they are listed in. In other words, you must first form a star that corresponds to the star of Horn, then one for the star of Neck, and so on, ending with the star corresponding to the star of Chariot. The relation is mainly by intent, the process itself is identical with every star. It's unknown what happens if you form the stars out of order, but I'd recommend not testing, as it probably causes problems in your cultivation base.

Core Formation (결단/結丹)

To ascend to this stage, you have to perform a ritual to all 4 constellations, involving embedding celestial energy in each of the spiritual stars you formed during Qi Building, with the details of the ritual depending on the method you cultivated. This ritual doesn't need specific timing thankfully, since you simply need to attract celestial energy using the stars themselves. When celestial energy is imbued into all of the stars, they begin to rotate, forming a Domain, also known as Heavenly Domain or Heavenly Sphere Diagram, which is what condenses your Pure Spiritual Force into a Golden Core. The surface of this Golden Core is inscribed with the 28 stars you made, forming a diagram of the night sky on it.

For the Earth pathway, ascending to this stage requires exploding your Demon Core again, although obviously far more violently than before, and gather its energy in the upper dantian, then into the middle dantian, and finally back to the lower dantian to form the Demon Core again. This process is actually what creates meridians in the bodies of Earth Tribe races. When this process is completed, the Demon Core will form as a Golden Core, being inscribed with a Taiji. Notably, for those who perform Heaven and Earth dual cultivation, their Golden Core has both the diagram of the 28 stars as well as a Taiji inscribed on it.

Assuming they're part of the human race, a cultivator would gain an additional 300 years of lifespan, for a total of 700 years. Additionally, the size of a cultivator's spiritual sense increases to cover roughly a bit more than 100 meters in radius, again assuming it's manipulated into a spherical shape. As you can expect, it also increases your raw might too, to the point that an explosion capable of completely obliterating a three-story house in one go would be necessary to seriously wound an Early Core Formation cultivator.

In terms of actual destructive powers though, a cultivator could destroy an entire large city (by medieval standards) with their eyes closed, in about ten seconds, as well as easily create whole valleys and split mountains in two. Also, if around 100 decently talented Core Formation cultivators at the Late or Grand Perfection stages were gathered, they could defeat one ordinary Early Nascent Soul cultivator through guerrilla warfare. As a side note, cultivators become capable of flying under their own power through specialized techniques, being capable of flight about as fast as normal aircraft from normal Earth.

Also, apparently you could use the stars in your dantian to hide in the escaping light for incredibly fast movement. It's not actually light speed, but it's fast enough that Qi Building cultivators wouldn't be able to catch up. That's for the Heaven pathway of course. Earth Path cultivators would simply reinforce their own legs to run recklessly across the air, essentially creating small platforms of spiritual energy to kick off of to imitate flight. Assuming they aren't of a race that can already fly like birds and such obviously.

In terms of resilience, from the Late Core Formation stage onwards a cultivator can regenerate from any amount of damage as long as their Golden Core remains intact. They could be reduced entirely to their Golden Core and nothing else and they'd still be perfectly fine. However, only devilish cultivators, particularly those cultivating blood methods, are able to regenerate their body immediately. Other cultivators generally need a few months to recover even from things like being beheaded or having their hearts destroyed, much less losing their whole body.

Additionally, at this stage the spiritual clouds that cultivators used for spells turn into flames, called Dan Fire. The main benefit is that refining a magic with this Dan Fire turns it into a dharma treasure, IE a treasure you can control remotely and which more easily receives your spiritual energy to enhance it. If a dharma treasure is used for a long time, they turn into what are called natal dharma treasures, which have a deeper connection to the cultivator.

As a side note, Heaven Path cultivators can now more easily understand auspiciousness and ominousness in celestial energy, discerning them farther into the future. However, natural celestial energy vision kind of stalls at this point until later.

The Early Core Formation stage is called Heavenly Market Enclosure, said to command without adornment, in the sense that to command Fate is without adornment. Here the flow of life force (Qi) coursing through one's body is perfected, ensuring there are no blockages anywhere. By considering the Qi flowing through one's body as one's subjects and mastering it, a cultivator generates an unbidden, pure life/vital force throughout the entire body, achieving a form that is pure and unadorned. Flowery language aside, it improves your body by enhancing and mastering the spiritual energy flowing through the body.

The Mid Core Formation stage is called Supreme Palace Enclosure, whose service is said to command reverence, in the sense that in serving fate, one is with reverence. The Supreme Palace Enclosure liberates the Qi and blood throughout the body to connect outwardly, aligning oneself with the heavens and one's own fate, effectively turning oneself into an altar for Fate. After mastering the Qi within one's body, a cultivator can borrow the power of Fate to govern the Qi within their body in the same way a ruler governs a nation, metaphorically summoning ministers to govern the body.

The Late Core Formation stage is called Purple Forbidden Enclosure, whose nurturing is said to command benevolence, in the sense that in nurturing fate, one is with benevolence. The Purple Forbidden Enclosure establishes an altar, culminating in becoming a priest of sorts connecting Heaven and Earth. By seizing control over one's own Qi as metaphorical subjects and one's own Fate as metaphorical ministers, one metaphorically becomes the king of their own nation, obtaining full control over their own vital force, thus massively amplifying their ability to regenerate and allowing them to survive even if their head and heart are destroyed so long as their Golden Core remains intact.

The Grand Perfection Core Formation stage is called Celestial Dominion, whose duty is said to command righteousness, in the sense that in commanding fate, one is righteous. Here a cultivator properly acts as a priest through one's own body as an altar to perform rites to fate. From this stage onwards, a cultivator can interfere not just with their own life force, but the life force of others as well, and even begin to grasp the concept of 'planes' that they'll begin to perceive at Nascent Soul.

In short, the formula can be summarized like this: Initially looking at Fate without any pretenses. Then venerating Fate, becoming one with Fate and living graciously. Eventually, commanding Fate. Finally, looking up to the Heavens, imitating them, and conducting rituals to honor them. Yet, at some point, becoming another Heaven in and of oneself, defying the Heavens. Taking the Heavens as a master, but ultimately reaching the pinnacle of arrogance in aspiring to surpass it. That's the Heaven Path approach at least. The Earth Path is still just blowing yourself up repeatedly.

Nascent Soul (원영/元靈)

Reaching the Nascent Soul stage is a bit of a strange process. First, you must concentrate all of your consciousness and spiritual sense in your Golden Core, compressing all your power into it, then as consciousness and spiritual energy mix you'll feel a Taiji forming in your dantian. This Taiji will draw in your consciousness, showing you your entire life as passing memories, from the current moment going back in time, all the way until the moment you first began to exist in your current life, generally the moment of birth. The memories you already remember will pass by slowly and vividly, but the things you had forgotten or only vaguely remember will pass by very quickly. Keep in mind that if you focus too much on a memory and try to resist the flow of memories to witness something you had forgotten about, you'll end up not just interrupting and cancelling the process thus forcing you to try again, but also develop a parasitic Heart Demon.

Once you reach your first memory, even if it's one you don't remember which is likely given babies generally aren't very capable of retaining memory, you'll perceive the origin of your existence as Yin and Yang. For example, your mother and father, or perhaps something else if you weren't born normally. Once the moment passes, your Nascent Soul will be fully formed, condensed and formed by the entire process. For the Earth Path, this is actually an identical process, with the small difference of having to make your consciousness take the shape of your physical body before compressing it to begin the advancement. As a side note, Nascent Soul is the stage where Earth Tribe races obtain the ability called Transformation, allowing them to gain a human body, although it'll retain some features reminiscent of their true body, such as a dragon still having horns and a scaled tail, as well as slit pupils. This Transformation form is generally quite convenient since most beast races don't have opposable thumbs, and tend to grow to very large sizes as they cultivate.

Of course, Nascent Soul is the stage where Heavenly Tribulations begin, so expect to be hit by a bolt of lightning when you finish forming your Nascent Soul. You'll also be hit with Heavenly Tribulation when reaching the Mid, Late, and Grand Perfection sub-stages too. As a rule of thumb, Heavenly Tribulation is always strong enough that an ordinary single-pathway cultivator of the appropriate stage would have to use all their power to survive. Naturally, this means that dual or triple cultivators find them easy to survive.

Upon reaching Nascent Soul, a cultivator gains an additional 600 years of lifespan, for a total of 1200 years of life gained on top of the baseline 100. The author has stated that the full power of a Nascent Soul cultivator would be equivalent to a nuke, specifically Little Boy (the first nuke dropped on Japan). At this point you won't die at all as long as your Nascent Soul is intact, even if your Golden Core is shattered, although regaining your Golden Core would be massive hassle and your power will be severely diminished until you restore it by essentially repeating the Qi Refining Qi Building, and Core Formation stages. Thankfully this'll be made easier by the greater understanding that being at a higher stage allows.

Additionally, at this stage a cultivator no longer needs sustenance at all, entirely sustained by their spiritual power. Also, it becomes possible to produce half-breed children with any species at this stage, regardless of genetic or physical incompatibilities (aside from the matter of gender at least). Also, cultivators at this stage become capable of surviving in space for a few months, assuming no use of artifacts and the like. Or at least, that's the case for Earth Path Nascent Soul cultivators. Four months would be pushing it though. They can also fly faster and more easily than Core Formation cultivators obviously, although the story didn't make a comparison in modern Earth terms.

The most important qualitative improvement at this stage, however, is becoming capable of perceiving the planes of Qi, Soul, and Fate. While interfering with the plane of Qi requires a lot of effort, interfering with the plane of Soul is extremely difficult, and you'll only become capable of reaching the plane of Fate a lot later on, simply being able to perceive them allows weird shit like perceiving the spiritual energies that compose space, and cut them in order to cut space itself. This is useful to do things like teleportation, but also for defense and offense. This is a difficult feat though, so it's not done often.

The Early Nascent Soul stage is labeled 'as constant as the Moon'. It entails completing the Yin Spirit of your Nascent Soul and incorporating the night on the Celestial Dominion that was created so far with the stars of the Qi Building stage and the Enclosures of the Core Formation stage, finishing the Starry Skies Map. In other words, progressing the development of your Nascent Soul and completing the diagram of the night sky in your dantian formed by the Qi Building stars and engraved onto your Golden Core.

The Mid Nascent Soul stage is labeled 'as the rising of the Sun'. It entails completing the Yang Spirit and creating day, with the morning Sun rising beyond the night, thus dividing the sky in two to form the Yin and Yang Spirits. In other words, further progressing the development of your Nascent Soul, and adding the Sun and the day to the diagram of the sky in your dantian.

The Late Nascent Soul stage is labeled ‘as long lived as the Five Great Mountains’. After completing the Yin and Yang Spirits, you have to create the Five Great Mountains to support the completed sky as pillars, which must be created to correspond to the Five Elements. Thus, a cultivator has to accept the power of the Five Elements into their body, essentially condensing them as metaphorical Great Mountains anchoring the model of the sky within your dantian. Meaning, cultivators who don’t have Five Elemental Spiritual Roots must implant specially crafted dharma treasures of the appropriate attribute into their bodies to continue to cultivate.

The Grand Perfection Nascent Soul stage is labeled ‘unswerving and uncollapsing’. At this point, a cultivator must place the Yin Spirit as the Moon on the upper right, the Yang Spirit as the Sun on the upper left, and the Five Elements as the Imperial Throne in the center, creating a Map of the Sun, Moon, and Five Great Mountains. Sitting in the Imperial Throne, one integrates the force of Yin and Yang and the Five Elements within the body, fully completing the Nascent Soul. In less flowery language, essentially you consolidate what you’ve done in the Nascent Soul stage until now to fully complete your Nascent Soul.

Heavenly Being (천인/天人)

The process of entering the Heavenly Being stage is rather simple; you must connect the internal model of Heaven and Earth within your Nascent Soul to the wider world. However, this will lead you to being infected with the nature of Heaven and Earth, driving you into a vegetative state. In other words, falling into a permanent coma. The way to prevent this is to use a seed of madness to fight back against the nature of Heaven and Earth. Note this isn’t strictly being insane, but can also be described as ‘immersion’ or ‘focus’. Aside from the option of simply being actually crazy, you can also focus on your greatest desire and coat it with your spirit, manually forming a spirit of madness in case you don’t have enough willpower to just tank the nature of Heaven and Earth, metaphorically speaking. This is the main reason that cultivators are eccentric without exception from this stage onwards, as they must abandon what a mortal would consider ordinary sanity in order to continue cultivating. The Earth Path Heavenly Being stage has the same process. Of course, you’ll still have to face Heavenly Tribulation, both when entering this stage and when progressing through each sub-stage.

It is worth noting that if you’re too insane or have too much willpower, this will actually be a hindrance, since you’d have too much madness to be considered a mere ‘seed’, meaning that technically you’d already be at the Grand Perfection of Heavenly Being, too filled with your own madness already to be able to take in the nature of Heaven and Earth and properly advance to Heavenly Being. The solution to this is to simply gather vastly more amounts of spiritual energy than other cultivators to match the level of madness you possess. If you’re too insane or willful, you might end up having to gather energy comparable to multiple cultivators at the Grand Perfection of the Four Axis stage. As a special consideration, if you have literally infinite willpower through some perks you gained before this jump, you won’t need more energy than an amount comparable to multiple Grand Perfection Four Axis cultivators as mentioned above, mostly so that you can actually continue cultivating.

When reaching the Heavenly Being stage, cultivators receive an additional 1200 years, for a total of 2400 years on top of the baseline 100. Also, a cultivator's spiritual sense expands to cover a range of around 40 kilometers in radius at the Early and Mid stages, reaching a range of 50 kilometers at the Grand Perfection stage. If you're a triple cultivator however, the range of your spiritual sense at Grand Perfection Heavenly Being would be 100 kilometers. Additionally, since a cultivator's spiritual sense is half merged into the spiritual energy of Heaven and Earth, lower stage cultivators won't be able to perceive their spiritual sense unless they deliberately show it. This also means that spiritual sense does not inflict spiritual pressure on lower stage beings unless desired, making it easier to inspect others with your spiritual sense without being discovered, or even pretend to be an ordinary mortal without using techniques to particularly hide their spiritual sense. Allegedly, 32 Grand Perfection Heavenly Being cultivators would be equivalent to one ordinary Four Axis cultivator, at least in terms of spiritual pressure and raw power.

At this point, due to one's connection with Heaven and Earth, a cultivator's mere thoughts resonate with the spiritual energy of Heaven and Earth, allowing them to directly manipulate ambient spiritual energy through their will alone. This also means they can manipulate the forces of nature, for example summoning very heavy rain over an area the size of Korea in an instant with just a gesture, then change it instantly into sleet or a heavy snowstorm, then into a sea of lightning, or even conjuring an entire tidal wave of water to flood everything. This is called Celestial Energy Guidance.

More specifically, Celestial Energy Guidance manifests the attributes of your cultivation methods as celestial phenomena. If you mastered Earth attribute methods, you could induce earthquakes and tsunamis. Mastering Water attribute methods would allow you to bring about rain and snow. Mastering Fire attribute methods would let you cause droughts and wildfires. Mastering Wood attribute methods would let you summon lightning and promote plant growth. Mastering Metal attribute methods would let you control storms and magnetic forces. Even if you haven't mastered all Five Elements, you can simply obtain some method of that element, such as perhaps a basic elemental method for Qi Refining, and master that. Earth Path cultivators are less specialized and their Celestial Energy Guidance is weaker, but can innately wield all five elements through it.

You can also apply Celestial Energy Guidance to your spells and abilities, turning them into celestial phenomena to grant them massive range even if they are normally small in scale. You can also fly by simply willing ambient spiritual energy to lift you, which would have basically zero spiritual energy cost. On a similar note, spells become kinda meaningless at this point, since you can use them so freely that there's little point in distinguishing between spells. Instead, the focus turns to creating and using specialized powers, called Innate True Methods or Divine Powers. Aside from developing these yourself, you'll also end up developing them after meeting True Immortals and somehow surviving, or coming into contact with a fragment of their power. That said, this is due to how Wisdom works, so it might not occur in future jumps even if you meet similarly cosmic beings. As an aside, Spiritual Roots no longer matter at this point, and your talent will be largely determined by your comprehension (IE intelligence), motivation, and how well your mindset fits the prolonged effort and persistence needed to cultivate.

For the sake of clarity: Cultivation methods are methods by which you cultivate and wield spiritual energy, including both divine powers and spells. Spells are abilities expressed through spiritual energy using the cultivation method, and are considered a broader concept than Divine Powers. Finally, Innate True Methods/Divine Powers are specific authorities that can be developed through cultivation methods, being singular powers rather than manifestations of wielding spiritual energy in a particular way. Additionally, if you're a triple cultivator and reach Heavenly Being in both Heaven and Earth pathways and the Third Stage of Manifestation, your cultivation bases will begin to resonate, forming the Three Great Ultimates (Samtaeguk / 三太極), amplifying your power to be greater than the sum of your three cultivation bases. With the Three Great Ultimates, you'll be strong enough to punch up two entire major realms up until the Supreme Deity stage of True Immortality. At Heavenly Being, that means being able to fight mostly evenly against Integration stage cultivators.

As to the actual progress within Heavenly Being. If the Nascent Soul takes the form of a baby, then the Heavenly Being stage is about progressively merging it with Heaven and Earth spiritual energy, developing it through the stages of life as it experiences the vicissitudes of the world directly through the nature of Heaven and Earth.

The Early Heavenly Being stage is called Will to Become an Immortal Established (志仙而立). Although it's more accurate to divide it into two; the transitional 'Will To Become An Immortal', and the proper sub-stage 'Established'. In Will To Become An Immortal, it is the phase when one is born and sets their heart on cultivating immortality, developing the Nascent Soul from an baby to a child. Then, in Established, the Nascent Soul becomes solid and large enough to act outside the body without issues, growing from a child into a young adult. This symbolizes the beginning of the cycle of life and death, the season of Spring.

The Mid Heavenly Being stage is called Unswayed Amidst the Heavenly Mandate (不惑天命). Although like the Early stage, it can be divided in two; 'Unswayed' and 'Amidst the Heavenly Mandate'. In Unswayed (不惑), the form of the Nascent Soul fully aligns with the cultivator's true body, and the cultivator's own vitality reaches its peak. In Amidst the Heavenly Mandate (知天命), while the cultivator's vitality decreases slightly, their ability to perceive celestial energy maximizes, gaining short-term prophetic abilities. Also, the Nascent Soul grows from a young adult to a mature adult, thus symbolizing the transitional period in the cycle of life and death, the season of Summer (夏).

The Late Heavenly Being stage is called Heavenly Compliance, Heart's Governance (天順從心). Like the last two, it can be divided into 'Heavenly Compliance (天順)' and 'Heart's Governance (從心)'. In Heavenly Compliance, the cultivator becomes attuned to the voice of the Heavens, metaphorically speaking. It means that the sense of reading celestial energy enhances further, with the Nascent Soul becoming elderly. This represents the season of Autumn (秋), where the fruits of one's life are harvested. Heart's Governance represents the 'heart' accumulated throughout the Heavenly Being stage. That is, the seed of madness one started with grows to its extreme, becoming capable of influencing celestial energy. At this point, it lets the cultivator distort natural phenomena with will alone, becoming a natural disaster in and of themselves. Additionally, the Nascent Soul grows to be 'on the verge of death', thus representing the end of seasons and the end of the cycle of life and death, Winter.

In the Qi Refining stage, one lays the foundation of cultivating Immortality. In the Qi Building stage, one creates stars. In the Core Formation stage, one paints the sky. In the Nascent Soul stage, one creates morning and night to form 'a day'. Finally, in the Heavenly Being stage the Four Seasons (春夏秋冬) are created, symbolizing the endlessly flowing cycle of life and death. Once this foundation is set, a cultivator reaches the Grand Perfection Heavenly Being stage.

The Grand Perfection Heavenly Being stage is called Heavenly Circle (天圓), symbolizing encapsulating the Heavens within one's body. Since it entails completing the 'Heavens', that is why it's called the Heavenly Being (天人期) stage, and it is also called Heaven and Man Unity (天人合一). The Heavenly Circle is also called Acceptance At Fate's End, consolidating everything you've cultivated up to this point. There is the secret legacy of Vast Cold that replaced it with None Are Beyond The Merits Of The Four Seasons, placing more importance on the seasons and life as a cycle, which provides significantly more power even though it's not quite as compatible with the Four Axis stage. You don't have to worry about it anyway, as it's a niche alternate approach that not everyone is compatible with.

It is worth noting that most cultivators generally end up stuck at the Mid Heavenly Being stage, since the Late and Grand Perfection stages emulate and symbolize the parts of life past one's prime, which are naturally difficult to understand for those still in the prime of their life.

As for the Earth Path, at this stage progressing entails exploding all of your cells individually, all at once. Also, cutting through space by interfering with the plane of Qi becomes significantly easier at this point, so teleportation becomes a valid form of casual travel.

Lastly, cultivators begin to feel the attraction force of Fate at this point (yes even Earth Path cultivators), which primarily facilitates interdimensional travel, such as ascending from a lower realm. This isn't an easy feat though. To explain it in a metaphor, ascending to an upper realm (almost always a Middle Realm within the Heavenly Domain you're in) is like shooting an arrow on a battlefield, overcoming numerous obstacles, and still hitting the target. Feeling and using the flow of attraction force, in this metaphor, would be like recognizing the enemy commander and calculating the wind direction, possible obstacles, and the distance, before shooting the arrow. It is technically possible to ascend at Nascent Soul or perhaps even Core Formation, but since you won't be able to feel attraction force yet at those stages, this is exponentially more difficult, not to mention the pressure of the outer limits of space that is mentioned in the On The Three Planes section of the Notes.

Manifestation, Heart Path Lower Boundary

At first this is simply the path of martial artists, but it turns out that martial arts doesn't end at internal energy methods. In fact, they delve into one's heart, clearing the heart essence and developing a power known as Manifestation. This is a deeply individual system of power, as everyone has different hearts, personalities, and worldviews, and thus different Manifestations. Due to this, everyone tends to name their stages of Manifestation differently. Additionally, they are not perfectly analogous to the sages of Heaven and Earth cultivation, so in their explanations I'll just mention roughly which stages of Heaven and Earth cultivation each Heart Path stage is comparable to.

Notably, Manifestation doesn't generally grant all the various powers that the other two pathways give, like spells, flight, regeneration, absurd levels of vitality, and so on. It barely grants lifespan in comparison even. It's a fundamentally different path, but still a valid form of cultivation. Well, maybe calling it cultivation isn't too accurate, given you advance through these stages by training your body and skill, honing your heart, and endlessly seeking greater enlightenment. Just keep in mind that just like the Heaven and Earth pathways, Heart Path cultivation requires a certain amount of raw training to progress regardless of how well you understand the enlightenment needed to progress to the next stage. It just happens to be pushing yourself to the limit instead of sitting in one place and gathering spiritual energy.

Peak Master (절정/絶頂)

Peak masters are somewhat common among martial artists, mainly the older ones, as anyone with a decent level of talent who manages to live long enough while regularly training will end up here. That said, actually reaching this stage requires some level of desperation (not obsession, the difference is small but important). While they are nominally comparable to 1st or 2nd Star cultivators, in practice the spells cultivators can use are usually an insurmountable advantage.

It's generally considered to not be a good idea to explain how this stage works to those who haven't reached it, as it might actively hinder martial artists from properly forming their own perspective and arriving at the answer themselves (potentially causing dangerous delusions and madness as well). Thus, information about this stage is tightly guarded. While cultivators that might bother training in martial arts also tend to keep it secret, it's mostly because they generally don't care to tell others about it, not to mention it's not a good idea to let enemies figure out your capabilities.

As for the abilities gained at this stage, you'll start seeing intent. At first, in the Early Peak Master stage, you can see either the red lines that show you what moves your opponent will make, thus letting you dodge with minimal movements trivially or perfectly counterattack in advance, or the blue lines that show you the best ways to attack your enemies (or just some target like falling leaves). The vision of intent does not depend on your physical senses, so even if you were blinded and deafened, you could still deal with whole groups of martial artists who are below the Peak Master stage trivially, regardless of their numbers. Yes, it is essentially precognitive, no it has nothing to do with Fate.

Reaching the Mid Peak Master stage entails seeing both of these lines at once, making you that much better at dealing with opponents. Notably, the spiritual sense of cultivators appears like an entire area covered by their spiritual sense colored red, obscuring any actual red lines they might have. This is also why cultivators have a massive advantage over martial artists. If you have spiritual sense of your own though, you can still discern the lines of intent within spiritual sense. Notably, these lines of intent can also be seen interweaved like nets within spells, letting you potentially dispel those spells by precisely cutting where the lines of intent forming the spell are weakest.

The Late Peak Master stage is called Sword Silk (劍絲) or Sword Aura (劍芒). Rather than dealing with the lines of intent, it entails manifesting Sword Silk, which are basically threads of compressed sword energy (or ‘energy’ of whatever weapon you use). Reaching this point is based on the principle that sword energy and the blue and red lines are fundamentally the intent of martial artists, thus reaching a deeper form of unification between you and your weapon (following the metaphor of a weapon being an extension of your body if you master it enough).

Three Flowers Gather at the Summit (삼화취정/三花聚頂)

The red lines of intent represent your opponent’s intent, while the blue lines represent yours. But, is there an actual difference? If the opponent is also at Peak Master, to them their lines are blue while yours are red. Realizing this point and properly internalizing it lets you reach this stage, whereupon you’ll begin to see a third color; purple, forming lines between the red and blue lines. This not only lets you more directly and precisely read intent, but when you properly begin to see the purple lines three spectral glowing flowers will briefly appear above you, which is what gives this stage its name, which will then dissolve and enter your body through your nose and mouth, completing the advancement process and noticeably enhancing your body. Note, just like with Peak Master, actually reaching this stage requires some amount of desperation on top of the realizations that were just mentioned.

Nominally, martial artists at this level are equivalent to the 3rd and 6th stars of Qi Refining, but again spells, formations, and spiritual sense tend to be too big of an advantage for cultivators. Additionally, at this point you’ll gain greater control over your intent, such that you can clash your intent with your enemy with countless different approaches through the lines of intent, while both you and your opponent are simply standing still. Thus, the first actual clash between two martial artists at this level, assuming they’re having a normal spar, is generally when one side loses track of all the different approaches being presented through intent and thus shows a brief blind spot that can be exploited to actually land a hit. Also, following the purple lines of intent will let you trivially deal with Peak Masters the same way Peak Masters trivially deal with any amount of First-Rate opponents, as they cannot see the purple color and thus can’t predict how you’ll move and strike.

Also, thanks to the enhancements of the three flowers, at this stage martial artists reach incredibly fast levels of speed, to the point that to those beneath this stage it looks like a videogame stuttering. In terms of destructive force, a martial artist at this level could easily destroy stone or even metal with their attacks.

Additionally, by figuring out a trick to connect your intent to other intents (whether those of other people or that of world), you can form a type of spiritual energy called Gang Qi (罡氣) by encasing intent with your own internal energy. This Gang Qi is actually the same Pure Spiritual Force that cultivators at Qi Building generate and wield, albeit theirs has no intent as it is significantly more pure, on top of them having a far more steady output of Pure Spiritual Force than martial artists using Gang Qi.

While this stage isn't divided into three, there is progress within it. You see, your vision of intent won't stop at seeing the lines of instinctual intent, but as you see and meet people, you'll gradually begin to see the colors of conscious emotions. If blue and red are 'survival instinct' and purple is 'understanding', then the other colors of intent correspond to the actual 'self'. There are seven of these colors in total, corresponding to the emotions of joy, anger, sorrow, pleasure, love, hatred, and desire. You might not necessarily discover and become capable of seeing this colors in that order, but desire is always last. As an example, someone who develops a crush on someone else would manifest as a thread of pink-ish intent flowing from their upper dantian to the upper dantian of the person they love (or to whatever parts of the person they love they're currently focusing on).

Also, the more colors you see, the more shades and combinations of colors you'll become able to perceive. That said, actually discerning what each color actually means, even the basic seven colors, is up to you. This is why martial artists at this stage tend to form martial sects or become leaders of groups instead of becoming hermits like cultivators. The more people you see, the more lives you witness, the more colors you'll see and the more your understanding of emotion will deepen. Naturally, progress within this stage tends to be far easier for older people, as having more life experience makes it easier to understand emotions.

While everyone perceives these colors of intent differently, unlike the red, blue, and purple lines, the seven emotions do generally tend to look similar to others. Joy tends to be yellow-ish, wether golden or a duller yellow, anger tends to be red-ish, sorrow tends to be blue-ish, pleasure tends to be either purple-ish or silver-ish, love tends to be pink-ish, and hatred tends to be dark red-ish. Again, the exact shades of the colors of emotions is different for every martial artist at this stage. Notably, desire looks completely different to everyone, unlike the other colors. It could be black, or transparent, or iridescent, or whatever else. This is because desire could be considered to be the most vague and general emotion.

The philosophical reason for seeing the intent of emotions is that martial arts is about intent, in other words about the martial artist themselves who infuse intent into their martial arts, and of course martial artists are people with emotions. So, the more you delve into martial arts, the more you deepen your understanding of yourself and who you really are, which also deepens your understanding of other people.

Obviously, as you begin to perceive these colors of emotion, you'll be able to use your own intent of emotion in combat, such as wrapping your blue or purple lines of intent in pink love to make an attack as slippery and hard to block as warmth, or infusing it with dark red hatred to make it capable of breaking through defenses that would normally stop your attack. You wouldn't need to strictly feel those emotions to pull off such tricks, but you would at least have to know how they feel, ideally by having felt the emotions before in your life which is likely. Also, in the plane of Soul those at this stage seem to be more active than the other cloud particles representing other souls.

Notably, when you finally become able to see all seven colors, you'll immediately advance to Five Energies Converging At The Origin, although if you don't proceed through the advancement process properly you might end up overloading your brain and causing your head to explode.

Five Energies Converging at the Origin (오기조원/五氣朝元)

When you become able to see the intent of desire, thus seeing all the colors of intent, your vision of all seven colors merge, letting you see not only the intent of people, but also the intent of the world itself, IE the flow of spiritual energy of Heaven and Earth. This is because the merging of your vision of intent actually transforms into spiritual sense, developing a consciousness of around 1.67 meters in diameter centered on your upper dantian. To Peak Masters, this looks as if red threads gather and converge and fill in the gaps to form an area as it becomes spiritual sense. Those at Three Flowers Gather At The Summit can see more, noticing that what fills in the gap between the red lines are the colors of emotions. It is worth noting that reaching this stage generally requires either facing a true life and death situation, or having absurd levels of talent. Or just having ungodly amounts of time to train and reflect across multiple mortal lifetimes.

However, when you form this spiritual sense, it will overload your brain and upper dantian, to the point of literally enlarging your head to a noticeable extent and even exploding if not addressed. This isn't just from the information influx, but also from your upper dantian passively absorbing the spiritual energy of Heaven and Earth and disturbing the balance between your three dantians. As spiritual energy has the property of harmonizing all things, the way to solve this (which you'll be able to do from instinct) is to accept even more spiritual energy into your body, specifically the spiritual energy of the Five Elements, which form into five balls of energy above you before entering your body through your nose and mouth. The eponymous five energies (five elements) converging at the origin (your upper dantian).

Then, you have to circulate the spiritual energy through your body and use it to evolve it. You'll know how to do this instinctively even if you know nothing about biology, intent and spiritual energy guiding you through skeletal restructuring and the remodeling of your flesh. You do have to do so manually though, the spiritual energy of the five elements merely shows you the 'correct' way to reconfigure your flesh and bones. Obviously, having actual medical knowledge makes the process easier.

As a side note, this transformation, aside from putting you back in your physical prime if you were old, will generally catapult you to the peak of health, all physical infirmities fixed, and even greatly improve your appearance. Even an ugly person would become incredibly beautiful or handsome after this transformation. Once the transformation is complete, your body will be far better suited to use spiritual energy, and you'll even be able to breathe from any part of your skin, instead of just your nose. Finally, this transformation grants you five elemental Spiritual Roots, allowing you to cultivate even if you couldn't before. This does override any Spiritual Roots you may already have though, so keep that in mind.

This stage is comparable to the 7th to 14th stars of Qi Refining, as well as the Early Qi Building stage if you're really skilled. And while the magical abilities of cultivators are still a massive advantage, it's not as insurmountable as it was before, mainly because you now have spiritual sense of your own. Also, a fancy trick that becomes possible at this stage is that by sensing the flow of the air and the spiritual energy within it, you can easily discern where to step to basically walk on air. This does take a small consumption of internal energy without extensive practice though.

At this point, beyond merely seeing the threads of intent, each movement is like a far-off illusion, almost akin to foreseeing the future. Meaning that not only can you see what your opponents are going to do instead of merely seeing the lines they'll follow, but your own projections of intent can affect the world, causing marks from your weapons as if each move and exchange projected through intent actually happened. A spar between two martial artists at this stage feels like a storm of a battle more than two people duking it out, hundreds if not thousands of projected exchanges happening even as the two martial artists clash in body as well.

You'll also be able to use Gang Qi with greater finesse and control, to the point of turning it into what's called Sword Gang (劍罡). Don't ask me the details because the story didn't elaborate.

As you progress through this stage, your consciousness domain will grow more detailed and intricate, making it easier to handle delicate techniques related to controlling or splitting consciousness. Unlike the spiritual sense of cultivators though, it does not increase with size. Also, the changes of the colors of intent for people at this stage are a lot smoother in the plane of Soul, as they are more resistant to the changes of the collective unconscious.

Ultimate Pinnacle (등봉조극/登峰造極)

Technically speaking, this is a unique stage. Five Energies Converging At The Origin is already the stuff of legends among martial artists, and the Heart Tribe just goes directly to Manifestation after reaching it. Ultimate Pinnacle was devised by Kim Young-hoon, in ignorance of Manifestation as he tried to reach for a martial arts stage beyond Five Energies Converging At The Origin. While you'll probably be able to eventually reach this stage thanks to knowing about it and how to reach it from reading it here, keep in mind it's a complete unknown.

Reaching this stage entails imbuing 'yourself', as in all of your intent, into a ball of Gang Qi, transforming it into a Gang Sphere. This Gang Sphere looks like a miniature star, but in the vision of intent it actually looks like a clone of you. After all, it has all of yourself in it. Due to this, it's technically alive in the most spiritual sense of the word. Then, you have to settle it within your dantian, compressing your Qi into it and massively increasing the amount of spiritual power you have on top of perfectly refining your internal energy, transforming it into an Inner Core. This Inner Core will easily be confused for a Demon Core of the Earth Tribe, so keep that in mind. Storing your internal energy from your martial arts in this Inner Core helps prevent it from mixing with the spiritual power you gain from cultivation, as such mixing would somewhat hinder your martial arts.

Also, this Inner Core lets you last a lot longer than normal people without eating food or drinking water, although you do still need to eat especially if you're using a lot of internal energy. You'd only need to eat every few days. You can also use Gang Spheres like attacks too, since after making the first one into an Inner Core, you could invest all of yourself to form another Gang Sphere. They're very destructive, able to demolish an entire three-story house in one go, or destroy a Core Formation Cultivator's limb. In general though, this stage is comparable to Mid and Late Qi Building. You might be able to damage a Core Formation cultivator if you land a hit with a Gang Sphere, but getting through their defenses, and escaping with your life afterwards, is a different matter entirely.

The next step within this stage is realizing that Gang Spheres, being imbued with yourself, can be a source of intent themselves. Treating them as split souls means that when you generate a Gang Sphere, your vision splits, letting you see from the perspective of the Gang Sphere as well. This is more about technique and understanding than talent, so even a talentless martial artist that somehow got to this stage after hundreds or thousands of years of training would be able to get the hang of this quickly with a bit of guidance.

The next step is 'overlapping' yourself with your Gang Sphere clones, both physically and in the vision of intent, synchronizing your thoughts, multiplying everything about yourself but most importantly your speed. For example, one Gang Sphere clone overlapped with yourself would double your strength and your speed. Two Gang Sphere clones would triple them, and so on. This is just using martial arts too, if you actually cultivate your larger consciousness would mean the multiplication is even greater.

Progress within this stage entails creating more than one Gang Sphere at a time by splitting it, first into two, then into three, then into four, and so on, although the limit seems to be 9 Gang Spheres in total. A boost of a whole order of magnitude is nothing to scoff at anyway.

First Stage of Manifestation

Finally, this is Manifestation proper. Reaching Manifestation requires merging the external and internal heart essences into one. Unfortunately no form of talent helps here, it's entirely dependent on introspection and enlightenment. Merging the external and internal heart essence requires inhumanly extreme passion, generally done through longing. It's also easier to do if you've reached the Ultimate Pinnacle stage. Through it, advancement entails merging all nine Gang Spheres into your consciousness. While this skips most of the need for extreme passion, you do still need to engage in a lot of introspection about who you are and what your goal is. The process may be easier but it's still not easy by any means.

Once reached, Manifestation essentially revolves around manifesting your heart (hence the name), specifically in a manner that resonates deeply with you, which also grants you some particular power appropriate to whatever your deepest yearning is. For example, Kim Young-hoon longed to return to his home as quickly as possible, so his Manifestation is a golden Peng bird, granting him absurd levels of speed. Seo Eun-hyun, by contrast, longed most to escape Fate and embrace all his connections, so his Manifestation is a formless sword that could morph freely to assume any shape. Other examples are a spider lady in the Bright Cold Realm, who yearned most to be able to rest despite being a slave forced to play instruments even at the expense of sleep, manifesting her ability as a song that lures everyone to sleep, as well as being able to operate perfectly fine when asleep as if she was awake.

In other words, what you gain from Manifestation is unique to every individual, their experiences, and what they long for the most. In terms of power, the first stage of Manifestation is comparable to the Core Formation stage, although lacking the versatility of cultivators, and an actual matchup would depend on what the ability of the martial artist using Manifestation actually is.

Additionally, when reaching this stage you'll become capable of using heart language. In essence, using your heart essence to speak directly at other people's hearts. Only others in Manifestation can hear or even perceive this heart language. Additionally, after reaching Manifestation you'll become capable of peering into other people's heart essences, although doing this requires physical contact in this stage. This'll be like plunging your spiritual sense into a small internal world, where the structure and contents of the heart essence will symbolize the deepest nature and worldview of the person in question.

For example, Kim Young-hoon longed endlessly to soar like a bird to return home, so his heart essence takes the form of a golden Peng bird. Seo Eun-hyun resolved to move forwards and cherish all his connections, so his heart essence manifests as a sword mountain filled with transparent glass swords that pierce and cause immense pain and suffering on everyone entering the heart essence, even Seo Eun-hyun himself. Exploring your own heart essence, naturally, is a good way to reflect upon yourself and engage in introspection.

In the plane of Soul, those at this stage seem to be rotating vigorously, drawing in power from the plane of Soul to the lower plane of Qi, and heart language looks as if they use this to pull in nearby clouds, IE the heart essence of others, into their own sphere of influence. This isn't really a matter of devouring, simply a manifestation of how one's heart is completed by their connections to others.

Second Stage of Manifestation

To reach the second stage of Manifestation requires putting one's heart in a state of Emptiness (空), and understanding said Emptiness, fully integrating one's ideals into the self. If you reached Manifestation through Ultimate Pinnacle, this also means assimilating your Inner Core, as the 10th Gang Sphere, into your consciousness. In this stage your Manifestation becomes capable of freely flowing through your body, similar to the Qi Building stage's Pure Spiritual Force. This also deepens whatever ability your Manifestation has. For example, Kim Young-hoon, who focused on speed, became able to cut space, while Seo Eun-hyun, who focused on freedom, became able to freely traverse between the planes (although the plane of Fate was still out of reach).

This stage is comparable to Nascent Soul. More importantly, it actually extends your lifespan, by about 49 years. Although of course this matters little if you're actually cultivating as well. Your senses become significantly better as well, letting you see the flow of intent of the red, blue, and purple lines even within the spiritual sense of cultivators. Also, at this stage you can actually enter the heart essences of others outright, instead of merely perceiving them.

In the plane of Soul, those at this stage rotate so vigorously that they begin to actually affect the heart essences of others, which is how they enter the heart essences of others to begin with. You can even hear the responses of others to your heart language, even if they haven't achieved Manifestation, although obviously the other person would not be aware of this conversation.

Third Stage of Manifestation

Reaching this stage essentially entails imposing one's ideals into the world, or more specifically what meaning Heart Tribe cultivation has for you. Notably, this means that strikes from your Manifestation at this stage confuses the Heavens, causing such attacks to be treated as a Heavenly Tribulation the target escaped from. Thus, the next time the target faces Heavenly Tribulation as a cultivator, they'll have to deal with the same strike of Manifestation again. Mercifully, it's only one per Manifestation, in other words they only have to worry about one addition to their Heavenly Tribulation per martial artist in Manifestation that they fight, but there are many people in the Heart Tribe. This is a big reason they're hunted down. Nobody wants their Heavenly Tribulations becoming harder to survive after all.

This stage is comparable to Heavenly Being, and also extends lifespan by 343 years. Additionally, this stage is where the Three Great Ultimates become achievable. More info on that is in the Heavenly Being explanation. Additionally, those who haven't reached Manifestation will actually be able to hear your heart language, assuming you allow them to. In the plane of Soul, those who have reached this stage seem to form into a massive helix through their rotational force, pulling and converging the surrounding clouds, and are no longer individual cloud particles but entire cloud masses in and of themselves, since the heart is only completed through one's connection with others. In other words, by receiving and embracing countless hearts in one's own heart, one counts as countless beings. This is why attacks at this stage are so similar to Heavenly Tribulation, since Heavenly Tribulation falls on those who commit acts of defying the Heavens. In other words, acts that distort the principles of the world, which alter the fates of countless beings. This doesn't mean you're hit with Heavenly Tribulation when using Immortal Arts though, it's mostly flowery language.

Middle Boundary

It is important to note that in the Middle Boundary, the formulas of the Heaven and Earth pathways unify. In other words, cultivation is done the same in both pathways, rather than involving rituals in the Heaven pathway and simply blowing yourself up in the Earth pathway.

Additionally, when entering the Middle Boundary, cultivators become capable of wielding attraction force. Because of this, they also begin to emanate Wisdom. Think of it as an eldritch presence; seeing a Four Axis cultivator would drive an ordinary mortal into madness, and a Core Formation cultivator would feel pain behind their eyes when directly looking at them, which grows worse over time unless they look away. This intensifies slightly the more you advance through the stages, although it only becomes significantly worse in the Upper Boundary. Conversely, cultivators also become more sensitive to Wisdom.

While mortals would instantly be assimilated by the mere presence of a True Immortal, even without properly perceiving the True Immortal, a cultivator at the Middle Boundary would manage to survive and benefit from the Wisdom that forcefully enters their mind after glancing at the True Immortal, and they'd be able to resist the True Immortal's influence by turning away. Unfortunately, this becomes lethal from the Star Shattering stage onwards, damaging the sanity of a Star Shattering or Sacred Vessel cultivator if they're unprepared. It is still possible to survive without too much damage to your mind if you prepare properly at least, which helps to build up a resistance. However, in the Entering Nirvana stage, this changes, and perceiving a True Immortal results in instantly dying. This has to do with the advancement to True Immortality, and will be explained more in depth in the explanation for that stage.

Among peers however, this Wisdom serves to transmit information automatically. It only fully matures in the Entering Nirvana stage, but this allows cultivators to gain knowledge by merely facing the other person. This is also why the presence of True Immortals is lethal, since they embody both life and death, and the latter part ends up killing mortals if they don't restrain the Wisdom they naturally emanate.

Four Axis (사축/四軸) / Earth Axis (地軸)

Entering this stage is done by transforming the Heavenly Circle you cultivated in the Heavenly Being stage into your first Axis, by focusing the power of Celestial Energy Guidance into the Heavenly Circle. Naturally, you'll face Heavenly Tribulation. At some point your Celestial Energy Guidance will turn into attraction force briefly. You have to catch that point well, and use it as a reference to completely sublimate the power of Celestial Energy Guidance into attraction force, thereby fully entering the Four Axis stage. The Axis taken collectively are referred to as the Earthly Bearings (天圓地方).

You might be wondering what an Axis actually is. Well, they're essentially something like Nascent Souls. Except that where a Nascent Soul imprints your self and personality, an Axis imprints and maximizes a particular attribute instead of a personality. This allows the Axis to form their own attraction force, which is what allows cultivators to actively control attraction force. As for their actual form, while it's normal for Axis to form into pillars, they can also take other forms, such as a surface, a point, or other three-dimensional shapes. You can freely change their shape, since they're fundamentally formless. Most cultivators don't bother and just leave them as pillars though.

Additionally, each Axis formed grants you 10,000 years of lifespan. Naturally, since you enter this stage by forming the first Axis, you'll get 10,000 years of lifespan at the start. Keep in mind that your lifespan is only increased by whichever cultivation base is greater, if you're cultivating in both the Heaven and Earth pathways. It's worth noting that cultivators at this stage have such strong life force that they can be revived once in the event of their true death (IE their Nascent Soul is destroyed). Unless they die to Heavenly Tribulations which are related to the plane of Fate. In special cases, they can even resurrect repeatedly. Unfortunately, after resurrection they end back at the Nascent Soul stage and must cultivate again to regain their power.

Those with particularly strong yearning for life, or with unresolved resentment, can also spawn what are called leftovers, which are essentially weaker, incomplete copies of the Four Axis cultivator in question, usually incapable of cultivation due to not being a proper resurrection. The amount of memories a leftover retains varies by race, some remembering little while others remember most things. How leftovers are treated also varies by race, some treating them as the cultivator that died, while others treat them as separate beings with their own identity. That said, fatally wounding a Four Axis cultivator necessitates damaging or even destroying their Heavenly Circle and/or the Earthly Bearings they form through their Axes. Preventing resurrection requires you to destroy their soul itself before it escapes, which is very much not easy since it means reaching and interfering with the plane of Soul.

From this stage onwards, rituals are no longer directed at Heaven, but at the Earth. In other words, to the plane of Qi instead of the plane of Fate. This is why the formulas for the Heaven and Earth pathways become the same. Also, since Celestial Energy Guidance becomes attraction force, it lets you control heavenly phenomena at a far greater scale, or even do things like using attraction force to fly. It is also worth noting that at this stage, one's true form begins to transform according to whatever cultivation methods they use. You'll always be able to transform back into your previous true form though, in case you find the new true form inconvenient.

Dharma treasures at the level of Four-Axis are called 'out-of-standard dharma treasures'. These can partially merge with your soul, allowing you to store them within yourself the same way you could your Nascent Soul and Axes. Additionally, thanks to a cultivator's ability to handle attraction force, their intuition becomes so accurate and useful that it's almost like precognitive foresight. It's not perfect of course, and it's not quite looking into the future outright, but if they have a hunch, then that hunch is almost always correct. As a side note, movement techniques unify at this stage, with both the Heaven and Earth Tribes using the ground-shrinking technique, which uses attraction force to fold space, shrinking distances. Four Axis cultivators also no longer need to sleep.

There's a lot of mystery and many misunderstanding about this stage. For example, the name Four Axis is a lie, and the actual name of this stage is Earth Axis. Not to mention that the proper formula of the Five Blessings Axes is extremely obscure, and most cultivators only know the orthodox and unorthodox methods of the Five Elements Axis. The main reason for this is that the Great Mountain Supreme Deity governs this stage, and he's a colossal asshole.

Once you collect three Axis, they'll form a Canopy, essentially an internal world formed and supported by your Heavenly Circle and Earthly Bearings. For the Heaven Path, this Canopy can be manifested externally, like a pseudo-illusory domain that the cultivator has great control over, covering an area around a bit less than a tenth of the Indian Ocean of Earth. The Earth Path instead unfolds it internally, forming instead a proper internal world (which is usually around 15 kilometers across) and greatly increasing the size of their true form, albeit not to a similar extent as the size of their Canopy. If you triple cultivate, and cultivate with the Five Blessings Axes, you'd get a Canopy large enough to cover the Indian Ocean.

With Heaven and Earth dual cultivation, both can be done, which of course grants greater power than just using your domain in one way. Unfortunately, you'll only have one set of Heavenly Circle and Earthly Bearings even as a dual cultivator. While the story doesn't explain the details, the cultivation base of either pathway seems to not just be the Golden Core, Nascent Soul, and Axes that a cultivator builds up.

Actually forming the Axis is a process with a few paths. The Heterodox and most common method is the easiest. This involves grinding up and refining others to extract the elemental attribute needed. One Axis requires the sacrifice of one Four Axis cultivator, 100 Heavenly Being cultivators, or 10,000 Nascent Soul cultivators. Unfortunately anyone at Core Formation or below doesn't have the spiritual nature needed to form the Axis. There's also the Orthodox method, which doesn't sacrifice others, which essentially involves gathering massive amounts of spiritual energy and perform a small ritual to the plane of Qi. As a side note, if you perceive the Great Mountain Supreme Deity directly and somehow survive the experience, you'll end up automatically forming all Five Elements Axis.

However, there's also the little known, true formula of this stage, involving the Five Blessings and Six Extremes. The Five Blessings are Wealth (부/富), Love of Virtue (유호덕/攸好德), Longevity (수/壽), Health (강녕/康寧), and Acceptance At Fate's End which is represented by the Heavenly Circle. Although Acceptance At Fate's End can also be replaced with None Are Beyond The Merit Of The Four Seasons (無非四時之功也), which can only be gained by obtaining the legacy of Vast Cold. To do that, you must find a couple with the names In and Yeon, and bless In and Yeon's marriage. That said, if you don't hold great love towards someone, you wouldn't gain anything.

Unlike the Five Elements Axis, building the Five Blessings Axis requires a different approach; you must form contracts with lower beings, fulfilling your end of the contract and collecting payment in the form of the lower being's lifespan. If you have a Void Spirit Pond, this is easier since mortals in the Astral Realm and Decaying Corpse Realm can be given blessings that are very impactful in their life without too much effort on your part. Normally cultivators doing this gather as much lifespan as reasonably possible, but you can be less mean instead and only claim a decade or less of lifespan as payment. There's also the alternative way of performing rituals to True Immortals, or travel to four Middle Realms that correspond to each of the Five Blessings.

However, the true, proper way to build the Five Blessings Axes involves the contract process. The main addition to the process is that when the Axis is complete, you must return all the payments of lifespan, dissolving the Axis, and then sacrifice 10,000 years of your own lifespan, remaking the Axis with your own lifespan. This unfortunately results in a net gain of 0 extra lifespan gained, but it does allow you to further your comprehension of the Six Extremes, forming the Six Extremes Axis automatically once you finish the Five Blessings Axis.

You must repeat the process for each of the Five Blessings (forming contracts taking lifespan as payment, then returning the lifespan to sacrifice your own when the Axis is finished). Don't worry about the connections between you and those you made contracts with, attraction force lets you maintain such connections and send the lifespan you're returning back through it. If the people you made contracts with died, well, they'll probably receive that lifespan in their next life, or their current life if they already reincarnated. The story doesn't tackle that particular possibility though.

More precisely, you must gather 'something precious' related to the concept. But lifespan is incredibly flexible and is easily justified as fitting for all the Axis you need to build, so it's generally what's used as payment. Naturally, when taking lifespan, you must claim 10,000 total years of lifespan to fully form the Axis. Only when you have the four Five Blessings Axis and the six Six Extremes Axis will you finally have a full, proper Earth Axis stage. Naturally this means being far more powerful than those using an ignorant, incomplete formula for this stage.

As a side note, your Axis also influence your Fate, primarily the Five Blessing Axis. For example, the Axis of Wealth would make you more lucky in matters of money, and see you get more windfalls than normal. On the other hand, the Axis of Longevity would cause you to encounter more opportunities to increase your lifespan through fruits and pills and the like. Ultimately though, this effect is rather minor when compared to the overall power of this stage.

Integration (합체/合體)

Advancement to the Integration stage involves forming a true inner world through your Heavenly Circle and Earthly Bearings. First you must refine another Nascent Soul with an elemental attribute of your choosing, assigning the other four Axis of the Five Elements at the cardinal directions, in essence it's like forming a final Five Elements Axis. Then through the process of Heaven and Earth Unity (天地合一), you have to merge the Heavenly Circle and Earthly Bearings, evolving them into a small internal world called the Integrated Dao (合道) Domain. Using the four Five Blessings Axis (with the fifth one being the Heavenly Circle itself) makes this process significantly easier, but having a proper Earth Axis stage means the process is a lot different, and a lot more complicated as well.

First, you must still refine another Nascent Soul with an elemental attribute of your choosing among the Five Elements. While it will possess only one element itself, it will represent all Five Elements Axis among the other Axis you possess. Thus forming 12 Axis in total; the Five Blessings Axis (including the Heavenly Circle), the Six Extremes Axis, and the Axis representing the Five Elements. To begin with, the crucial point is forming the 'sky' with the Heavenly Circle and the 'ground' with the Earthly Bearings, so the cardinal directions aren't strictly required.

Then as you position your Earthly Bearings around your Heavenly Circle (AKA your Nascent Soul), you must rotate the Yin-Yang energies within your Nascent Soul, turning the wheel of day and night. This rotation must accelerate as your shadow and light sweeps across each Axis in sequence, until the Axis start to shine brightly and rotating as well, drawing a circle. You must converge your attraction force in the center of this circle, as it begins to reflect your Canopy. Then, the circle will gradually turn three-dimensional sphere. Then, when it is a complete sphere, your Nascent Soul must envelop and melt around the sphere.

Thus your Earthly Bearings form a planet (around Moon-sized), while your Heavenly Circle forms the atmosphere, the cycle of Yin and Yang, the Sun of the day and the stars and constellations of the night, even the cycle of the Four Seasons. Your attraction force becomes the planet's gravity and magnetic field, giving rise to North and South, and with the rotation of Yin and Yang, East and West are born. Thus manifest the Four Directions within your Domain. Thus is achieved Heaven and Earth Unity.

The main reason that the Four Axis/Earth Axis stage, and the advancement process of consolidating the Axis to advance to Integration, are such a clusterfuck, is that Great Mountain Supreme Deity governs the Earth Axis stage, and he's a colossal asshole.

After Heaven And Earth Unity, whether done the usual way or the true, proper way, comes the Heavenly Tribulation. This'll mean being hit with three-colored lightning from above; golden Heavenly Tribulation which is the standard, and a 'mysterious black' (玄色) Heavenly Tribulation symbolizing the Heavens. You'll be hit with 200 bolts of each. Then, from below you will come more Heavenly Tribulations; the standard golden Heavenly Tribulation, and yellow (黄色) Heavenly Tribulation symbolizing the Earth. Again, 200 bolts of each. This'll continue; azure (青色) Heavenly Tribulation from the East, white (白色) Heavenly Tribulation from the West, red (赤色) Heavenly Tribulation from the South, and black (黑色) Heavenly Tribulation from the North. Again, each accompanied with the standard golden Heavenly Tribulation, 200 bolts of each, a total of 3,600 bolts of Heavenly Tribulation.

This is why you can't really face this Heavenly Tribulation while planetside or otherwise not very high up, as your Heavenly Tribulation would not only tear apart the planet or flat world beneath you, it'd also make it harder to defend against since the ground would obscure it until it was right about to hit you. It's also known as the Six Lightnings (六雷), filling the positions of Heaven, Earth, and the Four Directions.

These are no mere Heavenly Tribulations either; you cannot merely survive this lightning, you must also use it as well as the energy of dragon veins from whatever planet or world is nearest, representing the energies of Heaven and Earth respectively, to form dragon veins within the world of your own Integrated Dao Domain. These dragon veins will not only form the life force of your world, but will also effectively function as the Eight Extraordinary Meridians of the inner world itself, making this a crucial task. First you should establish the dragon veins along the equator, then along the North and South. Then you must carve dragon veins across the sky itself, engraving the constellations and stars of the Enclosures and Stars of the Core Formation and Qi Building stage, as well as engraving the paths of the Sun and Moon. With that done, you can simply focus on surviving the Heavenly Tribulation again until it finishes to ensure you didn't make a fragile world.

Thus you'll have completed a World (世界) which takes root within you. This not only grants you far greater power with attraction force than in the previous stage, but also makes you akin to Nature (自然) itself within your Integrated Dao Domain. As a side note, all cultivators at this stage are referred to by the title of Grand Cultivator.

This Integrated Dao Domain can be unfolded outside of you, manifesting the small planet externally, although it'll still be contained within the dimensional veil that marks the edge of the Domain. This dimensional veil is the same as the World's End of Decaying Corpse Realm, and it's incredibly difficult for peers also at the Integration stage to break through. You can also freely control its interior, you are Nature within it after all, for example blocking all light from getting past your dimensional veil in case you want some privacy. Upon reaching the Integration stage, you'll gain 100,000 years of lifespan, although it's not unheard of to extend this to 200,000 with liberal use of lifespan-extending pills and such.

In terms of power, a full power strike at the Grand Perfection Integration stage could wreck a world the size of Mars, and the shockwaves in a fight between two Integration cultivators could easily destroy an entire world by reducing it to a wasteland flooded in lava and magma. Normal attacks can contort and tear apart space even in a Middle Realm too. Actually shattering a decently sized planet is too much through. Causing a massive crack on the planet as a whole or just rendering the surface uninhabitable is the limit at Grand Perfection Integration. Still quite world-ending, even if technically not fully cosmic yet. Cultivators at this stage are also capable of freely manipulating space, doing so through attraction force below instead of having to interfere with the plane of Qi.

In the context of flat worlds like Decaying Corpse Realms or Middle Realms, attacks are powerful enough to vaporize an area 15,000 kilometers across in one strike. That said, for one who's still at the Early Integration stage but did the proper Earth Axis ascension method, their power is a whole order of magnitude greater, letting them vaporize an area 150,000 kilometers in diameter in one strike, fully sufficient to annihilate a small Decaying Corpse Realm (the contents at least, not the dimensional veil) or planet. This would be at full power and holding nothing back of course, not a casual attack.

The only way to actually kill an Integration stage cultivator is destroying their Integrated Dao Domain outright. Conversely, they feel pain when their Domain is directly damaged. In the case of the Earth Tribe which merge their Integrated Dao Domain with their body like the Four-Axis Canopy, you do have to destroy their body too. Because of this, Heaven and Earth dual cultivators are more resilient, needing both body and Domain destroyed to actually die. As a side note, dharma treasures at the level of Integration cultivators are called Refining Void (煉虛) Dharma Treasures. This is because dharma treasures assimilate with the center of one's Domain, becoming a conduit connected to the cultivator's heart essence. Thanks to this, it also means that the power of the Heart Tribe can be imitated, albeit only faintly.

However, Refining Void Dharma Treasures are incredibly difficult to refine, with average Grand Cultivators needing to devote at least ten thousand years of single-minded focus just to assimilate the Dharma Treasure with their soul and spirit. This is of course made easier if you've been cultivating the Heart Path and reached Manifestation, meaning that the path to your heart essence is already open and you're aware of it, making the process of refining a Refining Void Dharma Treasure quick and easy. Also, since Refining Void Dharma Treasures are partially assimilated into your heart essence, they exist in both the planes of Qi and Soul. Thus, if it shatters or gets lost, you can simply repair it without issue, or retrieve it directly from your heart essence instead of having to look for it.

As for spiritual sense, at this point it becomes detailed enough to inspect people at the cellular and genetic levels. It's unclear if it only reaches such a point at this stage or in a prior stage, but it's definitely possible without too much effort at this stage.

The formula for the Integration stage is divided into six major aspects; Rain (雨), Sun (陽), Heat (燠), Cold (寒), Wind (風), and Time (時). This is in truth one of the basic introductory Immortal Arts, and those aware of the truth of Immortal Arts can properly begin to practice them here. Assuming they don't just practice beforehand anyway, cultivation base is not a requirement for Immortal Arts but they do become the formulas for the rest of the Middle Boundary so it helps.

These aspects respectively represent cloudiness (雨), clearness (陽), warmth (燠), coldness (寒), and wind (風), which combined symbolize the changes of the seasons (時). Progress within this stage entails unifying Heaven, Earth and the Four Directions, the Six Harmonies (六合), within one's Integrated Dao Domain. By integrating each of these Six Harmonies and comprehending the formula properly, one can awaken Divine Powers based on their understanding and interpretations of Rain, Sun, Heat, Cold, Wind, and Time. In truth this is like learning Immortal Arts with metaphorical training wheels, with these Divine Powers being lesser forms of the Immortal Art Various Omens (庶徵). Through learning, internalizing, and reflecting on each of these aspects, one masters their Integrated Dao Domain and harmonizes perfectly within it.

Unfortunately, the vast majority of cultivators practice Breakthrough Before Understanding at this point, as anyone talentless enough to be forced to get into the habit of Understanding Before Breakthrough is far more likely to have died of old age or some other cause before getting to Integration. Thus, very few cultivators actually put in effort to understand the formula and Divine Powers of this stage properly, especially given how tightly related it is to the heart essence. The normal approach is filling one's domain with energy and simply replicating and studying the phenomena that result. This lack of proper understanding, coupled with the obscurity of the proper Earth Axis progression and advancement, is the primary reason why the success rate of reaching the Star Shattering stage are comically low.

Also, you have to content with Heavenly Tribulation when you reach the Grand Perfection stage, naturally. There's no proper Early, Mid, and Late sub-stages mainly because it's just understanding Various Omens and using it to properly master your Integrated Dao Domain. It is worth noting that the tribulation of the Grand Perfection Integration stage also includes a Heart Demon Tribulation, consisting of getting swarmed by darkness in the plane of Soul, spawning a whole bunch of Heart Heavenly Demons, which will gleefully torment the cultivator until they surmount and defeat the Heart Demons. These Heart Heavenly Demons are not really truly people, being closer to things like characters in a novel or pieces in a game of chess. They're ultimately lumps of negative energy that temporarily assume whatever personality is most conducive to tormenting the cultivator they're assailing.

As a side note, three seconds is a long time in Integration level combat apparently. Also, rather than simply being a generic rocky wasteland, a cultivator's Integrated Dao Domain is quite personalized. For example, it might be a planet formed of glass with rivers of fire, or maybe be completely covered in snowy mountains, or the like. Thus, it's quite common for cultivators to name their Domains, separately from just referring to them as their own Integrated Dao Domain. Also, it's possible to manipulate your dimensional veil in skillful ways for various strange techniques, such as compressing it into a thin thread and manipulating it as an absurdly sharp cutting weapon. This requires absurd levels of skill and experience in handling your Domain though, to the point you're better off just attempting to advance to Star Shattering instead.

Star Shattering (쇄성/碎星)

From Qi Gathering all the way to Integration, cultivation is fundamentally about 'building up' power and abilities. It might be a bit more involved than xianxia usually is, but it's still about accumulating power and building on top of the foundation of the previous stages at the end of the day. In the Star Shattering stage, this fundamental commonality ends. At this point, rather than building up, you must break. The advancement to reach Star Shattering is commonly referred to as a 'suicide ritual' for very good reason.

The process is simple. You must self-destruct. You must detonate everything. Integrated Dao Domain, cultivation base, body, mind, soul, *everything* must be exploded and shattered into dust, creating a remnant cloud that looks like a nebula. This is merely the first part. You must regain consciousness within the cloud, and gather all the remains (遺骸) of your suicide, forming a small planet, roughly about the size of the Moon.

You won't have any power left, and there's no hopeful nonsense such as being able to manipulate the nebula innately since it comes from you. You can no longer use attraction force, spiritual power, spells, authorities, or even dharma treasures. If you have a Refining Void Dharma Treasure, it'll help to maintain and stabilize your consciousness since it's partially assimilated to your heart essence, but that's all it'll be able to do. So, how the hell do you reassemble yourself? Worse, Heavenly Tribulation will begin to descend the moment you detonate yourself to start the advancement process.

You must do the impossible. You must use the Immortal Art Various Omens to assemble yourself a celestial body from the nebula. This is why it's known as a suicide ritual. Without even a minimum understanding of Immortal Arts, it's plainly impossible to reach Star Shattering. Those who aren't even aware of Immortal Arts and simply think of Various Omens as the formula of the Integration stage plainly have exactly zero chance to ever succeed this advancement process. And given that Immortal Arts are so obscure as to practically be a secret to mortals at this stage, it's no wonder that Star Shattering cultivators are so rare compared to the population of Integration cultivators.

All that said, the Integration stage does serve as metaphorical training wheels to learn the Immortal Art Various Omens. If a cultivator notices that Various Omens is more than it seems in the surface, and properly puts in effort to understand and master the six Divine Powers they gain, they might be able to learn how to wield Various Omens as an Immortal Art, even if only somewhat and with no awareness of the true nature of what they are doing. However, from this stage onwards a cultivator must have some awareness of Immortal Arts to cultivate properly, and indeed this tends to be the stage where cultivators learn about the existence of Immortal Arts.

It's normal to set up formations to stabilize space and help condense one's remains before advancement, but even then regaining consciousness after destroying not just your mind but also your soul is no easy feat, and if you fail to use Various Omens to reassemble the nebula left behind into your body then you'll fully die after a short time anyway. The moon that is formed when the process is finished becomes the cultivator's true body, and they properly become a divine being.

With Cloudiness (雨), you must gather the nebula. With Warmth (燠), you must raise the temperature at the center of the gathered nebula. With Wind (風), you must shape the center of the nebula into the form of a planet. With Time (時), you must start the planet's rotation. With Cold (寒), you must gradually cool down the planet's surface. Finally, with Clearness (陽), you must completely solidify the planet. With the process complete, you'll then face the Heavenly Tribulation of advancement. It is worth noting that Heaven and Earth dual cultivators must perform this process twice, one for each pathway. This does result in being slightly larger, as well as gaining a winged garment See 'On Immortal Cultivation' for details.

If you're really stupid and/or really brave, or end up in an unfathomably desperate situation such as getting spawncamped with an ill-timed point of regression, you can even repeat the process of detonation and reassembly as many times as you want as long as you're still in the Star Shattering stage, becoming larger and larger. If you do it a few hundred times, your main body would end being somewhat larger than Earth. There is a good reason to consider this though; it will directly impact your weight class when you become a True Immortal.

So if you're brave enough to face potential failure hundreds of times, you could end up having the weight class of Great Net Immortals at Vestige Liberation, or Governing Immortal weight class at Great Net. IE, not just punching above your weight class but genuinely having raw power comparable to two major stages above. Although this ceases to be as effective when you become a Governing Immortal proper, due to the massive power gaps between the Supreme Deity and Heavenly Venerable stages, as well as the power gap *within* the Supreme Deity and Heavenly Venerable stages.

Heavenly Tribulations also fundamentally change at this point. You will no longer be struck with Heavenly Lightning. No. From the Star Shattering stage onwards, cultivators become divine beings, who provide and support the world itself. Thus, Heavenly Tribulation reverses. Up until forming the planet as your true body, you'll be essentially encased in a prison of Heavenly Lightning, heralding the actual Heavenly Tribulation. When you've fully reassembled your body, the starlight of the Astral Realm will begin to shine upon you, even if you're elsewhere such as in the Interdimensional Void. This begins what is called the Star Tribulation (星劫), directly sent down by the stars of the Astral Realm.

One ray of light from each and every single star that shines upon you will strike you. First one at a time, then two, then three, and more and more until it seems like the entire sky is trying to strike you down. If you're in the Chaos Realm of a Middle Realm, you can aim to time your advancement to one of the times where starlight doesn't shine well, thereby reducing the amount of Star Tribulations you face. Being elsewhere, like in the Interdimensional Void, means you won't have such protections. All that said, while it makes it more dangerous, exposing yourself to more stars is arguably the correct method.

After all, the Star Tribulation doesn't end with surviving it. It actually connects you to every star that brought down a ray of light at you, forming a Star Vein connecting you to the wider Astral Realm, officially becoming recognized as a 'true' celestial object of the Heavenly Domain. Through this Star Vein, the power of the stars of the universe will flow into you, massively expanding your divine consciousness until you could cover most of a solar system with it.

It is common to refer to cultivators in the Star Shattering stage as Esteemed Ones. In fact it's more common that actually referring to them as Star Shattering cultivators. The main bodies of Esteemed Ones are called Origin Star (本源星). As mentioned before, they're generally the size of the Moon, although if you're mad enough to repeat the process hundreds of times you may be noticeably larger than Earth. Additionally, it's incredibly unlikely that your Origin Star will be composed of normal materials, as it is deeply influenced by your own mindset and cultivation method. For example, Seo Eun-hyun had an Origin Star composed entirely of crystal glass.

Additionally, you'll receive immense amounts of Heaven and Earth spiritual energy through the Star Vein connecting you to the universe, which will circulate throughout your Origin Star like blood vessels, forming many dragon veins. Heaven and Earth will circulate all throughout your Origin Star through these dragon veins, creating celestial phenomena like rain or auroras, and spiritual energy will gather and clump together to form countless minuscule spirits across your surface, causing explosions of Qi, combining materials, and giving birth to bacteria. In short, you'll become a proper, literal world, complete with life on your surface. If you wait long enough, you might even find intelligent life evolving into being on your surface, like how humans evolved on Earth. It'll be fundamentally different due to the unique environment of your Origin Star, but a life-filled world it is.

Lifespan gained no longer varies by race at this stage. All Star Shattering cultivators have 10 million years of lifespan. When that lifespan runs out, it'll be simply that their soul and consciousness will dissipate and pass on, leaving their Origin Star behind as a normal satellite or small planet. Also, in Middle Realms they are given special titles by the Sacred Masters of those Middle Realms, which take the forms of small planetoids (somewhat smaller than a normal Origin Star), and also serve to anchor them to the dimensions of life. This way, they won't accidentally fall into the Underworld, Source River, or Eastern Heaven Flower Field, which would kill them. Travelling between dimensions is trivial for Esteemed Ones after all, which isn't exactly a good thing when 3 of the 5 dimensions you can travel between instantly kill you. In future jumps this dimensional leaping may or may not be as dangerous, depending on the local structure of dimensions. In the Heavenly King Heavenly Domain, Esteemed Ones are given a strand of Sacred Light instead, which serves the same purpose although doesn't function as a title.

Outside of that case, you can propose your own Esteemed One title if you want. While Sacred Masters perform divination to discern the most fitting name for you, unless you've intentionally pissed them off they don't generally have any reason to reject your own self-proposed title. The Bright Cold Realm of the Sun And Moon Heavenly Domain is a special case though, requiring you to have the characters for either Heaven (天) or Light (光) in the title due to unique circumstances with Vast Cold. In english it can just be anything related to light or the heavens, such as 'heavenly' or 'bright' or whatever, due to translation stuff between english and the original language the story was written in.

The ground shrinking technique used by Esteemed Ones primarily entails bending space through attraction force to leap light years in a moment, capable of jumping 1.5 light years at once at the Late Star Shattering stage. This is also how you can leap between dimensions. Also, this is also the stage where you no longer have to go through an adaptation period if you go to other Heavenly Domains, which generally makes cultivators an entire major stage weaker.

It is worth noting that in the Earth pathway, this is the stage where cultivators become able to see History through Qi, in the same way that Heaven Path cultivators can see Fate through celestial energy. By fully activating the vision of the Earth Tribe, causing a Taiji (太極) to form in one's eyes, you'll begin to see the Taiji of Yin-Yang flows everywhere in the world. Then, you'll begin to perceive the very essence of the plane of Qi, discerning that Qi is an endless explosion. All beings in the world are constantly 'exploding' emitting waves in all directions. These waves are what appeared to be the form of the Taiji to Earth Tribe senses until now. Through your greater discernment of these waves, you can come to understand how the universe operates and how its laws are established. You might also notice that the waves are indeed structured like the Twelve Earthly Melodies learned in the 3rd Star of Qi Refining.

With this alone you could learn how to interfere with laws, such as cooperating with many fellow Esteemed Ones to manipulate the laws of a Decaying Corpse Realm so that the power of Immortal Cultivation is nullified within it. But it doesn't end there. You would notice that you, too, are a wave, more specifically your spiritual sense can itself be perceived as waves emitting from you through this sense. In this way, you can connect to the waves of others, harmonizing your wave with theirs. Following the principle that Qi (氣) is life and explosions as well, and thus explosions are the traces of life, approaching the essence of explosions allows you to peruse the traces of life. In other words, perusing History, like rifling back through the pages of a book. Even if nobody teaches you this, it's a natural, intuitive sense, so you'd figure it out eventually anyway.

Also, it's common to compress your Origin Star into what's called a Combat Form, essentially being a slightly larger version of what you looked like before the Star Shattering stage, far more conducive to combat than a clumsy spherical body. This is where the winged garments from Heaven and Earth dual cultivation manifest as actual winged garments, as otherwise they just manifest as rings around your Origin Star. Don't worry about the lifeforms living on your surface, they'll just end up in an internal world similar to the Integrated Dao Domain of the Integration stage. An interesting side effect of this is that your bodily fluids are replaced with materials of celestial objects, so instead of spitting blood you'd spit lava or spiritual energy for example.

It is extremely important to note that a cultivator's intent begins to transform into attraction force at this stage. While this helps learning Immortal Arts to some extent, as this is the stage where one must properly recognize the existence of Immortal Arts, it also slowly renders them emotionless in a manner of speaking, becoming cold and calculating. This is in truth forcing a state of Emptiness upon them to help with learning Immortal Arts, and it's not impossible to adapt to. In fact, if you *don't* manage to adapt to this process in order to avoid actually losing your emotions, you'll suffer from Qi Deviation and Heart Demons, completely losing your sanity.

Most Esteemed Ones do experience lesser attachment and muted passions until they recognize this phenomenon and figure out how to properly feel emotions again despite it. It happens gradually over the course of their long lives anyway, making it easy to adjust with a bit of effort. It's just important to keep in mind. After all, Esteemed Ones tend to not identify with their birth race because of this, even if temporarily, and the fact they've become a celestial object in their true body, leaving behind their flesh and blood, doesn't help.

Just like how a taller sandcastle casts a longer shadow during sunset, those who cultivate the Heart Path experience this even more strongly, the transformation occurring over weeks instead of dozens of millennia. While those who haven't achieved Manifestation find it easy to adjust since the process is slow, those who have achieved Manifestation are in danger of losing their minds if they don't recognize what's happening before it's too late. There are ways to solve this, thankfully. There's one example of an Esteemed One who chose to simply stagnate both his Earth Path cultivation and his Heart Path cultivation, to avoid losing either at the cost of never rising to the Sacred Vessel stage.

The proper way of overcoming this transformation is to recognize that the heart and attraction force are not entirely separate. After all, the attraction force your intent turns into points towards your own heart. Accept death, accept that death is not the end, and when attraction reaches the peak, let your heart be reborn in the same way a Heavenly Domain is born again after the End, regaining the fullness of your emotions and resetting the process of turning into attraction force.

Progression through the Star Shattering stage follows the formula of the Immortal Art Examination Of Doubts; Rain, Clearing, Cloudiness, Want Of Connection, Crossing, Inner Diagram, Outer Diagram (in that order). First you must imprint the principles of one of these aspects into your Origin Star, usually done with Rain. Then you must create a physical avatar, an incarnation, using your Origin Star's chemical elements, cultivate that avatar to the Integration stage, and repeat the process of entering the Star Shattering stage, forming another Origin Star into which you'll imprint the principles of the next aspect, usually Clearing to follow the normal order of the aspects. Then repeat this process until you have a total of five Origin Stars, considered to be the Mid Star Shattering stage.

It is worth noting that thanks to your Star Shattering body, you can simply dispel any Heavenly Tribulations until the Integration stage, and the Star Vein serves as a superior replacement to the Seven Stars Ritual. If you have enough spiritual energy gathered, you could rocket your incarnation all the way to the Four Axis stage. In terms of the Four Axis stage, the ease of cultivation for your avatars will depend on how you conducted it yourself; through the Heterodox Axis method, your avatars must also conduct the Heterodox Axis method, same with the Orthodox. With the proper Earth Axis method, you'll actually be able to just gather a bit of energy of the Five Blessings to form the Five Blessings and Six Extremes Axis for your avatar, only needing to imbue them with energy and consciousness for a few years to turn them into full Axis. Obviously, the more properly you conduct cultivation to begin with, the easier it becomes during Star Shattering cultivation.

At this point, you must take your five Origin Stars to orbit around a suitable planet. You must endlessly orbit this planet until your Origin Stars align properly around it, focusing on understanding how attraction force works, IE focusing on comprehending gravity. When your Origin Stars are symmetrically arranged around the planet, borrow the planet's power to complete the Inner Diagram and form a sixth Origin Star imprinted with its principles, thus reaching the Late Star Shattering stage. Then, keep rotating around the planet and draw in the Star Veins and Heaven and Earth spiritual energy of the universe to complete the Outer Diagram and form a seventh Origin Star imprinted with its principles, thus reaching Grand Perfection.

More importantly, when you form five Origin Stars and reach the Mid Star Shattering stage, the circulation of spiritual energy will reach a critical point, beginning the outright production of Heaven and Earth spiritual energy, in accordance with the principles of nature. Now, you no longer need to intake and consume external spiritual energy to cultivate and fuel your power, as you'll become your own source of endless (even if not infinite) spiritual energy. This'll reach the point that you'll find that the spiritual energy you produce will be transmitted through the Star Vein connecting you to the universe, supporting the countless stars in the universe in the same way those countless stars supported you as you reached this stage. At this point, your Star Vein will be fully, properly established.

It is worth noting that if you haven't connected to sufficient stars during the Star Tribulation, you might have to remain in a Middle Realm to continue cultivating, since the spiritual energy drawn through your Star Vein might be insufficient to cultivate your incarnations properly. At the very least, your production of spiritual energy will increase as you keep progressing, and when you reach the Grand Perfection Star Shattering stage, it'll be comparable, albeit somewhat lesser, to the spiritual energy of Middle Realms. Additionally, thanks to the production of Heaven and Earth spiritual energy, Esteemed Ones can recover from practically any injury incredibly quickly. Killing an Esteemed One requires either destroying them completely in one go or using Immortal Arts.

Of course, if you were mad enough to follow the path of repeating the advancement ritual hundreds of times to begin with, you'll find your primary Origin Star already as large as a planet, slightly larger than Earth perhaps. In this case, you'll already start out with enough circulation to produce Heaven and Earth spiritual energy comparable to the Grand Perfection Star Shattering stage. You'll still have to cultivate the formula of this stage by making incarnations and orbiting though, although given your size you'd have to orbit around a star instead of a planet.

Sacred Vessel (성반/星槃)

Cultivators start out as beings of flesh and blood (usually). Then they arguably become a magical object in the Core Formation stage. Then they become spirits in the Nascent Soul stage. Then they become an entire pocket dimension in the Integration stage. Then they become an outright planet, even if small, in the Star Shattering stage. The Sacred Vessel stage is yet another fundamental transformation. More specifically, you must become a conceptual being, no longer requiring any physical aspect such as a body or spiritual sense. In other words, you'll evolve to become an Immortal Art. Since Immortal Arts are simply the usage of the heart alone to change the world, it's accurate to say you're restructuring your existence around the part of your heart you pursue the most, essentially your character, without things like a body or soul being in the way of existing as yourself.

If one aligns their heart with goodness, then later, even when acting on instinct, they will behave with goodness. If a swordsman develops and maintains a habit of honing their sword, then in due time their instinctive actions will involve honing the sword. This is what it means when Immortal Arts are said to replace one's persona. In other words, completing yourself in the manner you wish, becoming the person you want to be, taken to a deeply supernatural extent as is wont with Immortal Arts. How do you achieve this then?

The actual process of advancing to this stage entails grinding down all of your accumulated cultivation, mind, soul, rank, authority, and so on, and scatter it across a world, creating thousand, tens of thousands, or even tens of millions of clones and leftovers. If reaching the Star Shattering stage entails 'exploding' yourself, reaching the Sacred Vessel stage entails 'scattering' yourself. Then, using an Immortal Art of your own devising (or one of the Immortal Arts learned in the previous stages), you must reincarnate yourself as one of these many leftovers, and integrate these fragments together using the Immortal Art, gradually reconstituting yourself one fragment at a time.

This might sound borderline impossible, but in actuality a cultivator only becomes somewhat vulnerable during the process. After all, part of it involves engraving your personality into your Immortal Art. While your central fragment holding the Immortal Art will lack your memories, you'll still retain your personality and will have a compulsion to go out to assimilate the fragments of yourself, and will naturally regain all of your memories scattered throughout your leftovers as you gather them.

That said, each of the fragments will want to become the main body, especially those who hold your memories, so if you dally for too long, they might cultivate to significant extents, making it dangerous to assimilate them. Thus, it'd be best to cultivate as well before going to collect the other fragments. Think of it like subduing unwanted parts of your mind in an effort to actualize your ideal self, except it's manifested as an actual conflict between cultivators instead of being a purely mental effort. Additionally, it's heavily recommended to do this in a secluded and hidden world, to prevent others from interfering with this advancement process. Having trustworthy allies to watch over you and prevent you from unwittingly biting off more than you can chew is also quite helpful.

It is worth noting that doing this process should be avoided in the vicinity of other Sacred Vessel cultivators, as the attraction force will cause interference. The Sacred Vessel cultivator would affect your mind, and the Sacred Vessel cultivator's mind would be affected by yours. Still, as long as you don't perform the advancement in a world governed by a Sacred Master you'll be fine. Also, it's good to note that the fragments you make will almost always be of your birth race. There are cases where a new race is created instead, but those involve incredibly strange circumstances. So while some Star Shattering cultivators might say that race no longer matters at all at that stage, it is relevant again from this stage onwards.

Through the process of assimilating your fragments, you will form a rotating orbit through consciousness, experiencing the cycle of reincarnation in the abstract. Likewise, once you fully assimilate all your fragments, you must accelerate the rotation of your Origin Stars, forming a circle, and then narrow the circle formed by their orbit. When they reach the center, you must detonate the Origin Stars. Now, rather than gathering the nebula again like in the Star Shattering stage, you must rotate it as well. Through this spin, the nebula will gather at the center and heat up.

As a star is being formed, Heavenly Tribulation will strike. Here, it'll force you to perceive all the dimensions of life and death, linking your life with the state after death. From the Source River, a Tribulation that erases spacetime itself. From the Underworld, a Tribulation that strikes you with the energy of death. From the Eastern Heaven Flower Field, a Tribulation that transforms and scatters. Finally, from the Interdimensional Void, something unknowable stabbing you. You must not only survive these Tribulations but also use them to connect with the respective dimensions.

Finally, you'll have successfully entered the Sacred Vessel stage. Your true body becomes the rotation itself, an astrolabe (星盤/성반) of spinning nebula, a holy Sacred Vessel/Disc (聖盤/성반) of rotating reincarnation. At the center of this rotation lies your soul, centered on Immortal Arts, while the nebula will gradually take form. In the Early stage it remains a spinning nebula. In the Mid stage it becomes a star. In the Late stage it becomes a red giant star. And finally, in the Grand Perfection stage it becomes a white dwarf. Still, since your true body is the rotation itself, you can just fold the nebula into your internal world for convenience, although since cultivators don't leave it behind there may be reasons to keep it. Naturally, with Heaven and Earth dual cultivation you must repeat this process, an extremely difficult endeavor given how finicky doing this just once is. Unfortunately there's no benefit to repeating it many more times like with the Star Shattering stage.

Additionally, at this stage your very heart essence becomes a world. The Origin Stars you cultivated at Star Shattering become an internal world within your mind, being your 'dream' while also being just as real as the external world. Thanks to this, you not only retain the ability to manipulate it freely as it is within your mind, but you can also take things out of it as real objects. This way you could trivially replicate any mundane objects you can think about, and even replicate actual treasures you've inspected in the past as much as you want. Doing this is unfortunately not without cost, but unless you're making enough matter to compose small planets you won't really feel the investment of spiritual power.

All Sacred Vessel cultivators have a lifespan of 10 billion years, and spiritual sense grows to the point of encompassing an area a bit more than half a light year across, more than sufficient to fully cover an entire star system or Middle Realm. Aside from the expected increase in power, you'll also gain abilities such as stripping the Wisdom from your words when you speak, letting you mention dangerous knowledge like the name of True Immortals without accidentally killing people, and even stranger stuff like manipulating other people's consciousness and accelerating their minds without their consent (assuming they're less powerful than you of course). You could even actively extend other people's lifespan to some extent. You could mass produce Heavenly Spiritual Roots, and even guarantee free passage up to Nascent Soul, and with well placed blessings, grand perfection of Four Axis would be easy to reach as well. But from Integration onwards, it becomes hard just from talent given by a Sacred Master

Since you've become an Immortal Art, and your main body is a flow rather than a physical substance, you can connect your being to worlds. Connecting to a star would let you connect and govern the entire solar system around them, while connecting to a Middle Realm would let you govern it. Naturally, even if not an Immortal Treasure, you can borrow power from whatever you're connected to, regardless of the distance. You could borrow power from the world you govern, although this isn't too significant unless you're the Sacred Master of a Middle Realm. As a side note, Sacred Vessel cultivators who connect to a world to govern are called Sacred Masters. As a Sacred Master, you could replicate the entirety of the world you manage within your internal world, letting you do stuff like tricking someone into thinking they're doing as they please in your world when in reality they've been trapped in your inner world all along.

Of course, you can also connect with living worlds such as Entering Nirvana cultivators and True Immortals, in which case you'd become their Immortal Treasure. The main benefit of this is that you can channel as much power as whoever wields you cares to invest into you, even power normally far beyond the Sacred Vessel stage. This is why it's generally recommended to hide as thoroughly as you can if you want to keep your freedom, so that you aren't snatched up by some Entering Nirvana cultivator or True Immortal who decides you're better suited to being their Immortal Treasure. You can also connect to other Sacred Vessels or even lesser cultivators, but there's generally little point in doing so.

Progress within the Sacred Vessel stage entails sensing and studying the eight types of attraction force, in other words eight types of Fate, while also regulating the Fate and Light of a world. This requires a world filled with living beings. The best option is a Middle Realm since it's incredibly large and thus has massive populations and thus more Fate to study. The next best option is a solar system with life bearing planets. The third and worst option is becoming an Immortal Treasure. If you aren't an Immortal Treasure, then you could be considered comparable to True Immortals within your world, in status and control over Fate if nothing else.

The eight types of attraction force are called the Eight Paths, following the Immortal Arts of the Five Epochs and Three Virtues. You must focus first on the Five Epochs; Year (歲), Month (月), Day (日), Hour (辰), and Calendar (歷). One must discern these five laws of the world, seize control of them, and establish them with one's own hands, evenly distributing the light of the world. Once the establishment of these laws is complete is when one's nebula forms into a star and a cultivator reaches the Mid stage. At this point, you must focus on the Three Virtues; Correctness (正), Strongness (剛), and Mildness (柔). Cultivate the attraction force of Correctness, realizing the straightforwardness (正直) of attraction force, and letting light shine on your world correctly and straightforwardly. When this is done, your star turns into a red giant, entering the Late stage. Then cultivate the attraction force of Strongness, realizing the strong rule (剛克) of attraction force. Thus your red giant becomes a white dwarf, entering the Grand Perfection stage. Then cultivate the attraction force of Mildness, realizing the mild rule of attraction force.

All throughout this process, the Sacred Master must oversee the Eight Objects Of Government for the living beings within the world they govern; Food (食; sustenance), Wealth (貨; economy), Sacrifice (祀; ritual worship), Ministry of Works (司空; territory), Ministry of Education (司徒; education and enlightenment), Ministry of Justice (司寇; law and order), Diplomacy (賓; guests and foreign relations), and Army (師; general). Using these Eight Objects Of Government, the Sacred Master elevates the principles to the plane of Fate, or in the case of the Earth Path, to the plane of Qi.

You can control how much sustenance a living being is born to consume, what nutrients they are designed to absorb. As well as what a lifeform will eat in the future, in what manner, with whom, for what reason, under what circumstances. That is the Authority of Food. You can determine what kind of greedy living beings will be born with, what shiny objects they will covet, what things they will trade and exchange to feel joy. As well as how living beings will trade goods, the methods by which they will engage in commerce, and how their economies will develop. That is the Authority of Wealth.

You can decide the degree of talent that living beings possess, how large a vessel a being will have in order to accept Heaven and Earth spiritual energy, what kind of Spiritual Roots they'll be born with, and even the success or failure of rituals. That is the Authority of Sacrifice. You can control the land and earth where living beings grow, determine what kind of spiritual energy will infuse their territory, and what strength and crops will emerge there. As well as decide how the land will change in the future, and whether the crops that grow in that territory and the cultivators who dwell there remain or leave. That is the Authority of the Ministry of Works.

You can influence the intelligence and comprehension of living beings as they are born. As well as interfere the entire process by which living beings hear, see, and comprehend the world around them. That is the Authority of the Ministry of Education. You can draw upon the absoluteness (think of it as existential weight) of the world itself, move living beings to places of your choosing, foresee and control tribulations and calamities, and manipulate the world's absoluteness to increase the thickness of the dimensional barrier. That is the Authority of the Ministry of Justice.

You can control language, communication, and the culture of living beings, as well as how they will change in the future. This is the Authority of Diplomacy. Finally, you can determine how living beings will undergo conflict, how they fight, and control the shape and intensity of their battles, as well as the flow of their wars. As well as transform species through 'conflict', defining how they will fight and change in the future. This is the Authority of the Army.

All this is done through the management of the world's light, such as sunlight, moonlight, and starlight, managing day and night and reaching directly into the plane of Fate. This process is why the Middle Realms have a day-night cycle to begin with, as the Sacred Masters actively maintain it. It is worth noting that connecting to a world involves synchronizing the flow that is your main body with the flow in question, upon which your flow splits into eight and starts to absorb the light of the realm. When connected, impacts that shake the whole world are transmitted to you as pain, as if the world was part of your body. Also, when you successfully connect with a world, if it's not a living world like a True Immortal then a special location forms to receive you, generally in the center of the world, which can be a palace on a mountain, just a palace, or whatever else. This location is influenced by your Immortal Art and the world itself, and the final step in the synchronization process is naming that location.

It is worth noting that Early Sacred Vessel cultivators are usually overwhelmed by the flood of information of managing a world. Although thankfully once they reach the Mid Sacred Vessel stage they grow enough to process all the information and properly manage and control their world. Additionally, you might notice that this stage involves Light a lot. This is not only because Light is a physical manifestation of Fate, but also because light is indispensable to living beings. It is through providing Light that Sacred Masters gain the right to manipulate the Fate of living beings. By providing light correctly and straightforwardly, you can correctly and straightforwardly seize their Fate. By providing light strongly, you can strongly and forcefully seize control of their Fate, increasing the strength and precision of your manipulations of Fate. By providing light mildly, you can mildly and insidiously seize control of their Fate, increasing the precision and subtlety of your manipulations of Fate.

If the battles of Star Shattering Esteemed Ones can be considered cosmic in scale, the battles between Sacred Masters are more like wars. Since every individual is a whole world in their own right, 'battles' look more like cosmic cataclysms and grand endeavors performed by civilization than what you would think as normal attacks. Bombarding an opponent with radiation for 60 years, transforming their very spiritual energy into poison, raining down curses for decades, mobilizing civilization to build grand formations and develop a flourishing culture amidst the construction work, and so on. Because of this, fights between Sacred Masters tend to last for a long time rather than being quick, especially in the case of invasions which could last for thousands or tens of thousands of years.

Also, the vision of the Heaven Path naturally becomes quite thorough, gradually becoming able to directly see the flow of fortune through the lens of the Eight Paths and Eight Necessities, as well as also seeing the countless future possibilities, out to tens of thousands of years in the future. Obviously this makes it easier to approach the futures you want, but keep in mind that prophecies directly reduce possibilities into only those that fulfill the prophecy. And of course, thanks to the Sacred Vessel cultivation, Heaven Path cultivators become capable of directly adjusting Fate

They could give someone a fate of fortune or misfortune, albeit restricted to within the world they manage. This is the main reason they're said to be comparable to True Immortals within their world. Unfortunately, it's not on the level of creating stars of prophecy and thus can be resisted a lot more easily. As for Earth Path cultivators, while they must still study Fate, they primarily gain the ability to alter the information and biology of living beings, performing a similarly lesser form of History Revision. The vision of the Earth Tribe does also progress further at this stage, evolving from merely seeing the past to connecting with it, letting you borrow power from beings of the past or even temporarily communicate with them.

Also, at this stage you can control the process of your heart transforming into attraction force, and with the Immortal Art of the Eight Paths you can still operate like a true heart even when completely turned into attraction force, ensuring it's no longer necessary to figure out a way around it.

Entering Nirvana (개열/開涅槃)

Once the Eight Paths (八道) are completed, adding Royal Perfection (皇極) results in forming the Nine Palaces (九宮), reaching Entering Nirvana. This process does take some time, of course. Royal Perfection can be interpreted as the virtue a ruler must possess, or perhaps the disposition of a ruler, determining the ruler's direction. And when Royal Perfection is added to the Eight Paths, the cultivator's own Immortal Art is finally completed. In other words, to reach Entering Nirvana you must complete the Immortal Art you became to reach the Sacred Vessel stage.

It is important to note that at this stage, the nature of Heavenly Tribulations themselves transform. Rather than withstanding Heavenly Tribulation, now you must be the one to cast it down. In other words, the Star Tribulation you received in the Star Shattering stage will be extracted from you, embedding it into all the stars across the Heavenly Domain. Naturally you must survive being squeezed dry by the Heavenly Tribulation in order to avoid having your whole being extracted, and dying. This is the main reason why advancement takes a long time generally; most cultivators take their time and extract Star Tribulations slowly over tens of thousands of years, in order to minimize the risk of death as much as possible. Naturally, if you're a Heaven and Earth dual cultivator you must do this process twice.

Once this process is done, you'll finally enter the Entering Nirvana stage. As a side note, those at this stage are generally called True Persons. At this point, you'll regain substance while still being an Immortal Art. Your true body is truly a star now, instead of being the flow that controls said star. You can even freely shift its form as much as you'd like, becoming a planet, red or blue giant, main sequence star, or even black holes and neutron stars if you want. You can even project planetary clones, and your Combat Form would be as large as a main sequence star too. With pure physical brute force, you could obliterate Integration cultivators and shatter planets.

At this point, a cultivator gains full control of a plane. Heaven Path cultivators control the plane of Fate, while Earth Path cultivators control the plane of Qi. Naturally, Heaven and Earth dual cultivators control both. This is why they are called Quasi-Immortals. If you cooperate with dozens of other True Persons, you could create prophecies outright, at a rate of one prophecy per 100 years, although already having some planets handy would massively reduce the time needed, since most of the 100 years would be to accumulate a planet to imbue the prophecy into. For the Earth Path, History Revision is also within reach to a similar extent. Thanks to seizing control over one of the three planes, it becomes possible to realize your predestine fate without having to suffer extreme hardship, as normally one's predestined fate isn't possible to see directly. This does take intense training and properly refining your Immortal Art though. It's still worthwhile to do because it's incredibly helpful for becoming a True Immortal.

While cultivators at this stage technically still have a limited lifespan, it's not known what it is because it's irrelevant. Thanks to being Quasi-Immortals, any True Person can perform a ritual to significantly extend their lifespan, with no limit on how much they may perform this ritual. So, in practice, one's lifespan is truly infinite at this stage, or at least as long as a cultivator cares to make it. This is possible because your predestined Fate partially merges with Mount Sumeru, and since your Fate is essentially one with the world you can beseech the world to grant you more lifespan as much as you want. This arbitrary lifespan is also a big reason for being considered part of the Immortal Family (仙家), even though you aren't yet properly a True Immortal.

Additionally, thanks to the nature of Heavenly Tribulation to reach this stage, you'll be able to draw on your connection to the stars to control them on a large scale, to do things like make formations with starlight. This is generally done by calling out 'stars of the nations, hear me!', and given every case of a True Person doing this calls out the stars in the same way, it's likely a set incantation to pull it off.

Also, at this point you can completely control and even reverse or stop your heart's transformation into attraction force if you want, rendering that metaphorical training wheel irrelevant. It's also worth knowing that at this point, your intuition starts to ignore causality outright to arrive at true insights regardless of what information you have access to. If you have a hunch, do not ignore it. As a side note, there's no real average in how long it takes to get to Entering Nirvana. The shortest time to get to Entering Nirvana from Star Shattering is 400 years, likely Yang Su-jin, while the longest is 7 billion years.

Finally, all Entering Nirvana True Persons will instinctively know how to become True Immortals; they must die. They must abandon their lifespan, physical body, everything they have pursued in the mortal world up until now, liberating themselves from the vestige of their mortality. Simply put, suicide (自殺). Naturally, most cultivators that reach Entering Nirvana are rather attached to life and terrified of death. Why would they have cultivated so far otherwise? Thus, most True Persons tend to stall at this stage for a long time if not until they die from some external cause, and even those who prepare thoroughly have a rather low chance of successfully becoming True Immortals.

Worse, since True Immortals have already undergone this process and encompass life and death within themselves, if a True Immortal reveals themselves to you, you'll die instantly from perceiving the death within them, the Wisdom forcefully triggering the advancement ritual. If you're triple cultivating, the amplification of the Three Great Ultimates is sufficient to fight Upper Immortals somewhat evenly, but since True Immortals can make prophecies freely it's still a disadvantageous position, not to mention that fully using your power of the Three Great Ultimates has the risk of directly triggering the True Immortal advancement.

Before The Throne, Heart Path Middle Boundary

By this point, Heart Tribe martial artists start to actually be roughly comparable to cultivators at equivalent realms, at least in terms of combat power. Naturally they can't match the sheer versatility of actual cultivators, but they're no longer at a disadvantage in battles. While the stage names are still fully individual, the names used by Jang Ik and Seo Eun-hyun will be used for the sake of being fancy.

First Step of Before the Throne, Seated Detachment (第一步御前)

To reach this stage of Manifestation, you must resolutely prepare for your soul to be crushed and to die. You must compress your heart essence into the depths of your Manifestation. If your true heart aligns with Manifestation, you won't die even if you delve as deeply as you can. If you succeed on staking everything and infusing your heart essence into the depths of your Manifestation, uniting your heart and the heart of your Manifestation, it completely rises to the plane of Soul. Thanks to this, at this stage you can embed your Manifestation into the heart essences of others, letting them use it as a consumable one-use power. It also lets you manifest your heart essence externally to manifest avatars.

This stage also adds 10,000 years to your lifespan. Initially, a proper strike at this stage requires you to invest everything you have into the strike, so it can only be used once and then leaves you in a near-death state. That said, this is mainly because most Heart Tribe races are too frail for this level of power, so if you're an actual cultivator you probably won't end up in such terrible shape. This is essentially the Early sub-stage, comparable to the Four-Axis stage. As in, one such strike could kill a Four-Axis cultivator. As you become more familiar and skilled with the attacks of this stage, and your understanding of heart essence deepens, you'll be able to unleash more full strikes, eventually becoming able to use them at will without downsides. This is essentially the Late sub-stage, and is comparable to the Integration stage.

In the plane of Soul, those at this stage seem like massive masses of clouds, with their heart essence manifested as a domain within the mass of clouds.

Second Step of Before The Throne, Void Shattering (御前虚空分碎)

Reaching this stage is perhaps the hardest of the Manifestation stages. Not because of the difficulty of advancement itself, although it is damn hard, but because it requires some sacrifice. In essence, you must attain a state of true Emptiness (空), far deeper than the Emptiness of the second stage of Manifestation. You must forget all your attachments and fears to do this. Obviously, this is generally unacceptable to those who value their bonds with others. Thankfully, the important part isn't severing your connections but reaching Emptiness, and abandoning your attachments is just the most reliable and widely known way of doing so. For example, Kim Young-hoon reached this stage by focusing on the present to the point of forgetting the past, thus reaching Emptiness. Meanwhile, Seo Eun-hyun reached this stage by embracing all of his connections to the point of becoming Impermanence, through some philosophical realizations.

This stage grants 1 million years of lifespan. Advancing within the realm is fundamentally about understanding connections and filling your Emptiness with the grace of the hearts received by others (IE your interactions and anything they do for you). It's a fairly philosophical process as you can no doubt expect. Just like the last stage, at first you'll only be able to use a handful of attacks that are truly at this level, being comparable to Star Shattering cultivators, but as your understanding of your heart essence deepens and you grow stronger, you'll eventually become able to spam it, becoming comparable to Sacred Vessel cultivators.

With attacks at this stage, you'll be able to attack people's true bodies through their avatars, although of course the true body generally tends to be more powerful than the avatar, so they won't be as damaged as their avatar would be. Another possible form of attack would be making the attack linger within the opponent's heart essence so that it strikes them any time they think about you directly, like some kind of cognitohazard. Additionally, you'll gain some control over attraction force at this realm, assuming you weren't already cultivating in the Heaven or Earth pathways. Additionally, you will also likely need a title from a Sacred Master when reaching this stage, like Esteemed Ones do.

In the plane of Soul, those at this stage seem like nebulae with a shining star forming within.

Third Step of Before The Throne, Severing Heaven (御前斷天)

At this point, it becomes clear that Manifestation isn't really a complete system by itself. This is because to reach this stage, you must come to understand the other planes. After all, since the plane of Soul is individualistic, Manifestation itself is like controlling your own personal plane of Soul, sort of the inverse of the Heaven and Earth Paths which only come to control a plane at Entering Nirvana. To reach this stage of Manifestation, you must reach Entering Nirvana in either the Heaven or Earth pathways first. It wouldn't hurt to perform Heaven and Earth dual cultivation too. Naturally, this stage of Manifestation is comparable to Entering Nirvana, although of course anyone at this stage will naturally be more powerful than those in the Heaven or Earth Paths since they must at minimum cultivate two pathways to get here.

While this stage might increase your lifespan, given the requirement to reach it it's pointless to talk about it. At this level, you'll become able to glimpse the domain of Purity. This is the true domain of death, normally obscured and blocked by the Underworld, a place of utter nothingness where all things dissipate into nothing, such as souls which would naturally end up here if it weren't for the system of afterlife and reincarnation set up by the Underworld. Naturally, the domain of Purity belongs to the Absolute of Miracle. Technically speaking, souls that dissipate to nothing end up merging with the domain of Purity, the same way a drop of water would merge with an ocean it is dropped into.

You'll have to develop a specialized technique to actually pierce into the domain of Purity though, which would let you develop the Heavenly Escape technique to escape into the domain of Purity by ritualistically killing yourself, which you can use to escape from basically anything, and even move to other places by moving within the domain of Purity and piercing back into the dimensions of life, with the distance you can cover being proportional to how skilled you are at using Heavenly Escape and how used you are to the domain of Purity. Just be careful not to lose focus within the domain of Purity because you'll cease to exist if you do, utterly blended into the domain of Purity itself.

It is worth noting that Seo Eun-hyun ends up changing the Heart Path system late in the story, about a few hundred thousand years in the future. While the deeply individualistic nature of the Heart Path remains, it gains a unified system of progression called Blooming. Blooming revolves around blooming paper flowers within you, each holding the entirety of your being and being comparable to your heart essence. This system is divided into the early part which is essentially the martial arts before Manifestation, then the part which actually changes and involves Manifestation:

Blooming (開花), blooming a single paper flower in the spirit which contains your entire life compressed into it, corresponding to the Core Formation stage in the Immortal Cultivation system. Life Flower (生華), blooming at least three to as many as nine paper flowers, achieving the foundation of the Three Power, corresponding to the Nascent Soul stage. Flower Bed (華壇), blooming at least ten to as many as fifty flowers, corresponding to the Heavenly Being stage. Flower Garden (華園), blooming at least one hundred to as many as one thousand flowers, corresponding to the Four-Axis stage.

Flower Mountain (華山), blooming countless paper flowers to cover at least one mountain, corresponding to the Integration stage. Flower Sea (華海), blooming enough paper flowers to fill an entire continent, creating a sea of flowers, corresponding to the Star Shattering stage. Seven Brilliances (七華), gathering the paper flowers into a single 'star,' corresponding to the Sacred Vessel stage to True Immortality. Those who reach the Upper Boundary through this system are called Flower Immortals and Brilliance Kings. Unfortunately this Blooming system wasn't explored in-depth since the story was focused on Seo Eun-hyun who created the system outright. If you stay long enough in this world to have the opportunity to progress through the Blooming system, please fanwank responsibly.

Upper/Great Boundary

Finally, there's the final section of cultivation, True Immortality. At this point, cultivators become entire worlds unto themselves, so things like genetic information are meaningless and trivially manipulated. Instead, when investigating True Immortals, it's not their genetics but the History and 'composition' within them that is analyzed, essentially analyzing their 'substance'. For example, if two True Immortals are made of the same substance, it's highly likely they're the same being, generally occurring from personality divergence when cultivating both the Heaven and Earth pathways.

On the topic of Heaven and Earth dual cultivation, due to the way that the Upper Immortal advancement works, cultivators generally have to make an avatar to nurture to True Immortality for the avatar to cultivate in the other pathway. However, this can cause issues, since the body following the other pathway tends to end up with a different disposition due to the differences between the Heaven and earth paths. This is generally tolerable, but at Great Net or Immortal Lord, these personality divergences usually become severe enough that the two sides of the True Immortal start fighting for supremacy or for separating into different beings. Naturally, there are True Immortals who have a sufficiently strange mindset regarding clones that this never becomes an issue, such as Glass Peacock.

Those who still cultivate in both the Heaven and Earth Paths generally turn their second body into a winged garment, which starts out about as wide as a planet and long enough to wrap around multiple solar systems, and can naturally operate separately from you in case you want to evacuate a few worlds but are too busy fighting a group of enemies.

It is extremely important to note that children of True Immortals are not normal living beings, or even monsters, but are instead Fates. For example, if Glass Peacock, a notorious pervert, mates with someone, the resulting children would not be "children of Glass Peacock" but instead something like "Fate to mate with more than ten billion beings". Then that Fate would pervade somewhere in the world, usually placed somewhere the True Immortal parents like, and numerous "beings that will mate with more than ten billion beings" would be born. Of course, if a True Immortal really wants a Fate they gave birth to to be an actual child the way mortals have children, it's certainly possible to intentionally make the Fate be born as a mortal to grant it an ego, in which case it wouldn't be spread over multiple mortals.

As a side note, True Immortals have an average of about 5 million years taken to reach the Upper Boundary. Additionally, most True Immortals actually fail to withstand the eternity of time and end up killing themselves after around a billion years. Those who don't fall into suicidal tendencies after so long are usually Immortal Lords or those in higher stages. Instead of suicide, Immortal Lords tend to die due to being consumed by their Seat, while Supreme Deities tend to die by challenging the Audience Chamber. More details on that in the explanation for the respective stages.

Additionally, the concept of rank and weight class starts to matter here, because they're no longer inextricably linked like in previous Boundaries. In essence, your weight class is the total power you have available, while your rank is how much power you can actually use at a time. If you develop a weight class greater than your rank, you won't be able to use your full raw power, and if you have greater rank than your weight class you would be able to easily accommodate massive boosts in power. Aside from simply rising in stages, raising your rank can be done manually in the Great Net Immortal stage, while weight class can be raised not only through cultivation but also by accumulating more Immortal Arts and Immortal Treasures, and prophecies and History Revisions and so on.

Vestige Liberation and Upper Immortals tend to become Decaying Corpse Realms upon death, while those at Great Net Immortal and above tend to become Middle Realms instead. That said, if a True Immortal dies particularly violently, their corpse might become a Vestige instead, turning into a horrifyingly powerful mindless monster. Of course, the corpse's transformation into a Vestige can be prevented by a Sacred Master managing the worlds, although this just stalls the problems rather than solving it. The five Middle Realms of the Sun and Moon Heavenly Domain are in this situation in fact, having the danger of becoming Vestiges if no Sacred Master governs them.

And of course, thanks to the advancement process to True Immortality, True Immortals are no longer particularly vulnerable to Wisdom, being able to comfortably benefit from it instead. It would take beings of far greater rank to be dangerous, such as a Vestige Liberation Immortal facing a Governing Immortal directly, or a Governing Immortal facing a True Emperor directly. Through this Wisdom they can automatically learn the names and statuses of anyone they're speaking to, which is handy. It's important to be careful with mortals if you don't want them to suffer though. Think of Wisdom like pouring apple juice on a piece of thin paper to teach the paper the composition of apples. Or perhaps like tying someone down, forcing their mouth open, and shoving entire pots of soup without caring if their stomach explodes. In short, mortals are generally too fragile to withstand Wisdom in full, while True Immortals are not.

And of course, having transcended life and death, a True Immortal has effectively infinite lifespan, and will never truly die so long as at least one of their prophecies or History Revisions remain. Even if utterly obliterated, they'll eventually (key here being *eventually*) return to life if even one of their prophecies or History Revisions remain. Obviously they won't die if their prophecies are destroyed instead, but they will be more vulnerable until they make more prophecies. As a special consideration, you won't be considered properly 'death' for chain-failing purposes until you fully die without prophecies or History Revisions if you become a True Immortal, although you may choose to use other 1-ups if you're not patient enough to wait for a normal resurrection. As for what happens to the jump timer, fanwank responsibly. I'm tempted to say your time spent in the jump is effectively 'paused' until you revive for convenience but you may feel that's too generous or meta, in which case you might decide you chain-fail if you're still 'dead' when the jump ends. Again, fanwank responsibly.

Also, while there were more than a hundred thousand Immortals a mere million years ago, a couple of calamities and wars have reduced their number to be slightly less than 10,000 True Immortals in total. Less than a hundred are at the Immortal Lord stage, including the current Governing Immortals, and there are roughly 300 at Great Net Immortal, the rest being either at Vestige Liberation or Upper Immortal stages.

Glass Peacock, a notorious pervert at Great Net who's talented enough to fight evenly against Immortal Lords, has raped around 90% of the True Immortals currently alive. If you value your chastity or otherwise really don't want to spend anywhere from tens of thousands up to tens of millions of years being raped by a being that has pretty much every fetish conceivable and many that no sane mind could comprehend, then you should do your best to avoid them, or at least have ways to fight back long enough to flee. Don't ask me what the fuck because I don't know either, god knows what was going through the author's head when he wrote that character.

Notably, since the essence of True Immortals is formless, when subjected to great pain they tend to accidentally lose their form, mainly their face. This is because faces are essential to communication, so they first lose their face in the same way that mortals may become unable to speak if under too much pain. On a related note, True Immortals tend to use the term 'clothes' to refer to any transformation that emulates mortal forms, so try not to misunderstand if they mention clothing.

Additionally, physical and mental fatigue are pretty much nonexistent at this point, which is a big part of the reason that True Immortals can use Immortal Arts freely. Additionally, the size of your consciousness no longer matters too much, and mental acceleration instead depends on the clarity of your mind. For more details on that see the On Speed section. It is worth noting that only Supreme Deities can perceive predestined Fate directly, more details on that in the explanation for the Supreme Deity stage.

Also, since True Immortals essentially define laws and reality itself, their mere attention can solidify and give substance to existence. For example, a mortal illusion that makes victims experience their soul leaving their body might become real and actually extract people's souls if a True Immortal happens to be watching. Obviously this doesn't happen against anything done by other True Immortals since they define their own things, but it's very relevant when iterating with mortals.

Another important thing is that True Immortals always notice when someone directly mentions or thinks of them, as this forms a connection of attraction force with them. Not only that, but they can perceive whoever is on the other end of this connection as if they were present, and even use the connection to communicate with the other person if they feel like it. Due to this, it's normal to essentially play the pronoun game (referring in vague 'they's instead of naming them directly) or otherwise use metaphors when thinking or talking about True Immortals you don't want the attention of. The more someone speaks of or thinks about a True Immortal directly, the stronger this attraction force becomes. Naturally, famous True Immortals tend to ignore these connections.

It's quite common for True Immortals to ignore one another if they randomly come across the avatar of a fellow True Immortal, both to avoid accidental provocation and out of respect as well. This is related to the next important thing; it's practically ubiquitous for True Immortals to mess with mortals. Aside from maybe the current generation of Endes, all True Immortals manipulate the lives of mortals in some way for whatever reasons they may have. It can be subtle and light, or it can be so thorough that they control every minute detail about a single mortal's life, in even more extreme cases even making many clones to become every single person in that single mortal's life, like a sort of Truman Show, except instead of one guy being trapped in a show with everyone else being actors, it's one guy being trapped with everyone they know being the avatar of a True Immortal.

Additionally, since a True Immortal's true body is made of Fate, History, and causality itself, they cannot simply regenerate faster by pumping more life force through their body like mortal cultivators can. Thus, regeneration and recovery can take a while, possible centuries, even when you become a Heavenly Venerable.

Finally, it is worth noting that the tribulations one undergoes as they advance in stage have different consequences in the Upper Boundary. Instead of merely dying upon failure, you'll be devoured by the Supreme Deity governing the stage you're ascending from, meaning that you won't be able to reincarnate unless they allow it, instead being digested and turned into that Supreme Deity's power.

Vestige Liberation Immortal (尸解仙)

As mentioned in the Entering Nirvana stage, to become a True Immortal you must die. Well, that's a bit reductive. You do have to die, but that's merely the first step in the process of embodying both life and death into your being through the Immortal Ascension (昇仙) ritual. You must accept death within your being, and as the attraction force of your heart reaches its peak, it'll compress into a single point, annihilating everything about yourself. At this point, your physical body and authority are released from the compression, forming the Vestige (尸), which while usually a mindless monster, is generally turned into a storage scroll for convenience by those who succeed at reaching True Immortality. Although keep in mind that it can be used to track you down if you don't keep it with you.

After the physical body and authority are released, you, having undergone complete annihilation and yet retaining your consciousness (assuming you did this properly and if not boohoo I guess), will move towards the domain of Death, uniting life and death within your soul, before unfolding the Immortal Art you cultivated in the Middle Boundary. When the Immortal Art is fully unfolded, your inner world will form again, its contents based on your Immortal Art and mindset, and you'll have properly become a True Immortal, waking up from the process in the True Immortal Realm.

In more understandable terms, you must throw yourself wholeheartedly into dying, then the transformation of the heart into attraction force will automatically compress and annihilate you, which you must embrace wholeheartedly once again, and then you'll be reborn as a True Immortal through the Immortal Art you completed in the Entering Nirvana stage, in a similar vein to Heavenly Domains going through a Big Crunch of being compressed into one point then exploding in a Big Bang to form again. If you resist this process even slightly this process will be interrupted and you'll just die normally. This is why it's so difficult to become a True Immortal, and why there hasn't been a new True Immortal since Yang Su-jin ascended 120,000 years ago.

In short: In the Star Shattering stage, the heart begins changing into attraction force. In the Sacred Vessel stage, one learns to control this through Immortal Arts. In the Entering Nirvana stage, the attraction force reaches its peak, and finally the True Immortal Advancement involves compressing this peaked attraction force, annihilating oneself before shedding (脫殼) one's life, and uniting life and death to become an entirely new existence.

Then, once you've become a True Immortal, comes the Heavenly Tribulation. It's quite simple; you must survive the direct gaze of one of the Governing Immortals. You'll find one of them glancing at you during this process, don't worry about attracting attention. After this, you'll find yourself enveloped by vapor. Within this vapor, the Naming Supreme Deity will appear, naturally restraining their rank to converse normally. The Naming Supreme Deity will give you a dozen choices of Immortal Titles (仙號) you could choose. These names will always fit you incredibly well, with the differences being in what they emphasize about you. These Immortal Titles will become your Immortal Treasure, weapon, and shield, a pillar and cornerstone of your cultivation and existence as a True Immortal, even granting you special abilities depending on what it is. For example, Crystal Glass Being was Seo Eun-hyun's Immortal Title, and it made it impossible for those of the Light to perceive him, such as the Radiance Eight Immortals. Likewise whatever you gain from your Immortal Title will be relevant even against Governing Immortals, although perhaps only to help you flee or hide given the disparity of power.

Ultimately, the Naming Supreme Deity is an earnest namer by heart even before the dignity of a Supreme Deity. You can suggest your own Immortal Title if you don't like the ones he suggests, and it's unlikely they'll be too bent up over it. Of course, refusing an Immortal Title outright isn't an option, as that'd fully offend the Naming Supreme Deity, leading to them giving you an Immortal Title forcefully, mainly by awakening a 'desire for a name' which is stronger than hunger, sexual desire or the urge to sleep. If you manage to impress them by somehow extracting this desire from your being and withstanding their full presence, which will require knowing proper Immortal Arts, they'll be willing to give you a name as a transaction instead of a gift, letting you decide an Immortal Title in your own terms. Ultimately though you must have an Immortal Title one way or another.

The distinction between the Heaven and Earth Tribes doesn't really matter much here, so even if you were an Earth Path cultivator you could easily determine what ritual methods you could use to cultivate in the Heaven Path to control Fate. Additionally, from this stage onwards you'll have the authority to revive people if you feel like it, although due to the existence of the Underworld you should probably avoid reviving those that have properly entered the Underworld and just keep those you want to revive at the outskirts of the Underworld.

Of course, if you have a solid friendship with the Underworld faction, or an ally in some sense, you might have a bit more leeway. For example, the Liberation Supreme Deity was allowed to take a bunch of sinners from their torment to fill out their painting world as supporting characters. You can also use this as a quick way to transport them, leaving them in the outskirts of the Underworld and then performing a small ritual to summon their soul to you in another Heavenly Domain to revive them there. Unfortunately such a method is unfeasible to do on True Immortals since they don't die in the way mortals do thanks to transcending life and death.

Additionally, you could easily help Four Axis cultivators build the Five Blessings Axes, whether by making them do the rituals to you instead of a Middle Realm, or maybe planting the seeds of each of the Five Blessings within them so that when they conduct the contracts to build the Axes they can form them directly without needing additional rituals to begin with. And of course, you're perfectly capable of controlling your presence, as well as the amount and type of Wisdom your presence forces onto those who perceive you. You could impart immense knowledge of techniques for example, although obviously this is a very painful way of imparting information to mortals.

In terms of senses, the size of your spiritual sense barely matters anymore, and you can faintly perceive the entire multiverse, letting you easily discern the shape of Mount Sumeru and the presence of the Governing Immortals at the top. For the Heaven Path, you can see the future directly, appearing like countless grains of sand scattered around as the countless possibilities the future can take. This lets you easily discern which actions you need to follow to reach a future you want and what consequences are outside of your control, but of course prophecies do narrow down the possibilities of the future so they help quite a bit. Obviously, it's possible to see other people's Fate in great detail as well. In fact, this sight of Fate becomes more reliable and useful than normal spiritual sense, and your divine consciousness becomes little more than a tool to use Immortal Arts.

It is worth noting that prophecies can be made even if you only cultivated in the Earth Path, and Earth Immortals cannot perform History Revisions until becoming an Upper Immortal, being too weak at this stage. This is because there's a True Emperor of Fate but there's no True Emperor of History, making Fate stronger and more stable than History. Although of course since the Future King keeps True Emperors and his own existence a secret, there are many incorrect theories.

Naturally, you can easily mass produce spirits by influencing the dragon veins of planets to generate many clumps of spiritual energy that rise to the plane of soul. Likewise, if you've cultivated the Earth Path you'd be able to freely create and mass-produce whatever blueprint for life you design, IE whatever type of mortal beings you care to come up with. In other words, mortal life is a toy in your hands you can make by the planetary population. And by manipulating Fate and History, you can freely manipulate the lives of mortals as much as you want, assuming there's no other True Immortals bursting into your playground and doing their thing. If you think this is too much power over others, I'm sure Radiance Hall would be glad to have you.

In terms of power, a Vestige Liberation Immortal can destroy a whole galaxy group eventually with prophecies, potentially just one if there aren't any Entering Nirvana or Sacred Vessel cultivators around. Normal attacks without prophecy are around 10 times stronger than those at Entering Nirvana, and of course it would take 100 of such attacks to deal a lethal injury.

It is worth noting that at this stage, you can perform prophecies without any kind of restriction. As in, you can perform prophecies of any kind, without having to follow a common theme or concept with every prophecy you perform. This arbitrary level of versatility is called omnipotent by some, and it is lost in the Upper Immortal stage. Details will be explained in that stage.

Another important thing is that at this stage you no longer generate Heaven and Earth spiritual energy. Instead, you generate your own personal variant of spiritual energy within your inner world, based on your personality, mindset, worldview, and the foundational Immortal Art you made in the Middle Boundary. As you become stronger as a True Immortal, this energy will grow more potent and versatile, on top of you generating more of it. This is actually the source of all but the most basic forms of spiritual energy. Lightning energy, Ghostly energy, Blood energy, Devilish energy, Cold energy, so on and so forth all exist because True Immortals began generating it and spreading it across Mount Sumeru.

What its properties actually are will be rather vague at first, to the point you might not notice it's not Heaven and Earth spiritual energy, and through introspection and self-reflection you must choose what to name it. Once you've properly named this personal form of energy, it'll be engraved in the laws of Mount Sumeru (and the laws of any other world you visit), letting mortals use it and create cultivation methods based on it, possibly even an entire family of methods like how there are Lightning methods, Ghostly methods, Devilish methods, and so on. Naming your unique form of energy not only grants you a significant boost in power, but it's also quite important for your maturity and identity as a True Immortal.

The formula for progressing through this stage is called Radiance Ten Heavens (光明十天). It's simple; make 10 stars, with no external help (as in not using Immortal Treasures or mortal devotees). As a Vestige Liberation Immortal, creating the mass needed to form a proper star will take a full million years. Gathering random dust in space isn't an option after all, you have to create the stars yourself at every step. Then, once you've made the 10 stars, you have to wait for mortals of the Saha World to use those stars in rituals, ever so slightly using up a fraction of the star's light. When all of the light of the stars are used up in the rituals of mortals, they'll be engraved into the laws of Mount Sumeru as 'necessary' existences, providing you a starting point to ascent to Upper Immortal.

In other words, you must provide Mount Sumeru with light.

Upper Immortal (上仙)

Actually advancing to Upper Immortal is simply about providing light to Mount Sumeru. If the light from the 10 stars you made is insufficient, you'll be transformed into Light yourself and devoured by the Radiance Supreme Deity. If it is sufficient, you can continue with the process, choosing whether to progress as a Heaven Immortal or an Earth Immortal. Additionally, you must choose an Immortal Dao to follow. You cannot become an Upper Immortal without following a specific Immortal Dao. In fact, if you decide to abandon the Immortal Dao you chose to cultivate, your cultivation will be reset to the Vestige Liberation stage. Naturally, you don't actually have to follow the formula of the Radiance Ten Heavens. If you can procure sufficient Light in some other way, that works as well. The Radiance Ten Heavens formula is simply a safe and reliable, if slow, method of achieving this.

Aside from that you must also choose whether to advance as an Earth Upper Immortal (天上仙) or a Heaven Upper Immortal (天上仙). Unfortunately you cannot be both in the same body, which is why True Immortals generally have to cultivate a clone to follow the other pathway. That said, if you have some ability that lets you keep your cultivation base while going back to being Vestige Liberation, such as regression, you might be able to bypass this restriction entirely. As a side note, Earth Immortals are also referred to as Immortal Beasts. Additionally, once you've reached this stage you'll remain capable of prophecies or History Revision even if you drop all the way to the Entering Nirvana stage. This also applies to any split souls you make with a lower rank than your main body.

Naturally, since abandoning your Immortal Dao resets you to the lowest True Immortal stage, choosing which Seat to aim for (or which Governing Immortal to resign yourself to work under) is an incredibly important and serious decision. Uniquely, for massively stronger Origin Essences tied to True Emperors, such as the Seat of Light, this loss is much, much greater. For example, if one of the Radiance Eight Immortals abandoned the Light, they'd end up at the 3rd Star of Qi Refining.

Not just this, but the Immortal Dao you choose also determines what kinds of prophecies and History Revisions you can perform. You can no longer just make them whatever like in the Vestige Liberation stage, your prophecies and History Revisions must now be related to your Immortal Dao in some way. Thankfully, this isn't too much of a limit since it ultimately depends on your interpretation of your Dao and the connection can simply be tenuous, so with sufficient creativity and mental gymnastics you can still make prophecies and History Revisions with great freedom.

As an aside, Earth Immortals apparently come to embody explosions in everything they do at this stage. Every breath they exhale, every motion they make, every tiny movement such as the fluttering of their hair, it is all a neverending explosion. Also, at this stage movement techniques diverge between the Heaven and Earth pathways once again. Earth Immortals use explosions that detonate and warp space around them to simulate the space folding of the ground-shrinking technique, instead of using attraction force to do so like Heaven Immortals. Movement techniques in general at this stage permit comfortably moving hundreds of light years in less than an hour, somewhere around 45 minutes.

Immortal Beasts in particular also gain a lot at this point. Firstly, they solidify and codify their race in the laws of the world. For example, a human becoming an Immortal Beast would enhance all humans that exist, while a Dragon would do the same for all dragons. This is most relevant when they're from a race who did not have any Immortal Beasts yet, greatly enhancing the racial powers of their race and engraving their existence into the laws of the world. Not to mention they gain Immortal Beast True Blood, their very own Immortal bloodline, which provides a massive advantage to any mortal descended from them as well as any others that they deign to give their True Blood to, granting echoes of the Immortal Beast's own abilities. Even if they aren't the first member of their race, all Immortal Beasts are considered ancestors and progenitors of their race, since from the perspective of the laws of the world, they are the origin of the race

Naturally, as you'd be the Immortal Beast, you could freely choose who to allow to wield your bloodline, although usually Immortal Beasts don't have much reason to deny their blood to their descendants. You could also engrave your will and commands into your entire race as well as anyone who has refined your True Blood to integrate your bloodline into themselves. For example, Seo Eun-hyun commanded the Candle Dragon Race to not plunder others, and to cherish their connections, and that command altered the fundamental nature of his Immortal Beast True Blood so that anyone who breaks this command not only becomes incapable of using his True Blood, but the True Blood would even become an overwhelming Heart Demon that ensures they can never advance in cultivation again.

Additionally, at this stage Earth Immortals become properly capable of History Induction, essentially actively reading everything about a target's history. Although if the target is a peer to you in power, you'd only be able to see stuff directly related to yourself unless they allow you to see more. You can get around this by using some appropriate medium though, and while this medium is usually the plane of Qi itself, it can be other things such as intent or your Immortal Dao. It is possible to bypass any History Revisions to see the truth of History, but this requires moving at superluminal speeds and transcending time by going against its flow. This is immensely difficult and dangerous however, and most Earth Upper Immortals can barely manage to look a few years or a few hundred years back even by consuming a massive amount of their life force. Naturally, the stronger an Earth Immortal is, the easier it is to see the truth of History farther back.

Notably, when doing this, Immortal Beasts momentarily transcend reality to access a place called the River of Scenes, which is essentially a facet of the Akashic Records. In other words, Immortal Beasts have the fundamental right to access the Akashic Records, although of course the extent to which they can do so depends on their power.

Even putting that aside, Earth Immortals also generally gain many innate abilities related to their race. For example, a bird-type Immortal Beast like Pengs or Peacocks will be able to command wind and storms with their wings, whether literal storms, storms of space, or even storms of the mental sort. Meanwhile, reptilian Immortal Beasts like Dragons or snakes will be able to command rivers with their scales, whether the "river" of health, the river of Taiyin, or more normal rivers. Human Immortal Beasts can control dreams and chaos to some extent.

Likewise, Immortal Beasts generally receive certain titles depending on their race, for example all human Immortal Beasts are given a name with the character of Go in it, meaning Ancient, although who knows how this works in English instead of the original blend of Korean and Chinese the story was written in. This is merely a matter of tradition rather than mandatory, so you can choose to have some other Immortal

For Heaven Immortals, this is the point where they can imbue their prophecies into their own Immortal Arts, for things like ensuring an opponent can't get rid of flames when you set them on fire, or guaranteeing that you land a hit at least once, and so on. Just keep in mind that planets and stars are still the most efficient anchors for prophecies.

In terms of power, Upper Immortals can contain prophecies in their attacks, so a long time to destroy a galaxy is no longer required. Naturally, 100 of such galaxy-destroying strikes would be needed to sustain a lethal injury. Additionally, an Upper Immortal's true form would be far larger than a star, enough to completely swallow a main sequence star whole.

To progress within this stage, you must perform either Yang Pitch (陽律) or Yin Pitch (陰呂). Yang Pitch entails creating 6 unique races (they must be sapient obviously), and helping them flourish and spread across an entire Heavenly Domain. Alternatively, create just one unique race but have them flourish and spread across 6 Heavenly Domains. The specific condition is that the races you create must be ones that have never existed before. This is the main reason there are so many varied races in Mount Sumeru, and also the origin of the Mortal Races, which are those left behind by Upper Immortals when they're done with Yang Pitch. Yin Pitch is the opposite; you must exterminate and genocide 6 races that are spread across a Heavenly Domain, or one race that's spread across 6 Heavenly Domains.

It is quite obvious that the formula is quite malicious, designed to make progress through destruction alone not just possible but easier. This is because the Great Mountain Supreme Deity governs this stage, and he's a colossal asshole. Well, Yin Pitch is not as trivial as it might seem, as you have to carefully ensure you don't accidentally start to genocide a race that some True Immortal is fond of, resulting in gaining a powerful and potentially superior enemy. Additionally, if even a single member of a race you're exterminating is within the Middle Realm of a living Great Net Immortal, or is a devotee of a particular True Immortal, you'll have to go through the hassle of getting permission from the True Immortal in question to avoid making them an enemy. Still, even with this it's certainly easier than having to make an original race that hasn't existed in Mount Sumeru before.

You can perform both pitches if you want, either 3 Yang Pitches and 3 Yin Pitches, or some other combination. You can even do them as many times as you want instead of merely 6 times, that's just the minimum needed and doing it more obviously helps making advancement to Great Net a little easier. It's important to note that advancing to Earth Upper Immortal again, or killing Earth Upper Immortals, counts for Yin Pitch for convoluted reasons, something about being an entirely unique existence in and of themselves and thus count as a race and civilization by themselves. Although obviously an Immortal Beast dying is going to fuck over whatever race uses their True Blood. Thus, killing Immortal Beasts is a valid approach for Yin Pitch, and raising a disciple to become an Immortal Beast is valid for Yang Pitch.

Thus, if you have some way to bypass death, such as the Flawless Mantra, you could repeatedly kill yourself then advance to Earth Upper Immortal again to fulfill the criteria of Yand and Yin Pitch. This could help any friends and allies of yours as well, letting them kill you to perform Yin Pitch. This is what Seo Eun-hyun did, so you can consider this method Protagonist Certified™. Unfortunately, sufficiently advanced puppets (read: AI and digital lifeforms) don't count for this, mainly since Fate blocks any form of civilization and technology more advanced than medieval China. So if you have more advanced technology as an individual, it'll still be treated from the lens of medieval fantasy.

However, Yang Pitch and Yin Pitch are just half of cultivation, and simply the formula for Upper Immortal. All True Immortals from Upper Immortal and above also have a second formula to follow, cultivating their Immortal Dao, both their interpretation of it and the authority they draw from it.

Cultivating your Immortal Dao primarily entails using prophecy, History Revision, and/or Immortal Arts to engage in your Dao and assert your interpretation of it. For example, if you walk the Dao of the Mountain, you must first form small mounds, then hills, then mountains, then mountain ranges, then islands, then continents, then moons and planets, and so on, and the “mountains” you form by using prophecy, History Revision, and Immortal Arts would become the foundation for your Immortal Dao of the Mountain, and you would simply need to keep doing so as you ruminate on what the Dao of the Mountain is and what meaning it has.

Thanks to this cultivation of your Immortal Dao, any actions you perform that are related to your Immortal Dao (or you interpret as related) become more potent for the same effort. For example with the example of the Immortal Dao of the Mountain presented before, it'd mean the mountains you make using purely prophecies, History Revision, and/or Immortal Arts will grow larger and larger even if you only put in the same amount of effort and power into it as before, to the point of making entire continents alongside the natural ecosystem on it with a single prophecy. In other words, cultivating your Immortal Dao is how you increase the potency, scale, and overall range/reach of your prophecies and History Revisions, and it benefits your Immortal Arts as well. Of course, History Repetition remains the alternative to strengthen your prophecies, History Revisions, and Immortal Arts, which you could certainly perform together with cultivating your Immortal Dao.

Great Net Immortal (大羅仙)

The advancement to Great Net Immortal is as follows; first, transmit the power of your Immortal Dao to all the worlds where you either destroyed or created civilizations, in other words Heavenly Domains. Then, through the power you transmitted, invoke phenomena all across those Heavenly Domains appropriate to your Dao, and elevate the cultivation of all beings in the Heavenly Domains those worlds are in through those phenomena by transmitting the personal variant of spiritual energy you formed in the Vestige Liberation stage. Naturally, if the power you cultivated is insufficient to do this, you'll fail the advancement process and will be devoured by the Great Mountain Supreme Deity. Of course, if you've done the minimum Yin or Yang Pitch, this elevation of cultivation won't be enough for beings in those Heavenly Domains to advance more than a sub-stage, and of course the more power you have and the more you performed Yin and Yang Pitch, the more significant this elevation of cultivation can be. This connection to the Heavenly Domains is the eponymous ‘Great Net’.

But it doesn't end here. Now that you've cast the net, it's time to reel it in. You must bring any cultivator who ascends thanks to the power you gave out into your internal world. Due to the vastness of the Heavenly Domains, even with the minimum power granted you'll still find trillions of ascending cultivators being reeled in by your Great Net regardless of when you do this. Then as they ascend, you must transform your internal world into a Middle Realm, capable of sustaining life. Finally, your personal spiritual energy will transform and evolve all the ascenders that entered your Middle Realm, turning them into beings who can survive and thrive in the environment of your internal world. Thus, by becoming a living Middle Realm, you become the foundation on which living beings can live and cultivate. This is why Great Net Immortals are considered to be pillars of the Immortal Cultivation system.

Additionally, at this stage onwards, when you die you'll leave behind a Middle Realm instead of a Decaying Corpse Realm. Naturally, your internal world will be at least as large as a solar system at this point, and it'll naturally grow larger as you become more powerful, although if you die the Middle Realm you leave behind will still only be the size of a solar system for some reason. As a side note, Heaven Immortals reel in ascenders to their inner world then form their Middle Realm, while Earth Immortals form the Middle Realm first then reel in ascending cultivators.

At this point, thanks to becoming a Middle Realm, your very being is engraved in the laws of the world, and your image and symbols now possess power of their own even without you actively lending power. Although of course this is only relevant to mortals, such as those that will live in your Middle Realm. It is worth noting that your Middle Realm may not necessarily be Earth-like. It may be a world filled with devilish and blood energies, lethal to humans, or one filled with clouds and lightning where only races deeply attuned to lightning can survive unaided.

This generally isn't a problem since just like during the advancement process, anyone ascending into your body accepts your personal variant of spiritual energy, which transforms and evolves them. This is why, for example, cultivators who ascend to the True Devil Realm of the Sun And Moon Heavenly Domain become part of the Devil race, while they'd evolve into Heavenly Fiends if they ascended to the Blood Yin Realm, and those who ascend to the Nether Ghost Realm become ghostly creatures. Of course, if your internal world and personal variant of spiritual energy aren't too far from the environment of ordinary planets in Astral Realms or Decaying Corpse Realms, this evolution might not take place, like with the Bright Cold Realm or Ancient Force Realm of the Sun and Moon Heavenly Domain. If the evolution does happen, you can name whatever race the cultivators ascending into your Middle Realm become if you feel like it, but it's not necessary.

Those at this stage are also called Great Immortals, as a shorter form of addressing them. Also, it's quite normal for Great Immortals to regulate the flow of Fate within their Middle Realms to prevent major tragedies, similarly to how mortals generally have to take care of their gut flora to remain healthy and such, although of course a lot more manually. And it's also important to note that if a cultivator within your Middle Realm becomes a True Immortal, they'll be considered to be your child, regardless of what the cultivator themselves thinks about it.

In terms of power, even in the Early Great Net Immortal stage it's enough to completely destroy a galactic cluster with one strike, not to mention possibly being able to destroy entire galactic superclusters in one strike when a Great Immortal becomes stronger. Naturally, it'd take 100 of such strikes for a lethal injury. Not to mention that at the Late Great Net Immortal stage, True Immortals reach a point where no amount of Entering Nirvana cultivators, even if there were googols of them, would be enough to defeat them. The power of prophecy and History Revision are simply too strong, even before the matter of the Immortal Ascension Ritual.

Progress as a Great Net Immortal entails the formula of the Heavenly Spirits and Earthly Fiends. Any Great Immortal who hasn't engaged in this yet is considered Early Great Net, while those who have performed the process at least once are considered Mid Great Net. What it actually entails is essentially merging with alternate versions of yourself who have performed great deeds to increase your rank and power, which also increases the size of your true form. Thus, in doing so, you progressively complete the self (自我; ego). The Heavenly Spirits is a process of making a prophecy that fits your interpretation of your Immortal Dao, then when it is fulfilled the you that made the prophecy in the past and the you from when the prophecy is fulfilled merge, essentially merging with a future self. Earthly Fiends is similar, except it entails excavating History to find past versions of yourself that fit your Immortal Dao and merging with them, essentially merging with a past self. With either method, it's heavily encouraged to perform great deeds, as the greater the feat you use for Heavenly Spirits or Earthly Fiends, the greater the benefit and the greater the increase in rank. Of course, a feat must be an impressive accomplishment relative to your own capabilities. If it's trivial or otherwise unremarkable, you'll gain practically nothing from it.

This is the primary reason for why Mount Sumeru is so chaotic, as Great Immortals have to constantly perform great deeds to cultivate, and given their sheer power these deeds generally tend to shape the course of the civilizations in the Heavenly Domains they act on, or even multiple Heavenly Domains if they're particularly powerful. If you're performing Heaven and Earth dual cultivation, you don't need to perform both Heavenly Spirits and Earthly Fiends, but it does help.

To reach the Late Great Net Immortal stage, you need to perform at least 36 Heavenly Spirits or 72 Earthly Fiends. This is merely a minimum, however. You can perform this formula as much as you'd like, and in fact you can continue with them indefinitely, as there's no upper limit to how strong you can become through the Heavenly Spirits or Earthly Fiends processes. Although of course performing worthy enough feats might get difficult, as this world is only so large. Additionally, if you have something like regression, merging with versions of yourself from other timelines functions like a third approach to this process, merging with 'present' versions of yourself rather than past or future versions of yourself.

When you've reached the minimum needed, actually entering the Late Great Net Immortal stage no longer has to do with personal power, mainly since the Heavenly Spirits and Earthly Fiends don't have an upper limit and can be cultivated endlessly. Instead, you must break through the protective 'membrane' of the Origin Essence of the Immortal Dao you walk. There's no Grand Perfection Great Net Immortal, as the next step is simply grasping the Origin Essence and becoming an Immortal Lord, more details later.

What is this membrane then? Well, the Origin Essence is a conceptual thing that resides in higher dimensions, and the Wisdom that flows out from it is precisely the Immortal Dao that a cultivator walks. You can think of it like a metaphorical sphere wrapped in a protective membrane, that you must break through to reach the Origin Essence proper. However, Origin Essences have the same weight class and rank as a whole universe, so how does a cultivator seize them? Like small animals growing larger to bite a large sphere. Thus, the entire point of the Heavenly Spirits and Earthly Fiends process so far is to grow enough in rank and weight class in order to become able to properly seize the Origin Essence.

It is worth noting that at this point, you'll begin to produce fortune, in other words destiny (運命) itself, the same way Star Shattering cultivators begin to produce Qi. Of course, Earth Immortals begin this production when reaching the Late Great Net stage, while Heaven Immortals start it in the Mid Great Net stage. If you perform Heaven and Earth dual cultivation, this begins immediately when you become a Great Immortal instead of needing further cultivation to reach. It is worth noting that this fortune will be related to your Immortal Dao at first, rather than being general fortune. It's not clear when this production of fortune grows enough to produce fortune unrelated to your Dao, but the Immortal Lord stage is a decent guess.

You might be wondering exactly what counts as a feat. After all, they're meant to be noteworthy accomplishments relative to your capabilities, not merely 'feats' that show off what you can do as the term is used in powerscaling debates. For example, for a True Immortal that was not even able to grab a woman's hand their entire life, making a harem with 10 women would be a worthy feat to use for Heavenly Spirits. Even aside from putting all your effort into grand schemes and projects, anything that involves transcending your traumas or limitations and aids in your self-actualization into the kind of person you want to be are all valid and worthy feats.

Immortal Lord (仙君)

After reaching the Origin Essence, becoming an Immortal Lord naturally necessitates grasping the Origin Essence. To do this, you must distill the energy of Yin-Yang and the Five Elements into one, forming Light in the form of Wisdom. This Wisdom, imbued with your own interpretation of the Immortal Dao, must be infused into the Origin Essence, transforming it with your interpretation of its Dao. In doing so, you'll have managed to grasp the Seat, becoming the Owner and Seat Holder of the Immortal Dao of the Origin Essence. Naturally, you'll have to fight any other Great Net Immortals who wish to become Immortal Lords within the internal Heavenly Domain of the Origin Essence, see the 'On Origin Essences/Immortal Daos' section for details on that. Notably, you cannot seize more than one Origin Essence, as attempting to do so will just cause the two Seats to merge into one.

It is worth noting that if the Origin Essence is already seized by an Immortal Lord or Governing Immortal, you'll have to engage in a battle of interpretation with them. While differences in raw power can be a factor, the most important thing in these conflicts is how thorough your interpretation of the Immortal Dao is. It is a clash of interpretation more than a clash of power. If your interpretation exceeds that of the Seat Holder's in thoroughness and strength of assertion, you could seize a Seat even from a Supreme Deity.

When you become a Seat Holder, your interpretation of your Dao dictates how the concept dictated by your Dao works. In other words, your interpretation becomes truth when it comes to your Seat. You would be the one to decide its form when physically manifested (like how Repentant Enlightenment manifests as salt), and you'd have quite a bit of control in how it impacts the world. It's not for nothing that you'd have the title of Owner of your Dao.

For titles, Immortal Lords in the Heaven Path tend to be called Heavenly Lords (天君), while those in the Earth Path tend to be called True Lords (真君). In terms of power, an Immortal Lord could destroy an entire cosmological structure larger than galactic superclusters in one strike, and of course would be resilient enough to need 100 of such strikes to receive a lethal injury. Certainly enough raw power to tear through spacetime and bitchslap someone out of a Heavenly Domain.

Additionally, now that you can borrow power directly from the Origin Essence, the power of your Seat gives you an immense independence from the laws of the world, partially detaching from Mount Sumeru. However, it is extremely important to note that the Origin Essence will slowly erode your mind and devour your ego, a process that is intensified every time you draw power from the Origin Essence. The eroded parts of your ego, mind, and spirit will end up flowing deep into the Akashic Records. Thankfully this process is very slow, and you could certainly live for more than a billion years without any issues whatsoever, but it's definitely something to keep in mind. Naturally, this is resolved when you become a Supreme Deity.

Supreme Deity (上帝)

Becoming a Supreme Deity is simple; you must become such a massive and powerful being that an entire Heavenly Domain is 'beneath' you. Thus, your personal power would finally eclipse that of your Origin Essence, and your Wisdom of interpretation would completely saturate the Seat. Of course you could simply repeat the process of Heavenly Spirits and Earthly Fiends a thousand times to get to the point where you've grown larger than an Origin Essence the hard way, but there are many other ways too, since the point is for your ego to grow larger than an entire universe rather than merely overpowering it. Thus, the Origin Essence is no longer capable of eroding you. In fact, if anything, you erode the Origin Essence with your interpretation of it instead.

When a cultivator finally becomes a Supreme Deity, their consciousness domain maximizes, becomes embodied, and truly begins to have power and affect reality, becoming a physical universe, a whole Heavenly Domain that the Supreme Deity rules over. This is why a Heavenly Domain is born every time a Supreme Deity ascends. Even beyond this Heavenly Domain, they also have the power to just make more if they wanted.

In terms of power, the weakest Supreme Deity would be able to destroy an entire universe in one strike, although due to Vast Cold changing how the End works, unfortunately only powerful Heavenly Venerables can actually destroy the Heavenly Domains of Mount Sumeru. But that's an addition by an extremely powerful Governing Immortal anyway, rather than any particular resilience from the universes themselves. Naturally, it'd take 100 of such universe-ending attacks to deal a lethal injury. However, Supreme Deities are incredibly resilient, and if an enemy doesn't destroy their upper, middle, and lower dantians completely at the same time, or completely and utterly obliterates them in one go, the Supreme Deity can simply recover immediately. Outside of that, obviously it's still possible to resurrect yourself through Immortal Arts, prophecies, History Revisions, or even manipulating your Seat.

Really, at this level it's normal to directly attack the principles composing the existence of your enemies as normal attacks, and it's quite common to have abilities that destroy all of a target's prophecies and History Revisions alongside them to fight True Immortals without having to worry about one's enemies returning later.

From a perspective outside of Mount Sumeru, all Supreme Deities are physically at its foot, partially outside Mount Sumeru but not yet fully able to leave it. They can leave Mount Sumeru to explore the Outer Sea, of course, but their existence is anchored at the foot of Mount Sumeru regardless. Thanks to being partially independent from Mount Sumeru, Supreme Deities all transcend time. What this means is that you cannot be replicated by forming a new timeline, and it also makes you immune to all but the most powerful forms of spacetime manipulation, such as History Revision or when a Heavenly Venerable is controlling time. This is why the Radiance Mantra has to transplant all Governing Immortals during regression unlike other beings. Likewise you'll be entirely singular in all timelines. However, the existence of other timelines is actually a benefit for Supreme Deities.

While there aren't parallel timelines in this world until Seo Eun-hyun uses the Radiance Mantra to start regressing, the more he regresses the more aware you'll become of these regressions, and the more powerful you are the more quickly you'll become aware. It might take more than a thousand regressions to notice if you aren't too outstanding as a Supreme Deity. When you notice the existence of other timelines, you'll become able to draw power from them. Since you transcend time and draw power from the laws of the world through your Origin Essence, each timeline multiplies your power since you can draw power not only from the timeline you're in, but from all other timelines as well. For example, if there are 10 timelines, you can draw on power equal to 10 times the power you would otherwise possess, and if there are 2000 timelines, you can draw on power equal to 2000 times what you would otherwise possess. And considering that a Supreme Deity's power is not used merely as a blunt weapon but also through prophecies, History Revisions, Immortal Arts, and more, the actual result is far greater than being merely 10 or 2000 times as powerful with 10 or 2000 timelines.

Supreme Deities already have endless amounts of power to wield, but with the addition of other timelines, their very output gets multiplied with every single timeline they can draw power from. Think of it like this; the Origin Essence provides an infinite torrent of water, and the Supreme Deity would be a bucket of sorts using a limited amount of that water at a time, with every additional timeline providing an extra bucket to wield the endless power of the Origin Essence and thus the laws of the world.

Additionally, when reaching Supreme Deity, they essentially become something like shareholders of the Immortal Cultivation system, being allowed to govern whatever cultivation stages are related to their Immortal Dao. If they can claim stages in the Upper Boundary, they can devour any True Immortals that fail the advancement process to get to the stage after it to increase their power. Additionally, any cultivation stages and processes that a Supreme Deity governs becomes more stable and easier to progress through, increasing the rate of ascending through the stage, and reducing the possibility of Qi Deviation and Heart Demons occurring in the stages they govern.

For example, before the Heavenly Punishment Supreme Deity, Heavenly Tribulations were unreasonably powerful and stupidly difficult to survive, but with the advent of the Heavenly Punishment Supreme Deity, all Heavenly Tribulations are properly balanced to each stage. Aside from that, a Supreme Deity might make cultivation easier in some other way, such as making merit have a bit more power, making cultivating with artifacts a bit easier, making it easier to extend your lifespan using methods such as body stealing, or perhaps open up different ways of cultivating such as tantric cultivation. It'll depend on the Immortal Dao of the Supreme Deity in question.

A Supreme Deity's rank is such that True Immortals would find it painful to interact with them, similarly to the difference between Four Axis and Heavenly Being cultivators. Merely indirect information about Governing Immortals can cause minor damage even to those at the Heavenly Being stage, and direct knowledge of merely the existence of Governing Immortals in general is lethal to anyone below True Immortality. It's not impossible for mortals to survive learning such knowledge but it'd generally require a True Immortal forcefully keeping them alive until they build up enough resistance to not die from merely holding the knowledge in their heads, and even then actively thinking about it would still be suicidal. In fact, the rank of Supreme Deities is so large that they are generally compressed into True Titles, which are basically the stereotypical super long names you might expect from a xianxia, like High Spirit Grand Dao Nine Heavens Overseeing Fate Preserving Life Celestial Great Emperor. In this way they can use their rank like an Immortal Title.

Notably, intuition and insight at this level reaches the point of consistently and reliably making correct leaps in logic from even absurdly well hidden matters with just the vaguest shreds of evidence. To Governing Immortals, there is no such thing as "surely not" when it comes to hunches and gut feelings. Straight up terribly written Sherlock Holmes levels of figuring shit out. Additionally, as a Governing Immortal one becomes a concept that exists across the entire multiverse, so they are worshipped as divinity and hear prayers from all sorts of places, which is quite noisy. And because of the senses of Governing Immortals, this is transmitted directly into their mind and they cannot ignore it. At least their mind is vast and powerful enough to be able to process all those prayers without issue.

If the total power of Supreme Deities is defined in ten parts, the influence of Fate, History, and Immortal Arts would account for five parts, with the power of the Origin Essence being at most one part, and the remaining four varying depending on the factions that follow a Supreme Deity, their allies, and the surrounding environment. Additionally, when they die, a Governing Immortal can choose to leave behind a Middle Realm, a Heavenly Domain, nothing, or just a bunch of chaos after their death.

Countless True Immortals, upon reaching True Immortality and seizing the Plane of Fate, believe they have seized fate, but that is a misunderstanding. All True Immortals ultimately remain beneath fate. They may have grasped part of the Plane of Fate in their hands, but they can never be free from the flow of attraction force that courses through the entire world. And the Governing Immortals, rulers of the True Immortals, who have transcended all the limits and boundaries of True Immortality, become the very flow of the great attraction force itself. Thus, they can perceive the great current flowing through the world.

For this reason, when they reach the realm of Supreme Deity, they come to know what lies at the end of that vast flow, their own end. Governing Immortals usually call this predestined fate (宿命). This predestined fate symbolizes their end, but at the same time, it protects them, for until they face the opponent of their predestined fate, Supreme Deities do not die easily. Thus, there are only two ways to kill a Supreme Deity: either twist the current of Fate itself to kill them, or uncover the predestined fate that exists within them and kill them through it. There is no third option. And trying to kill them without uncovering their predestined fate is an act close to impossibility. For example, the Heavenly Punishment Supreme Deity is fated to die at the hands of a Red Pearl Heavenly King, in other words an Ender assigned the emotion of anger who has become a Heavenly King.

Unfortunately, this predestined Fate cannot be escaped. Even if a Supreme Deity desecrates Fate to avoid it, they'll be forced to do so again later as the circumstances that will lead to their death form once again. Additionally, it's actually revealed that due to the Future King's manipulation, only those with the terms for Heaven, Black, or Snake in their name (might be a bit different in English, this is just in the original Korean) are ever able to become Supreme Deities, which contributes to Supreme Deities being unable to escape Fate. Additionally, due to such names, the Future King can awaken his will within them whenever he pleases to control them however he wants. Thankfully he never really bothers doing this, and it can be theoretically resisted even if doing so is borderline impossible even for Heavenly Venerables.

As a special consideration, you won't have to worry about the shackles of Fate like predestined Fate or the name thing as a jumper, although it's heavily recommended you leave the jump entirely before you do that, or at least wait a few hundred thousand years until the plot is resolved so the Future King is no longer around to be a control freak breathing down your neck.

Since the Supreme Deity stage is the peak of the Immortal Cultivation system proper, there isn't really a set formula for this stage. Of course, as a Supreme Deity you become capable of inhaling Primordial Chaos, the medium of creation, to refine it into stories and breathe Fate, Life, and Soul to the countless beings within your Heavenly Domain, forming existence itself from the raw material of creation. This way, incoherent chaos becomes structured existence through the medium of stories.

There is one last thing to worry about, at least until you leave the jump or the Future King is defeated; the Supreme Deity Great Banquet (上帝大宴會). It is a banquet which Radiance Hall hosts regularly. It's naturally dressed up nicely and presented as a grand occasion, but in truth the purpose of it is to force Supreme Deities to consume Ancient Force extracted from the Head Realm, so that hidden history that Radiance Hall wants gone is digested by the Supreme Deities and buried even deeper in the Akashic Records, like a farmer feeding their cattle unwanted slop.

It is impossible for Supreme Deities to refuse due to the History Repetition of the Banquet happening countless times in the eons that Radiance Hall has existed. Sure, the Ancient Force is the most delicious food you could possibly find in Mount Sumeru, but even Supreme Deities that despise everything about it cannot refuse, only the most powerful Governing Immortals having the strength to resist History Repetition, currently only the Imperial Venerable, the Northern Heavenly Venerable, and the Great Mountain Supreme Deity.

Heavenly Venerable / Imperial Venerable

The advancement process to become a Venerable is utterly unknown. Mainly because all four of the current Venerables are key parts of the Future King's plans, and naturally he prevents anyone at all from rising to Heavenly Venerable. The way to become a Venerable is to become able to tap into and borrow the power of one of the Three Absolutes on your own strength. Alternatively, be lent power by the Future King since that connects you to the Absolute of Fate anyway, but that's not going to happen. Unfortunately the Absolute of Fate is entirely barred by the Future King, and the Absolute of Miracle is shattered, so all four Heavenly Venerables draw on the Absolute of History. That said, the Northern Heavenly Venerable also blocks the power of Miracle from the Enders, as an extra security measure.

Successfully borrowing the power of an Absolute turns one into a Venerable. Naturally, Heavenly Venerables are those under the control of the Future King, while the Imperial Venerable is the only one which is somewhat independent. Perhaps before the Future King, Heavenly Venerables and Imperial Venerables might've referred to those who Divine Descended the power of the Absolutes of Fate and History respectively, but that is no longer the case.

When becoming a Venerable, your true body becomes a Gandhara (犍陀羅) after fusing with the Heavenly Domain your consciousness became, transforming into an entire world outside of Mount Sumeru with its own unique structure. The depths of the Underworld are the Imperial Venerable's Gandhara for example, and the same applies for the Interdimensional Void, the Source River, and the Eastern Heaven Flower Field. Of course, actually fully manifesting within Mount Sumeru is generally only done if the Venerable really wants to fuck things up, so normally they just send avatars into Mount Sumeru to do things. The dimensions added to Mount Sumeru aren't their true Gandhara, merely the shadow of it.

For example, the Northern Heavenly Venerable descending their Gandhara into Mount Sumeru completely warps the plane of Soul and prevents it from working properly, as well as causing massive waves in the Interdimensional Void all over Mount Sumeru. The Imperial Venerable's Gandhara is as large as Mount Sumeru as a whole even. From the Outer Sea, the Venerables seem to be physically halfway "up" Mount Sumeru, drawing in light from its summit, even the Imperial Venerable, since distance and thus size don't actually matter in the Outer Sea.

And, by dint of being fully outside of Mount Sumeru and their true bodies being in the Outer Sea, all the Venerables are undying, since the very concept of life and death doesn't apply in the Primordial Chaos of the Outer Sea. This does mean that if they fully descend their Gandhara into Mount Sumeru, they're vulnerable to being killed again, although since they're the strongest beings in Mount Sumeru this usually matters little. An enemy would still have to destroy their three dantians at once or utterly annihilate them just to kill them, after all, and doing so would just knock them out in the Outer Sea.

Of course, actually descending your Gandhara would take a while, proportionate to your power. The Northern Heavenly Venerable takes about 108 days to complete the process, while the Imperial Venerable straight up cannot do so without a whole procession of her subordinates invite her in due to how absurdly powerful she is.

They're also beings who grant principles to Mount Sumeru by their very existence, primarily through the dimensions that shadow their Gandharas which cover all of Mount Sumeru. Since the principles they impose are embedded into the Fate, Soul, and very existence of those who live in Mount Sumeru, everything in Mount Sumeru can be considered to be half-transformed into the Immortal Treasures of the Heavenly Venerables, which is another barrier to killing them since all beings of Mount Sumeru instinctively reject the act of killing them, even before the problem of Debt Collection.

Additionally, the rank of Venerables is so overwhelming to normal True Immortals that they would have to be at least at the Great Net Immortal stage to properly face you. Additionally, even small parts of your body, such as a single strand of hair or drop of blood, would be equivalent to Upper Immortals, making it trivial to make relatively strong avatars and split souls.

In terms of power, there's a massive gap in power between the strongest, second strongest, and other two Venerables. The strongest, the Imperial Venerable, could destroy all of Mount Sumeru at once with one strike, even with Vast Cold's restriction making the Heavenly Domains far more resilient. The second strongest, the Northern Heavenly Venerable, is strong enough to completely destroy half of the Heavenly King Heavenly Domain through Vast Cold's restriction when using her full power and manifested Gandhara, likely also able to destroy a small multiverse like Mount Sumeru if it weren't for Vast Cold's restriction. And of course, it'd take 100 of such strikes to deal lethal injuries to them. The Eastern and Southern Heavenly Venerables are a lot less impressive, but still overwhelmingly more powerful than most Supreme Deities.

Unfortunately, you can only Divine Descent the power of one Absolute. Attempting to borrow the power of a second one at a time will only result in an explosive annihilation.

Heart Path Upper Boundary

Technically speaking, the Third Step Before the Throne, the sixth stage of Manifestation, covers the stages of Vestige Liberation and Upper Immortal in terms of power, but as mentioned before it's meaningless to talk about it on its own. More importantly, there aren't any further stages of Manifestation. Instead there's Triple Divinity and the Martial Pinnacle, explained below.

Triple Divinity (三神性)

Comparable to Great Net up to Immortal Lord, Triple Divinity is more like the pinnacle of intent rather than a stage of Manifestation proper. You do still need to reach the sixth stage of Manifestation to get to this 'stage' though. In essence it's a big Trimurti reference; there's Brahma Nature (梵性), Narayana Nature (那羅延性), and Mahesvara Nature (大自在性), being all about creation (創造) (corresponding to the intents of joy, love, and pleasure), preservation (corresponding to the intents of joy, anger, and sorrow), and destruction (corresponding to the intents of pleasure, hatred, and desire) respectively, and they can also be considered Achieving (成), Halting (住), and Breaking (壞) respectively. When you reach Triple Divinity, generally you'll first grasp and attain one of the three, which will be the only one you can truly master, in other words the one you specialize in. Seo Eun-hyun was the only one to learn all three simultaneously when he reached Triple Divinity, and how he did so is entirely unknown so it's best to assume you won't be able to pull it off too.

Since Triple Divinity is the extreme of intent, it'll let you discern the will and intent of even things like planets, stars, and even the world itself, as well as discerning the intent in things like abilities and such. Basically, since all things have hearts, at this point you become able to read even hearts drastically different from those of living beings, or which are extremely well hidden. In short, you can read the intent behind anything that you see or happens to you, even if that intent is merely coincidence. Not only that but if you master Triple Divinity you'll even be able to trace back the metaphorical train of thought that resulted in such intents to begin with.

As for what you can actually do with the Natures, think of them as a modifier for whatever you can do. For example, Narayana Nature can preserve your mind or strengthen the resilience of your Immortal Arts. Mahesvara Nature can erase the distance to a target or undermine the power of an opponent. Brahma Nature can empower abilities you use while you cast them, and so on. Additionally, once you reach Triple Divinity it becomes far easier to perform Heavenly Escape, and you can resist the domain of Purity far more easily too, albeit it's still dangerous. It's also worth noting that by repeatedly entering and leaving the domain of Purity, you'll slowly become aware of a shackle that seems to be metaphorically wrapped around your neck. This is in truth the Immortal Title you received when reaching the rank of a True Immortal. If you reached Triple Divinity without becoming a True Immortal, how the fuck?

When properly mastered, Triple Divinity lets you reach Spirit Speed. See the 'On Speeds' section of the Notes for details. You would also be able to use Triple Divinity as a sort of Origin Essence for empowering yourself, although it isn't actually one.

As a side note, apparently Triple Divinity lets you reach almost to the pinnacle of martial arts in any other worlds you visit. If the peak of those worlds is lower than Mount Sumeru's, then Triple Divinity grants proportionally lower power, but if the martial peak of those worlds is higher than in this one, Triple Divinity would grant proportionally greater power instead.

Martial Pinnacle (武極)

The pinnacle of skill issue. Only three people have ever reached this stage: The Future King (and the Northern Heavenly Venerable by proxy) realized true and utter Emptiness after killing everyone in Mount Sumeru and then himself, thus severing all meaning life held and truly emptying his heart by retaining only the heart of Emptiness. Kim Young-hoon pushed his authority of Truth Attainment to its absolute limits to assert his belief that the heart could become anything. And finally Seo Eun-hyun after spending a total of 50 trillion and 50 billion years replaying his entire life (including all regressions) from the moment he entered Mount Sumeru up until the point where he was getting spawn camped by the Great Mountain Supreme Deity, concluding that it cannot be reached by an individual but that the heart contains all the hearts of your bonds. Those were merely the methods; the actual qualification to enter the Martial Pinnacle stage is to cover the truly infinite domain of Purity completely with your own will.

It is extremely important to note that the author has stated he didn't want to fall into the same mistake that Dragonball Z did with Super Saiyans becoming hilariously common despite Super Saiyan being a Big Thing when it was first introduced, so the difficulty is appropriately impossible. You probably won't be able to reach Martial Pinnacle no matter what you do, unless you have something from previous jumps that let you reach the scale of true infinity, in a similar vein to how Kim Young-hoon basically cheated his way in by using an authority granted by the Future King, IE an Absolute being.

Since there're only three characters at Martial Pinnacle and all of them have large bags of tricks, it's difficult to properly discern what the stage of Martial Pinnacle does exactly. At the very least, it's truly stupid levels of skill in martial arts and combat in general, straight up bullshit nonsense like defeating a Vestige Liberation Immortal while at the equivalent of Heavenly Being by just being that good at martial arts. That said, at the very least your ability in the Martial Pinnacle seems to depend on the method you used to reach it, for example since Seo Eun-hyun concluded an individual cannot reach it alone but that one's heart contains the heart of others, he can only wield Martial Pinnacle level power when fighting alongside someone or when supported by others, which due to his realizations regarding the heart means he can use it pretty much whenever but simply needs to put some effort in unlike the other two who are simply at this stage.

As a side note, Martial Pinnacle is comparable to Heavenly Venerables in rank and raw power.

True Emperor (帝)

True endgame shit. As described in the Achieving Perfect Enlightenment Scenario, becoming a True Emperor entails fully seizing one of the Absolutes. Aside from possessing truly Absolute power that may as well be omnipotent to anyone other than Creator Gods, this also warps the Origin Essence you had seized all the way back at Immortal Lord. Rather than drawing power from it, now you're the one fueling it, massively bloating it to the point where ten entire Immortal Lords could seize it simultaneously, although how it works if they attempt to ascend to Supreme Deity is unknown.

It is worth noting that True Emperors could also be described as Supreme Deities of their respective Absolute, such as Fate supreme Deity, Life Supreme Deity, or Miracle Supreme Deity. At this point, your Gandhara transforms to become one with the world. For example, the Gandhara of the Fate Supreme Deity became all attraction force and Fate in Mount Sumeru. As the Life Supreme Deity it would likely become all Qi and explosions presumably, and it's unknown what it'd become as the Miracle Supreme Deity. Additionally, you could also simultaneously become a Heavenly Venerable of the other two Absolutes by drawing on their power, even if their Owners do not permit it.

Your rank will likewise grow to the point that others would need to be particularly powerful Heavenly Venerables to not suffer immensely just from seeing you directly in the same way that mortals die from seeing True Immortals directly. You become the very standard of sacredness at this point.

As a side note, in case you're familiar with Buddhism, the author has stated that the characters that reached the status of True Emperor, like the Future King, have a role equivalent to Sakyamuni on Earth. Additionally, 8.4 trillion years ago the Salt Sea Supreme Deity appeared and proved they had the potential to become the True Emperor of Miracle, although unfortunately they were killed by the Future King.

Honestly at this point you're only one step below Omnipotence, literally speaking as you'd be comparable to incomplete Creator Gods who have not yet made their own otherworld, and by wielding Absolute power there's basically nothing you can't do that doesn't involve another True Emperor. Even then you'd be able to come up with countless ways to get around any obstacles you might find. You're well and truly utterly beyond the Immortal Cultivation system, so this isn't really a stage or even properly part of the Upper Boundary, and in fact the Future King set up the Immortal Cultivation system even before becoming a True Emperor, so hell you could certainly make your own Immortal Cultivation system if you felt like it.

All that said, you are simply not gonna reach this point without dealing with the Future King in some way. Even then in the story both the Absolutes of History and Miracle are seized by the Imperial Venerable and Seo Eun-hyun respectively, and the Origin Essence of Omnipotence (formed by combining the Origin Essences of the three Absolutes) is thrown far away to otherworlds beyond the Boundary of Cakravada, so unless you're willing to derail the story and potentially prevent the defeat of the Future King you're better off not thinking too much about this "stage".

Governing Immortals List

There are a grand total of 11 Governing Immortals. Since there's such a limited number and they're all powerful and very relevant characters, I decided to include an exhaustive list explaining their deal and whatever big setting-defining stuff they get up to. The list will also include some fanart of the ones which have fanart, because why not, although if the manga somehow survives until the Immortal Arc I'll probably make an update replacing the fanart with the official manga illustrations. The format will be their title, their name, their symbol in brackets, and what Daos/Origin Essences they are the Owner of, as well as how they interpret their Origin Essence.

As a side note, if you take the Supreme Hatred drawback 9 times, nothing in this jump can save you, you would end up getting ganked even if you could afford everything in the jump. So, don't.

Heavenly Punishment Supreme Deity, Nine Heavens Origin Responding Thunderous Sound Universal Transformation Great Emperor (九天應元雷聲 普化天帝)

Do Gon (屠乾)

[Lighting Spear]

Owner of Heavenly Punishment

Currently imprisoned in the Horse Ear Heavenly Domain, Do Gon apparently has a foot fetish, particularly for white smooth feet. That aside, they were once called Indra, and named Indra's Net, see the On Speeds and On Senses section of the Notes for details on what that is. They're also the second most powerful Supreme Deity, behind Great Mountain.

Obviously, they're planning an escape, and will actually manage it along the course of the story, reviving the 48 Immortal Lords that followed them and starting a great war against Radiance Hall. Additionally, they're predestined to fall at the hands of a Red Pearl Heavenly King, and Jeon Myeong-hoon does indeed manage to kill them, seizing the Heavenly Lightning Banner as his own Immortal Treasure and basically forcefully taking control of the 48 Immortal Lords that followed Do Gon.



Liberation Supreme Deity, Bong Myeong (奉命)

[Bird Trapped in a Cage]

The youngest Supreme Deity, having ascended a mere 40,000 years ago, and also arguably the weakest as he's a craftsman, Bong Myeong is very much not someone to be underestimated. One of their goals is to break the Fate of stagnation on Mount Sumeru and advance civilization, which is what the A Snake Spiralling Outwards Scenario is based on, which they attempt to do through a hidden scheme using a small painting world they own called Liberation Peach Garden Painting. They've already trapped hundreds of True Immortals in that world, shackled through karma and forced to cause chaos in the world in an attempt to foster the evolution of civilization. Don't worry about the mortals in the painting, they're all sinners he got from his time as one of the Immortal Lords in the Underworld faction.

Unfortunately he's not making any progress, which he can't really be blamed for as he doesn't even understand what a more advanced civilization would even be like. Perhaps you'll help him a bit? Well, he's kind of an insincere bastard that lies easily, so you might not be too inclined to help him even though he's arguably the sanest and least unstable Supreme Deity of the lot. They've forgotten their true name and desperately want to know it again to start getting rid of the shackle that is their Immortal Title, which is Gongmyo Cheon-saek (孔卯千色). If you enter the Head Realm, you'll find someone with that name there, who has a similar personality too. This is because Bong Myeong is actually a native of the Head Realm who somehow managed to ascend out of it. They're also the Heavenly Craftsman that made Serving Command Palace and the Serving Command Ark that can be found in the Head Realm and Bright Cold Realm respectively. The latter was an attempt to imitate Song Jin, the Immortal Treasure of the Imperial Venerable that ferries souls to the Underworld to be judged.

The Origin Essence of Liberation is actually hidden within Serving Command Palace. This is part of a scheme to help the Imperial Venerable advance to become the Life Supreme Deity, as the Future King generally traps the Imperial Venerable in a cage made from the souls of Enders. During the final fight, this scheme actually comes to fruition and helps in defeating the Future King, so please don't mess it up.



Swallowing Heaven Supreme Deity, Hyeon Ryul (玄律)

[Upside Down Divine Spirit with Eyes Closed in Lotus Position]

Seat Holder of Filth

An innate Supreme Deity created by the last Obsidian Heavenly King using the Flawless Mantra, Hyeon Ryul generally doesn't do anything but stay at the center of the Twin Holding Heavenly Domain devouring all the attraction force of their universe. Their main body is a black hole the size of five galactic superclusters, albeit thankfully they don't seem to be growing any larger.

With the Flawless Mantra, you can enter its inner space, which looks like an empty black abyss, and be completely fine without being devoured. This is not only arguably the safest place in all of Mount Sumeru, but it's also connected to a bunch of places, like the deepest depths of the Underworld, the Outer Sea, and even the inner sanctum of Radiance Hall, as well as the center of all Heavenly Domains. If you fully master the Flawless Mantra and are at the level of an Immortal Lord or higher, you can refine it into becoming your Immortal Treasure.

When not taking the form of a gigantic black hole, it generally takes the shape of a black tiger.



Naming Supreme Deity, High Spirit Grand Dao Nine Heavens Overseeing Fate Preserving Life Celestial Great Emperor (上靈高道九天司命保生天上大帝)

Hyeon Rang (玄朗)

[Taiji In The Shape Of A Fetus]

Owner of Names

The true identity of Hyeon Rang is the miscarried baby of Hong Fan in his mortal days. As the Future King is rather traumatized and cannot let go of the past, the baby's spirit, which happened to be a newly formed spirit, was turned into the Origin Seat of Naming. Now, they reincarnate endlessly in the Head Realm, regularly ascending out of it and becoming the Naming Supreme Deity every time they do without exception, due to being the Seat itself. They are also known as Pangu, the ancestor of humanity, although given humans existed before him (Hong Fan was human after all), this is essentially a position gained by nepotism since his father is the Future King.

Now, every generation of Hyeon Rang is made to assign Immortal Titles to all who become True Immortals, which serve as shackles providing an additional level of control to the Future King. While he finds this distasteful, whenever he starts rebelling he's just killed and replaced by the next Hyeon Rang. At the very least, even before their mandatory duty they do enjoy giving names to things. As the Naming Supreme Deity, they also have the Immortal Registry, which shows all Governing Immortals in ascending order of impact on Mount Sumeru, tracked by their Immortal Titles.

Due to his background of being the miscarried son of the Future King, they're also the rightful heir of the Head Realm, which means they have immense authority to command it and the Heavenly Void Furnace, although he doesn't exert this authority since it's not only dangerous for him to do so but it would also massively piss off the Radiance Eight Immortals and cause them to execute him so he can be replaced.

They are designated as the Western Zero King, the final Immortal Beast King, as the Future King lent him the feat of being the last Immortal Beast King to exist. This means Hyeon Rang would've been the Western Heavenly Venerable, but he's just a Supreme Deity since the Imperial Venerable already takes that spot. In the Future King's plan, they represent "humaneness".



Great Mountain Supreme Deity (太山上帝) , Gwak Am (ग़ाऊँ)

[Mountain Exuding Darkness]

Owner of Repentant Enlightenment

Seat Holder of the Mountain

Inarguably the cruelest and strongest Supreme Deity, even more powerful than the Northern Heavenly Venerable, Gwak Am is arguably the fourth most powerful being in Mount Sumeru. If any character in the story comes close to the archetype of ruthless and evil xianxia protagonist, it is Gwak Am. He's absurdly strong, merciless and cruel to everyone, has schemes within schemes, and is very sinister in his cunning. Note the sanskrit name, yes it's remarked on as unusual by many characters. Don't say that to his face though, or he'll probably use that as an excuse to refine you into a pill for your insolence or something. As a side note, he is about 700 billion years old. Even as a mortal, he was an innate demigod, having strength comparable to the Star Shattering stage even before cultivating.

Notably, he used to be the Tenth Seat of the Radiance Nine Immortals, acting as an incredibly dangerous assassin for them, before he abandoned Radiance Hall to follow the Salt Sea Supreme Deity, taking his mask with him and reducing them to the Radiance Eight Immortals they are now. Currently, they are imprisoned in the Earth Axis Heavenly Domain, but he has several plans in place to get out sooner rather than later.

His most distinctive Immortal Art, aside from the Phenomena Extinguishing Mantra he inherited from the Salt Sea Supreme Deity, is the Corpse Mountain Blood Sea, a colossal mountain range composed of everyone he's captured and consumed for power, constantly forced to suffer immensely, marinated in endless pain. He does this as a way to force them into repentant enlightenment, in other words introspection. This is his way of respecting his master's, Salt Sea Supreme Deity's, last wish to bring enlightenment to all beings, as he believes that pain is the best teacher. Due to the true intentions behind the Corpse Mountain Blood Sea, abilities that work on retribution such as Karmic Fire don't work nearly as well as most would expect on him. For those souls who become too worn down, he reincarnates them in Penglai Island so that they can recover and avoid collapsing completely, then puts them back into the Torment Nexus- I mean Corpse Mountain Blood Sea so they can continue to be forced to look back and reflect on their life

It is worth noting that he once tried to cultivate in the Earth Path as well, so he made an avatar and even split off the Seat of the Mountain to make the Origin Essence of Seven Stars (which was originally the Origin Essence of Nature before the Naming Supreme Deity changed it). Unfortunately his Earth Path avatar, who became the Mountain Destroying Ape, was loaded with all of Gwak Am's shame and conscience, and ended up being the only part of him not stained by the devilish path, thus being an actually a decent human being (although they're an ape, you get what I mean). Naturally, the Mountain Destroying Ape tried to fight against Gwak Am, which resulted in the latter shoving the former into the Corpse Mountain Blood Sea to refine and devour to integrate them back alongside the Seat of Seven Stars externally, as if he tried to consume them directly the Mountain Destroying Ape would become an extremely dangerous Heart Demon due to holding Gwak Am's shame.

Currently they have many plans; attempting to completely recreate the Splitting Heaven Mantra, attempting to completely seize control of the Outer Sea by treating it like an Origin Essence, as well as many more plans of somewhat less importance. Gwak Am arguably has the most schemes within schemes of anyone else in Mount Sumeru, and getting involved with him in any way is a swift journey to endless pain and suffering. He is not above randomly showing up and destroying an entire Heavenly Domain just to squash a mortal that offended him.



Unsurpassed Emptiness Earth Mother Supreme Imperial Venerable (無上虛空地母至帝尊)

Emptiness Supreme Deity, Myeong Woon (命運)

[Sun and Moon Eyes]

Owner of Life, Omniscience, the Absolute of History

The Head Realm. The second True Immortal in the Sun And Moon Heavenly Domain. The location of the Heavenly Void Furnace, which itself contains the Origin Essence of History, the Akashic Records. The severed head of Hong Fan as he killed himself shortly before he became the Future King. The Emptiness Supreme Deity is the gate to the Audience Chamber, the most ominous place in the entire world, and the summit lying at the bottom of the inverted mountain that is Mount Sumeru.

They're not too different from the Swallowing Heaven Supreme Deity, being an innate Supreme Deity formed because the Future King became a True Emperor and thus everything associated with him became extremely sacred, and not really having a mind of its own. It's not inaccurate to call it a lump of information, a world really, with the rank of a Supreme Deity. The Future King uses it to store the Origin Essence of History for safekeeping, as well as leverage to control the Seat of Life to perform grand History Revisions covering all of Mount Sumeru that even the Imperial Venerable finds difficult to resist, ensuring that history doesn't deviate too much from the Future King's plans.

Additionally, it is obviously very much not normal as a realm. No Immortal Arts work in there, unless permitted by the Future King or the Radiance Eight Immortals. In its sky are buried countless Enders and Supreme Deities, so anyone above a certain point of cultivation looking at the Head Realm's sky is killed by the Wisdom lying within, and even normal mortal astronomers eventually go completely insane if they investigate the stars in the sky too thoroughly. Any True Immortal that dies within it ends up trapped, reincarnating within the Head Realm, and so does anyone else staying in it too long end up trapped and absorbed into its history, losing their ego and memories.

Additionally, History repeats endlessly within it, repeating cities, cultures, families, even names, with people very blatantly reincarnating regularly if you can keep track of people's identities across dozens of generations. This is because this world is essentially Hong Fan's wish to relive his mortal days. Needless to say, if you plan to cultivate and get involved in the big plots of this world, you should not linger here.

Radiance Supreme Deity, Heuk Sa (黑蛇)

[Black Snake Biting Its Tail]

Owner of Light

Owner of Immortal Cultivation

There is no Radiance Supreme Deity. The Origin Essence of Light is bloated to an absurd degree, to such a point that it is held jointly by ten Immortal Lords, collectively called the Radiance Ten Heavenly Lords. Well, they were once that. The Salt Sea Supreme Deity used to be their Fifth Seat, the Field Garden Heavenly Lord, but he abandoned his post, taking his mask representing the position of Field Garden with him, and became the Salt Sea Supreme Deity after cultivating from the bottom once again, later becoming the Heavenly Venerable of Purity and nearly seizing the Absolute of Miracle. The Castle Wall Heavenly Lord followed them after a failed assassination attempt, convinced by Salt Sea to abandon Radiance Hall to become his disciple, thus turning the then Radiance Nine Heavenly Lords into the Radiance Eight Immortals. To this day, the Great Mountain Supreme Deity zealously guards the two masks that he and his master once wore as part of Radiance Hall, using them for himself.

Still, even as the Radiance Eight Immortals have fallen from their glory days, when they act together they are still the third most powerful in all of Mount Sumeru, only beneath the Imperial Venerable because Light itself weakens and submits before the Imperial Venerable, a sign of the lingering attachment the Future King holds for his ex-wife. Even individually each Radiance Eight Immortal is comparable to Supreme Deities. Frankly, the Radiance Eight Immortals alone are 60% of Radiance Hall's strength as a faction, and the only reason Radiance Hall is the biggest and foremost faction of True Immortals.

After all, they are collectively the Radiance Supreme Deity, Owner of Immortal Cultivation itself. All beings who cultivate instinctively think favorably of Radiance Hall, resulting in their faction being the largest by far. Unknown to all, even Radiance Hall itself, the Radiance Eight Immortals disdain the power Immortal Cultivation can grant, and their secret goal is to exterminate all of the Immortal Family to create a world where only some chosen people become the successors of the Radiance Eight Immortals to uphold justice, all other beings free to live without transcendent beings controlling their life. A mundane modern day Earth would be an unbelievable utopia to them, no supernatural power at all granting people great power, even if mortals themselves can torment each other just fine.

Still, they do pretend otherwise, and Radiance Hall as a faction does stand for justice and benevolence, harshly punishing wicked True Immortals who torment mortals for no reason unless they're too powerful to simply execute. Although really to mortals it might not be much of a difference, since they punish wickedness not simply controlling mortal's lives.

They do have a particularly strong grip on the Heaven Path, but since Light is ultimate Fate and thus intrinsically tied to Heaven, they have less of a grip on the Earth Path, not to mention Radiance Hall only permits Heaven Immortals into their ranks. And naturally they have no hold on the Heart Path since it is not part of Immortal Cultivation, not that it matters much since it's impossible to reach True Immortality with the Heart Path alone, at least until Seo Eun-hyun creates the Blooming system.

The Radiance Eight Immortals do not know of the Future King's existence, so they are entirely unaware that they are merely the Immortal Treasures of the Future King, the metaphorical computer cursor he uses to control Mount Sumeru when he can't be bothered to do things himself.

Additionally, it is important to know that the Radiance Eight Immortals deny the existence of the heart, and decry emotion as a source of wickedness and chaos. Thus the Radiance Eight Immortals suppress their emotions and uphold reason alone. Naturally, this is a control mechanism so the Future King finds them easy to subtly command without bothering to reveal himself. They also regularly replace themselves. In times of peace it's generally 10 trillion years per generation, but this can change faster if they die off before that from ungodly powerful calamities such as particularly powerful Enders.

Additionally, due to Owning Light, they have the authority to enter and command any Origin Essence not claimed by an Immortal Lord or Governing Immortal. Specifically, Great Sun and Torch Candle among them do. Rain Dew is their enforcer and executor, who ensures the Radiance Eight Immortals do not succumb to emotion. Pearl Jade and Sword Spear are the military generals, being quartermaster and frontline commander respectively. Torch Candle has the authority and responsibility to manage and control the Heavenly Void Furnace. Flower Plant is in charge of sealing and domestic matters within the Heavenly King Heavenly Domain. Great Sea is the administrator of Mount Sumeru's Inner Sea. And finally, Great Sun is the representative and defacto leader in peacetime of the Radiance Eight Immortals, and the arbiter between Heavenly Domains.

Do not underestimate the Radiance Eight Immortals. They have survived across eons and faced countless Enders with myriads of strange and unpredictable powers. They have remained as the most powerful force in Mount Sumeru for longer than all but the Imperial Venerable remembers, and are no stranger to beings powerful enough to destroy all of Mount Sumeru whether through raw power or unknown and absurdly powerful authorities.

South Pole Primeval Heaven True Person Venerable Star Longevity Great Emperor

Southern Heavenly Venerable, True Ultimate Eternal Life Great Emperor (眞極長生大帝)

Cheon Woon

[Six Interconnected Stars]

Owner of Passing Time

Seat Holder of Flowing Water

The Heavenly Venerable of Time manages and fuels time itself. They rule the Source River, which is their Gandhara and simultaneously the name of the faction they lead, and is tentatively allied to Radiance Hall. However, they actually spend all of their time exploring the depths of the Outer Sea, particularly the Boundary of Cakravada.

In truth, alongside the other Heavenly Venerables, he was artificially created by the Future King as part of his plan. The feat assigned to them is creating Mount Sumeru by bringing together and connecting six Heavenly Domains. In the Future King's plan, he represents the Absolute of Fate. However, Time has decided to resist the Future King, using blessings given to him by Salt Sea and Vast Cold to do so, which is also the reason he's at the Boundary of Cakravada, since the closer he is to any Gandhara, the more those blessings would unravel.

Unlike the Northern Heavenly Venerable, him and the Southern Heavenly Venerable were regularly replaced as the ages passed, although naturally the History of this replacement is torn out and buried deep within the Head Realm.

**Easter Brilliance Supreme True Energy Primordial Yang Sal Tree Fusang
Great Emperor**

**Eastern Heavenly Venerable, Sal Tree Heavenly Venerable
Flower Monarch**

Gwan Myeong

[Transparent Seed]

Owner of Birth

Seat Holder of Blooming Flowers

Generally considered rather pitiful, Sal Tree attempts to govern the cycle of reincarnation to some extent, although with the existence of the Imperial Venerable he only controls birth and the fortune assigned to all beings that are born. His Gandhara is the Eastern Heaven Flower Field, and the faction he leads that goes by the same name is officially affiliated with Radiance Hall, albeit they have closer connections to the Underworld.

The feat assigned to them is that of founding the realm of Immortal Beast King, thus becoming the First Immortal Beast King and establishing the Shamanistic Family of Cultivation. Not that such a family of cultivation exists anymore. In the Future King's plan, he represents the Absolute of History. Unfortunately, unlike Time, he doesn't have as much resolve to resist the Future King, and has become entirely ignorant of the Future King's existence by now. He will later go insane as the Future King's will awakens within him, forcing him to fight against Seo Eun-hyun and to promote the Future King's plan.

Notably, he actually has a really powerful restrictive art called Eastern Heaven Flower Field Mantra, suppressing cultivation, Immortal Arts, authorities, and the power of origin of all beings in the world, forcing them to use only the power 'designated' to them at birth. It's essentially designed as an anti-Governing Immortal Mantra, which can only be identified from outside, cannot be entered, and can only be dismantled from inside. Yes, it's explicitly designed to be as unfair as possible to whoever the target is. He can also create Annihilation Flowers, extremely powerful Immortal Arts that directly annihilate a target without caring for any kind of defenses. Keep in mind he's lived for a long time and has seen many super talented monsters (mainly because Enders are fucking bullshit and pop up regularly), so despite being one of the two weaker Heavenly Venerables he's absurdly dangerous especially if you aren't prepared to fight him. He's far more dangerous when far away and scheming than up close in combat.

Additionally, thanks to his assigned feat of being the First Immortal Beast King, he's the most capable being in digging up deeply buried Ancient Force from the Akashic Records to use, letting him wield advanced sci-fi civilizations that Enders set up, as well as the Immortal Arts and Mantras of countless buried and forgotten beings.

North Pole Heaven Quelling True Martial Black Heaven Supreme Deity Northern Heavenly Venerable, True Martial Great Emperor Hyeon Mu

[Black Three Great Ultimates]

Owner of the Void

The fifth strongest being in Mount Sumeru, the Northern Heavenly Venerable is the one true undying being who cannot be destroyed in any way, shape, or form. This is because they are in truth an avatar of the Future King, specifically the fragment representing the Future King's soul and heart, so she cannot ever permanently die as long as the Future King exists. In the Immortal Cultivation system, she's actually only at the Great Net Immortal stage of both the Heaven and Earth pathways, but the majority of her power is from being at the Martial Pinnacle. She's the second strongest Heavenly Venerable, far stronger than Time and Sal Tree but also far weaker than the Imperial Venerable.

She is depressed and suicidal. The more she remembers her origin, the more suicidal she gets, to the point she might do nothing but endlessly kill herself until the next generation of Enders arrive and her memories are sealed again. However, don't let this fool you; she's only second to Great Mountain in how sinister she is, not to mention she's mentally unstable and thinks nothing of killing everyone around her on a whim.

Her Gandhara is the Interdimensional Void, and she squats in the position of ruling the Good Sight Heavenly Domain as well. She also owns the plane of Soul, as she's assigned the feat of creating it, so she's the worst possible matchup for Enders whose powers primarily revolve around death or the heart. She's also assigned the feat of killing all beings in Mount Sumeru and then herself, establishing the plane of Soul. She actually has two Gandharas, one of which is the Interdimensional Void itself, the other is one which actually seems like a Gandhara, taking the form of a tangled mass of black snakes resembling the Three Great Ultimates. However, she also can't fully control her Gandhara (Interdimensional Void), so she mainly just uses the other one. This is because technically the Interdimensional Void is the Future King's own Gandhara and Manifestation, and Hyeon Mu is merely a fragment of him.

In the Future King's plan, she represents the Absolute of Miracle.



Western Heavenly Venerable, Imperial Venerable, The Oldest One, Queen Mother Of The Underworld

Bong Hwa (烽火)

[White Wheel]

Owner of Death and Reincarnation

Seat Holder of Rotation

The second most powerful being within Mount Sumeru, and also the oldest single living being aside from the Future King, Bong Hwa is the ruler of the Underworld, which is her Gandhara. She hates the title of Heavenly Venerable due to its association with Heaven and thus Fate, so she prefers to be called Imperial Venerable instead, enforced of course by murdering anyone that calls her the Western Heavenly Venerable to her face without knowing about it. Her faction, the Underworld, is not only the afterlife which judges the dead, punishing and rewarding them appropriately, but is also the second most powerful faction in Mount Sumeru, second only to Radiance Hall. Naturally, most True Immortals in the Underworld are Earth Immortals, contrasting Radiance Hall's focus on Heaven Immortals. Because of this, it's generally accepted that life is the domain of Light, while death is the domain of the Underworld.

She does not actually follow the standard Immortal Cultivation system of Mount Sumeru, instead having cultivated to this point using the Primordial Origin (始原) Immortal Cultivation system, which basically entails cultivating the minimum possible to get a bit of extra lifespan and resilience then focusing entirely on learning and mastering Immortal Arts. She actually has 14 Origin Essences that she lends to her subordinates, primarily the Ten Underworld Kings that serve as judges, although of course she personally only holds one Seat. She is powerful enough to completely destroy Mount Sumeru, capable of obliterating the Heavenly King Heavenly Domain with a flick of her wrist, even taking into account Vast Cold's restriction.

However, she rarely acts personally. Rather than that, she constantly accumulates power through the reincarnation system, constantly using her Wheel Mantra to trace the past and find more of her past lives, in order to prepare to seize the Absolute of History. Aside from that, she's surprisingly compassionate, doing her best to judge the dead fairly and dispense appropriate retribution, having both paradises and hells in her massive Gandhara, as well as reincarnating them through her Wheel Mantra. Through the principle that souls which dissolve into the nothingness of the domain of Purity are like water drops falling into the ocean, she tracks the metaphorical water particles to track which drops of water that previously fell into the metaphorical ocean could be considered her past lives. Thus she repeats this endlessly to reach into the past as much as possible, to gain the qualification of truly being the oldest living being so that she can seize the Absolute of History.



On The Metaplot

These two figures basically define the biggest most over-arching plot/scheme in the setting, so it's worthwhile to cover them individually.

Most Supreme who Opens the World, Wielder of Talismans, Ruler of Calendrics, Truth Embracing Dao Embodying Future Radiance Nine Firmaments Time Governing Myriad Daos Non-Action All-Illuminating Great Hall Vast Heaven Golden Gate Fate Great Heavenly Venerable Black Martial High Supreme Deity (太上開天執符御歷含真體道未來光明九穹歷御萬道無爲通明大殿昊天金闕運命大天尊玄武高上帝)

The Future King (未來王)

Hong Fan Gu Ju (洪範九疇)

Owner of Future, Totality, the Absolute of Fate

The final boss of the story. The cause of all things in the current Mount Sumeru. The Owner of Fate. His story is a sad one. From the start, he suffered immensely, having too much talent in killing to properly learn how to solve his problems any other way. He lost his mother as a child, his eyes to the first friend he had, his wife to leprosy, and as his talent in killing bloomed he only ended up causing more suffering upon himself. Then, when he died miserably while praying to the heavens for a better next life, he woke up back during his childhood, on the day his mother died. He regressed for the first time.

Remembering his past life, he attempted to improve his life, but he found that he suffered in the same way. He couldn't save his mother in time, he couldn't understand why his first friend feared and hated him after killing nearly an entire city, and his wife was murdered by an imoogi born from the resentment of all the deities he had slaughtered in an attempt to prevent them from cursing his wife, plunging his world into chaos and calamity. This time, he decided to go to the Chief God, the ruler of the Heavenly Domain he lived in, and learned that the Chief God's counterpart was being born within him, which is what caused his regression. In despair and spite, he killed himself to regress again, and in his next life slaughtered the Chief God.

He refined the Chief God into the First Light, the first Origin Essence, to use as fuel for his newly created Immortal Cultivation system, and he refined the still mindless Chief God within him into the Radiance Mantra. He attempted to bring good to the world, trying desperately to find an answer to why he suffered so much, and he succeeded for a time. Eventually, the first Supreme Deities were born, fragmenting the First Light into countless Origin Essences, and as he went around slaughtering evil Supreme Deities, it all became meaningless to him, and he eventually decided to exterminate the good Supreme Deities as well, desperately holding onto the hope that their goodwill made them strong, strong enough to kill him.

They failed. And as he slaughtered the last few living beings left in Mount Sumeru, he despaired, and beheaded himself. It was at this point that he realized that he qualified to seize one of the three Absolutes. Feeling mocked by Miracle, he chose to seize Fate, and thus the Future King was born.

Now, he has one plan; create an Absolute of Hope, through a ritual involving the three Heavenly Venerables he created as well as the Naming Supreme Deity, and through it create a new Creator God, using the personality of Bong Hwa, who was in a past life his wife Yang Hwe, as the basis for the mind of the new Creator God. Instead of allowing others to become True Emperors as well, and debating what the meaning to life and everything is, as the predecessor Creator God that made the Gestation Palace of Omnipotence willed, he instead decided on his own path and ruthlessly controlled Mount Sumeru, endlessly creating the Enders to process the fragments of Miracle he shattered into something he could control.

In terms of power, well. Even beyond the Absolute power of a True Emperor, he has honed his abilities through the eons. His casual speed is Undying, infinite speed, and he could reliably kill Creator Gods even before he developed his Divine Art A Regressor's Tale of Cultivation, with which he can slaughter Creator Gods en-masse. The only reason he lost in the final fight is that he allowed his loss, finally convinced by Seo Eun-hyun that there was another path (after one-shotting everyone else in the fight nearly a thousand times).



Creator God(s) / The Absolute One(s) / The Perfectly Enlightened One(s)

From the outskirts of the Akashic Records, something can be seen. The timelines of the world are its blood vessels, Mount Sumeru and the Outer Sea merely its dreaming mind. To some it looks like a baby, to others like six interconnected stars surrounding a seventh disconnected star, to others still as a being that has died but is now resurrecting. To every observer it evokes a different image and vibe. This is the form of the predecessor Creator God, who created the Gestation Palace of Omnipotence by shattering their being into the Three Absolutes and transforming their existence back into the gestational egg of a Creator God. Why did they do that? To find the ultimate answer to life and everything.

You see, the Gestation Palace of Omnipotence is merely one of many “otherworlds”. Each made and ruled by their own Creator Gods, each fundamentally different, working on its own laws. You can think of each otherworld as its own, separate setting, divided by an endless void filled only with Variambha Winds (毘藍風) carrying visions of every world that is born. Each Creator God is Omnipotent and Omniscient in their world, and each decide the meaning of life and everything in their world. But the predecessor Creator God wandered through the many otherworlds, and thought that surely, no answer dictated by a Creator God could be the true one, since each Creator God decided on a different answer.

Thus, they sacrificed themselves to make the world that would one day become Mount Sumeru, with the intention that eventually, the Three Absolutes would be seized by three separate beings, and the three True Emperors would endlessly debate, love and hate each other, and experience life together, to one day come to a conclusion to what the meaning of life and everything is, a deeper answer that would apply to all otherworlds one might go to. Things might’ve gone awry with the Future King, but ultimately the will of the predecessor is not something that should shackle those of the present.

All that aside, perhaps you’d like to know a bit more about Creator Gods. Well firstly, they are truly Omnipotent and Omniscient within their worlds, as explained before. Likewise they have such rank that one would have to be a Governing Immortal to not die from perceiving one directly. There are things such as impersonal Creator Gods; not all that are born have a personality of their own, which generally results in such impersonal Creator Gods merely copying nearby otherworlds to make their own. Still, all otherworlds have Creator Gods, even if impersonal ones that basically aren’t entities.

This is the reason there are many, many otherworlds which end up just being variations of Earth, from only having small differences to being entire fantasy worlds such as those with portal invasions, or with towers that must be climbed, and so on. Also, apparently humans are easy to copy so they’re practically everywhere you go, even in otherworlds whose Creator God does have a personality. The doylist reason for this is that humans are a xianxia staple, of course. In terms of power, Creator Gods are all ultimately equal, although the Divine Arts they may wield is a different matter.

Additionally, while they are Omnipotent within their world, when it comes to outside their world this is different. Not only in the sense that they're "merely" Absolute and stronger than even True Emperors to some extent, but also in the sense of creating particularly powerful beings who retain their power outside of their native otherworld. Up to Great Net Immortals, they can be replicated perfectly fine. However, to create beings on the level of an Immortal Lord, a Creator God has to make a sacrifice, and creating beings on the level of Supreme Deities is a matter of luck even for Creator Gods. Of course, making beings with such power within their worlds is trivial, but the difficulty is retaining that power outside of their worlds. A Creator would have to gamble their very life and existence to have merely a chance to create a True Emperor level being that remained such outside of their native otherworld.

Aside from that, it's also possible for normal beings to become Creator Gods. It's unbelievably rare even in the unfathomably large numbers of otherworlds, but it is possible for a being to sprout what's called a Root, marking them as having the potential to eventually become a Creator God. If one has the potential, the process is as simple as it is difficult; they must merely create their own otherworld, with its own fundamentally unique laws and concepts. The difficult part is making a world with fundamentally different laws, as it's rather difficult to even conceptualize such things, but it's not impossible, and it's not like you have to be completely original as seen with impersonal Creator Gods, your world merely needs to fundamentally work in a different manner than the otherworld you came from.

v1.1

Changelog

- A whole bunch of typo fixes
- Removed the extra stuff that Drop-Ins get saddled with in the Origin section
- Toned down the Scorned By Fate drawback a bit