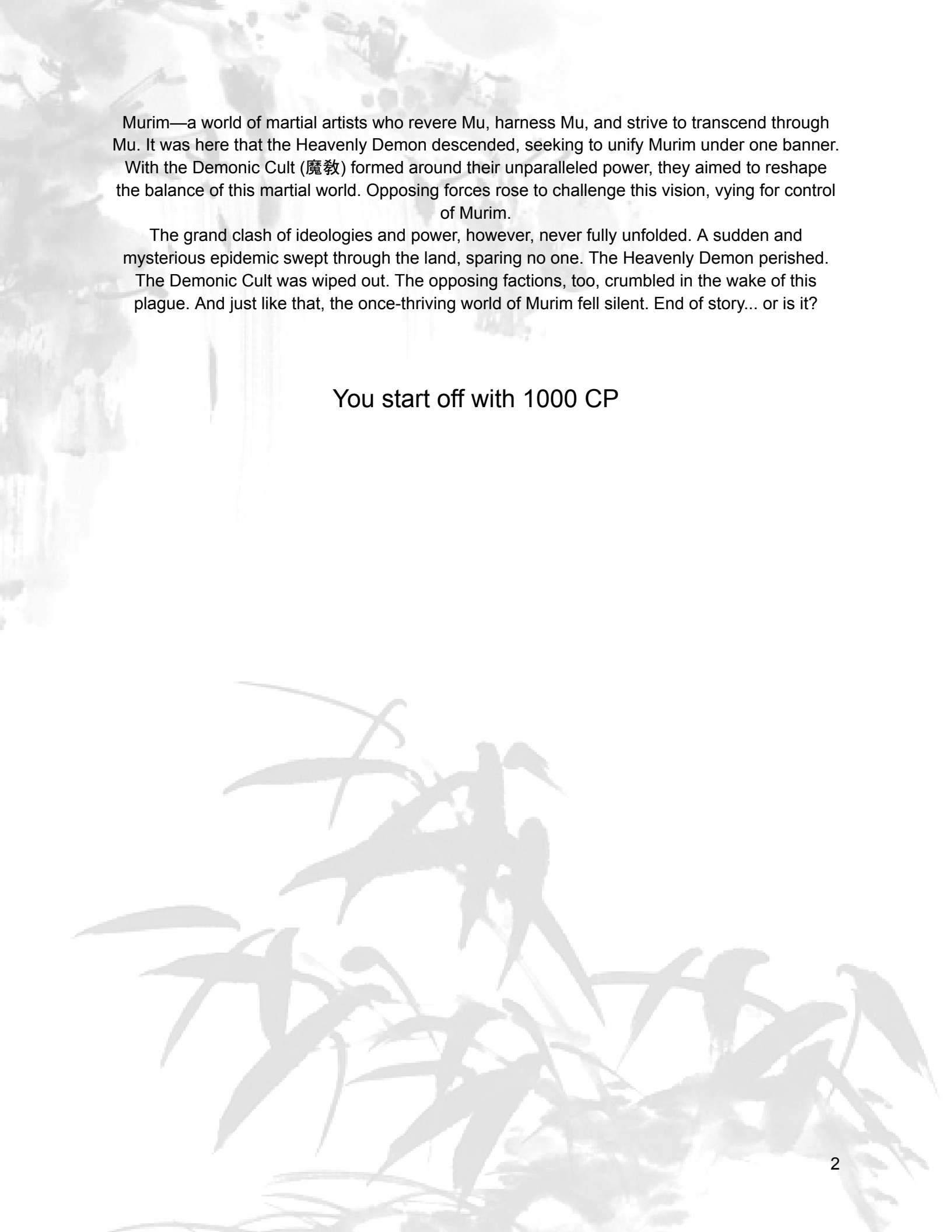




SSS Class Suicide Hunter: Chronicles of Heavenly Demon

V1.0

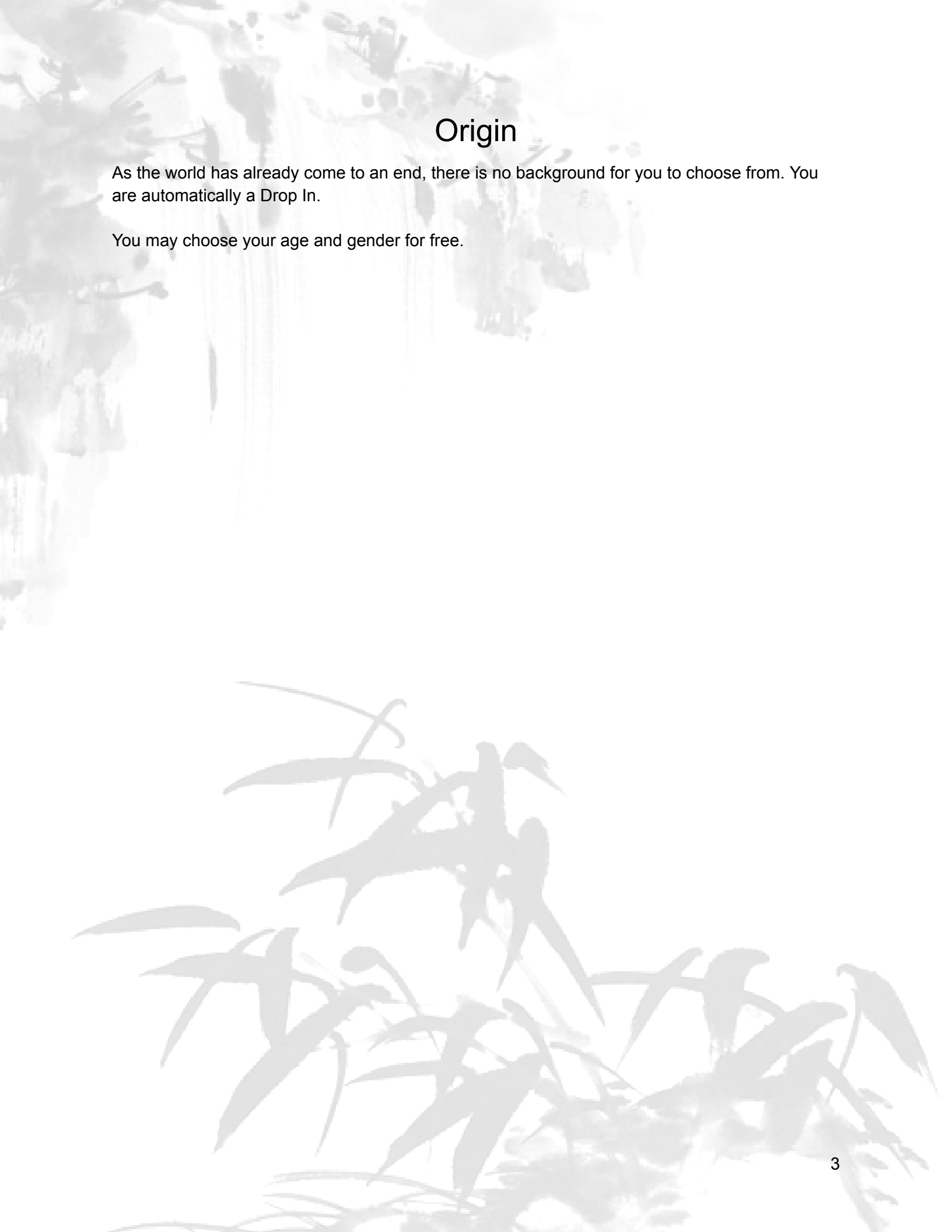
By: Needleworker



Murim—a world of martial artists who revere Mu, harness Mu, and strive to transcend through Mu. It was here that the Heavenly Demon descended, seeking to unify Murim under one banner. With the Demonic Cult (魔教) formed around their unparalleled power, they aimed to reshape the balance of this martial world. Opposing forces rose to challenge this vision, vying for control of Murim.

The grand clash of ideologies and power, however, never fully unfolded. A sudden and mysterious epidemic swept through the land, sparing no one. The Heavenly Demon perished. The Demonic Cult was wiped out. The opposing factions, too, crumbled in the wake of this plague. And just like that, the once-thriving world of Murim fell silent. End of story... or is it?

You start off with 1000 CP



Origin

As the world has already come to an end, there is no background for you to choose from. You are automatically a Drop In.

You may choose your age and gender for free.

Perks

You gain 5 floating discounts, 1 for 100CP, 1 for 200CP, 1 for 400CP, 1 for 600CP and 1 1000CP. Discounted 100CP perks are free.

Martial Arts (Free)

Since this is a Murim world, it would hardly do for you to arrive without knowing how to fight. You may choose any martial art that is openly available for the general public to learn.

Upon making your choice, you gain 10 years' worth of experience and proficiency with that martial art, possessing the skill and understanding one would expect from a practitioner who has dedicated a decade to its study.

Heart of Gu [100 CP]

The first test to join the Demonic Cult is the test of comfort; a place where children who were drenched in the world's malice live in comfort. While many succumb to the pleasure and let go of the poison within their heart, you have not. You will not.

You cannot and will not let go of your desire and your drive in life. Nothing can ever test your resolve, for your will is unwavering and solid.

Demon This, Demonic That [100 CP]

Shadow Demon. Demonic Buddha. Savage Blood Demonic Sword. The Demonic Cult has long understood the importance of a good title, and now you possess that same sense of style. You may freely incorporate "Demon" or "Demonic" into the names of people, techniques, organizations, objects, and virtually anything else. Somehow, these additions always sound impossibly cool, imposing, and majestic to anyone who hears it.

Blossoming Plum Amidst The Frozen World [100 CP]

Whenever beings clash using supernatural energies such as Qi, some of that power inevitably spills into the surrounding environment, becoming part of the ambient energy of the world.

Normally, such energy is simply lost—or perhaps gathered and exploited by those capable of manipulating the energies that permeate their surroundings. You can choose to give this wasted energy another purpose.

Whenever you clash with an opponent, any and all supernatural energy released by your battle can instead be transformed into nourishment for the surrounding flora. Plants will surge into life, growing at impossible speeds and bursting into bloom. Most notably, plum trees will blossom in abundance, creating a beautiful sea of flowers even in the midst of the harshest battlefield.

The flowers, however, exist only for as long as the conflict that sustains them continues. The moment your clash comes to an end, the blossoms will immediately wither away, leaving behind no lasting trace of the spectacle.

Baraya, Baraya. Agabaraya [100 CP]

My heart is a candle, so light this place up. No one truly knows what these words mean. Perhaps they were never meant to have meaning in the first place. After all, a scream does not need meaning. To the uneducated commonfolk, these words were simply a cry they could cling to—a sound with which they could steel themselves, sharpen the blade within their hearts, and endure the suffering that befell on them.

Whenever you chant this prayer—or simply cry out its words—you can temporarily heighten your mental state, strengthening your willpower, resolve, and determination. Fear becomes easier to overcome, hesitation fades, and even in the face of overwhelming adversity, you can force yourself to keep moving forward.

Non-Interference of One's Conclusion [200 CP]

Every story has its beginning, and every story must eventually reach its end. As readers, however, it is only natural to wish for a sequel—to wonder what might have happened if the story had continued just a little longer.

As an all-powerful Jumper, it would be trivially easy for you to force a continuation upon someone who has already reached their end. Yet doing so would be an insult to the conclusion they chose for themselves, as well as to the journey that brought them there.

With this Perk, you can perceive when an individual has reached the conclusion they genuinely desired or are satisfied with. At the moment you recognize such a conclusion, your mind will become calm and clear, allowing you to set aside your personal desires and properly consider whether your intervention would truly be for their sake or merely for your own.

Furthermore, should you choose, you may seal that individual's conclusion. Once sealed, their ending becomes inviolate, forever protected from those who would seek to alter, prolong, or otherwise sully it for their own purposes. No one—not even you—may interfere with their chosen conclusion unless you willingly allow it.

Self Mutilation [200 CP]

Normally, an incurable disease or an unremovable curse is little more than a death sentence. Once there is no means of treating it, the victim can do little but wait for the inevitable.

You, however, possess a method similar to that employed by the Heavenly Demon and the Murim Alliance Leader. By deliberately paralyzing your body from the neck down, a state which you can undo at any time, you can suppress and contain any and all diseases and curses afflicting your body. This does not cure them, nor does it remove them; it simply prevents them from worsening or progressing while your reduced energy pool remains in effect.

The price may be severe, but it grants you something far more valuable: time. So long as you are willing to bear this self-imposed handicap, you can indefinitely postpone the consequences of otherwise incurable afflictions, giving yourself—or someone else—however long is necessary to discover a solution.

Mental Battle [200 CP]

Among martial artists, one of the more unusual ways of measuring one's skill is through the exchange of words. By taking turns describing their actions and responses, much like players making moves in a game of chess, they can construct an imaginary battle within their minds and pit their knowledge, techniques, and understanding against one another without ever drawing a weapon.

How unfortunate, then, for those who lack the ability to visualize such battles—or simply lack the knowledge necessary to understand the principles and martial arts being discussed. Fortunately, you possess an extraordinary ability to make these mental battles tangible.

Whenever two people engage in such an exchange, you can perfectly visualize the battle they are imagining, allowing you to perceive every movement, technique, and exchange as though it were actually taking place before you.

More remarkably, you can extend this perception to those around you, allowing any bystanders to witness and immerse themselves in the same imaginary battle. Nor are they left to decipher the intricacies on their own. An invisible commentator will accompany the battle, explaining the reasoning behind each action, the principles of the techniques being employed, and the significance of every exchange. Even those with little understanding of martial arts can therefore follow the battle as it unfolds, turning what would otherwise be an incomprehensible exchange of words into a spectacle that anyone can appreciate and deepen their understanding in martial arts.

Genuine Eyes [200 CP]

What is the Butterfly Sword Technique? What is the World Shattering Order? To an ordinary observer witnessing them for the first time, the principles behind such techniques may be impossible to comprehend. Even experienced martial artists may struggle to discern their true nature.

You, however, possess a set of “Genuine” Eyes that allow you to see beyond appearances and perceive the underlying essence of people, techniques, and martial arts. By piercing through the surface of what you witness, you can deconstruct its principles, understand how it functions, and more readily learn how to reproduce or counter it.

A sword technique might reveal itself to you as an expression of falling rain, allowing you to counter it with the Sword of Thirst. A technique recognized to obscure and muddy the circumstances of a battle would allow you to overwhelm it with the Sword of Drowning.

The way in which you perceive and interpret these essences, however, is uniquely your own. For example, Viper perceived the essence of the world through the lens of web novels and manga, interpreting the principles he encountered as if they were elements of a story. You are free to adopt a similar perspective if you wish, viewing the world through the same fictional lens.

Nine Bow Ritual [200 CP]

Don't you just hate having to endure countless trials and tribulations just to get your foot in the door? With this Perk, you may bypass all the trials, tests, and hardships that would normally be required for you to become the disciple of a particular master.

However, this Perk only gets you to the door—it does not guarantee that you will be accepted as a disciple. To finalize the master-disciple relationship, you must still perform a Nine Bow Ritual, a common practice among martial sects and clans for formally establishing such a bond. Your prospective master retains the right to reject you if your Nine Bow Ritual fails to satisfy their criteria.

The exact nature of the ritual varies between masters, sects, and clans. Some may require you to endure nine blows from your prospective master, while others may demand that you bow with the heart from nine different deaths.

Embracing The World [300 CP]

The fundamental principle behind the martial arts of the orthodox sects is simple: embrace the world. Rather than relying solely upon their own strength, they observe the world around them and make its phenomena their own. A simple downward slash means little in the hands of an ordinary person. But if that same slash captures the essence and movements of a tiger, it becomes a Tiger Form Sword Strike—a technique far greater than the simple motion from which it originated. You have learned to perform this same feat.

By comprehending the natural phenomena of the world around you, you can incorporate their essence into your own actions, transforming mundane movements into techniques that embody what you have understood. The deeper your comprehension, the greater the phenomena you can incorporate and the more profound the resulting techniques become.

At first, your understanding may be limited to simple and tangible things, such as animals. With sufficient insight, however, you can progress beyond the physical and begin to embody increasingly abstract phenomena. Eventually, even something as intangible as the seasons, the passage of time, or other natural principles may be incorporated into your actions.

Overlapping Shadows [300 CP]

If the sun represents life, then perhaps the shadows represent suffering. Every person lives a different life, yet the pain they experience overlaps again and again. Hunger, grief, loneliness, fear, loss—the circumstances may differ, but the suffering remains familiar. Perhaps humanity is not united merely by the fact that they live, but by the fact that they all suffer. Those who have been hurt by the world can understand the pain of others in a way that those who have never suffered cannot. A scream that might sound meaningless to an outsider can carry a lifetime of anguish to someone who has heard it before.

And those fortunate enough to have been spared such suffering are not excluded from this blessing. They will possess an instinctive ability to sense the scars hidden beneath another person's heart, recognizing the pain and loneliness that others bury deep within. Even without having experienced such suffering themselves, they will find themselves moved by it, developing a greater sense of empathy and an instinctive desire to extend a helping hand to those in need.

Perhaps, by facing and acknowledging the shadows that each and everyone casts, humanity can learn to come together and carry each other's burdens.

Choosing One's Death [400 CP]

Death is an inevitable part of life, but for some, the manner of death is as significant as the life they lead. Martial artists wield their swords not only to define their lives but also to dictate the death they will face, meeting their end with honor and purpose. You, too, have taken up this philosophy, deciding the form of death you wish to embrace when you first stepped onto the martial path.

You may choose a specific death—be it by poison, sword, ambush, betrayal, or another means entirely. Once chosen, your fate and destiny align toward this end, making it exceedingly difficult for you to die in any other way all the while nudging you to your desired end.

Sword Body Telekinesis [400 CP]

A hallmark of masterful Murim practitioners, the art of the flying sword allows one to wield a blade with their mind by infusing it with their ki. You have not only achieved proficiency in this technique but have perfected it to an extraordinary level, rivaling the precision and mastery of the Heavenly Demon and the Murim Alliance Leader.

Your command over energy manipulation is so advanced that it transcends mere sword control. You can manipulate your entire body using ki alone—beating your heart, breathing through your lungs, moving each joint, and even controlling your limbs and extremities with meticulous precision. Every action can be managed manually and seamlessly without pause, even while you sleep, showcasing your unparalleled discipline and control.

Lust Demon [400 CP]

Once, there was a supreme peak master who had mastered both Ten Thousand Poison Immunity and the Invulnerable Body. Yet neither could save him from the Lust Demon. Why? Because her actions were not attacks. No, her slaps were not poison, but pleasure. Her stranglehold around his neck was not a weapon, but ecstasy.

You possess a similar ability. Whenever an opponent harbors lust toward you, your actions will be treated as nothing but sexual gifts bestowed upon them. Your attacks will bypass their defenses, ignoring physical durability, protective techniques, barriers, and similar forms of resistance to strike their body directly. The stronger their desire toward you, the more completely your attacks can circumvent their defenses.

Whyever would one deny themselves of the sweet pleasure and ecstasy of one's flesh?

990th Great Orthodox-Demonic War [400 CP]

The war between the Murim Alliance and the Demonic Cult dragged on for more than three years, with neither side able to secure a decisive victory. In the end, the conflict only truly concluded when the Murim Alliance Leader succumbed to his illness, leaving the Demonic Cult with a hollow victory that resolved nothing. Fortunately, with the intervention of Gongja, they were granted a second—and final—chance to settle the conflict properly; to which a clear winner was finally born.

Whenever you encounter a battle, skirmish, conflict, or war that has become locked in a prolonged stalemate, you may invoke this power. All involved sides will be compelled to abandon their cautious approach and commit themselves fully to the conflict, willingly accepting even severe losses and sacrifices if necessary. They will continue fighting until the conflict reaches a decisive conclusion, with one side emerging as the clear victor and the other as the defeated party.

Yin Physique [600 CP]

You possess the legendary Yin Physique, a body naturally attuned to the power of cold. You are immune to the harmful effects of extreme cold and low body temperatures, though this protection does not prevent your body temperature from actually falling.

To you, however, the cold is not merely something to be endured—it is a source of nourishment. You can readily absorb and convert ambient coldness into internal energy, allowing you to cultivate and accumulate an immense reservoir of power far more quickly than ordinary practitioners. The harsher the cold surrounding you, the greater the potential source of energy at your disposal.

Furthermore, you possess an extraordinary affinity for ice-element martial arts. Techniques based upon cold and ice come naturally to you, allowing you to comprehend, master, and improve them with remarkable ease while producing effects far beyond what an ordinary practitioner could achieve.

Lamentation of Undeath [600 CP]

Ah... dying is painful enough. Yet somehow, there are fates worse than death—such as having your corpse continue to endure suffering long after you have ceased to live.

Much like the deceased constellation [Yellow Dragon That Abides In The Great Lake], you possess the ability to unleash a wave of curse across the world. You may do so once every 10 years, or once per Jump, whichever interval is shorter.

Any corpse touched by this wave of curses will rise as a jiangshi, retaining physical capabilities comparable to those it possessed in life. Not only that, the only way to put them down permanently is to destroy their head; beheading them is not enough. More importantly, it retains access to any abilities, skills, or techniques it possessed before death, and can wield them with much the same proficiency as when it was alive. So, do not be particularly surprised if the corpses of martial artists begin throwing Ki Blasts, casting spells, or otherwise demonstrating abilities that have no business being possessed by zombies.

Jiangshi created by this curse can also spread their condition to others through biting, creating additional jiangshi in the manner of more conventional zombies. However, they possess one critical weakness: bright light renders them completely immobile and inactive. Expose them to sufficient illumination, and even the most terrifying undead horde will be reduced to little more than frozen statues waiting for darkness to return.

Infernal Heavens Demonic Art [600 CP]

[Screams That Ravage The World] is perhaps the simplest way to describe the Infernal Heavens Demonic Art. No matter how many principles, profound truths, or lofty philosophies a person may adorn themselves with, none can drown out the raw sound of someone lamenting their own helplessness.

The deeper that lamentation runs—and the more vulgar, desperate, and unrestrained the resulting scream—the stronger the sword becomes. Emotions that cannot be expressed through words are instead given form through action. Rage becomes your blade. Despair becomes your edge. Your suffering, your misfortune, and the wounds left upon your heart become the source of your strength.

It is infernal because it is born from resentment. It is the Infernal Heavens because those resentments are directed toward the heavens themselves.

By possessing this art, you are capable of wielding the Nine Swords:

- Sword of Starvation
- Sword of Thirst
- Sword of Drowning
- Sword of Freezing
- Sword of Poison
- Sword of Illness
- Sword of Blunt Force
- Sword of Incineration
- Sword of Own Death

Knowing the Nine Swords is merely the beginning. Their true power lies in the depth of the emotions you pour into them. The more intimately you understand the suffering represented by a particular sword, the more overwhelming its power becomes. Someone who has never known hunger, for example, will struggle to wield the Sword of Starvation with anything approaching its full potential but also defend against it. The Heavenly Demon once demonstrated the might of the Sword of Starvation alone, using it to overcome half of the martial artists of the Jianghu.

Your own strength with the Nine Swords will ultimately depend upon the depth of your sufferings.

Infernal Heavens Demonic Art: Reformation [400 CP] ***(Requires Infernal Heavens Demonic Art)***

Suffering is boundless in both its forms and its depths. To confine such endless anguish to merely nine fixed forms would be to diminish the very lamentation that gives the Infernal Heavens Demonic Art its power.

You have therefore learned the Reformation method developed by Kim Gongja. Through this method, you can transform any manifestation of suffering, tragedy, or misfortune into a sword form of its own. Rather than forcing an experience into one of the Nine Swords, you give its unique anguish a form and name that reflects the tragedy from which it was born.

A tragedy in which starving orphans are taken as sacrifices by a cult and burned alive while trapped within their cages might give birth to the Sword of Burning Young. A tragedy in which

the blood of hundreds of innocents rains endlessly from the heavens, spilled through the depraved desires of humanity, might give birth to the Sword of Sorrowful Rain.

There is no fixed limit to the number of swords you can create. So long as there is suffering in this world, there are potentially new swords waiting to be born from it. The Nine Swords may be the foundation of the Infernal Heavens Demonic Art, but Reformation allows you to turn every tragedy into its very own blade.

Transcendent Demon [600 CP]

Within the Demonic Cult, its members are divided into four levels of mastery. The third level, Transcendent Demon, is a realm so extraordinary that only five individuals in the Cult's entire history have ever reached it—including the Heavenly Demon. At this level, one is said to be capable of speaking to the suffering of everyone. You are now the sixth to attain this distinction.

Simply by walking through a street and encountering another person, you can perceive the suffering hidden within them. More than merely recognizing it, you can experience their suffering as though it were your own, understanding their pain, loneliness, regrets, and hardships with perfect clarity.

This empathy does not burden or harm you in any way. Their suffering cannot overwhelm your mind, damage your body, or otherwise diminish you.

Note: The target of this perk is limited only to humans.

Divine Demon [800 CP]

The fourth and final level of the Demonic Cult is one that was long believed to be nothing more than a theoretical ideal—an impossible realm that no one could ever attain. Those who reach the realm of the Divine Demon transcend the suffering of humanity. They can perceive not only the pain of every person, but the suffering of all living beings, allowing them to speak to the anguish of all creation.

Yet the truth is that the Tower Master had already reached this level, with her terminals taking upon themselves the fate of the most miserable being in each world.

You, however, have taken one step further. Suffering and trauma cannot truly be ranked against one another. A person's pain may be deeper or more enduring than another's, but every individual's suffering is unique to themselves and cannot be trivialized by another's suffering. Therefore, you can perceive and understand the pain, anguish, loneliness, and hardships experienced by every creature in existence, regardless of distance, species, nature, or how utterly alien they may be to you. Wherever suffering exists, you can perceive it.

This empathy does not burden or harm you in any way. Their suffering cannot overwhelm your mind, damage your body, or otherwise diminish you.

Declining Genre, Declining World [1000 CP]

Every culture, society, and world possesses a defining “genre”—a unique essence that shapes its identity, its values, and the pride it takes in itself. It is the foundation upon which its traditions are built and the story it tells about what it means to exist. Unfortunately for them, you possess the uncanny ability to unravel and denounce that very essence. Once per Jump, you may invalidate any single genre of a single world, culture, or society.

A Murim-centric world, for example, may be defined by 武侠 (**wǔxiá**)—martial prowess, heroism, and chivalry. By stripping away its genre, the martial arts that once provided solutions to its greatest problems may suddenly become inadequate. Disasters will arise that not only cannot be overcome through martial skill alone, but would also strip them of it, and circumstances will force its people to choose between abandoning the ideals of their society and suffering the consequences of clinging to them.

The more deeply a society has built itself around this one genre, the more devastating its loss becomes.

Master... You’ve Cut Through Winter [1000 CP]

At its core, the majority of the Qi wielded by martial artists originates from the world around them. Through cultivation, they absorb this external energy, digest and purify it, and eventually refine it into what is known as internal power.

Yet no matter how far one advances in cultivation—even if their internal power reaches the point of complete transformation and rebirth—the body remains a finite vessel. There is ultimately a limit to how much power one can contain within oneself.

But the world and its people were never truly separate to begin with. There is therefore no need to remain fixated on cultivating “my internal power” within the confines of one’s own body. The Heavenly Demon reached this enlightenment in her final moments, realizing that she did not need to rely upon her own reserves at all. With this realization, she was able to split a snow-covered mountain despite possessing not a single trace of internal power.

You have now reached the same understanding. You can break down the barrier between yourself and the world, allowing you to directly draw upon and channel the world’s Qi wherever you require it. Rather than relying solely upon the energy stored within your own body, you can treat the world itself as an extension of your reserves. This effectively removes the limitations imposed by your personal energy pool. So long as sufficient energy exists in the surrounding world, you can continue to wield your abilities at a scale as if the world itself is performing the action.

Items

There are no discounts for items. However, you get a +200CP stipend for items only.

Mud Cookies [Free]

These unassuming cookies are made entirely from river mud, baked beneath the sun for hours until they harden into a surprisingly convincing cookie-like shape and texture. A light sprinkling of salt is added on top, helping to fool the body into accepting them as something that can actually be swallowed.

Unfortunately, the resemblance ends there. They taste absolutely dreadful and possess no nutritional value whatsoever. They offer nothing beyond the simple sensation of having eaten enough to stave off hunger.

You can summon a packet of them into your hand whenever you wish.

Byukgokdan [100 CP]

These compact, spherical grain pills serve as convenient field rations, packed with all the nutrients necessary to meet your daily needs. Designed to last indefinitely without spoiling, they are incredibly practical for long journeys or survival situations. However, their taste leaves much to be desired.

You receive a self-replenishing bag of these grain balls, which restocks itself at the start of each day.

Red Peony [100 CP]

Rather than being an item you possess, this is a gift granted to the dead.

Whenever a corpse would be left behind, you may cause it to gently dissolve and vanish without a trace. In its place, a bed of beautiful red peonies will bloom, serving as a silent memorial to the deceased.

If you prefer, you may instead choose any mundane flower you wish, allowing the dead to leave behind a final resting place marked by the flowers of your choosing.

Zombie Vaccine [300 CP]

A wuxia world should just contain wuxia elements. So why, exactly, has a zombie pandemic suddenly appeared out of nowhere? Fortunately, you are prepared for such an unfortunate genre violation.

Contained within this briefcase are vaccines jointly developed by the Medicine King and Master Alchemist, specifically designed to combat the undead. A single injection will completely cure the recipient of any zombie infection, regardless of whether its origin is mundane, supernatural, magical, or otherwise. More importantly, the vaccine grants permanent immunity against future zombie infections, ensuring that the recipient cannot be infected a second time. Do note, however, that curing zombification is not the same as resurrecting the dead. If the victim had already died, the vaccine will merely restore their body to its normal, deceased state.

At the beginning of each day, the briefcase will automatically replenish its supply of vaccines.

Sword of Compassion [400 CP]

One of the five swords born from the splitting of the constellation [Goddess of Protection] by Lefanta Aegim.

The power of this sword is “Pain.” Any being cut by the blade suffers no physical wound. Instead, they experience the full, unimaginable agony that cannot be mitigated by any means, so much so that even transcendent beings like Constellations cry out in misery.

Should you possess an utterly unquenchable hatred for an enemy, however, the sword may be used in a far crueler manner. Upon their death, you may drive the blade into their corpse, binding its power to them and forcing them to continue experiencing that same unimaginable pain even after death. For as long as the sword remains embedded within them, death offers no reprieve.

Heavenly Martial Academy [600 CP]

The secret vault of the Demonic Cult, this vast repository was originally built to safeguard their most treasured martial arts. Since then, however, it has been expanded with martial arts manuals plundered by the Heavenly Demon from every corner of the Jianghu—from obscure organizations and minor sects to the ultimate secret techniques of the Ten Sects and Five Clans. It can therefore be said to contain the accumulated knowledge of virtually every martial art in its world.

You are free to study these manuals in the traditional manner, spending the necessary time to comprehend and master each technique. Alternatively, you may bypass the learning process entirely by consuming it like a skillbook. By using a manual in this manner, its contents will be directly inscribed into your mind, granting you the knowledge and skill contained within as though you are an initiate. Any manual consumed in this fashion will mysteriously reappear on the shelves one day later, allowing the same technique to be learned by others without permanently depleting the collection.

Whenever you enter a new world, the Heavenly Martial Academy will automatically update its collection, acquiring all the martial arts and techniques native to that world.

Companion

Import Characters [50 CP | 200 CP]

You can import companions or create new companions, for 50 CP each or 200 CP to import up to eight companions. Imported or created companions gain 600 CP to spend. Companions cannot import other companions.

Canon Characters [Free]

You may recruit any canon characters that you meet during this Jump, provided that you have convinced them to join you in your adventures across the Jumpchain.

Do remember that the Heavenly Demon and Murim Alliance Leader are on death's door, so you would need to more than convince them for them to join you.

Drawbacks

10 Days (Free)

In 10 days, the Murim Alliance Leader will succumb to the Jiangshi curse and the Heavenly Demon will go berserk before exhausting all her True Qi and perish on her own. Normally, this means that you would be left alone in a desolate world for the remainder of your Jump. However, you may choose to take this toggle to leave the moment the last two inhabitants pass away.

One Of The Many Possibilities [Free]

The Chronicles of Heavenly Demon has been attempted by multiple challengers in multiple different Towers in multiple different worlds. Some failed and some succeeded, but that did not prevent others from ever starting a new challenge.

If you do not wish to meet the canon challengers, Kim Gongja and his party, in this world, you may take this toggle to visit a recreation of Chronicles of Heavenly Demon that will only be available to you and your company.

Shivering Chills [+100 CP]

It seems winter has decided to take a particular interest in you. Throughout this Jump, you will experience a bone-chilling cold that cannot be overcome by conventional means. No matter what equipment, clothing, abilities, or supernatural protections you possess, you will remain perpetually cold.

Difficult Terrain [+100 CP]

The world has been locked in winter for years, and it is hardly surprising that snow has accumulated to depths of several feet. Under normal circumstances, such layers of snow would gradually compact beneath their own weight, eventually forming a firm surface to walk upon. Unfortunately for you, the snow refuses to cooperate.

Wherever you walk, the snow will remain perpetually fresh, loose, and soft, causing you to sink deeply into it with every step. Traversing snowy terrain will therefore be considerably more difficult and physically demanding, requiring greater effort and consuming significantly more stamina than it normally would.

White World [+100 CP]

In a world where winter has become the only season, the struggle for food is already difficult enough. For resourceful survivors, the bark of trees would be one of the few sources of sustenance that could still be scavenged from the frozen wilderness.

Unfortunately, the previous inhabitants have already stripped the land bare. Every tree in the world has been completely stripped of its bark, leaving behind vast, bleached forests devoid of anything edible. There are no scraps left to forage, no bark to chew, and no easy source of nourishment waiting among the trees. If you want to eat, you will have to find another way.

Bad Weather [200 CP]

Even though the world is locked in eternal winter, there are still days when the sky is clear and sunlight illuminates the frozen landscape, rendering wandering jiangshi immobile beneath its brightness.

Not anymore. The skies will remain perpetually overcast and snowing, ensuring that bright sunlight never reaches the ground. Nature will no longer provide you with the convenient protection it once offered. The jiangshi are free to roam at all times, with no sunlight to halt their advance.

Powerless [+200 CP]

For the duration of this Jump, you are completely unable to access or use any Perks, powers, or abilities that you did not acquire from this Jump.

Itemless [+200 CP]

For the duration of this Jump, you cannot access your Warehouse or use any Items that you did not acquire within this Jump.

Companionless [+200 CP]

Your Companions and Followers cannot accompany you into this Jump. For the duration of your stay, you will have to face this world alone.

Lights... Out? [+400 CP]

Jiangshi were originally rendered immobile when exposed to bright light. Unfortunately, it seems that particular weakness has been removed. From now on, they remain active regardless of how bright their surroundings are. Beware, Jumper. You will have to be on a constant move.

Infected [+400 CP]

Oh no. It seems that a jiangshi has bitten you in the torso, and its curse has already begun to spread. Unless you find a way to treat or halt the infection, it will rapidly overwhelm you, eventually killing you and transforming your corpse into a jiangshi within a day. Make haste, Jumper. Your time is ticking.

Never Tiring Heavenly Demon [+600 CP]

(Cannot be taken with 10 Days toggle)

Originally, after killing the Murim Alliance Leader on the tenth day, the Heavenly Demon would enter Qi Deviation, drawing upon her True Origin Qi to unleash her full power before inevitably burning through her remaining lifespan and dying shortly afterward. For many Tower challengers, exploiting this weakness was a reliable strategy.

Unfortunately, that convenient solution is no longer available. When the Heavenly Demon enters this state, her True Origin Qi becomes effectively limitless. She can maintain her rampage indefinitely without exhausting her reserves or shortening her life, allowing her to fight at a level capable of defeating the Sword Emperor roughly four times out of ten.

There will be no waiting for her to burn herself out.