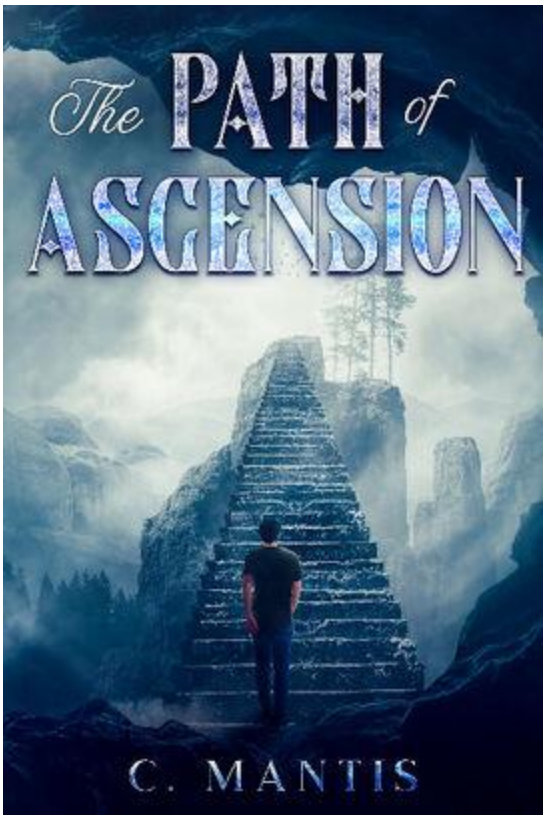


The Path of Ascension by C. Mantis
Jump by WarlockInTheTower

"The story follows Matt, a young man planning to delve into the rifts responsible for the monsters that destroyed his city and killed his parents. His dreams are crushed when his Tier 1 Talent is rated as detrimental, and no guild or group will take him.

Working at a nearby inn, he meets a mysterious and powerful couple. They give him a chance to join The Path of Ascension, an empire-wide race to ascend the Tiers and become living legends.

With their recommendation and a stolen skill, Matt begins his journey to the peak of power."

This is the world you've arrived in. A world of cultivation, vast power, and near endless opportunity for those that dare to reach for it. And war is on the horizon.

All sentient life begins at Tier 0. Upon reaching a certain age they can be awoken to Tier 1 and begin the process of cultivating essence to rise up the tiers. At Tier 15 someone is functionally immortal. There are other requirements involved, like requiring something called a Concept to reach Tier 15, an Intent to reach Tier 25 and later on an Aspect to reach Tier 50, and beyond the Lower Realms an Authority is required to reach Tier 75.

The story takes place in what is known as the Lower Realm, which encompasses multiple connected realities that only has rifts between Tier 1 and Tier 50. After Tier 45, if a person has prepared properly they can ascend to the Higher Realms where essence is denser and rifts exist from Tier 1 all the way to Tier 100. The process of ascending improves and upgrades both body and spirit, as well as an individual's Talents. For this reason, individuals born in the Lower Realm that ascend actually have an advantage over those native to the Higher.

There are two aspects to cultivation, mana and physical. Each has its own sub-aspects that can be cultivated directly, or essence can be allocated evenly between them. The majority of cultivation is accomplished by the delving of rifts and killing enemies within it. A rift is like a tear in reality that leads to a pocket world. A rift's volume, power and complexity increase by Tier. Rifts require ambient mana to continue existing, or must be recharged to be continuously used, otherwise over-delving will cause them to go down in Tier.

Rifts are typically accessed as instances. For a span of 15 minutes after the first delver enters a rift can be entered by others, but after that a new instance forms and anyone entering arrives in that instance rather than the first.

If a rift is not adequately delved, its content monsters will eventually spill out in a rift break. Eventually such a rift can invert into a ruin, spilling its contents into the real world.

Talents are unique abilities or changes to a person that occur at Tier 1, Tier 3, Tier 25 and Tier 50. They can do almost anything, like Matt's restricting him from cultivating mana at all, or another Talent that cuts the cost of healing skills by half while also doubling their power. Talents can have dual effects, though they seem to be intertwined. There is a saying about Talents: "Tier 1 is unique. Tier 3 Is growth. Tier 25 is power, and Tier 50 is sovereign."

Eight great powers rule this Lower Realm. The Unification of Clans, The Republic, The Empire, The Sects, The Conglomerate Guilds, The Corporations, The Monster Collective and The Federation are those powers. Rivalries and alliances shift and change over time. The majority of the story takes place within the Empire. Officially the Empire is allied with The Guilds, and friendly with both the Clans and Monster Collective, and is opposed to one degree or another by the Republic and Sects.

All of the Great Powers have a program similar to the Path of Ascension to find those with true drive and skill. The Young Masters from the Sects. The Heroes from the Guilds. The Alphas from the Monster Collective. The Slayers from the Federation. The Gladiators from the Republic. The Chosen from The Corporations. The Knights from the Clans. On the Path someone must follow the curve, reaching each Tier up to 25 without outside assistance in a predefined timeline. To properly complete the Path—a rare thing indeed as an individual or team must reach Tier 25 by the age of 200—marks someone as a powerhouse, as they tend to be able to punch above their own Tier. The last person to complete the Path is known as Duke Waters, and a pair known as Light and Shadow look to be on the way to completing it themselves. The Empire having both the Duke and the team of Light and Shadow looks to put them at a sizable advantage, and the likely result is war when the duo finish.

Given the time spans involved in this world, your stay will by default be 200 years rather than a mere decade. Unlike other jumps you can stay as long as you like after that, and if you die after your minimum time you simply move on. You receive the standard 1000 cp to start.

Age/Gender

Your gender matters not at all, so feel free to choose at will.

If you are planning on joining the Path, you will start at age 13 so that you start ahead of the curve that must be followed to complete it. Otherwise choose freely.

Location

This world is vast and varied. Start anywhere in any of the great powers.

Origins

Origins don't provide discounts, just dictate the circumstances you are in at the beginning.

Drop-In

You simply appear in the location of your choice. A lack of history isn't too much of a hindrance here, but might hinder you in some places.

Orphan

Much like Matt you have lost your parents due to a disaster like a rift break. Expect some emotional baggage. There is little holding you back though.

Noble-Born

Like Liz you were born to higher-Tiered parents or nobility, and have been raised as such. You might have joined the Path to escape their constant overbearing attention.

Perks

You receive four 100cp Perks for free, and three discounts on the 200 and 400 tiers, and one discount at 600.

Talents (Free/200)

Like everyone else in this realm you will develop Talents at Tiers 1, 3, 25, and 50. Unlike them you get to choose your own talents. You can create your own or use canon Talents for these. Each Talent, no matter the Tier, is limited to a pair of effects. Remember: "Tier 1 is unique. Tier 3 Is growth. Tier 25 is power, and Tier 50 is sovereign." Barring a certain perk later on an individual can only have one Talent per slot.

If you wish to break the rules more than a little, you can pay 200 to have an additional set of Talents slots.

Cultivation (Free)

Like everyone else you have dual cores for cultivating mana and physical aspects. You will be able to cultivate each aspect of both freely, barring interference or damage from outside sources. Reach for the heights, Jumper. To give an idea of power levels, it is established that upper Tiers can perform feats like moving planets across space, or alter the rotation of a world to equal exactly 24 hours.

After this jump you can awaken others and allow them to cultivate with a small infusion of essence. You will also be able to kickstart rifts and essence on new worlds, though that is a permanent effect.

Chef (100)

Cooking with rift ingredients can lead to incredible experiences. A person who has eternity can develop all the talents they wish. You now have the skill at food preparation of someone with a century of experience, and you will develop this skill far more quickly. Taste the food of the gods at your own table.

Clean Living (100)

Most beings can't consume monster meat without it being processed by various skills or methods to make it safe to eat. Beasts both evolved and otherwise are not bound by this restriction, and now you aren't either. It doesn't make much difference, though it is possible to absorb essence from the meat you consume, and if you had a skill that required something like eating monster hearts…

Greater Essence Limit (100)

Traditionally an individual can only absorb a certain amount of essence from any given kill inside a rift. This increases the efficiency of teams delving together as there is more essence available than a single individual can absorb from any given kill. For you that natural limit is a bit higher, allowing you to Tier up that much more quickly. This is only about a 10% increase but that does add up quickly given the number of delves it usually takes to go up in Tier.

This is mostly for a solo delver, as larger teams can absorb all of a monster's essence so this can offset the lower amounts of essence gained by being in a team. Teams typically can choose how essence is distributed among them using cheap artifacts designed for that purpose; so you'll probably also need to convince your teammates to let you take a greater proportion.

Efficiency/Control (100)

You have an unusual level of control with your mana. Every act that requires mana, from creating potions, to enchantment, to powering skills, requires 10% less mana than it normally would. This can be a sizeable advantage if leveraged properly.

Lower Cooldown (100)

One thing that is a constant worry for delvers, especially Pathers, is known as healing cooldown. There is an upper limit to how much healing a body can tolerate before further healing efforts will fail and cause previously healed wounds to reopen. Your cooldown is now much faster, and you will be able to return to delving more quickly if you reach that point. As a side bonus, the cooldown for any skills you have is reduced by half as well.

Weapon Skills (100)

Pick a weapon, from the everyday to the exotic. Every type of weapon sees use here, from guns and bows to swords and axes. You now have a knack for that weapon and will find yourself learning its use quite well, though this is a

narrow category like longswords/shortswords, etc. This can be purchased multiple times, and all purchases after the first are discounted by half rather than free.

Analyzer (100)

Appraisal of rift rewards and skill shards is something that usually requires extensive training and practice. With this, you have received such training. You are able to scan a skill shard or rift drop item and recognize what it is.

Willpower (100)

One of the main requirements for advancing with any kind of speed is willpower. Being able to push through pain and injury to keep going is needed, and the drive to succeed is paramount. You now have all of this in spades. Your will is an anchor that will see you through thick and thin. Willpower can also be temporarily depleted to power your Concept, and you now have much more of it.

Channeled Strength (100)

Some channeled skills can theoretically take any amount of mana provided, though they may start only being able to handle lower amounts. With this you can now increase the capacity of any channeled skills more quickly, adapting them to greater levels of mana.

Boosted Cultivation (100)

There are Talents that allow for this, but by spending precious CP you can bypass that need. You may choose a single sub aspect of either physical or mana cultivation, and any directed cultivation will have doubled effect. Purchases after the first are discounted by half.

Free Cultivation (100)

For most, the sub aspects of mana cultivation are interconnected. Any increase in mana concentration will cause maximum mana and mana regeneration to go down. You are now free of this limitation. Any aspect of your cultivation will not affect others.

Spiritual Strength (200)

It is difficult for most cultivators to use items much above their Tier, or utilize skills from Tiers much higher than their own, due to the strain such usage places on the spirit. You now have less to worry about here, as your spirit is much more resilient and able to hold up under strain far more easily.

Open Spirit (200)

As detailed in the notes, a person has limited slots for absorbed skills, limited by Tier and which portion of the spirit they absorb the skill into. You now start off with an additional three Core skill slots, and two additional slots at Tiers five and ten, with another slot every other Tier after. You also start with ten slots in your Inner spirit and gain three every Tier instead of two.

Spiritual Perception (200)

As a person goes up in Tier they are able to sense the world around them through their spirit. Both range and level of detail grow with Tier. Your perception is now on average half again what it would normally be, and with practice you can expand the level of detail your perception can pick out. Eventually you might even be able to perceive color through this.

Camaraderie (200)

On the Path or off of it, having friends and allies is useful. This will ensure that you make those friends and allies more easily. You are more likely to stumble into the future love of your life simply by walking around, or teaming up to get through a rift and becoming lifelong friends. You are also more likely to attract the attention of those more powerful than yourself. That may not be of immediate benefit while on the Path, but it certainly can't hurt.

Any companions or teammates you have benefit from this as well. You and they work together seamlessly, and have no trouble watching each other's backs.

Insight (200)

Even here in a world of magic and monsters the old adage that knowledge is power holds true. Many things, from enchantment and alchemy, to the artificial creation of rifts require a great deal of trial and error. You now have an instinct that lets you know when a certain path of research or effort will prove useless or if you are on the right track. Expect to save a lot of time with this.

You will also achieve inspiration far easier. Inspiration is a eureka moment when someone has an insight that causes essence to rush in from the world to cause them to Tier up. When this does happen, the essence you receive is allocated perfectly for you. If you are on a world that is many Tiers lower than you are this can also help with causing the world itself to go up in Tier.

Alchemy (200)

Potions have a variety of effects, from enhancing various aspects of cultivation, to healing and more. You now have a basic knowledge of lower-Tier alchemical recipes. You also have an affinity for recognizing ingredients that will be useful in alchemy. Your potions are also about 25% stronger than they otherwise would be, and use about 75% as much in the way of ingredients.

This also affects other forms of potion making if you have previously existing knowledge, or learn it after you leave this Jump.

Enchantment (200)

Enchanted weapons and gear are essential parts of delving, as a weapon that suits you can make it far easier to hit at and above your level. Enchanting involves inscribing/carving runes into both an object itself and/or the spiritual form of the item itself. With this you have an affinity for enchantment, and a knowledge of the publicly known runes. You have an easier time learning runes as well as developing new ones, and your enchantments are slightly stronger than they otherwise would be. You are also less likely to damage materials if you make a mistake in the process.

Post Jump you have a talent for learning and using other forms of enchantment, and your enchantments are slightly stronger than they otherwise would be.

Bloodline Inheritor (200)

One of your parents or ancestors was an evolved beast and you have inherited a portion of that in your bloodline. This is usually some kind of inherent ability or advantage that is neither skill or Talent, or it can be an affinity for certain aspects of mana. Bloodlines aren't explained as much in the story, so fanwank responsibly. If you have some form of bloodline from another Jump you can combine it with this one. You will also have an easier time upgrading and enhancing your bloodline via natural treasures and the like.

You also have perfect control over how much of your bloodline is inherited by any offspring.

Better Living through Potions (400)

There are a multitude of methods to increase a cultivator's power. Natural treasures and potions abound. For most though, many of these are single-use per Tier only. A cultivator may only use one potion to enhance their mana regeneration per Tier, and likewise for each aspect of cultivation. Similarly, an individual may only use one of the three parts of the Tree of Perfection. You are free of this limitation, and may consume as many of a given Tier/type of potion as you are able to obtain, so long as you were able to consume the potions individually (No cheesing this to use potions too high in Tier for you).

Post-Jump this also applies to other one-use or exclusive magics. You will be able to consume multiple Devil Fruits, bond multiple Personas, have multiple Stands.

Multiple Bonds (400)

This world is full of beasts that can bond to delvers and rise through the Tiers. Like Pokémon, but more vicious and without any copyright issues. Most people can only bond a single beast, or have a Talent that allows for multiple. You fit into neither category as your spirit can handle multiple bonds with ease. So long as you treat any bonds you find well, they will become companions for free in future jumps, though they will not take up a slot.

Aperology 101 (400)

This is a breakdown of the creation of rifts. With this are able to create a rift with a particular skill shard as a reward, so long as you have a sample of the shard to provide the rift. You will also have all of the knowledge Matt was able to gain and develop on this subject prior to his entry to Minkalla. Curated rifts can be game-changers, so this knowledge is quite valuable. Share it at your own risk.

Copycat (400)

Quite the advantage, this. With this purchase you are able to duplicate the skills of others. To do so you must make physical contact with them while they use the skill you want to copy. By focusing on them you will be able to create a copy of that skill within your own spirit. Beings more powerful than you can resist this, and a sufficient power gap can block it entirely.

Domain (400)

Rising through the Tiers requires the gradual development of a Domain. Domains consist of Concept, Intent, and Aspect…and in the higher realms it also includes Authority. You will now have a much easier time developing both the phrase and mental image for your Concept and the rest of your domain in time; and further shaping, stretching and developing it—you will typically find it easier to develop functions that are thematically in step with your Domain but there are few hard limits and there are some functions that almost any can accomplish. It is possible to develop Concept, Intent, Aspect and even Authority early, as is hybridization of multiple Domains, though incredibly difficult. Good thing you have this.

You are also better at helping others find their Concepts and more over time, which could be useful if you are the friendly sort.

Intrigue (400)

Spies and espionage are common things among the Great Powers. There are even officially sanctioned assassins…sort of. It's complicated. To survive in a world where all of this is real, you now have a master's touch in espionage. You are capable of noticing details that reveal an enemy infiltrator or who might make a good agent for your side. Ambushes are also far easier to spot coming. You are even a dab hand at turning people into double agents for your cause.

Lucky (400)

Luck may be an ephemeral thing, but it can be what makes or breaks a person. You now seem to have good luck more often than most. You stumble onto natural treasures more easily. Rifts rewards are greater and the drop rate for rare rewards is increased greatly.

There is also a much higher chance of you triggering a rift challenge: an event where the rift "thinks" it can manage to kill a delver and the danger within increases sharply. Usually this happens maybe once every 10 to 20 thousand delves with a survival rate of one in a million for normal delvers, or twice that for Pathers. If you do trigger one you are also much more likely to survive.

Ascendant (600)

You are a certified monster on the battlefield. Like Duke Waters and other Ascenders before you, hitting above your weight class isn't just theoretical, it's a regular occurrence. You have the combination of power, skill, determination to attack and delve above your Tier. Your offensive skills hit just a bit harder, your defenses hold a bit longer.

You will learn more quickly, and grow more quickly. With or without a teacher you will progress, though from an instructor you will absorb weeks and months of learning and practice in mere days.

Imperial Might (600/800)

The Emperor has a full set of Talents that allow him to copy and use the Talents of others, and switch them around. This gives him an unprecedented level of flexibility, as he can swap Talents out to make a build for each opponent or situation. You now have the same ability, able to copy and swap out the Talents of others. This is on top of your base Talent, so you can have two Talents at each of the usual ranks of 1, 3, 25, and 50, though a Tier 1 talent must go in a Tier 1 slot and so on. To absorb/copy a Talent requires that its holder be within the range of your spiritual

perception. As a bonus, you are able to copy the Talents of individuals of higher Tiers, so long as they allow it, though you are only able to copy Talents for Tiers that you have already reached.

If you have purchased multiple Talent slots above, then you are able to have multiple of your absorbed Talents active. For an additional undiscounted 200, you have already copied any canon Talents known, and can duplicate the Talents of higher-Tiered individuals without them noticing or blocking.

Creative Growth (600)

Some of the most prized items that can be found are growth items. These bond to the first person to use them, and can naturally increase in Tier if they are fed the right materials. While some of the items purchasable by CP do the same, growth items are quite rare. They also can only usually be found in rifts at Tier 5, becoming vanishingly rare—to the point of almost unheard of—after that. Since delving a rift lower than your Tier will typically result in greatly reduced rewards, they can't easily be farmed by high Tiered individuals.

You now have the unique ability to create growth items. You may optionally add this quality when crafting something, or add it to an existing item; if you do it will bond to its first user and if fed essence will grow along with their bearer will grow along with them. Typically, growth items have at least two effects to them, with one or both increasing as they Tier up, eventually developing new uses or powers once they reach a certain Tier.

Skills

You can find a list of known skills in the notes with descriptions provided where available from the wiki. You will receive an additional copy of any purchased shards yearly. Absorbing individual skill shards takes time, and the higher the Tier of the skill, the greater the strain its use will put on your spirit. You will receive a single Tier 8 shard for free, and must purchase any others you want. You are able to find most of them in-universe, but this will ensure that you have them when you want them

Tier 8 (50/200)

A single individual Tier 8 skill shard will cost you 50. If you want a bundle of all the Tier 8 elemental manipulation skills (Air, Earth, Fire, Water) plus a single other Tier 8 skill you can pay 200.

Tier 14 (100)

A single Tier 14 skill shard will cost you 100.

Cracked/Upper Tier (200)

Any single skill shard higher than Tier 14, or a cracked/upgraded shard like Matt's Cracked Phantom Armor, Cracked Mana Spear or Aster's Upgraded Heart of Power will cost you 200. Alternatively, you can design a skill roughly comparable to a canon one. Please fanwank responsibly though.

Natural Treasures

You can receive any single natural treasure—other than the Tree of Perfection—listed below for free. Most of these are canon, though a few are elementally altered versions. Additional treasures cost 100 and the Tree costs 200 since it is technically three treasures in one. If none of these are to your taste, feel free to create one similar to the below or along those lines. Nothing horribly overpowered, but feel free to be creative.

Blood Iron

Bonds to the blood marrow to add iron to the blood, giving it more weight and durability. Blood Iron is a Tier 5 material, but once bonded, you can provide any kind of iron to Tier it up with you. Descriptions largely pulled directly from the story or the wiki.

Burning Bud

A small flower bud of deep crimson, wreathed in flames that give off no heat. Grants minor fire resistance to someone once consumed, along with strengthening their skills against fire-based attacks.

Crystal Nexus

This small shining stone strengthens the spirit when absorbed. Spiritual perception is refined and the strain of using higher-Tier skills and items is lessened.

Diamond Mind

This small crystal shines with a soft inner light. Once absorbed it slightly enhances all cultivation directed to the aspects of proprioception and mind. Your willpower will be somewhat stronger and your thoughts clearer.

Distilled Essence of Nature

A small marble with a leaf inside. Consuming this converts mana to be nature-aspected. With some effort, an alchemist can use this to produce a liquid that matches the natural magical properties of any herb it is dripped on.

Final Leaf of Winter

An ice natural treasure, this adds a faint clinging effect to any ice spells you cast.

Fire Flower

A fire-based treasure. This makes any fire skills you wield burn slightly hotter without any additional mana cost. You also gain a slight resistance to fire as well.

Golden Apple

This fruit is rich with essence and energies that effect a cultivator's stamina and regeneration. Once consumed it grants someone a slight healing factor and greater endurance.

Purple Heart Lotus

Once eaten, grows a membrane of purple mana around the eater's heart which protects the heart from stabbings, and will also help keep the heart pumping in spite of injuries. Far less effective at and after Tier 15, when biology starts to take a back seat compared to essence and spirit manipulation.

Sea Seed

Oh, well if we're keeping things simple, seeds—in the crystal sense mind you, not the plant—work by slipping inside of your spirit. They create a transmutation in someone of your Tier's mana pool, aspecting the entire pool to whatever affinity that the seed is attuned to. It can also be used in a potion to affect someone of a Tier higher or so. In this case, the affinity in question is Sea, which is a *lovely* little aspect.

Sliver of Night's True Sight

An inky purple needle as long as a finger; once absorbed it allows an individual to see mana.

Talaria Seed

A winged seed that floats in the air. When absorbed it allows someone to call upon the winds to empower their movement. Invaluable for the fact that its effects require no mana usage.

Striped Bladecone

Minor natural treasure that once ingested provides sharpened senses of taste and smell.

Tree of Perfection

A small tree, about three feet tall. Has a single multicolored leaf that looks like a muted rainbow. Hanging underneath the leaf is a fruit that looks similar to a ripe mango, but with stripes of alternating red, purple, and yellow. The Tree is able to raise mind, body, or spirit to perfection similarly to what is achieved by reaching Tier 15. Only one aspect can be improved per person, and although all three can be harvested from the tree, they must be eaten within minutes of doing so. The effects are fully realized over roughly a standard year, and improvement is steady after the initial burst.

Void Blackberry

Helps with internal void resistance, mitigating the problems of void-aspected bloodlines or void affinities.

Winter's Embrace

A natural treasure, the seed of an ice rose. Works as a skill: any creature that enters its domain would be entangled and drained of mana and energy by icy vines. The mana and energy are used to sustain and strengthen the vines. Must have ice aspected mana or be crippled, cannot move while it is in effect.

Items

All origins receive a +400 CP stipend to use here. You may discount two items of each price tier, with the discounted 100 being free. Unless noted otherwise all items can be purchased multiple times, but each discount can only be applied to an item once. Anything lost, stolen or spent reappears in your warehouse or on your person in a day. Many of these are unique so you could choose to sell them; though doing so means you lose access till your next Jump.

Invitation (Free)

You have received or will soon receive an invitation to join the Path of Ascension, or one of the equivalent programs for the other major polities in this setting. This will allow you certain benefits, like tax exemptions, access to certain discounted markets and various curated opportunities; but also imposes certain restrictions as the Path is meant to be completed without unauthorized help; and also imposes a time limit so strict that almost none will complete it to the end at Tier 25 by the age of 200.

In time, if you show promise, you may be offered a management team to arrange further training and opportunities, in order to further hone your capabilities. Those with special abilities that allow them to generate disproportionate wealth or opportunities compared to their peers may be offered this early; and if they show promise outside such advantages, may be encouraged to accept further restrictions to ensure they truly earn their ascension, and avoid the effect wealth has on slowing their personal growth.

This has no effect beyond this jump.

Personal AI (100)

A worthwhile investment for any delver, modern AIs are patterned off of what was originally a drop in some higher-Tier rifts. They function as an internal computer with a multitude of functions. They rely on mana to run, and more mana can allow them to run more and greater calculations. An AI can help you predict moves in combat, send messages, store memories, even assist in the development of new runes and enchantments. Having multiple AIs of this sort is not an option so you can only purchase this once, though it can integrate with or work alongside AIs from other jumps if you have any.

As a personal bonus, the AI you receive will be more like Matt's experimental one that can handle as much mana as you can provide it, greatly increasing its available processing power. It's already a supercomputer inside your head, but with enough mana…

Mana Stones (100)

Past the earlier Tiers, these become the basic currency of the Empire. Mana stones are drops in rift rewards, and can be drained easily to power mana technology or simply to refill an individual's own personal mana (though doing so involves some conversion loss, especially if done rapidly). Artificial stones exist that can be recharged, but get bigger as their storage goes up, while natural stones are always the same size. Much like the essence stones below, you now

receive a Mana Stone of your Tier and one of every Tier below you weekly. Considering the value of mana stones at higher Tiers, this could make you wealthy. Additional purchases double the number you receive weekly.

Monster Meat (100)

Monsters in rifts can be butchered to harvest parts for alchemy but also for cooking. You now have a replenishing supply of monster meat of up to your Tier that refills weekly. This is enough to feed two people comfortably, and you can change the type of meat you receive weekly. Additional purchases of this item double the amount you receive, and any extra is in no danger of decaying or suffering any sort of deterioration.

Flying Item (100)

While flying swords are traditional, there are a multitude of items used by various individuals to fly. You now have one matched to you that Tiers up as you do, functioning as a top-of-the-model equivalent to your Tier. This may take any form you wish, so long as it's reasonable for a small group, like a large flying sword or carpet. (No flying school buses or starships), but otherwise, feel free to be creative.

Upgrade Orbs (100/200/400)

Upgrade orbs are rare rift rewards that occur every two ranks of skill drops, (Tiers 14,26,38 and theoretically 50). They can be used to upgrade any skill of their own or the previous Tier. So a Tier 8 skill could in theory be upgraded four times. For a higher rank orb to be used on a skill the lower rank must have already been used (a Tier 38 upgrade orb cannot be used to upgrade a Tier 8 skill unless a Tier 14 had been used on it previously.

For 100 you get a single Tier 14 orb once per year. For 200 you will get one Tier 14 and a Tier 26 orb per year. Rounding it out spending 400 will grant you everything the previous two purchases do, along with a single Tier 38 orb per year. If you ever do reach Tier 50 and have paid the 400 cp then you will also receive a Tier 50 orb along with all the others.

Spatial Bag (200)

A constant sight at the lower Tiers, spatial bags are bigger on the inside and slightly reduce the weight of the items within. This allows delvers to gather more materials in rifts for sale outside. You have a spatial bag with a larger interior than normal at 10 cubic meters.

Recharge (200)

This is a rechargeable mana stone with a capacity that equals half of your own maximum mana, and attuned to your personal mana. It will always match your Tier, but never grow larger like artificial mana stones do at higher Tiers. For an extra undiscounted 100 the stone also refills on its own, at a rate that is half of your own mana regeneration.

Essence Stones (200/400)

An essence stone carries as much essence as a full average delve of that rift. You now receive a single essence stone of your Tier per week, along with an essence stone of every Tier below yours. If you're wondering why such a generous offer is so cheap? As you Tier up it takes more and more essence to grow, to the point of taking thousands of delves to rise a single Tier. This will carry you through to Tier 25, for essence stones from the Tiers after will take an extra undiscounted 200. Additional purchases double the number of stones you receive per week.

Harvester Golems (200)

As rifts rise in Tier, they grow larger and start to produce more and more resources. Many delvers use golems to harvest resources like ores, food, or alchemical ingredients from rifts while they handle all of the monsters. This is a set of four golems that have the equivalent of the spatial bag of storage each (10 cubic meters). This space will double in size when you reach Tier 10 and again at Tier 15. After that, the storage of each golem will increase by a factor of 10 every five Tiers. Additional purchases double the number of golems you receive.

EmpireNet Access (200)

A magitech internet basically. This is a tablet with an infinite charge that has permanent access to the EmpireNet, even after this jump. While this is useful in-jump, afterwards it serves as a way of purchasing further skill shards and materials. As long as you have the funds you will be able to purchase any known skill shard or natural treasure that is available in this universe. Be prepared to stock up on your funds, as some skill shards are ruinously expensive.

Portable Garden (400)

This is a pocket world inside of a small glass orb, currently about the size of a square kilometer. You are able to plant any alchemical flora here that you wish to later harvest for parts. The soil within adapts somewhat to plants with differing needs, but anything exotic you will have to plan for yourself. The area inside can be made larger by feeding the orb great quantities of mana, say about 10,000 mana to expand the internal area outward by a single meter. This may sound like a great deal, but the levels of mana available can be counted in the millions or more.

If you buy this and the Harvester Golems, you will receive a small number that will handle tending to your garden and harvesting the plants when necessary.

Portable Home (400)

This is a house that is designed according to your tastes, also kept within a small glass orb about the size of your fist. It has basic defenses, and mana storage for them that you will have to keep charged. If you wish it will also include workshops for both alchemy and enchanting inside. This is generally not available to lower Tiers due to the strain it puts on their spirits to use such an item, but since you are paying precious CP for it, you can use it no matter your level of cultivation. Probably not best to advertise this.

If you purchased this and the portable garden, they can be inside the same orb, with added storage included. The house can be deployed into the real world without also bringing out the garden. Any changes or modifications you make to the house are remembered.

Cultivation Potions (400)

At each Tier a person can use a single potion per sub-aspect of cultivation. For mana that is Maximum Mana, Mana Regeneration and Mana Concentration. For physical aspects that is Strength, Durability, Proprioception, Flexibility, Senses, Mind, and Regeneration.

You now have a supply of potions for every Tier you reach for either physical or mana cultivation that will enhance that aspect by no less than 5%. This may not seem like much but adds up greatly over time and Tiers. You may purchase this twice to receive all of both the physical and mana potions, and your second purchase is discounted. For an extra undiscounted 100, these will not interfere with potions made by others, meaning you can consume these potions for their benefits but also purchase or make your own for each Tier to take as well. For others, two potions for the same aspect per Tier is…. a bad idea.

Spatial Ring (400)

Usually considered too powerful for lower Tier delvers to use, this is a spatial ring with 100 cubic meters of storage inside that only you could use. As stated, the spirits of lower Tier individuals normally cannot handle the strain of such things, but this one is uniquely made for you and places no strain on your spirit.

Growth Item (400)

This is a growth item other than armor. It can be a duplicate of any canon growth item, or something along the same lines. While in this world you will need to Tier it up the usual way: by supplying it with appropriate materials. After this jump you can Tier it up by feeding it sufficiently large amounts of mana. You can purchase multiple items, and any after the first are discounted.

Treasure Compass (400)

This is a compass that when fed a mixture of mana and essence will point to the nearest source of unknown treasure for you. This will function both in and out of rifts, making it easier to maximize on what you take from each delve, and will be useful in locating natural treasures outside of rifts. It will also serve as a growth item, requiring essence to Tier up along with you. At first it will only be able to detect up to your Tier, but once your spirit can handle the strain you can Tier it up beyond you with sufficient essence.

Growth Armor (400/500)

This armor is perfectly suited to you, and will always rank at least a single Tier above your own. This doesn't make you immune to attacks from your Tier or lower, but it does grant a powerful defense. This will Tier up with you naturally, but if you want you can pour essence into it to cause it to rise a second Tier above yours or even 3 Tiers up if you have the essence to spare. Going much higher would put a great strain on your spirit, making it nearly impossible to use.

This armor will also hold enchantments like other armor of its Tier, though the enchantments will disappear when the armor Tiers up. For an additional undiscounted 100 the armor can boost the strength of any self-buff skills and spells.

Seeded Rift (400)

This is something that would attract quite a bit of attention. This is a rift you can summon to yourself and similarly send away at will. It will start off fully charged and at your Tier, though you can set it to be lower. Once delved it will recharge itself in a week, regardless of location, though you can use your own mana or mana stones to charge it more quickly. Rifts can still be delved when not fully charged, though the rewards tend to be smaller. As a matter of fact, most regularly used rifts are never fully charged, due to lack of sufficient mana to keep them that way. This rift will also drop mana and essence stones at a much higher rate than normal.

In addition, this rift is unique, in that you can feed it a skill shard of or lower than your Tier, and that skill shard will become a regular drop, at a 20% rate. Skill Shards can sell for fairly high prices so this could be quite lucrative for you.

If you do not have an example of the skill shard you are seeking, you can command the rift to randomize and delve within to try to find the shard you want. This will involve a great deal of trial and error, but once you have a rift setup you like, you can cause the rift to switch between different versions. This rift has no chance of going through a rift break, which is when the monsters just come spilling out of the rift.

Untouched World (600)

Instead of a single rift, you get an entire planet hidden away that you can access through your Warehouse. By default, this world is at your Tier, and will continue matching you all the way up to Tier 50. Like the single rift above the rifts here charge much faster than normal. Up to Tier 25, each rift recharges weekly on its own. From Tier 26 up to Tier 40 they recharge monthly and do so yearly after Tier 45. This might seem like a long time, but at the Empire's capital world it takes rifts five years between instances to be delvable again, much less fully charged. Also rifts grow in size as they grow in Tier, and most higher Tier rifts can take decades or longer to delve, though there is some temporal acceleration inside.

The rifts here can't be seeded like the fiat-backed rift above, though if you know how you can make your own rifts for use. The rifts on this world, along with the seeded rift above have no chance of having rift breaks.

Companions

Canon (100/200/400)

Any character up to Tier 15 can be taken for a mere 100 cp. Anyone above that is 200, and the Emperor, any of the royals or another Tier 50 will cost you 400.

Beast Bond (100)

This is a guarantee that you will somehow come across a rift reward in some way that will include an egg for a beast bond. This can be any sort of creature with any sort of elemental aspect: an ice or winter fox like Aster, a flame sparrow or phoenix, void dragon, etc. Some bonds do wind up being romantically involved with their human partners (at or after Tier 15 when they are able to take human form), so you may choose the sex of your bond as you wish, as well as define the nature of your eventual relationship. The Beast Kingdom within the Empire takes a dim view of people who groom their bonds or abuse them in any way, and some bonds—like dragons—get more scrutiny to make sure that

nothing like that is taking place. Try not to be a creeper. You can purchase multiple bonds, and each after the first will be half price if you have purchased the **Multiple Bonds** perk.

As a bonus since a bond is so deeply tied to you, your bond is imported automatically into future worlds without taking a companion slot, and receives a 600-cp stipend in each world. This also applies to any bonds you or your companions find naturally while in this world.

Bring Your Team (50/200)

You may import a single companion for 50cp or up to eight for 200. Each will have 600 cp plus the item stipend, as well as the freely offered skill and natural treasure. They cannot take scenarios but are able to take some drawbacks as described.

Drawbacks

There is no limit here. If you think you can handle it feel free. Some drawbacks can be taken by companions and are marked as such. If you choose to extend your stay beyond the required time, any drawbacks fall off at the end of the mandatory portion.

Plot Bound +0/+100

You are bound to the central plot of the story as it is so far. You will wind up entangled with Matt, Aster, and Liz. For 100 you are bound to the plot but have no memory of the world you're stepping into.

Self-Insert +0

You may replace any of the main characters but if you do so it is as or slightly before they are awakened to Tier One. This does not give you any of their advantages you do not purchase but will guide you to generally the same circumstances as they were in as they joined the plot. If you choose a different origin to the character you replace then this will make the minimal amount of changes required for it to make sense. You are not required to physically resemble the character you replace except in broad strokes, so changing sex is fine, but replacing Aster as a human probably wouldn't work.

Extended Stay +100

Every time you take this drawback, extend your required stay by 20 years. You can take this as many as you would like, but only benefit from the first ten. Other drawbacks will continue for this required time, but will fall off if you choose to stay past that point before departing.

Annoying Relatives +100

Some families are just…more difficult to deal with than others. Now you, like Liz have a family that just grates on the nerves a little. Whether they are the sort to refuse to take anything seriously or have just built up some serious quirks, spending too much time around them will tend to be embarrassing at best. They do love you though, so its not too bad.

No Punching Down +200

In the Empire it is illegal to attack or intimidate someone of a lower Tier, with extreme punishments for anyone. You are now bound by this law, unable to attack someone of a lower Tier, or even insinuate that you would do so. No bullying for you, my friend. This doesn't prevent you from fighting in certain contexts such as if they attack first, or if it is part of safe training or competition, but you will still not be able to use disproportionate force.

Companions can take this drawback.

You Are the Bond +200/400

Instead of starting this Jump normally, you awaken while emerging from an egg in the form of some beast. For your time here you will be a bonded creature to a delver. For 200 they are a relatively normal individual. For 400 they are either abusive or attempting to groom you for…. more nefarious purposes. Bonds are greatly influenced by the human they are connected to, so hopefully someone notices and steps in to either end the abuse or grooming. You also won't remember having taken this, and won't be bonded to any of your companions either.

Companions can take this drawback as well, and whoever does receive their beast form as an alt-form post jump.

Detrimental Talent +200/400

When you were awoken, the system rated your Tier 1 talent as detrimental in some way. For 200 this is a frustrating setback but can be managed, like being unable to speak. For 400 it is detrimental in a way that requires some serious effort to work around or manage, like being unable to cultivate mana in any way.

Locked Out +200

For 200 extra cp you lose access to your warehouse and any items not purchased in this document.

Locked Down +200

For 200 you are now blocked from using any powers or perks purchased outside this document.

Rage of the Sea +400

Oooh boy. You've done it now. Somehow, you've drawn the ire of none other than Duke Waters himself. He is the Empire's most recent Ascender and is a force to be reckoned with. He is well known for slaughtering entire teams of people trained and prepped specifically to deal with him. And he's out for your blood. Hope you can run.

Attention from the Greats +400/600

You have somehow attracted the attention of spies from one or more of the Great Powers. Expect regular attempts at kidnapping or assassination. For an additional 200 you risk the attention of a slightly less noble Emperor. In canon he wasn't willing to force Matt off the Path to serve as a mana source for the Empire. Here, he is just enough of a pragmatist to find a reason to pull you in and lock you in a gilded cage to be of service to the Empire. While this makes him willing to do such a thing, you haven't caught his attention yet. If you do and he takes hold of you, your chain will end here.

Scenarios

You may take as many of these as you think you are capable of achieving. Indeed, the rewards from the first two will likely make the last simpler. For scenarios that require specific access or opportunity, circumstances will ensure you are afforded that access or opportunity but won't grant you any other benefits you do not purchase or achieve yourself. There are no penalties for failing or abandoning a Scenario beyond losing out on the rewards, but doing so won't extract you from any sticky situations you find yourself in.

Each scenario also nets you +400 to spend as you choose, though any scenario failed will cause you to lose any perks or items purchased with those extra CP.

Scenario: Upon the Path

Vanishingly small numbers of those on the Path complete. Once in a thousand years in an Empire of trillions of citizens. This is now your challenge. Using every resource at your disposal you must complete the Path: reach Tier 25 by the time you are 200 years old.

When Duke Waters completed the Path, he wasn't a Duke. He got the title and a Tier 35 world as a personal fiefdom, and management of nearly 60 other worlds as well. He was also given access to the Emperor's own personal vault of items and skill shards.

Reward:

Succeed, and the rewards you receive in the Empire become fiat-backed. You get your Tier 35 world, and one world each of Tiers 26-34, two worlds of Tiers 16-25, and three worlds each of Tiers 5-15. A planet can have rifts at its own Tier and up to four below that so you will have worlds with rifts from Tier 1 all the way to Tier 35. These worlds will follow you on your chain—either imported or as a pocket universe attached to your warehouse—with the citizens included as followers. You will be able to Tier up the various worlds with sufficient effort.

Scenario: Minkalla

"Minkalla is a word from a long-lost civilization. It means 'forge', more or less. The precise translation is more complicated, and has a bunch of cultural connotations. It simultaneously means forge, anvil, hammer, rite of passage, and is a part of the character for refinement. In the modern day, we just say it translates to The Forge for simplicity.

"What we're specifically talking about here is a very special place called Minkalla. Its creation predates any known record, but it's been theorized to have either fallen from a higher Realm, or to have been the collaborative work of *at least* nine different Tier 50s in this rock-bottom Realm. It's said that they would've used materials from multiple Tier 49 to 50 rifts that no longer exist."

Minkalla is a world of vast spires, and endless possibilities. It's also a world with a massive death toll. To complete this scenario, you must enter and complete Minkalla at Tier 11 to achieve the maximum possible rewards. To do this you must pass through each of the 7 floors and their sub-floors to reach the heart of Minkalla. Your competitors will number in the millions, at minimum.

Reward:

If you succeed your reward is twofold. First, you will, at the end of your jump, receive Minkalla itself. An exact copy of this vast world that will continue its cycle attached to your warehouse.

The second reward is even greater on a personal level. In the notes are detailed the known floor themes and their rewards, along with the known exit rewards per floor. Should you succeed you will first receive the rewards you would have otherwise gotten, but at full strength. Normally the themed rewards remain the same, just increase in potency with the depth of the floor they are on, as noted below. During the jump the rewards you get will be for the seven floors you faced, but they will be as strong as if each of the floors had been the deepest.

This limits you to only seven rewards though and there are twenty-one themes, with seven different exit rewards. So post-Jump you receive a final reward. Upon leaving this jump you will receive the rewards for all the floor themes you did not face, each as if they had been the deepest floor. You will also receive the rewards for exiting from each of the earlier floors, instead of just the seventh required by this scenario.

Scenario: The Wars to Come

Light and Shadow completing the Path is almost certain to be the prelude to war. The Empire growing in power the way it has threatens too many, and they will be eager to take the Empire down a peg. With this scenario you must participate in the war that is now certain to erupt when the duo completes the Path. You must ensure that the Empire achieves a measurable victory over any and all opponents in the conflict.

Reward:

Your rewards will be based on a few milestones measuring your contribution to the war.

Should you simply participate as a normal fighter you will receive a free duplicate of the Essence and Mana Stone items from above, in addition to what you already purchased. You also get a free skill each for Tiers 8,14, and 20.

If you meaningfully contribute to victory in the war, you will get the previous reward, in addition to a complete catalog of all knowledge about both enchanting and alchemy that is either publicly available for purchase or freely.

If you manage to be responsible for conquering at least one world from one of the other Great Powers, you will receive a prize that matches the Tier 25 Talent of one of the other Great Power leaders. You will receive an internal pocket dimension that will grow with time or as you feed it mana, starting off at several square kilometers. At first this world will not be able to host sentient life. Once you are over Tier 20 you will be able to slow or speed up the passage of time within your world. Past Tier 25 this inner world will be expanded greatly, containing enough space for four solar

systems. It will become possible to shape new planets within, and the worlds will act as normal worlds do in this universe. To start, these worlds will be limited to half of your own Tier, and that restriction will increase by five Tiers every thousand years, though it can never exceed your own Tier minus one.

Scenario: Imperial Royalty

Sitting just beneath the Emperor are the Royals. Not inherited positions but rather won through strength and skill. To become a royal, you must be Tier 45 and have found your Aspect or you can defeat all other challengers to one of the existing titles. Occasionally new Royals are raised up from those that meet the requirements, adding to their total number. There are strict limitations on the number of individuals allowed at the highest Tiers, so this opens you up to being able to rise up to Tier 48 if you succeed.

To complete this scenario, you must first be named as a Royal by the Emperor. You must achieve at least Tier 45 and find your Aspect, and then you must be of such worth and power that the Emperor adds you to the council of Royals. Following this, you must convince the Emperor to name you as his heir, so that you may rise in Tier to 50 when he ascends to the higher realms. Then you must rule for the full 30,000 years that have become the traditional term, and prepare to ascend yourself. If you succeed in all of these you will be given several rewards proportional to the accomplishment

Reward:

First, you shall receive the Empire in a pocket realm attached to your warehouse. You will remain the leader even though you are now of the higher realm yourself. You will also be able to travel to and from this realm at will-something not normally possible for someone that has ascended as descending from the higher to the lower is universally fatal.

Second, you shall receive your own higher realm, which will have just as many interconnected worlds as your Empire, though they will be entirely uninhabited. You will be able to tame this place along with any companions you have with you, and extend your new Empire across both Realms. The higher realm traditionally includes worlds and rifts from Tier 1 all the way to Tier 100. For simplicity's sake your higher realm will be just 51-100.

You will be able to explore the chaotic space of both of these realms to find new worlds, just as is currently done by all of the Great Powers in the lower realm. It is unknown in canon if there are realms higher still, so if you want to imagine there are more with even greater Tiers that can be ascended to, feel free to fanwank it.

If you have purchased the **Upgrade Orbs** Item you will be able to find them in the higher realm as well, continuing every two ranks of skill drops (so Tiers 62, 74, 86 and 98).

When your time here is up you have the usual three choices:

Stay Here
Move On
Go Home

Notes

For the purposes of this Jump and future ones, time spent in rifts does not count towards your Jump time. Even if you spend years delving a single rift, you still have to spend your normal time in the world outside.

There are two types of cultivation: physical and mana based and a cultivator typically chooses how much of their essence for each Tier to direct to each side. Each has its own sub-aspects, which can be directly cultivated, but great

imbalance is generally not considered a good idea. For mana that is Maximum Mana, Mana Regeneration and Mana Concentration. For physical aspects that is Strength, Durability, Proprioception, Flexibility, Senses, Mind, and Regeneration. Most of these are fairly obvious as to what they enhance. Proprioception is the sense of where your body is in relation to itself, the perception of your own movements and the locations of your limbs and joints. Mind enhances your thinking speed as well.

In canon it doesn't seem possible for anyone over Tier 50 to remain in the Lower Realm or to survive a return from there. Post-Jump you will not have this problem, and will be able to exist safely in whatever worlds you travel through.

Post-Jump if you have methods of converting one form of energy into another, you will be able to convert mana into the Genesis Energy of Minkalla if you wish.

Text for Notes

Samples of Talents at the Various Tiers

Tier 1

Primary Effect: Diminishing returns on Mana Regeneration. Secondary Effect: Cultivation cannot be applied to mana.

All skills brought into Core Spirit or Inner Spirit gain blood aspect.

All healing skills are 50% more effective and cost 50% less mana to cast.

Poisons and Venoms only affect designated targets.

Innate understanding of ranged weapons.

Tier 3

Primary Effect: Any mana over the maximum will increase maximum mana. Secondary Effect: Maximum mana doubles from the previous Tier.

One with blood. Grows with Tier.

All Healing has the Overhealth effect.

Blood carries extra oxygen, giving strength boost dependent on regeneration. Grows with Tier.

Can control poisons and venoms in the surroundings, if not directly controlled by a skill. Grows with Tier.

Ranged attacks have more penetrating power. Grows with Tier.

Miscellaneous Talents

A delver named Claude was blind but able to make use of the senses of any being he touched, leaving them stuck with his blindness. His Tier 3 Talent expanded his sense of Touch relative to his Tier.

Woman named Natalie was able to make any scan or test return any result she wanted. She was able to use this to trick Minkalla into "thinking" that she had been amazing at any challenge room she entered. Noted that anything with a spirit can resist her Talent.

Minkalla is composed of seven floors, each with multiple sub floors. There are a set of thematic rules for each floor, which alter the nature of the challenge and danger there. Which theme is on which floor changes with each cycle that lasts around five years.

Essential Dysfunction

Turns natural essence powered attributes, like allocated strength or flexibility, into depletable resources. As you lifted things or ran around, strength would effectively de-Tier until the essence provided no benefit. Regenerating mana would slowly be less effective, and mana pools would shrink. All aspects of cultivation are affected by this and only once you finish the floor are your attributes returned to normal. This theme possesses the most direct traps, such as pits, spikes, and rolling boulders, with a large array of monsters.

Reward: Mana and stamina regeneration is increased. On the first floor, this is about a five percent increase separate from essence, which slowly falls off with advancement. This scales until at the seventh floor, where it's approximately a two times multiplier, cutting non-wound recovery time in half and has a noticeable increase forever.

Eternal Darkness

All physical senses are completely blocked, rendering everyone on the floor blind, deaf, and with physical touch and even proprioception sharply muted. The only sense that isn't blocked is spiritual perception. There are many dangerous areas on the floor, not hidden by anything more than the floor's natural theme, and simply walking in a straight line can be dangerous. Monsters largely favor ambush tactics, making it even harder to detect danger.

Reward: Spiritual Perception is improved. On the first floor, it slightly increases resolution and adds faint additional feedback, such as color perception. By the seventh floor, it returns almost perfect, detailed feedback on everything within its range and is substantially better at bypassing any blocks.

The Hills Have Eyes

Everything is alive, aware, and trying to kill you. Everything. Anything not spiritually bound to you gains a faint motive spirit and begins trying to kill anything alive. Air will avoid lungs, stone will deliberately fall with the intent to crush, water actively attempts to drown. It's best to avoid having to eat or drink while on this floor.

Reward: A growth item gains its own motive spirit. On the first floor, it becomes able to automatically activate itself in accordance to some stimuli, akin to a very basic [AI], but by floor seven it is as intelligent as whoever it's bonded to, and is even able to absorb and utilize skill shards of its own.

Conceptual Lock

Concepts are affected as though by a very strong concept suppression, making them very difficult to utilize. Monsters lean strongly towards those with powerful Concepts or presence abilities of their own and have no suppression from the floor.

Reward: Any ability which a Concept possessed prior to entering Minkalla become stronger and more resistant to being suppressed, scaling to twice as strong at floor seven.

Courtly Warfare

Instead of directly fighting monsters, find and join a faction known as a 'Court,' and do whatever is required to ensure they win their floor-wide war. The Courts are unusually sapient for a rift or ruin monster, and centralize themselves around a seemingly-random theme, with a variable number of factions thematically related to that theme. Previous common appearances have featured the four seasons, the four level 1 elements, Day and Night, Mages and Warriors, Stars, Moon, and Sun, and more. Generally, the sooner the floor appears, the more sides there are, but it has also appeared on floor one as Ocean versus Land versus Sky and on floor six as a massive web of alliances with every known mana aspect having a representative court.

Reward: A growth item gains a new effect. For the first floor, it mostly seems to accelerate when the growth item would get new abilities. Instead of Tier 25 where a growth item would gain a new effect, now the effect is unlocked before then and shifts all the upgrades the item would get corresponding down by the same margin. By floor seven it adds a completely separate set of powers which grow at the same rate as the original growth power. In addition, Boons are available to the winning side.

Genesis Cultivation

All spells cost Genesis Energy instead of mana or essence. The monsters on that floor drop more Genesis Energy per kill, but the floor remains heavily rooted in resource management.

Reward: On floor one, the most recent Tier of essence that's been cultivated is converted to something similar to Genesis Energy, enhancing all aspects of cultivation, but particularly in the stacking bonus that comes with cultivating the same areas for multiple Tiers. By floor seven, not only is all essence converted to Genesis Energy, but the effect lingers until Tier 16.

Blood is Thicker

Bloodlines, and other innate non-talent abilities, are drastically improved in strength. Most enemies on the floor will have bloodline equivalents.

Reward: Change your mana aspect. On floor one, it's a minor change from a level 1 element to a related level 2 element, all the way up to floor seven when you can out and out have three complete high-end aspects perfectly merged or separated in the mana pool perfectly. Or you can change your mana type to Arcane or Void.

Mundane Life

No mana can be used on this floor. For anything.

Reward: A growth item becomes less dependent on whoever it's bonded to, reducing the item requirements to Tier it up, reducing the spiritual strain it puts on the person, and makes it more mana-efficient. By the seventh floor, it requires only essence to Tier up, puts no spiritual strain on whoever is using it, and produces mana instead of requires it as well as serving as an external mana storage.

Back to Basics

Start off with no essence, nothing, at functionally fresh Tier 1. Regain essence as you progress, and with a bit of effort, you can assign it to somewhere it wasn't before, allowing for a permanent reallocation of essence. Enemies are appropriately low-Tier, but scale quite fast.

Reward: Concepts empowering the body become stronger, or if the Concept doesn't do so, it begins to. On floor seven, it's a full second very strong Concept, or the original is about three times as strong if it was able to empower the body before.

Floating Islands

There is no floor, and flying items are weakened to the point of being unable to support additional weight. Falling far enough will result in a loop, though it's unclear where exactly the lowest or highest point is, but it still requires falling a long way before a loop happens. The ruins are condensed in this theme to small floating islands and monsters, if not already capable of flying, gain wings or some other method of flight.

Reward: Improved ability for internal concepts to fly and external ones to move space around them. On floor seven, it's the equivalent of a dedicated, very strong Concept for it that is nearly impossible to ground the user without overwhelming force. If a Concept is already primed to help with flight/spatial manipulation, it is strengthened instead.

Mind over Matter

All physical existence fades, rendering everyone into spiritual beings. Physical cultivation does essentially nothing, and moving is hard without a skill or Concept to aid. Physical appearance also fades, and everything becomes more like the abstract idea of itself or its Concept.

Reward: Concepts become less willpower-intensive. By floor seven, any foundational uses of a Concept- that is, any things which the Concept itself does, not general uses of a Concept such as locking down space or flying- are functionally free to use, costing less Willpower than most people recover. The further from the primary use (or uses) of the Concept a use is, the less this benefit applies to it.

All Paupers

Items don't work at all, for anything. Not only are wands just inert sticks, a sword will not cut, armor will not block. Potions act as no more than water, and even the most potent foods do nothing more than provide basic sustenance.

Reward: A Growth Item lodges itself in your spirit. On floor one, this means you can instantly materialize/dematerialize it, and it becomes impossible to permanently destroy. On floor seven, it practically serves as a second Talent and becomes incredibly powerful, always staying at your Tier and developing new abilities as it's modified akin to a skill. The exact abilities depend on the item, but the spiritual strain of the item likewise increases.

Opposite Day

Mana aspects are flipped, becoming the opposite of what they ought to be. Likewise, physical cultivation boosts mana, and magic cultivation boosts the body. This also applies to monsters.

Reward: Gain the ability to rework a chunk of your cultivation, ranging from the last two Tiers on floor one all the way up to a complete, perfect redo with better than perfect compression on floor seven. Anything that is reworked is slightly more potent than usual, even if it's remade to the exact same thing, like a partial conversion to Genesis Energy.

Taxing Skills

Skills become more expensive with each usage, tracked on a per-skill basis. Channeled skills become more expensive to use at a continuous, ever-increasing rate. Monsters tend to come in huge groups.
Reward: Gain bonus skill slots. On floor 1, this is two extra Inner skill slots and five extra Outer skill slots, effectively one Tiers worth in total. By floor seven, it grants an extra four Core skill slots, thirty Inner skill slots, and one hundred Outer skill slots, slightly more than doubling the current skill slots available to a Tier 14.

Self-Identity

Those entering the floor will find their appearance, cultivation, non-consumable items, body, and skills changed to another random person upon the floor, keeping only your Talents (consumable items vanish, but are not gained). Upon leaving the floor, the changes revert. Monsters are predominantly mimic and shapeshifter-types.

Reward: Remake a part of your body. On floor one, this is replacing your eye or a hand to be better than perfect, a bio-mechanical substance that grows, heals, and for all intents and purposes is alive despite also for all intents and purposes being artificial, with the remade body part functioning similarly to a growth item. On floor three and deeper, that body part can be enchanted in addition to generally being made of higher-quality stuff than your baseline body. By floor seven, the entire body was remade into the strange biomechanical substance as a perfected being.

New Growth

Only things which have been obtained on the current floor can be used. Skill shards and items can drop at an increased rate on this floor, and skill absorption is increased. Monsters usually have highly adaptive defenses, swiftly gaining resistances to attacks they are exposed to.

Reward: Skills become quicker and easier to absorb, modify, and move. By floor seven, absorbing skills is instantaneous and modifying skills is roughly as easy as if it were one stage closer to the core.

World of Cardboard

All items become exceptionally fragile and can break under the slightest touch. This does not apply to magic, to which the area is highly resistant to. Monsters are frequently those which use the terrain to their advantage, and heavy on ambushes, in particular.

Reward: Item-enhancing Concepts are enhanced at floor one, scaling up to three times increase in strength by floor seven, and if the Concept didn't initially possess such an ability, it gains that usage, up until floor seven when it is as strong as the initial Concept.

Wasteland

No healing or regeneration. Monsters are numerous, weak, and frequently pack monsters, often willing to use suicide tactics to deal even the slightest injury.

Reward: Concepts that aid in healing, regeneration, or repairing are enhanced, up to a three times empowerment by floor seven. Those which did not have an aspect along that theme have it added.

Folded Reflections

Fight lots of mirror versions of yourself and other people, similar yet different in some way. It culminates in a fight against you as you are right now. Incredibly dangerous final fight.

Reward: Experience a number of other lives equal to the floor depth, change your Concept to one of them, or fold their effects into your current Concept.

Spirit Journey

A psychedelic journey through your own mind, facing inner demons in the form of monsters. Perception matters as much as reality, and ghosts from the past are the greatest danger of all. It is extremely challenging to remain in groups, though technically possible for those who are exceptionally close.

Reward: Gain a pseudo-bond spirit guide familiar. On floor one, it's little more than a mote of light that points out things of interest. By floor three, it's a small animal-like spirit that can be directed to do basic things. By floor five, it's fully sapient and able to fight independently. By floor seven, it's an extremely powerful accompanying spirit on the level of a dragon that has its own Talents and skills. It remains fundamentally a part of the person and can turn immaterial to reside inside their spirit. If killed or destroyed it will reform given enough time.

Unskilled

Skills are completely blocked, including Innate skills granted by talents.

Reward: Upgrade a Tier 8 skill at floor one. The number you may upgrade increases with each floor (for totals of 2, 3, 5, 8, 11, 16). You may spend two Tier 8 equivalents to upgrade a Tier 14 or 4 Tier 8 to upgrade a Tier 20. These skills have more ability to be changed as the lower Tier you are, and elemental effects can be added at will.

Exit Rewards

Traditionally on Minkalla you can exit after completing any floor. Each floor offers its own rewards for exiting at that point.

"The reward for exiting on floor one is a single Tier 8 skill. For Tier 14's, they have no control, and it's all random what they get. Tier 13s can choose vague categories to narrow down the results, such as a buff, attack, defense, or utility skill. Tier 12s get a bit more control, and they can add more qualifiers like a self-buff skill or ranged attack. If you have a bit more Genesis Energy, you can narrow that down to something as specific as 'fire type ranged attack spell.' For Tier 11s, they can describe to the littlest detail of a skill they want, and Minkalla will give it to them, within reason. There're even some reports that it can make cracked skills, or at least pre-modify some skills to make them better match a request, but we just don't have enough Tier 11s who take a skill as their exit reward to really know for sure, they almost all die early or make it deep enough to get better options.

The second-floor exit reward is better for those weaker. It will fix your essence allocation perfectly like an inspiration. For the Tier 14s, it only fixes it but adds nothing extra. For Tier 13s, it fixes your foundation and brings you to the peak of that Tier. For Tier 12s, it will fix your foundations and also *bring you to the peak of Tier 13. Theoretically, Tier 11s will get the same benefit, but we don't know for sure. No Tier 11 from the Empire ever publicly stated they took this reward. Regardless, it's a strong reward for anyone who made a mistake or used essence to power a skill, as it will fix said flaws. For you, it's not so great*

The third-floor reward was simple, and a Tier 14 skill that followed the same rules as the Tier 8 skill on floor one did.

Floor four's exit reward is what all the old geezers are going for. At Tier 14, they get the equivalent of a very general Concept that will allow them to reach Tier 15. It's not great, but it will let them live, which is all they care about. At Tier 13, you get a more specialized Concept, but it's still fairly generic. Tier 12s get a strong personalized Concept that is about on par with a decent self-made Concept. From what we've simulated, we believe Tier 11s get a Concept on-par with yours, namely a very strong one which perfectly suits them. Anyone who already has a Concept and reaches that floor, they can choose to upgrade their existing Concept to that level. Though for the walking corpses it's not entirely *assured they will get a Concept. If a Tier 14 genuinely has not even the faintest idea as to what their Concept*

might be, they won't receive a completed one, but for most people it's essentially being handed a complete Concept as long as they know their Phrase or Image

Floor five is a Tier 20 skill that follows the same rules as floors one and three. There have been some very rare skills that have come from here, but it's not terribly remarkable.

Floor six can merge skills. As Kurt mentioned earlier, this is entirely possible to do on your own, but Minkalla does it perfectly in moments, rather than centuries. It'll even keep whatever modifications you've already made, which as anyone who's tried to merge skills will tell you, is no mean feat. The merger is flawless and has no risk of failure, which is nice, but Minkalla takes it a step beyond. It can take two plus two and make it equal to seven instead of four. For a Tier 14 who reaches that floor, they can merge two Tier 8 skills they have in their spirit or on them, into a new, combined one. Even they, for a Genesis Energy cost, can control the direction of the merger and make something truly unique. Tier 13s can combine a single Tier 14 and a Tier 8 skill, Tier 12s can combine either two Tier 14 skills or three Tier 8 to make a single new skill. Finally, Tier 11s can combine a Tier 14 and a Tier 20 skill, or presumably multiple Tier 14 and Tier 8 skills, though nobody's ever tried. And once again, the lower your Tier, the more control you have over the final result.

The exit reward for reaching floor seven is unique in the entire Realm, and why I want you all to go in at Tier 11. Tier 14s who complete the final floor upon exiting and with the condition they have enough Genesis Energy, which, by the way, is a lot*, will have a Core skill slot opened in their spirit. They will have to designate a skill to go into that slot, and after that, they will never be able to move it, but it will be an additional slot which isn't a minor benefit. Tier 13s get the same reward, but it's a skill slot like any other and able to move skills in and out of it. At Tier 12, you will get a single* Innate *skill slot. It, like for the Tier 14 reward, cannot be changed, but it can be any skill in your spirit. Should you reach the core while still at Tier 11, you get a single* flexible *Innate skill slot, which you can freely switch any skill you possess into, like any other skill slot."*

Skill Slots

A person can absorb skills into three different layers of the spirit: Core, Inner and Outer. Core skills are more power, cheaper on mana cost, and have a lower cast time, by about 30%. Inner spirit skills have no real changes, and Outer spirit skills cost about 50% more.

At Tier One a delver has two core skill slots, increasing to three slots at Tier five, and four at Tier ten, with a an additional slot opening up every ten Tiers afterwards. They have 6 slots in the Inner Spirit at Tier one and gain 2 slots every Tier after. The Outer Spirit holds twenty slots to start and gains 5 every Tier after.

Skills By Tier

Tier 8

Air Manipulation

Bandage

Blood Endurance

Create Water

Copper Skin

Demon Zone

5 MPS base cost. A portion of all damage dealt while in the area of effect is reflected back to the damage dealer as physical damage. Percent chance for any damage dealt in the area to affect all occupants in the area. No designation of friend or foe. User takes fifty percent damage from all reflected damage. Cannot be recast for two hours. Channeling time does not count towards cooldown.

Earth Manipulation

Endurance

"A channel skill that removes fatigue." Can be modified to work like a low tier regeneration. Usually traded for a tier 14 skill.

Filter

Choose an element of a selected material and pull it to your hand. 15 mana a second, ten fluid ounces per minute. Only one element can be selected at a time. Selected materials are limited by the user's knowledge.

Fireball

Fire Manipulation

Ice Spear

Hail

Cost. Minimum, 25 mana. Maximum, X mana. Mana upkeep depending on channel duration and size. Minimum MPS 5. Creates an area of ice that slows and damages anyone in its radius. Duration and intensity dependent on channel cost. Size of affected area dependent on initial cost.

Mage's Retreat

A channeled skill that infuses mana into the body to increase physical ability.

Mana Strength

"Reserves an amount of mana to infuse in a user's body. the more mana reserved, the larger the increase"

Root

A tier 8 spell causing finger-thick wooden tendrils which slow or halt movement.

Shocking Touch

Venom Strike

Water Bullet

Water Manipulation

Water Blade

Wind Blade

Tier 14

Blade Arena

Blade arena creates a field of phantom blades. Makes anyone carrying a blade or sharp weapon take reflected damage when it moves.

Directed Heal

The lowest tier of directed healing skill given to all official empire healers. It can do anything higher tier directed healing skill can do but didn't have limitations or cost reduction.

Entomb

Fire Weapon

Flamethrower

Flamethrower is a tier 14 skill. It has 30 mana as an initial cost, then 1 mana per second for however long it's active. It is a channel skill.

Heat

A tier 14 forging skill.

Healing Touch

Spend 100 mana to heal the target over ten seconds. If the target stays in contact with the caster, the spell can be channeled for three-quarters effectiveness. As this is an undirected healing spell, it does not require knowledge of the human body to function. It cannot heal more than what a Tier 0 body would naturally be able to heal.

Iron Skin

A tier 14 skill. the lower version of it is tier 8 skill Copper Skin. Increases durability and skin takes on metallic properties.

Lava Manipulation

Lightning Manipulation

Light Orb

A tier 14 spell that creates a ball of light that hovers wherever the caster wants. Costs 10 mana.

Mana Copy

Mud Manipulation

Phantom Armor

Charge 200 mana into the skill, which, when activated, will block one blow that is detected to be lethal or can be activated at user discretion. Phantom armor tier 14 upgrade grants the ability to store a second distinct charge of the armor.

Piercing Stab

An expensive tier 14 skill.

Ranged Heal

Spend 150 mana to heal the target over five seconds—range of fifteen feet. If the target stays in range of the caster, the spell can be channeled for half effectiveness. As this is an undirected healing spell, it does not require knowledge of the human body to function. It cannot heal more than what a Tier 0 body would naturally be able to heal. It simply functions at an accelerated place.

Summon Mana Monster

Creates a copy of a monster you kill from its corpse. The monster is recorded in the skill structure for later use. 5 monsters can be saved in the skill structure. 3 can be activated at once.

Sword Doppelganger

Tidal Wave

Torch Sprite

For 100 mana a caster creates a dim light sprite that feeds on fire. when its fed enough it multiples and spreads. They are mostly autonomous.

Wave

Wind Barrier

A wall that redirected any attacks weaker than the skil.

Tier 20

Bulwark

Breach

A tier 20 skill with a base cost of 500 mana. Can be charged up with 100x base mana cost.

Create Blueprint

Mana Spear

Mend Flesh

Cheaper and more specific than directed heal.

Side Slide

A short-ranged teleport that's so rare it's almost a myth.

Tier 26

Miasma

A tier 20 skill that creates a massive area of effect of noxious gas when cast. Often paired with other poison skills to increase their range. The skill lingers in the cast area for hours or days, depending on the initial mana cost and unless purged, the toxins remain in the body for up to a week.

Regeneration

The base skill behaves like an undirected heal skill, but Upgraded Regeneration heals a percentage of your health instead of a flat amount.

Tier 32

Barrage

A meta skill that can only affect other skills. Increases the number of effective casts by a multiplier based on what skill it is modifying and how the skill is expanded

Library

Mana Clone

Skill is useful for non-combat applications as it doesn't retain the user's skills.

Meteor Shower

Tsunami

Tier 38

Flight

Tier 44

Clone

Heal Genetics

Teleport

Skills of Unknown Tier

Alarm

Analyze

Area Healing

Berserker's Rage

A skill rarely used by humanity. taking injuries allows user to fuel stronger attacks and speed increases. Wounds are harder to heal while it is active.

Blink

Blood Bolt

Blood Bullet

Blood Manipulation

Bolt

Chill

Cleanse

Cook

Create Blood

Create Ice

Crushing Bite

Crystal Armor

Cyclone

Dash

Earth Spike

Entangle

Fist Blast

Flame Barrage

Flexibility

Force Bolt

Heart of Power

Eating the heart of a fallen foe will temporarily empower the user. Upgrade, small chance for the improvement to be permanent.

Hemorrhage

Ice Manipulation

Ice Pillars

Jolt

Lesser Regeneration

Living Crystal

Armor skill made of brittle crystal that restricts movement. Good against slashing and magical attacks.

Lunge
Mana Arrow
Mana Blade
Mana Bolt
Mana Chop
Man Reinforcement
Mana Thrust
Mend Muscle
Mend Skin
Momentum Charge
Momentum Strike
Parry
Penetrating Fist
Perk Up

Like caffeine with no side effects. Can last hours.

Process
Puddle Jumper
Rage Aura
Reinforce Earth
Seed
Spore
Shadow Sword
Shatter
Shield Bash
Stone Manipulation
Sword Minion
Toxin
Transferred Might
Transferred Proprioception
Twister
Walkway
Water Armor
Water Bubble
Water Shield
Water Whip
Whirlpool
Whirlwind

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Changelog:

V1.0	Created Document
V2.0	Added Skills and Natural Treasures
V2.5	Large number of grammar/spelling fixes Moved **Analyzer** from Items to Perks Changed number of discounted/free perks.

Added **Clean Living**, **Channeled Strength**, **Boosted Cultivation**, **Free Cultivation**, **Spiritual Strength**, **Open Spirit**, **Better Living through Potions**, **Copycat** and **Aperology 101** to Perks
Gave **Imperial Might** Perk an upgrade to have already copied any known canon Talents and make copying higher-Tier Talents possible.
Added a separate **Growth Item, Upgrade Orbs** and **Treasure Compass** to Items
Added/created a few non-canon Natural Treasures
Added **Self-Insert** and **Annoying Relatives** Drawbacks
Added **The Wars to Come** to Scenarios