

Emperor Domination

The Nine Worlds



Welcome to the world of Emperor Dominion, a verse divided into 9 worlds once linked together and connected but now separate. 3000 years ago the Heavens Will was broken apart by the Black Dragon King and the Difficult Dao Era began that's right i said Era you see, history in this world is divided into eras and a certain number of era's make an epoch nad at the end of an epoch all beings are destroyed and a new epoch is born with new races and new cultivation systems. At the beginning of this epoch a young boy named Li Qiye named so as he cried for 7 days and nights has his soul taken and implanted into the immortal Dark Crow and sent to wander across the Nine Worlds. Eventually, the Crow becomes a legend; a teacher, warrior, butcher known throughout the Nine Worlds. You arrive in this world at exactly the moment Li Qiye regains his original human body.

+1000 CP

Location

You Can Decide Which Location You End Up In Within The Nine Worlds (barring drawbacks)

Origins

Choose your age and gender (barring drawbacks)

Mortal: Nothing much to say really, you are a mortal, a member of the lowest class among all the Nine Worlds. One of the masses that make up the majority of the population in this verse not that anyone really cares.

Drop-In: You wake up with nothing but the clothes on your back and the knowledge on your head. You have no family, no friends, no nothing. The worlds are your oysters, do with them what you will.

Dark Hand: Maybe you just had to grow up faster than others, or maybe you are a reincarnation of an Old Monster who was able to defy the Heavens. Either way, you are much older than your outer facade suggests and this shows in the way you walk, talk and act. You could be laughing and talking with a cultivator like you were family while at the same time planning their utter destruction all without giving anything away. You are not the shining stars to the worlds, you are the Dark Hand behind the curtains, the knife in the shadows.

General Perks

Cultivation (Free): Cultivation in this setting works differently than you would expect in your past adventures; see in the Nine Worlds cultivators absorb Worldly Energy to raise their cultivation level. The more energy, the stronger their True Fate; the stronger the True Fate the stronger the Dao Foundation; the stronger the Foundation, the stronger the cultivation level.

However, this is more complicated than it sounds. You see every person has a physique, life wheel, and fate palace. The physique affects one's physical strength, the life wheel indicates longevity, and the fate palace shows one's innate talent for cultivation.

Each of these three aspects are split into six stages going from Mortal at the bottom, to Houtian then Xiantian, King, Saint & Immortal.

The Physique contains a being's life force without it there is no life, the life wheel determines the strength of a being's blood energy and longevity the wheel is located inside the body and takes the form of a continuously splinting light which only the cultivator could see the wheel can appear behind the cultivator's head once they reach a stage cultivation stage. The stages of the three aspects are determined by the Heavens and barring physique they cannot be changed. The exact stage of each aspect is also not always the same e.g. a cultivator can be born with a Saint life wheel but they may have a King Physique and a Xiantian Physique.

All of them are extremely important for cultivation the physique determines the bones and muscular structure, the life wheel deals with blood energy and the fate palace indicates innate aptitude and natural enlightenment e.g. a cultivator with a Saint life wheel has as much blood energy as there is sand in the desert and when coupled with an appropriate life wheel method the speed would be further increased. The fate palace is the home of the True Fate (basically your soul). The fate palace is stored in the Shang Dantian located on the top of the forehead and is home to the four symbols: the pillar, tree, springs and cauldron of life. Before cultivation begins the palace is closed and souls are at rest to begin one must knock on the palace to wake the spirits in order to channel their power to start cultivation.

As you no doubt noticed I mentioned life wheel method you see as there are three different aspects to cultivation a cultivator must utilise three different methods one for life wheel, one for fate palace and one for physique the latter however is unique you see as I mentioned above the physique can be improved and this is done by cultivating higher stage methods e.g. a king physique can be cultivated using a king physique method even though the cultivator has a xiantian physique.

No one in this world could be born with an Immortal Physique.

There was a widespread saying in this verse: The Physique grows one's Blood, the Blood feeds one's Life Wheel, the Life Wheel strengthens one's Fate Palace, the Fate Palace, in turn, helps strengthen one's Life Wheel, the Life Wheel, then, supplements one's Blood, the Blood augments one's Physique, and the Physique, then, protects one's Fate Palace. Physique, Life Wheel, and Fate Palace; these three existences have always benefited and synergized with each other. One could not be missing from any of these. A strong Physique allowed the blood energy to be strong. The strong blood energy would prolong the lifespan, the longer the lifespan, the stronger the Fate Palace would be, and a formidable Fate Palace allowed the cultivator to obtain an even stronger Physique. The Fate Palace also lent its power to the Life Wheel. The Life Wheel would create Longevity Blood, the Longevity Blood would strengthen the Physique, and then the stronger Physique can protect the Fate Palace.

However, no matter how this works, all three are dependent on one's blood energy. If a cultivator's rank was too high, a weaker blood energy would not be able to support his formidable Physique, Life Wheel, and Fate Palace; thus, there is a need for the blood energy to become Longevity Blood.

A few last things, barring one exception, no one has been born with an Immortal stage life wheel, fate palace & physique and if someone is, they will die as the Villainous Heavens will never allow it. However, an Immortal Physique can be cultivated utilising Immortal Physique laws.

The second thing is that you start this jump with the King aptitude life wheel, fate palace & physique.

Aptitude (Varies): As I stated above, there are six different aptitudes in this world and it would not be kind of me if I didn't give you a chance to advance yours.

How this works is simple: to advance from King to Saint requires **200 CP** to advance from Saint to Immortal requires **300 CP** so to reach Immortal 500 CP must be paid but I should make one thing clear: the purchase to Immortal only applies to Life Wheel and Fate Palace.

For Immortal Physique how this works is that to reach **Minor Completion** you must pay **200 to reach Saint and an extra 300 to reach Minor**, to reach **Half Completion 200 must be paid to reach Saint and 500 to reach Half** & to reach **Grand Completion 200 to reach Saint and 600 to reach Grand**. For those worried your physique will be affected don't worry due to the power of CP your physique will be absolutely perfect with no limits or problems whatsoever and your physique devil will be 100% destroyed. As for blood energy your Benefactor will take care of it until your blood energy is able to handle your physique.

For those who have purchased the Dark Crow perk, the physique purchases are discounted. Also, those who purchase more than one Immortal Physique the purchases after the first are discounted. For those who have both Dark Crow and purchase more than one physique, the physique is double-discounted.

If the prices for Immortal are too expensive for your taste then I will offer something else to you and that is a Primordial Body containing a Primordial Physique, Life Wheel & Fate Palace greater than Saint but weaker than an Immortal for the low price of **700 CP**. I know this might seem cheap but if you take this you cannot purchase an Immortal Fate Palace & Life Wheel but you can purchase an Immortal Physique.

For those who have read the book you know how good this is but for those who haven't this **Primordial Body** refines the entire body of the cultivator to something that possesses no blemishes and their bones and muscles become priceless treasures that can be utilised with endless potential. The Fate Palace will be filled with endless primordial chaos, the energy that existed before the beginning of creation, the origin source so to speak, the main palace will be refined, becoming something akin to that crafted by the Gods.

As for the Dao Foundation that is somewhat complicated you see the only other individual who will come to possess this gained it while he was cultivating and this further refined his foundation causing it to head toward a Natural Foundation something formed by the world itself and that was because he was already working toward a perfect foundation before hand. However as you are gaining this before cultivating this will work to enhance your foundation as you improve but this will not gain you a perfect blemish free foundation unless you work toward it (even if you work toward a perfect foundation there will still be blemishes this body will then refine that 'perfect' foundation to becoming one that is actually perfect).

There is also a few other things, as you will learn once a certain cultivation stage is reached a foundation based on whatever cultivation method you are using is created e.g. if you utilise a Kun Peng Emperor merit law a Kun Peng is created in the Fate Palace that foundation will be affected by the primordial chaos and evolve e.g. the Kun Peng will turn into a Primordial Kun Peng.

Btw, all your Fate Palaces will be filled with primordial chaos and due to the chaos no one will be able to see your cultivation level.

Purity (50 CP): Unlike the vast majority of xianxia novels within the setting of Emperor Domination, bloodline within the human race means nothing (barring the Tenth World but that's for later). But it doesn't mean that you can't still desire such pedigree if for nothing else than for just appearances. That is why I'm giving you this a once in a lifetime bloodline

change and refinement polishing your bloodline to beyond even the level of an Imperial Prince (A Son of an Immortal Emperor) marking it equal to the bloodline of Li Qiye AFTER his blood had been refined multiple times by the Worldly Primal Liquid (That's how he got the Primordial Body), and numerous immortal items and after he had refined the true blood of the Blood Race's Progenitor and three Immortal Emperor's from the Blood-Devil Tribe. Post-Jump, your bloodline will always be at this level regardless of your race.

Reinforcement (100 CP): How is this possible? How is it that your sea of memories has been reinforced by Immortal Emperor's and even the Black Dragon King himself. Do you know what this means? Having your sea of memories reinforced means that no one can look into your memories without being suppressed by the reinforcement laid down by those unimaginable figures; this means no one can read your memories, not even Immortal Emperors. This suppression works by unleashing immortal light on those who try to read your memories and under that light the individual cannot move and is under your mercy.

Fairy (100/200 CP): One thing that seems to be almost universal in all cultivation novels is that everyone is incredibly attractive and only becomes more so the stronger they become. If you weren't already, you are now incredibly attractive, depending on the price you pay but either way no one can say anything negative about you now.

For **100 CP**, your entire body has been enhanced to become something akin to a masterpiece painting, a beauty capable of causing the downfall of nations; a beauty that can cause minds to sway and souls to go crazy. This changes not just your face but your entire body which has been upgraded to the pinnacle of what a mortal can become and this shows in the artwork which is your body every part of it is perfection (**If not obvious this kind of acts like a body-mod and changes your physique to whatever you want so if e.g. you want an eight pack and actual muscles go ahead etc**) this also changes your natural scent and voice as for some reason cultivators possess nice-smelling natural scent and voices that can drive others crazy.

For **200 CP**, your beauty goes even further, obtaining looks on par with Fairy herself who was said to be so good looking that the word beauty was not enough to describe her and words failed to convey the sight of her. It was said that she was matchless and possessed a profound and immaculate gaze that stole the light from the celestials in the sky causing them to be too ashamed to show themselves. This is the type of beauty you now possess, your figure is also similarly enhanced and to call it out of this world wouldn't be a stretch.

Daoheart (100/200 CP): The single most important thing in cultivation isn't talent or resources it is will. The Will to handle everything and anything, a Will that can handle even the universe crashing down around them, a Will that is unshakable. In this generation and the ones preceding it that has been only one with a Daoheart that can said to be eternal and indestructible immune to all laws, a heart that can handle torture for entire generations and

even the life of an immortal with ease and that is the Dark Crow. However, with your arrival that has now changed and another equal in heart to him has descended onto this world if not obvious: that is you. You possess a Daoheart and will, equal to and maybe even superior to Li Qiye, sharpened and refined by his millions of years of life and untold number of hardships, a peerless, unchanging Daoheart.

For an additional **100 CP**, now on top of a never-ending will, you now also possess a changeable Dao Heart allowing you to convert your heart from one form to another, epitomising the phrase one thought to become a Buddha and another to become a Devil.

Nirvana Heavens (100 CP): During 3 different stages of cultivation, a cultivator can gain the chance to build additional Fate Palaces within the meridian for a maximum of twelve. While it sounds simple the process itself is not an easy matter with those having twelve palaces being essentially non-existent since ancient times. In fact, a cultivator with three palaces is considered extraordinary, six being a genius and nine being a genius as high as the Heavens.

After the twelfth palace is formed, the meridian upon which they sit becomes dried up meaning that another palace cannot be opened up and as such twelve is the limit for every cultivator. However, in the near future there will come a being who will one day open a 13th palace, becoming the one and only individual to form a Heaven beyond the Heavens.

But I find that to be unfair so me and your Benefactor decided to give you this perk. What it does is energise your meridian, providing it enough power or moisture or whatever you want to call it so that it can open 13 palaces. Now, this doesn't mean you will, it all depends on you, this just gives you a chance. Also, as I am kind when you open the 13th palace no tribulation will come for you or to be more precise me and your Benefactor will deal with it for you.

One last thing, having 13 palaces bestows unlimited possibilities onto the cultivator. Trust me, having 13 palaces gives you a lot of benefits.

If 13 is not enough however then you can purchase this more than once and again any tribulations that would occur will be dealt with and your palaces will be perfect. Though be warned there has never been a canonical example of a palace beyond 13 so fanwank.

Autumn (200 CP): A unique bloodline one I did not know existed within humanity, how curious that it has chosen to awaken within you. Anyways, this bloodline is commonly found within the denizens of the World Tree, a rare spatial bloodline that bestows an unparalleled advantage in the comprehension of space, in other words a bloodline that makes the bearer a genius with regards to space. The curious aspect is that there is only one other individual present in the Nine Worlds who possesses this and he is not human.

Immortal Bones (200/400 CP): A blessing both extremely unique and extremely rare in this world. There exist many different forms of this blessing but the one you have been

gifted with is quite infamous in this day and age and that is the Immortal Soulbone. The abilities of this bone are few but are incredibly powerful, the most famous and well known being that with this bone the wearer can deduce everything in this world, with one look; all things can be laid bare and complexity can turn into simplicity. The second ability is the creation of a petrifying light that not even Heavenly Kings can fight against. Also, if not obvious, your bone is equal to Mey Suyao's after she returned to the origin and comprehended the bone itself.

Of course, if the soulbone alone is not enough to sate you than for **400 CP** you also gain an Immortal Skeleton an entire skeleton of immortal bones on top of the Soulbone what this skeleton is actually capable of is unknown but the last being blessed with this fortune was said to have been invincible from birth and had swept through the Nine Worlds unimpeded and it took the infamous Dark Crow himself having to personally intervene for this being to be killed. (Don't worry it was because he was of the Ancient Ming, not because of the skeleton itself).

Natural (300 CP/100 CP For Primordial Body): I don't want to waste too many words so to keep it short this perk passively refines your Dao Foundation to make it equal to a Natural Dao Foundation. As soon as you enter a new cultivation level or go up different stages within the same level this perk will refine your foundation to perfection and equalling a natural one meaning that you no longer have to spend any time refining your foundation to deal with and prevent any flaws, blemishes or imperfections occurring due to you moving too quickly. Basically, this makes sure your Dao Foundation will always be polished and refined to perfection and have nothing wrong with it and it will equal a natural foundation.

Divine Reflection (400 CP): The innate ability of the Charming Spirits their gift from the Heavens to it's favoured children. This ability is the source of the Charming Spirits prestige and origin of their moniker Favoured Children of the Heavens. It is this ability that has allowed the Charming Spirits to rise as far as they have. With this they can comprehend the Dao and understand the void, they can examine the changes of nature and sense Heaven & Earth! Just imagine it when cultivating they did not need to learn the profundities of the Dao as they had the reflection. With it, any complex and profound merit law (these are techniques and cultivation methods) would become simple allowing them to cultivate any law.

Of course, as a unique talent is varies from one individual to the next with their being only Charming Spirit that is said to have cultivated the reflection past the limit, it is said that with his Divine Reflection he could derive and calculate everything and see through both the past and future, gazing into the mysteries of the world and you possess that reflection.

Normally, this manifests as either a mirror, black abyss or a full moon behind the user but you can decide for it to just be a unique ability of yours and have no manifestation. If taken with Immortal Bone then you can decide to merge it with that and have this ability be the

work of the bone. Also, you can decide for this to be passive as in always on and there being no off switch or active where you can activate and deactivate it.

Nirvana Genesis (400 CP): I have got to ask how is it that all of these bloodlines are cropping up inside you I mean you are 100% human with no other species blood within you and yet all these bloodline from the other myriad races are making themselves known within you it should be impossible. For example, this bloodline isn't one native to humanity but is the Treant race's most unique and oldest bloodline, too old for any records. This bloodline has existed since the olden days and is known only to a few.

Hm.. you want to know what the bloodline can do? Oh well I guess I'll explain to you. This bloodline's exact capabilities is unknown but what has been shown is that this bloodline allows the bearer to summon plants without any need for blood energy, worldly energy and the like and the plants and vegetation are not illusions or copies but actual living existences. Also, these plants can be summoned wherever the bloodline bearer desires and the type of plant summoned is also at the bearer's mercy. What else This is capable of is unknown but one of the oldest existing bloodlines would not be weak.

You begin with your bloodline fully awakened and it will take time for you to fully digest everything that comes with that.

Also, as a by-product of your bloodline flowers will blossom and fresh grass will spring up wherever you walk, your bloodline creating them out of thin air though if you want this can come with a toggle.

Rebirth (600 CP): I wonder, do you know what it is that you seek, what this means to the world, how many have sacrificed blood, sweat and millions of years to try to reach what you have stumbled upon? Do you? This is a secret known to only one race in this epoch, for millions of years invincible existence have researched this but have come nowhere close to its truest form no one has barring you. This is the secret of rebirth by fire known only to the Phoenix race; with it you can now be reborn forever, allowing for eternal reincarnation and permanent immortality. Death and age are now of the past whenever you are dying regardless of the reason you can choose to burst into flames and be reborn younger and fully healed. However, be warned this does not stop you from aging just allows you to be reborn. FYI, this does not affect your cultivation level. This does not change your race unless you want it to but be warned this is a one time racial change.

Villainous Heavens (800 CP): Creation is a matter for the High Heavens, a path that has never been completed and to this day has never been achieved. The only one who had the courage to walk the path that the Heavens forbade never reached the peak before the Heavens struck so why, why do you still live; how is it that the Heavens have allowed your existence even after you have taken their domain, after you learned how to create life. Within your mind and body rests the power and knowledge to bring life into being, Treants, Sea Demons, Charming Spirits, Phoenixes etc the knowledge and power to bring all the

racers of this epoch into being rests within you and with time, practise and experimentation you could even create your own custom race/s. Of course, creation of life is not just limited to organic matter with just a touch you can give life to inanimate objects e.g. you could turn a phoenix statue into a real phoenix.

One last thing, this creation does not require any materials from you with simply a thought and the power you took from the Heavens you can bring anything into being. This also comes with the ability to simply with a look perceive and deduce everything about a race from their inborn abilities, to their strengths, to their weaknesses everything about them is an open book to you and with just that one look you can create them and yes you can create souls.

Dark Crow (1000/1600 CP): Say what you want about Li Qiye you cannot deny the knowledge he possesses, the sheer quantity and quality of the knowledge cannot fully be put into words. To try to put this into perspective, in the entire 10 worlds there is very little he does not know from merit laws and techniques to grand daos, to ancient history, to the location of priceless artefacts etc he knows basically everything there is to know in the entirety for this epoch and probably knows a lot more that he hasn't shown.

For **1000 CP**, you gain all the information and memories Li Qiye possessed at the time he regained his body and I mean everything, every memory he had you now have as well as any practical experience e.g. alchemy and flame control. You also contain all the laws present in his sea of memories that he uses to verify his identity. This includes the Physique scripture and the technique he created to form more than one inner physique. When I say everything I mean everything.

For **1600 CP**, you gain everything he knows and all the memories he had when he left the Nine Worlds for the Tenth. This includes the Space & Death Scripture.

Regardless of the purchase you pick, you also gain his 'profound gaze' and perfect memory and instant perfect recall. Also, when it says that knowledge he had I mean even the knowledge he erased from his mind all of it, it's all there. Post-Jump, you will always possess the same quantity and quality of knowledge you possess in this world. This doesn't mean the info you possess disappears, more is just added.

Mortal

Matchless (100 CP): Power isn't the ability to move the Nine Heavens & Ten Earths but is the ability to survive around such individuals. Taking such a lesson to heart you travelled far and knelt at the feet of a true master Little Autumn himself. From your lips drip words as warm as honey and thick as syrup able to leave even the most paranoid and experienced satisfied and comfortable. From your behaviour and actions even the most violent and aggressive of cultivators look upon you with favour and mercy. Your skill with such an art is so that those who you brown nose up to are more lenient than would otherwise be excusing blunders and mistakes that would otherwise remove heads as if they cannot bear to part with such a capable toadie and are afraid they would never again hear such wondrous words part from your lips.

Sacred Teacher (200 CP): Behind every great Emperor is an even greater Teacher, one who takes raw potential and turns it into something more. Of course, finding such a teacher is easier said than done with the majority of Emperor's meeting their famed instructor through sheer luck. But sometimes that's all you need, that is with you as you seem to come across instructor after instructor all willing to take you under their wing and teach you everything they know as soon as one is done another appears as if creation itself cannot bear the sight of you alone.

Silver Tongued (400 CP): Do tell me the truth, are you the reincarnation of Fei Yang? I ask as no other mouth could lotus flowers spew from and could black turn to white. Only from one such mouth could the Buddhist Funeral Plateau be swindled and entire kingdoms tricked. Only from one such being could there come such articulate speech that could turn right from wrong and change the colour of the sky, that could make even the most savvy of beings wash their feet with water and then drink it. But oh well if you say you are not then you are not.

Fate (600 CP): Nothing is fair in this world. Some are born with a once in a lifetime talent, others with a cunning never before seen and few are born with wealth and privilege most could never fathom. You do not possess any of that but what you do have above everything else is luck at least in the field of finding treasures.

You could dig up King and Saint level medicines every few weeks, come across Emperor level Treasures every 3-4 months, opportunities that could allow your cultivation to rise in leaps and bounds would appear every few years and finding one of the lost Grand Nine Scriptures or Treasures well that's a once a jump events. When it comes to treasures that require fortune to acquire, e.g. those in the Bonesea, your luck ensures that they come to you as if you were the North Pole to their south.

Drop-In

Outsider (100 CP): A True Fate Oath is the most serious of paths once sworn it will follow a cultivator for the rest of their lives if a cultivator were to break such an oath their inner Demon would rise and consume them whole. But is it fair or wise to be beholden to rules in worlds that you do not belong to? I mean you can spend only 10 years in this world so why even after are you bound to such trivial things such as oaths. That is why I have bestowed such a gift upon you making you unable to be bound or even affected by any oath taken willingly or otherwise regardless of the power, source and origin of the oath. My gift to you.

Time Heals All (200 CP): Cultivators regardless of power can easily be wretched back into the world of Mortals by others. This process is called crippling whereby a cultivator's Life Wheel is pierced and their Fate Palace is shattered and if they survived then they would forever be unable to cultivate again. However, that fate is everyone barring you as such injuries always heal in time the greater the severity the longer the time required. If e.g. your Life Wheel is pierced and your Fate Palace is shattered within a year, they would be fully healed and you could once again cultivate. Post-jump, any injuries or wounds or curses that would normally leave you injured or crippled or cursed forever their effect will always wash away with time.

Dharma (400 CP/Discount To Dark Crow): Whether due to a need for peace or an unfortunate interaction with the monks of Nalanda you converted to the path of Dharma and forsook all worldly connections at least that is what the rest of the world believes you see unlike others you have retained who you once were. By reading all the Buddhist scriptures in the world your Dharma and Buddhist Heart was refined and strengthened and you emerged not a Buddhist Lord but Buddha himself. Your Buddhist affinity is such that with your mere presence you could turn millions toward the path of Dharma regardless of the strength of their Dao Hearts even the infamous Dark Crow himself would have to exert effort to remain who he is in your presence. Of course, the title of Buddha is not just indicative of the strength of your affinity and heart but your knowledge of the Buddhist scripture that knows no equal you could beat all the monks of the Nalanda Temple lords and masters in their own right with ease. Now, the true power of a Buddhist comes from the scriptures but the power of the Buddhist Sea which is connected to the Plateau and if a Buddhist were to stray out of it they would simply be a defenceless mortal so you have been bestowed your version of the sea which you now carry with you equal in power to the canon version and unable to ever be affected or run out. Post-Jump, the more you recruit to Buddhist the more powerful the Buddhist Sea becomes.

Mortal (600 CP): One thing that many forget is that in this world there exist not just cultivators but mortals as well. Most of the time they just live their lives children in the

shadows of Gods and most of the time it is always mortals who are hurt the most either a passing cultivator catches sight of your wife and take her for himself or the sect who rules your home decides to mass sacrifice every mortal regardless of the exact situation it's always mortals who are at the mercy of cultivators. So being the merciful entity that I am, I have bestowed this upon you. What it does is simple: it allows you to live an ordinary life while being ignored by others. It's exact mechanics work like this: you stay out the cultivators' way they ignore you e.g. if cultivators were going to sacrifice every mortal in their kingdom they will ignore you so long as you avoid them what that means is so long as you do not try to actually fight them or if you somehow were to end up in a fight both or all the participants would not notice you so long as you stayed away or tried to escape. This can also be used as a shroud to protect those around you as well.

Dark Hand

Quick Look (100 CP): In this world and others no one is whatever they appear to be and sometimes whether through naivety or skilled deception you will end up trusting the wrong person and paying for it everyone does in the end. But you aren't just everyone, are you I mean most people aren't Omniverse travelers are they so why should you be like everyone else and commit the same mistakes. With this, you can now see through others not in the x-ray vision way but in who they truly are. With just a glance you know the type of character, the type of person they truly are.

Bold Touch (200 CP): I know that he has experience and everything but come on seriously how is it that Li Qiye manages to get the girls to like him I mean he insults them constantly but somehow he manages to end up on their laps with them feeding him grapes I mean come on! Why can't you get some of that? I mean you have all these powers and everything so why can't you ever manage to do that. So me and well just me actually decided to give you this what 'this' actually is, is Li Qiye's lessons on just how to attract your desired gender with actual relative ease, everything from how to behave, to what to say, to how to say it when I say everything I mean everything. Everything that Li Qiye used to attract his sword maids now and in the past you now possess. Obviously this changes based on your preferred gender/s.

Never Outgunned (400 CP): To keep this short and sweet, this perk basically makes it that when you are fighting against multiple opponents so long as you can beat them one on one you can beat them all with no problem.

Behind The Curtain (600 CP): One thing that pisses me off about cultivation worlds is the constant backstabbing and puppeteering that goes on just to gain power and influence that in a world of cultivation really shouldn't matter. While i hate to give this to you i would rather you stand a chance in the viper pit you are entering so i am going to give you this; an unmatched ability to scheme, plot, puppeteer and manipulate others with this, you can now see to the heart of every action, plan long complex strategies and campaigns that could cover the all the nine worlds taking into account all the forces, treasures, resources involved etc perfectly, orchestrate millenia long plans that could have all of existence eating out of your plan with no one being the wiser to what you are doing. You are in essence equal to the Hand Behind The Curtain and given the chance you could quite literally control the development of all nine worlds in whatever way you desire. Comes with a free master actor add-on.

Items

All The Items Below Can Be The Originals If You Desire Though That Might Change The Story In Some Cases.

For Items Upto & Including 600 CP Jumpers Can Choose ONE To Get For Free. As For Items, Barring 800/900 CP Items You Can Discount 2 Items For 800/900 You Can Discount Only One.

Refined Jades (50 CP): The currency of this world, refined jades are formed by the natural spiritual power of the Heaven & Earth the primary use of these jades barring currency is for operation of gateway in order to transverse distances the distance travelled determined by the quantity and quality of the refined jades. There are several different grades of refined jades starting from Ancient Saint and going to Immortal Emperor with the value of the jade rising as you go up grades so 1000 Immortal Emperor refined jades are worth a lot more than 1000 Virtuous Paragon refined jades. You get per purchase ten million Immortal Emperor refined jades. As you are also paying CP, the jades will change in areas where the currency is different so they will always be useful. It recharges at the start of every month.

Ghost Ancestral Key (50 CP): It is said that in an ancient era the progenitor of the Ghost Race left behind a key that could unlock the secrets of his race's origin. If the name isn't a good enough clue then this item is that key. As it has no other usage than it's link to the Ghost Ancestral Tree I'm selling it at 50 CP.

Delicacies Of The Nine Worlds (50 CP): Self-explanatory this includes drinks as well.

Serpent Punishing Stick (100 CP): An obsidian wooden stick measuring exactly one metre. This stick is not a treasure nor divine artefact but is a branch grown from a tree in the Ghost Forest and basked by a demonic aura as a result the stick has gained 2 unique characteristics; one is that it is indestructible and the second is that no matter how many times a person is struck by this stick they will not die from it's blows. It is a stick meant specifically for punishing and teaching and as a matter of fact this stick has been used with great effect to discipline many Immortal Emperors when they were just beginning.

Six-Dao Lotus (100 CP): An existence that is stainless and without defect, heavenly supreme and sacredly unparalleled, this is an item that is perfect with the Void Imperfection physique.

Young Leaves Of The World Tree (100 CP): Self-explanatory, you have 3 what they actually do is unknown.

Ancient Order (200 CP): Utilised by the MC to enter the Cleansing Incense Sect, this order represents the founder of the sect you wish to enter with it; the holder can request anything from that sect and the sect must comply. So long as you show this order they will always comply and how exactly you acquired this will not enter their minds.

Villa (200 CP): On a solitary peak there lies your very own, the size of the villa is 36,000 square metres. This villa is always stocked full of food and the like and will always remain clean no matter what, whether or not you have any staff in the villa is up to you. The most important part of the villa is beneath the peak lies a vein that contains and radiates limitless amounts of worldly essence, this essence on the peak is so thick that even a person with the worst talents would be able to feel its thickness and for those with actual talent if they could cultivate and absorb the essence here for one year it would be equivalent to cultivating outside for a hundred years. Finally, the essence contained here is extremely pure and refined, equal to the alchemy garden in the Prime Ominous Grave, meaning that you can use the essence on the peak to refine your Dao Foundation and True Fate. Also, if you somehow manage to absorb directly from the vein don't worry the vein will recharge instantly it will never run out.

Jiu Lu Longevity Wheel (200 CP): A wheel made from the life rings of a Jiu Lu Longevity beast which has inherited the strength of the beast. When used to feed your life essence, this wheel will purify your blood force.

Mysterious Ancient Pagoda (200 CP): A stone pagoda that is said to be able to lock the grand Dao high above and suppress all evils below.

Devil Switch (200 CP): To keep this short, this item during the time of the minor physique tribulation will take control of the physique devil and allow the cultivator to turn into and utilise its power.

Nightsoul Aqua (200 CP): Normally useful only for Ghost tribe cultivators, this water has been retrofitted to work for anyone. What it does is simply it strengthens the True Fate.

Goldfield Coffin (200 CP): This coffin weakens the erosion of time to its lowest level allowing one who is nearest to death to live for tens if not hundreds of millions years with no issue.

Refined Blood (200 CP): The treasure blood refined from the longevity blood of three Immortal emperors. Apparently incredibly nutritious and delicious.

Primordial Pagoda (200 CP): A pagoda that can increase your weight several times when taken with Alacrity Shuttle, this can increase one's battle prowess a hundredfold over.

Mortal Tears (200 CP): One of the few things that even the Heavens cannot violate. These are the tears of countless mortals, the love and sympathy for all lives, something the Heavens cannot change. This was used by Li Qiye during the life renewal of the Peacock Treefather and was helpful in defending against the Heavens Punishment.

Alacrity Shuttle (300 CP): Two flying shuttles that can increase the wielder's speed dozens of times over.

Roaming Dragon (300 CP): A rare Foreign Dao Treasure, this was not created by cultivators but was instead a golden dragon that died and sank into the ocean. The dragon's muscles combined with the primordial metal under the sea and was groomed by the essence of the grand ocean before finally being refined by Heaven and Earth to turn it into the golden dragon.

Frost Dragon Sword (300 CP): Formed using the Dao Bones of a 2,300,000 year old Godly Frost Dragon, this blade possesses the power of the Frost Dragon and is engraved with a murderous power. This still has the potential to be recast as it is not yet imprinted with a merit law.

Fragmented Realm Spatial Disk (300 CP): One of the keys to the Space Scripture, the moment this treasure comes into being it can immediately banish its targets to a fragmented realm and trap them inside. However, until the treasure has banished its targets it cannot be used again.

Golden Willow Crest (300 CP): A hat made from the golden willow branches weaves together this is a natural creation, not something crafted. If you consider this as a weapon then it will be a weapon, if you want it to be a scripture then it is a scripture; if you think it is a supreme manual to study then let it be a supreme manual.

Divine Steeldemons (300 CP): Well calling Demons is a misnomer to be more accurate they are extremely poisonous creatures as well a type of ferocious beast. Their bodies are as tough as steel and moreover they are coated with a layer of extremely powerful toxin which even Heavenly King would not be able to repel. They are also incredibly fast and their arms are like sabers the moment they attack they utilise saber arts which could kill ordinary kings with ease and that is with just one. Four of them together is something else entirely, you see, they can link their consciousness together so that they can bring forth the perfect offence and defence under which even an ordinary Virtuous Paragon would be harmed. You get four of them.

Four Great Creations (300 CP For AVR & PC/ 50 CP for LO & EL):

- **Ancient Void Rune:** One of the four secret creations, this is an ancient rune engraved upon the pillar of life of your Master Palace. The usages of this rune are many but only a few so far have been shown. One is the ability to devour lightning no matter how powerful it may be from random strikes across the sky to tribulations sent by Old Villainous Heavens however, there is a limit on the amount of lightning one can absorb before it damages your body but it's a high quantity before the limit is reached and if the lightning possesses curses within it that too can be refined by the rune. The second ability is that the rune can refine the lifeblood of others as well. Basically, everything that the canon rune can do yours does as well. (You can choose for this to be the canon version).

Primal Chapter: The second of the four secret creations, this chapter is imprinted on the cauldron of life. This chapter is not just the second part of the system; it is also the origin of the Blood Race's merit laws; all of their laws have come from this chapter. But the most important part of the chapter is that it can forcefully absorb others' lifeblood and enhances the cauldron of life. Again like the AVR this is exactly the same as the canon version.

- **Life Origination:** No idea what this can do so it's cheap.
- **Epoch Life:** No idea what this can do so it's cheap.

Tetra-War Stone Protectors (400 CP): Taken from the Bi'an Beastworld by the Dark Crow, these 4 golems stand at one hundred metres tall and possess power great enough to stand against and beat even Heavenly Kings. Each of these statues can travel and elongate any part of themselves millions of miles in an instant and so long as their master is in the same world as them these protectors will always hear and obey them, distance be damned. If not obvious, you are that master.

Karmic Flame Scissors (400 CP): A pair of scissors not crafted from divine steel nor treasure metals, but from two divine flames created by universal laws. In the past, Immortal Hao Hai was lucky to obtain this treasure and now so are you. You see, these scissors are not special because of attack power or defence but because these scissors are the only way for someone to pluck leaves from the World Tree without being struck by lightning.

Terra Root (400 CP): During the era of the Ancient Ming a land gave birth to five existences, one the master, the others the servants, the master was formed from this Terra's Root and the other four from the rivers and mountains. As they were created by the Heavens they were invincible and so created their own citadel. Unfortunately they did not cherish their future and as such joined the Ancient Ming. Eventually, the five were destroyed by the Dark Crow for their betrayal of humanity and this root was sealed forever

more. Within your possession now is a copy (or the original) of the root that somehow made its way into your possession. Now, this is stored inside your warehouse but once you reach a certain level in cultivation you can form a domain with your Fate Palaces and embed it into their free of charge and hassle so no refinement is needed for you. Anyways, what this root does is that when implanted into the world it can immediately begin siphoning all the worldly essence around and keep it within itself allowing you to store it for later use the root btw can hold a limitless amount.

Yes, if you take the villa you can absorb the limitless energy there and store it.

Key (400 CP): Key to what I hear you ask, well everything this key can open everything no matter what so I of as you require a key to open it this can do it e.g. prime ominous grave. This also changes your bloodline or race in cases where a certain bloodline is required; however, if something requires a certain universal law to pen this won't work.

Golden Core (400 CP): As the name puts it, this is a core of a Golden Crow, an object which can illuminate an entire world or be the genesis of a new generation of life. The exact applications of this sun aren't known but this core can be absorbed by one who possesses the Extreme Yang Immortal Physique enhancing the power of the physique.

Bone Shuttle (400 CP): A shuttle-like supreme treasure belonging to the Lord Of The Bonesea, this shuttle is one of the only objects that can travel in the Bonesea. Due to its origin, within the Bonesea its speed is unmatched and it can travel anywhere in the Bnesea with no restriction. Of course, it isn't omnipotent and will suffer damage if you stay in certain forbidden zones for a long time but don't worry it will recover completely in time even if completely destroyed.

Myriad Heavenly Cauldron (400 CP): The supreme furnace throughout the ages, this is the Myriad Heavenly Cauldron, a furnace that has consumed every treasure in the nine worlds, consumed all flames and experienced countless lightning tribulations. This is the single greatest cauldron one can use for Alchemy. However, this cauldron is not at its full potential; it still needs to refine the essence in its body in order to harmonise the medicinal trove inside it.

Dual Blades (500 CP): The former possessions of Immortal Emperor Min Ren and treasured mementos of his past. These blades are not treasures in fact they are two normal dual blades made of steel however they can cut through the weapons of Royal Nobles and Enlightened Beings with as much difficulty as slicing through tofu. The source and origin of their miraculous power is that they are an Emperor's Possession you see even after cultivating and reaching the rank of Immortal Emperor Min Ren kept these blades with him and every time he remembered the past he would take out and caress these blades blessing them with his touch and grooming them with his blood energy and after a while these

blades even began to hold his consciousness and thoughts. Anyways, as a result of their origins these blades possess enough power that Heavenly Sovereign Life Treasures can be cut in half and Royal Nobles can be beheaded with a simple swipe. Finally, if the need ever arises these blades can be shattered and the emperor power contained within can be released into a single strike that can cut down even the sun and the moon.

Yin-Yang Sea Of Blood (500 CP): The ultimate longevity treasure. These two drops of blood pearl are the single greatest longevity treasure within the Nine Worlds each of them contain endless amounts of blood energy and it is said that the true heavenly power of this treasure is activated it would frighten the Heavens and shake the Earth and the blood would penetrate the nine firmaments and Gods and Demons would tremble.

Six-Dao Sword (500 CP): Refined by Heaven & Earth, this sword was formed from the Primordial Foundations of the Six Dao Lotus and the Evil Typha Tree from the ancient ages. As a result of its origin this sword contains the supreme grand Daos of both the Six Dao Lotus & the Evil Typha Tree along with the profound truths of the world. Due to its refinement it has also transcended the grand Dao boundaries of the Six Dao Lotus along with the Evil Typha Tree and so contains the mysteries of the Heavens and from this a being can peek and see into the grand Dao of the Heavens themselves. Power-wise, this sword is countless times stronger than a Virtuous Paragon life treasure.

Divine Cannon (500 CP): A mud cannon formerly belonging to Little Autumn, this cannon, unlike what you would expect, does not shoot out physical ammunition but instead a dark energy. Wherever the energy hits a black hole will emerge within the blink of an eye so e.g. if the energy hits someone a black hole will emerge where they are hit and the target is torn apart in a single breath even a Heavenly King and Sovereign would be torn apart within a second.

Devil Wine (500 CP): Before anyone gets any ideas you don't drink this but rather bathe in it, yes that's right you bathe in this you see, by soaking in this and letting your Dao heart out this wine will wash away the evil energy within. When it says evil energy it's more apt to say the evil thoughts and emotions that have accumulated within your Dao heart purifying it. You gain access to a pond full of this Devil wine, one enhanced beyond the canon version that can completely cleanse your heart to equal one that is truly pure and innocent like the heart of a newborn child. Even the Dao heart of the Dark Cora can be completely cleansed within these waters.

(Don't ask me the benefits of such a Dao heart, I don't know).

Alchemy Field (500/700 CP): I'm not going to waffle my way through this and am just going to tell you this straight for 500 CP you gain an alchemy field that is completely empty however, this field will contain limitless refined worldly energy exactly the same as the

alchemy field in the Prime Ominous Grave. For **700 CP**, this field will contain one of each type of medical plant, grass etc that exists in this world including Immortal Medicines. Within this field, time also runs quicker, aging the plants at a quicker rate.

Tetra-War Bronze Chariot (600 CP/Discount To Dark Crow): The personal chariot of the Dark Crow himself as he fought against Gods & Devils and punished Immortal Emperor's. This is a peerless treasure and to be truthful the actual power of this chariot has never been shown but with a single trample this chariot can easily break apart a five palace domain and leave a five palace Ancient Saint beaten and bloodied with a single kick (not even with 50% strength). This chariot is also one of the few vessels in the Nine Heavens & Ten Earths that can take one to the peak of the World Tree. Finally, at each side of the chariot there is a carving; a Coiling Dragon on the right, a Divine Phoenix on the left, a Qilin on the front and a White Tiger on the back at any time, these carvings can rush out of the chariot and attack who the master of the chariot desires.

Godslaying Dragon Cannon (600 CP): The former weapon of the Godslaying Night Corp, this cannon can shoot out a blazing ray that can travel so quickly that it could easily pierce the throat of a Godking in an instant. However, this Cannon can only shoot once before it is rendered useless for a time.

Imperial Dao Decapitators (600 CP): Four Decapitators able to kill immortals and devils, even the Heaven and Earth can fall prey to their sharpness whoever is in their cutting range will be in trouble and escape will be rendered virtually impossible.

Immortal Blood Spear (600 CP): Formerly the weapon of the Black Dragon King this weapon is the Immortal Blood Spear a peerless treasure that has massacred True Gods and even pierced through the neck of an Immortal Emperor this is an unparalleled, vicious weapon and does not pale in comparison against even Immortal Emperor True Weapons. Within this weapon lies its own grand Dao and by following it a being can stand at the apex and be able to kill Gods and Devils and if there are immortals in this world then they will be able to slay them.

Five Elements Immortal Armour (600 CP): An armour so ancient and powerful that not even Immortal Emperors would be able to acquire it. What exactly this armour can do hasn't actually been said so I have one thing to go on and that is even an Immortal Emperor True Treasure would not be able to break through the armour.

What the armour looks like however is something we have a lot of. First of all it's huge, half again the height of an ordinary man and decorated with bright colours. Within these colours are five strange images, a divine tree that towers into the sky, a flame that burns the air, an immense Earth that stretches far and wide, a vast oceans that span the horizon and an open treasure grove glistening with wealth.

Immortal Aqua (600 CP): Legendary immortal water. This water is incredibly valuable and if an Immortal Emperor were to hear it's name they would do everything in their power to acquire a bottle of this water. Unlike Myriad Star Water, any existence can handle this water.

Seven Styles (600 CP): The seven grand styles of the martial pavilion. These seven styles are said to be unstoppable and with them it is said the user can stop even Immortal Emperors. To call them the best technique in the Nine Worlds is an exaggeration but it isn't an exaggeration to state that these styles are more overdue and more scary than even Heaven's Will Secret Laws.

Myriad Star Water (600/700 CP): A material more precious than even Immortal Emperor Longevity Blood, this water is one of the most rare and sought after objects to exist in the Nine Worlds lusted after by Immortal Emperor's and Grand Completion Immortal Physiques alike with just a single drop being enough to cause an Immortal Emperor level war and you have your very own limitless spring. The actual main use of this water hasn't been explained but one of the side-uses of the water is its ability to break an Emperor Lock (the lock ties an Immortal Emperor weapon to its respective lineage and prevents another using it) something that is deemed impossible by the wider world. This also comes with containers able to suck in and store this water.

For an additional **100 CP**, your Myriad Star Water spring has been changed to one containing Pinnacle Life Water instead, an item of legend. It is said that to produce a single drop of this liquid one thousand drops of Myriad Star Water is needed. This water is the finest type of Myriad Star Water and even real immortal water would have a hard time comparing to it. It is supreme and with no equals.

Heaven Sealing Pentagate (700 CP): A series of 5 bronze doors each lined up to make a huge gate. This is the Heaven Sealing Pentagate, able to seal an entire realm and even a world itself. This Pentagate possesses enough power to seal for a short period of time even Virtuous Paragons carrying the weapon of an Immortal Emperor and if the moment ever arises the pentagram can unleash the pentadao timeless seal whereby five creatures jump out from each of the five doors and attack as one of is said that under this seal even Deities & Buddhas would have to halt their advance.

Yin-Yang Refining Immortal Mirror (700 CP): The defining treasure of the Middle Continent Ancient Kingdom this mirror produces an immortal light that can halt the attack of any Emperor Life Treasure, this mirror can also create a Yin Yang whirlpool to suck up treasures as well and seal them so as to prevent them being called back. Now, if that wasn't enough this mirror can also be used offensively as well with a single thought this treasure can spew out an immortal light that can pierce through anything even Immortal Emperor

life treasures. Finally, this mirror can release its ultimate attack: the Righteous Yang and Mysterious Yin Resplendent Break the unequalled attack of Immortal Emperor Fei Yang himself before it all are rendered helpless and even Virtuous Paragons would turn into ash.

The Three Vessels (700 CP/Free With Villainous Heavens Perk): From a derivation of the True Dao of Heaven and Earth, these three vessels were born. The vessel of life, the vessel of genesis and the vessel of athanasia. With the vessel of life you are granted the blood energy of billions, with the vessel of Genesis you can grant life to the dead and with the vessel of Athanasia all things become everlasting. You begin with an interpretation and basic understanding of all three vessels but with time and comprehension you can one day fervent these vessels and form an entirely new framework and maybe an entirely new system. But remember you must get them to work together not as independent entities.

Dao Sword (700 CP/Discount With Primal Chapter): The infamous sword belonging to the Blood Progenitor, this sword, unlike others, is not made up of physical matter but is a culmination of universal laws that have come together to form a sword. Befitting such an origin, this sword is THE BEST sword across the Nine Worlds eclipsing even the True Fate weapon of an Immortal Weapon it is not wrong to say that with TVs sword one can become invincible across the aeons. The sword when utilised to its full potential can release the Dao Decapitation the ultimate attack of the sword once used it can suppress and annihilate all other forces.

Sea God Trident (700 CP): The supreme divine artefact of the Sea Demons, those accepted by the Trident can become the Sea God the ruler of all Sea Demons. This trident's power is boundless and invincible and even more formidable than the true treasure of an Immortal Emperor; with it a Sea God can even put up a pretty good fight against an Immortal Emperor with a true treasure. Now, the trident picks the person and can leave them at any time it desires; however, it can now command the trident and even loan it out to a Sea Demon letting them become a Sea God. This can be the canon version and comes with no drawbacks or anything.

Reincarnation Nine Leaves (700 CP): A rare mine leaf plant that can allow for successful reincarnation. With one leaf, someone can reincarnate once with a 20% chance at success. However, the more leaves you use the less potent they are e.g. the first one is 20%, the next one will be reduced by half and so on.

Black Lightning (700 CP): The dark judgement of the Bonesea, this item allows you to release rays of black lightning as abundant as water in a foot with power more than enough to destroy everything in this world. Just one ray can easily kill an ordinary Godking and even deities would meet their end in this lightning, with rumours stating that only Immortal Emperors are able to make it out alive.

Pristine Worldly Metal (800 CP): Before there was Heaven & Earth, in its infancy stage, the universe's primordial chaos arrived. From that chaos the grand beginning spawned and from that came the Nine Words and from them came the Nine Treasures and from the Treasures came the Nine Scriptures and from all of that came the Pristine Worldly Metal; treasure metal filled with primordial chaos. That is, you now possess a legend that existed during the primordial chaos of Heaven & Earth, an item that, given time can become a new Heavenly Scripture or Treasure. Of course, the process could take millions if not trillions of years for it to be complete. However, if you don't want to wait that long this metal can also be used to create a supreme life treasure, one that if you were to become an Immortal Emperor would be unbeatable in this world.

If you decide to go for the second path firstly don't worry this metal will let you refine it and secondly, when refining it in your Fate Palace the palace and the metal will work together exchanging life essence for primordial power in essence your fate is growing the metal while the metal returns primordial energy back to the palace creating a win-win situation for both sides.

Ancient Lamp (800 CP): An ancient lamp full of rust, this isn't I admit the most eye-catching thing in the world but trust me it is one of the most powerful. Within the lamp sits an endless black flame so tiny that many would believe that it will go out but with power great enough it could burn a True God to death something that would take an Immortal Emperor utilising their strongest blow to maybe do and that is only the most app.ovation for this flame (and the only one that is actually known).

True Immortal Steel (800 CP): The very best material to craft weapons it's number is limited to only nine in this world. Even the tiniest part of this metal can allow weapons to possess extraordinary power. The reason this is worth 800 CP is not just because you have a limitless amount but because this steel is so powerful that if it were to be crafted into chains it could for all time hold back a monster that could easily prey on both Immortal Emperors and True Gods.

Myriad Age Tree (800 CP): Otherwise known as the Longevity Tree, this tree is the only item in this world comparable to the Longevity Grass. This tree so long as the user remains in contact with it bestows an immense lifespan equalling billions upon billions of years e.g. the Machine Overlord of the Machine World Epoch was able to survive until the current era (for those not in the know there are different eras in one epoch and this current epoch is the Heaven's Will Epoch and each era lasts millions of years, the Machine World Epoch happened quite a while before the current Epoch).

Six Gods & Devils (800 CP/Discount To Dark Crow): Formed from scraps of the Myriad Thoughts Pot and forged using the flame of a black star, twelve metallic men were formed. Within each of these men were placed one of the twelve Immortal Physiques with each figure corresponding to one of them. Due to their origin these men are incredibly difficult to

destroy, with it requiring power greater than even the beginning of existence itself, as you should remember they were formed from the Myriad Thoughts Pot. However, if damaged, these men are simply forced back to their original form and given time will return to their normal form. The level of completion of these physiques will be the same as yours so e.g. if you are at minor completion then all of the 12 iron men will be at minor completion.

This also comes with an ocean of blood containing infinite worldly essence (this will be within your warehouse but can be transplanted within the domain formed by your fate palaces) when damaged you can place your iron men here and they can be healed.

Longevity Grass (900 CP): One of the Nine Grand Heavenly Treasures, this grass grants absolute immortality. So long as one can obtain this grass and understand its mysteries and understanding the true secret of eternal life then they will possess real immortality and no matter what they will not die so long as they possess the grass even if all of creation is annihilated the owner would still live unharmed. With this grass one can last as long as the Villainous Heavens.

Myriad Thoughts Pot (900 CP): Another of the nine grand heavenly treasures, this pot can give anything to its owner, even their wildest dreams and needs. However, these desires would escalate without bounds until Pot's owner loses control. In the end, Pot's owner wouldn't be able to tell whether they were in charge of their desires or the other way around. Due to all the emotions and desires poured into the Myriad Thoughts Pot it now possesses awareness and can talk.

Netherlord Hexagear Launcher (900 CP/Discount To Dark Crow): Originating from the Machine World Epoch, this weapon is one of the most technologically advanced weapons to ever exist in the history of the Heaven's Will Epoch. This weapon was created from the most terrible death blood in the world on top of countless corpses and lives and even a Heaven's Will and then gestated for millions of years by an earth vein it can destroy a continent with one shot, something not even Immortal Emperor's can achieve.

The launcher is a forbidden weapon meaning that it can be used only six times, with each shot being stronger than the one previous. To put this into perspective the first shot can cross realms and worlds to destroy its target; it doesn't matter how many worlds are in between or the target's defensive capabilities, even by Emperor's the shot would render everything into ash. The power of this weapon is unfathomable. It is in its complete version.

Corporeal Zone (900 CP): One of the nine grand heavenly treasures, the Corporeal Zone is a domain that can hide the possessor from Old Villainous Heavens, allowing the possessor to hide from the Heavenly Punishment & judgment. This Zone changes form into whatever form you desire and is the perfect embodiment of the 12 Immortal Physiques. You start out with perfect control and mastery of the zone.

Death Scripture (900 CP/Free With Higher Purchase Dark Crow): One of the Nine Grand Heavenly Scriptures, the Death Scripture contains four secret arts; one is the Death Soul- this art copies the three souls within the users True Fate and after successfully cultivating this the souls could be divided into three and hidden and even if the user's body is destroyed in both body and soul the Death Souls would allow for the user to remain alive and to rebuild a new True Fate and body. Basically, this makes the user completely unkillable so long as one of the souls survives. The second art is the Death Seal what this does is that when the user is injured the seal converts the injuries into energy. However, when applying this art the user has to pick a suitable opponent e.g. if the opponent was weaker than the injury would not help in gathering death energy as it would be too weak but if the opponent is too powerful than although the seal could withstand the attack the injuries left behind would be eternal and even persist (remember that you can get stronger so opponents in the too powerful stage can go into the weaker stage as you grow) the death energy created makes the users body more resilient meaning that as more death energy is accumulated the more it will take to injure the user. The death energy generated is used by the third art (Death Chapter) to control the undead from corpses to remains etc. The fourth art is the Death Record creates an eighteen petal white flower in the users mind and everytime the user dies on the petals is lit up if one dies three times they get an opportunity to get a treasure or a creation, if one dies six times they get an item and if one dies 9 times they can get a new life. No one knows what you can get with 18 deaths.

Physique Scripture 900 CP/Free With Higher Purchase Dark Crow): One of the Nine Grand Heavenly Scriptures, this scripture contains the merit laws and information of every physique that has ever existed including immortal physiques.

Space Scripture (900 CP/Free With Higher Purchase Dark Crow): One of the Nine Grand Heavenly Scriptures, the space scripture as the name so clearly states governs the domain of space. The scripture possesses 4 chapters, World Creation, Space Control, Parallelism and Cryptic Space. World Creation does not refer to creating new worlds but about opening up space, to be more precise every cultivator after reaching a particular realm can do so but once a user of World Creation reaches their peak even spaces opened by Immortal Emperors are small in comparison and if cultivated fully a spatial realm on the same level as an entire world can be opened. Space Control contains techniques on how to manipulate space as the title says. Parallelism allows the user to create a mirror space that copies the real world and finally cryptic space allows the user to hide from everyone and everything even the Heavens would not be able to detect them.

Special Items

Tenth World Heaven Will (100 CP/Discounted To Heaven Will): Created from the energy of the 13 continents of the Tenth World this is a Tenth World Heavens Will $\frac{1}{6}$ stronger than the Nine Worlds version. Can be brought multiple times. As for the price as it's $\frac{1}{6}$ weaker so it is worth $\frac{1}{6}$ the price. Like the Nine Worlds purchase, this recharges at the start of every jump.

Nine Worlds Heaven Will (600 CP/First Purchase Discounted To Dark Crow & Discounted To Primordial Will): To quote the wiki, 'Heaven's Will is the gathering of the myriad dao and requires the gestation from the worlds themselves and contains the power of the primordial chaos, the power of the source, the power of the seven emotions and six desires, and the power of the heaven and earth. The Heaven's Will serves as a shackle; it encompasses and traps all living beings. Once a cultivator reaches the pinnacle, their goal is to control the Heaven's Will so that they will finally be free from the prison'.

As for the reason for its price, this doesn't really do anything besides making someone an Immortal Emperor. Can be purchased multiple times and, if used or absorbed, etc this recharges at the start of every jump. This is equal to 6 Ten World Heaven's Will.

First purchase is Discounted To Dark Crow. All Purchases are discounted with Primordial Will.

Primordial Will (600 CP): Made from the 3 maelstroms and the 12 laws yet not laws the primordial will was created to absorb the Heaven's Will. It's exact capabilities has not yet been shown but in order for it to be complete it requires dozens if not hundreds of Heaven's Will.

Companions

Alchemy Fowl (100 CP): The best friend of every alchemy master, this fowl can eat insect kings, capture poisonous creatures, protect spirit medicines and its shi* is the most fertile soil in the world. More importantly, the fowl's nature is to protect medicines and plants and it can find materials that others are not able to. With an alchemy fowl watching an alchemy garden there is no need to worry about anything including feeding and watering the plants. As it was born on the Dao Of Alchemy, this chicken can be nourished by immortal medicines letting it become stronger and becoming better at its job as well.

Fiery Dragonish (200 CP): A pure dragon species, this fish contains the bloodline of True Dragons and possesses a complete True Fate meaning that with time and nurturing it can be groomed into a True Dragon.

Canon Character (400 CP): Can be any.

Divine Bull (600 CP): Another creature that possesses the bloodline of a True Dragon; this Imperial Bull is one of the fastest beasts existing within the Nine Worlds, able to outpace even the Tetra-War Bronze Chariot. When it comes to power, this bull is mighty and can if you desire turn into a Demon allowing it to cultivate however, this will mwená that its path to becoming a True Dragon will be severed.

OC (600 CP): They gain 1000 CP and can choose one origin and get the same discounts for items. Can import existing companions into this.

Drawbacks

MC Begone (+0 CP): Oh no, something happened during Li Qiye's return to his body it seems that at the moment he was meant to return you arrival botched it up and Li Qiye was destroyed or at least his soul was and you somehow entered his body and took his place. So good luck you are now stuck in the body of the infamous Dark Crow enjoy. For those female jumpers the body and history will be changed so the Dark Crow will be female. Also, Li Qiye is 12 or so when he regains his body but you can choose to be between the ages of 12-16.

Extended Stay (+100 CP): Every time you pick this, you have to stay for 10 more years. Max 2000 CP.

Spineless (+200 CP): In this and any other cultivation world possessing courage and bravery is a mandatory requirement to survive. However, it seems that you have been bereft of such an advantage meaning that you are as spineless as they come meaning that something as harmless as a mortal is enough to scare the metaphorical pants off you, basically you are now scared of EVERYTHING with mandatory caps. Hope you like living indoors away from everyone and everything because either you do that or your heart is going to give out.

Target (+200/400): Maybe you offended a high ranking member of a sect or clan or maybe rivals from another power has placed a bounty upon your head either way, you have been marked for death. For 200 CP, this won't mean much with only those at the Provisional Palace and (once in a while) Inner Longevity cultivators coming after you; they are decently powerful but nothing really to worry about. For 400 CP, this is instead Heavenly Sovereigns and Heavenly Kings coming after you.

Emotionless Basta (+300/400 CP):** Congratulations, you are now a 100% sociopath meaning you now feel nothing whatsoever for other people. Your empathy is now basically gone and the lives of others mean nothing to you. The only ones you now feel anything toward are your companions. For an **additional 100 CP**, you now feel nothing for your companions as well.

Infirm Of Mind (+400 CP): Well, it seems that your location choice has been overridden and you have ended up in the Buddhist Funeral Plateau now that it self isn't worth being called a drawback but what is; is that all your willpower perks from past-jumps and from this one are stripped from you and you now have to escape the plateau without being converted to Buddhism something that even those with the most refined of Dao hearts find incredibly difficult.

Also, taking the Dharma perk will not make you immune or anything like that.

Amnesia (+400 CP): It seems that you lost something during your arrival in this world; all the meta-knowledge you possessed from either the book to the wiki or whatever else you have forgotten completely.

- + **(+400 CP):** It seems that you have not just forgotten meta-knowledge concerning Emperor Dominion but everything about your old life, every past jump, every victory, every defeat, every companion you have forgotten everything and now believe you are whatever background you possess. For Drop-Ins, you wake up with no knowledge of who you are and no new memories. However, you will remember the basics of the world like not trusting everyone, not to go with strangers etc.

Asshole (+400 CP): Otherwise known as xianxia syndrome

Restricted (+600 CP): The basic no outside powers, perks, items and companions.

- + **(200 CP):** For an extra 200 CP, you also cannot cultivate the Death Scripture revival for you.

Desolate Era (+600 CP): As the name so eloquently puts it, instead of your designated time you have instead arrived at the beginning of the Desolate Era tens of millions of years in the past. Now, you must survive until the current era and while this sounds easy and most of the eras aren't really that bad the Ancient Ming era was hell where humanity and the other races were enslaved and billions upon billions perished and then there's the difficult Dao era where the world's energy was depleted due to the destruction of the Heavens Will. You are given temporary agelessness allowing you to survive old age at the very least.

- + **(400 CP):** You instead arrive in a remote epoch before the Heavens Will Epoch. Now, this epoch shall be the Machine World Epoch just to add some clarity (if it's not straight before don't worry this will change so it now is). However, be warned that the cultivation system in this epoch is different from the one in the Heavens Will Epoch. Also, when the final battle comes and the epoch is destroyed don't worry you will survive but getting to that point is all you.

This can be taken multiple times.

Emperor (+800 CP): It seems your arrival here has caused some damages in the fabric of space and time, changes that end of novel Li Qiye has picked up and has used to travel back in time after you. The reason behind his targeting of you is known only to him, but even if you did know it would change nothing he is gunning for you and he will do everything in this power short of awakening his legions to annihilate you.

- + **(+400 CP):** You know how I said how he is not going to be awakening his legions well. That has changed. He is awakening all of his legions, legions that have fought in war after war across the Nine Worlds since the Desolate Era.

Notes

- *As I wrote at the top there has never been anyone born with an Immortal Fate Palace, Physique and/or Life Wheel or if there have been they don't survive long as their bodies break down as Old Villainous Heavens do not allow them to live.*
- *Jumpers can choose to be born with their Immortal Physiques, Life Wheel and Fate Palaces if they purchase them.*
- *There are no canon examples of what an Immortal Life Wheel can do, so fanwank. As for Immortal Fate Palaces, those who have it will have supreme talent, speed and intelligence; because of this they can steal any merit laws with a single glance; however they can't steal the core essence but can grasp sixty percent of their profundities. With an Immortal Fate, a cultivator can bring merit laws to the limit in a short amount of time and push it to another pinnacle and can reach the state of a law deriving myriad Dao. With this cultivation is like a game. Also, when creating other palaces, the Immortal Fate users' palaces will all look identical.*
- *As for Immortal Physiques there are 12 different kinds, go to the wiki to find out more. Also, if you purchase the physique using CP and not through the physique scripture you can cultivate normally with the eternal physique so your cultivation (not the physique cultivation) won't stall while you are awake.*
- *The Immortal Fate, the Soulbone, the Divine Reflection and The four secret creations all increase Dao-law talent, meaning they increase comprehension. Basically I have no idea what the jumper will be capable of if they take all of these.*
- *For the Villainous Heavens perk, you basically have the Heavens ability to create life.*
- *The scriptures are free for the higher purchase of Dark Crow as Li Qiye knows and has memorised all 3 scriptures when he left the Nine Worlds. So you get it free. You can also get physical copies as well.*
- *The Nine Scriptures adapt and evolve to new cultivation systems so in future jumps and different times the scriptures will change; this includes past epochs in this setting.*