

# Gu Index

Gu are listed alphabetically by the path they belong to.

## Blood Path

*Blood path Gu often cost little to feed and are easy to refine, though many recipes require slaughter at huge scales. Its attack methods are brutal, and Blood Path is considered one of the strongest offensive paths. Hundreds of thousands of inheritances were left by a Rank 7 Gu Immortal, Blood Sea Ancestor, all over the Gu world. The righteous path shuns the evil and demonic methods of blood path, and many practitioners live imprisoned in Tie clan's demon suppression tower.*

*It's worth noting that an ordinary human has about 5 liters of blood in their body.*

### Blood Battle Gu

*One of the lesser inheritances of the Blood Sea Ancestor contains Blood Battle Gu. Repeated use can cull a whole battlefield.*

*Rank 5 Attack*

Cost: 150 portions

Range: 100 meters

Health: 48

Food: A 100,000 liter pond of human blood in a hole dug in Hemorrhage Soil

Effect: You rupture the hearts of all *bleeding* creatures within range. They have a chance to react before they instantly die. Immediately following, make 3 attack rolls for each creature affected. The range of these attacks is 15 meters, measured from the original target or the square they were in when they died. On a hit, deal 50 rending damage. If damage is dealt to a creature's hit points in this way, they gain *bleeding 5*. If the damage kills the target, you may make an additional 3 attack rolls with the same properties and measured from the square the target was in when they died.

### Blood Blade Gu

*Rank 3 Attack*

Cost: 4 portions

Range: 3 meters

Health: 22

Food: 3 liters of blood

Effect: Your body shudders as a hundred wounds appear all over it. You take 8 unmitigatable rending damage directly to your hit points, and your blood streaks out like swords; all creatures within range must attempt a **Dodge** test. They take 100 rending damage on a failure, and 50 on a success. If damage is dealt to a creature's hit points in this way, they gain *bleeding 2*.

### Blood Brother Gu

*Rank 3 Carver*

Cost: 35 portions

Range: 1 meter

Health: 13

Food: 1 liter of mixed blood either from siblings or a parent and their child

Effect: Select a creature within range. As long as both you and them have an open wound, your blood twists and mingles in the air before shooting into each other's veins. You and the target are now permanently considered siblings by blood path methods.

### Blood Demon Flower Gu

*Rank 4 Carver*

Cost: 35 portions

Range: Self

Health: 21

Food: 50 liters of blood Keywords: **[Sustained]**, **[Dao]**

Effect: The roots of the blood demon flower pierce your flesh and wind around your limbs, and a great red flower sprouts from your head. Your flesh wrinkles and clings to your bones.

While sustained, you gain the following effects:

Your maximum hit points are increased by 100. When you start sustaining this Gu, regain 100 hit points.

Your movement is reduced by 4 meters, to a minimum of 1 meter.

As a bonus action, you can burrow your roots into a corpse and consume its blood to regain 30 hit points.

When you use a combat action to make an unarmed melee attack, instead of striking with your fists you may extend your roots and attack up to 5 times. Your root attack range is 5 meters, and your root attacks deal 50 rending damage. If damage is dealt to a creature's hit points in this way, they gain the *bleeding 3*.

At the end of each of your turns, make a *Perseverance* test. On a failure, you gain a **Blood Demon Flower Token** and your body becomes corrupted. If you ever have 10 **Blood**

**Demon Flower Tokens**, your body is permanently transformed into this state, no longer requiring you to activate Blood Demon Flower Gu to gain its effects.

As long as you have 9 or fewer **Blood Demon Flower Tokens**, every month you go without activating Blood Demon Flower Gu reduces the number of **Blood Demon Flower Tokens** you have by 1.

### **Blood Handprint Gu**

*Rank 5 Manifestation*

Cost: 80 portions

Range: 50 meters

Health: 18

Food: 120 severed hands soaked in the blood of a hundred beast king

Keywords: [**Sustained**]

Effect: You manifest a [**Large**] 2 meter tall hand made of blood mist at an unoccupied space within range. As a bonus action, you may move the hand up to 10 meters through occupied or unoccupied spaces. Any creatures in the space moved through by the hand take 200 force damage. If this damage is dealt to their hit points and they have blood in their body, they turn into a puddle of blood and die.

### **Blood Pouch Gu**

*Rank 1-5 Container*

Cost: 1 portion

Range: Touch

Health: 12

Food: {1, 4, 9, 16, 25} liters of blood

Effect: Activating this Gu while it is in a pool of blood causes the blood to be sucked inside the Gu, up to {10, 20, 100, 500, 50,000} liters. Otherwise, you can activate it to pour out any amount of blood. If blood from multiple creatures is contained inside Blood Pouch Gu, it gets mixed and loses properties such as blood relation.

### **Blood Qi Gu**

*Rank 1-3 Tonic*

Cost: 25 portions

Range: Touch

Health: 10

Food: 1 liter of blood each from 3 unrelated humans

Effect: The target of this effect must have an open wound. You pour blood infused with qi into the wound, restoring {6, 15, 45} hit points to the target and restoring their blood.

### **Blood Rain Gu**

*Rank 3 Manifestation*

Cost: 15 portions

Range: 1 kilometer

Health: 24

Food: 1 still beating heart

Keywords: [**Sustained**]

Effect: Dense red clouds manifest high above you in the sky. Blood pours from them in a thick and warm hurricane, covering the ground with a total of 1,000,000

### **Blood Sense Gu**

*Rank 2-5 Divination*

Cost: 12 portions

Range: {10, 20, 100, 1,000} meters

Health: 14

Food: {4, 9, 16, 25} liters of blood

Effect: You immediately sense the exact location of any creatures related to you by blood within range. You do not gain any information other than where they are.

### **Blood Skull Gu**

*Rank 4-5 Carver*

Cost: 90 portions

Range: 100 meters

Health: 34

Food: 10 liters of blood

Effect: You immediately absorb the blood of any dead creatures related to you by blood within range. For every {100, 10} corpses drained in this way, you gain 1% aptitude, up to a maximum of 99%. The corpses must have been dead for less than 24 hours.

### **Blood Steps Gu**

*A dark crimson cicada with no legs. When active, Blood Steps Gu burrows into the leg muscles.*

*Rank 3 Celerity*

Cost: 9 portions

Range: Self

Health: 12

Food: 3 liters of blood

Keywords: [Sustained]

Effect: Your movement is increased by 3 meters. Any squares you walk through while this Gu is active become covered in slick blood and are *Difficult Terrain*. You also now stand and walk on blood as if it were solid ground, and can walk through bloody puddles created by Blood Steps Gu as if they were normal terrain.

### Blood Substitution Gu

*Rank 2 Manifestation*

Cost: 15 portions

Range: Self

Health: 7

Food: 100 g of dried blood

Effect: You create 10 liters of black blood around your feet that can be manipulated as if it were real blood by other Gu.

[Upgrade Path: Bloodstained Robe Gu]

### Bloody Fabric Gu

*Rank 3 Container*

Cost: 10 portions

Range: 6 meters

Health: 13

Food: <!-- TODO -->

Effect: Up to 50 liters of blood within range is pulled in a vortex towards you. It condenses into a tattered bloody robe around your body. Activate this Gu again to destroy the robe, releasing the stored blood all around you.

If a *bleeding* creature is within range when you activate this Gu, it takes 25 rending damage and you drain 100 milliliters of their blood for every level of *bleeding* they have.

*If an ordinary human loses 2 liters of blood, they fall unconscious and are dying.*

### Bloody Visage Gu

*Rank 4 Guard*

Cost: 30 portions

Range: 10 meters

Health: 13

Food: <!-- TODO -->

Effect: Up to 50 liters of blood within range is pulled in a vortex towards you. It condenses into a bloody robe around your body that defends you from attacks. For every point of damage you take, the robe expends 100 milliliters of blood and you instead take no damage. If you activate the Gu while already wearing a robe created by Bloody Visage Gu, it can only pull in enough blood to restore itself to the maximum of 50 liters.

If a *bleeding* creature is within range when you activate this Gu, it takes 25 rending damage and Bloody Visage Gu drains 200 milliliters of their blood for every level of *bleeding* they have.

*If an ordinary human loses 2 liters of blood, they fall unconscious and are dying.*

### Bloodstained Robe Gu

*Rank 5 Guard*

Cost: 8 portions

Range: 25 meters

Health: 13

Food: <!-- TODO -->

Keywords: [Sustained]

Effect: Up to 100 liters of blood within range is pulled in a vortex towards you. It condenses into a magnificent bloody robe around your body that defends you from attacks. Whenever you take damage, if the damage is less than 10 it is instead reduced to 0. For every 10 damage you take, the robe expends 1 liter of blood and you instead take no damage. While sustained, this Gu pulls blood within range as soon as it becomes available.

If a *bleeding* creature is within range when you activate this Gu and at the beginning of every turn while you sustain it, that creature takes 25 rending damage and you drain 500 milliliters of their blood for every level of *bleeding* they have.

When you stop sustaining this Gu, the robe remains on your body and still defends you from attacks, but no longer pulls nearby blood into itself.

*If an ordinary human loses 2 liters of blood, they fall unconscious and are dying.*

[End]

### Bloody Veil Gu

*Rank 1-4 Concealment*

Cost: 45 portions

Range: 1 meter

Health: 18

Food: {4, 9, 16, 25} liters of blood from widowed women

Effect: A 1 meter radius sphere of rotating blood surrounds you. For 10 minutes, all creatures inside the sphere become undetectable to **Divination** Gu of rank {2, 3, 4, 5} or less. They are still visible, but make no sound.

### Man-Beast Life Burial Gu

*Man-Beast Life Burial Gu is very useful for a rank 2 Gu Master wanting to reach rank 3. Unfortunately, its refinement recipe involves feeding a maiden Gu Master to a beast through the use of Beast Enslavement Gu.*

*Rank 2 Catalyst*

Cost: 5 portions

Range: Self

Health: 5

Food: 2 liters of virgin blood

Effect: Immediately convert 100 portions of your primeval essence into an equal number of portions of black steel primeval essence. Keep track of your current black steel primeval essence portions separately from your other portions of primeval essence. The sum of your natural and black steel primeval essence can never exceed your maximum primeval essence.

Black steel primeval essence cannot be used for any purpose other than to attack rank 2 aperture walls; each portion counts as 10 portions of primeval essence when used to cultivate. Every day at midnight, if you still have at least 1 portion of black steel primeval essence, your aptitude is decreased by 1%.

### Staunch Bleeding Gu

*Rank 1 Tonic*

Cost: 12 portions

Range: Touch

Health: 9

Food: 5 cubic centimeters of skin

Effect: Remove the *bleeding* condition from a creature you touch.

### Thick Blood Gu

*Rank 1 Carver*

Cost: 25 portions

Range: Self

Health: 6

Food: 100 g dried blood

Keywords: [Expendable], [Dao]

Effect: Your blood is permanently modified to coagulate much quicker than normal. Whenever you gain the *bleeding* condition, reduce the number of stacks of *bleeding* you receive by 1. At the end of each of your turns, reduce the number of stacks of *bleeding* you have by 1.

### Vein Burst Gu

*Rank 2 Attack*

Cost: 15 portions

Range: 2 meters

Health: 9

Food: <!-- TODO -->

Effect: Target creature within range has some of their blood vessels burst, taking 8 rending damage directly to their hit points.

*A large quantity of Vein Burst Gu are required to refine the legendary Blood Battle Gu.*

## Dark Path

*Subtle; the best concealments belong to Dark path. Marginally better defense than offense.*

### Shadow Bond Gu

*Rank 2 Guard*

Cost: 15 portions

Range: 1 meter

Health:

Food:

Keywords: [**Defensive**], [**Sustained**]

Effect: While sustained, whenever you take damage to your hit points from a creature within range, they take the same damage directly to their hit points.

### Shadow Follower Gu

*Rank 2 Concealment*

Cost: 10 portions

Range: Self

Health: 9

Food: 2 eyeballs from any creature (1/4 primeval stone)

Keywords: [**Sustained**]

Effect: You are enveloped in an inky darkness. As long as you are not in direct light, you are invisible and cannot be visually detected by Gu of rank 2 or lower while sustaining this Gu.

### Breath Concealment Gu

*Rank 3-5 Concealment*

Cost: None

Range: Self

Health: 11

Food: 1 hour of direct sunlight

Keywords: [**Sustained**]

Effect: If your current rank is equal to or below the rank of Breath Concealment Gu, the aura of your primeval essence is suppressed to a rank and stage of your choosing below your own cultivation while sustained. Your primeval essence's outward appearance remains as it was, however, so effects that glimpse inside your aperture will see your true cultivation. Sustaining this Gu does not count towards your number of currently sustained Gu.

## Earth Path

*Great supporting path, allowing the manipulation of a battlefield. Well balanced between offense and defense.*

### Crystal Ladybug Gu

*Rank 1 Container*

Cost: 7 portions

Range: Touch

Health: 12

Food: <!-- TODO -->

Effect: Crystal Ladybug Gu drinks up to 10 liters of liquid it is submerged in, filling its crystal belly.

Pushing your finger into Crystal Ladybug Gu's head causes it to expel any amount of stored liquid (depending on how hard you press).

### Quake Step Gu

*Rank 1 Attack*

Cost: 5 portions

Range: 2 meters

Health: 11

Food: 1 kg mound stone (2 primeval stones)

Effect: You stomp, and the ground quakes; all creatures standing on solid ground within range of you must succeed an **Athletics** test with a +10 penalty or else be knocked *prone*.

### Rice Pouch Grass Gu

*Rank 1 Manifestation*

Cost: 20 portions

Range: Self

Health: 15

Food: 1 kg water

Effect: Rice Pouch Grass Gu fills itself with 5 kg of long blades of rice.

### Stealth Rock Gu

*Rank 1 Concealment*

Cost: 1 portion

Range: Self

Health: 18

Food: 100 g of hard stone (1/4 primeval stone)

Keywords: **[Sustained]**

Effect: While sustained, your body is invisible, but anything you are wearing or carrying remains visible.

### Stone Aperture Gu

*Rank 1-3 Catalyst*

Cost: 1 portion

Range: Self

Health: 16

Food: {1kg, 10kg, 100kg} of talc ({1, 10, 100} primeval stones)

Effect: As long as your aperture is of the same rank as the Stone Aperture Gu, your aperture walls shatter and are replaced with an unbreakable stone wall. Your cultivation immediately rises to peak stage, but you can no longer raise your rank through cultivation.

### Thousand-Li Earthwolf Spider Gu

*Rank 5 Celerity*

Cost: 1 portion

Range: Self

Health: 500

Food: 1000 kg of ordinary soil

Keywords: **[Large]** **[Steed]** **[Sustained]**

Effect: Thousand-Li Earthwolf Spider Gu has a base movement of 10 meters and can climb on walls and ceilings without making an **Athletics** test. Additionally, Thousand-Li Earthwolf Spider Gu has a digging speed of 3 meters in stone or soil. While sustained, Thousand-Li Earthwolf Spider Gu's movement becomes 50 meters and its digging speed becomes 15 meters.

## Enslavement Path

*Enslavement Path involves the enslavement of many beasts and controlling them to overwhelm an enemy. An army of beasts can be a nearly unstoppable force, but this path notably has 2 weaknesses; the huge logistical cost of feeding the beasts, and the fact that the enslavement path Gu Master will often times be targeted for assassination.*

**[Beast] Enslavement Gu Rank 1-5 Carver**

Cost: {5, 15, 40, 90, 200} portions

Range: 20 meters

Health: 8

Food: {10, 30, 90, 300, 1000} kg of [Beast] Flesh

Keywords: **[Expendable]**

Effect: Target a [Beast] that you can see within range. This Gu flies from your aperture in a straight line towards the target. This action is reactable and the Enslavement Gu can be hit with attacks while en route. If the Enslavement Gu successfully reaches its target, you attempt to dominate its mind, as long as the target's beast classification is at or below the rank of the Enslavement Gu:

- Rank 1: Ordinary Beasts
- Rank 2: Hundred Beast Kings
- Rank 3: Thousand Beast Kings
- Rank 4: Myriad Beast Kings and Mutated Beasts
- Rank 5: Beast Emperors and Mutated Hundred Beast Kings

You and the target have a battle of souls. If your current soul value is greater than the beast's, subtract the beast's current soul value from your own and you successfully permanently enslave it. You can now control its actions with your mind from a distance of up to (Maximum Soul) meters, as long as you can see it.

If your current soul value is less than or equal to the beast's,

you fail to enslave it, the beast's current soul value is reduced by your current soul value, and then your current soul value is reduced to 1.

**Slavery Gu Rank 1-5 Carver**

Cost: {20, 50, 120, 250, 400} portions

Range: Touch

Health: 4

Food: <!-- TODO -->

Keywords: **[Expendable]**

Effect: Touch a Gu Master of rank {1, 2, 3, 4, 5} or less. You both have a battle of souls. If your current soul value is greater than the Gu Master's, subtract the Gu Master's current soul value from your own and you successfully permanently enslave them. You can now directly control their actions with your mind from a distance of up to (Maximum Soul) meters, as long as you can see them. They are still the same person, retaining their memories and general personality, but become wholly devoted to you, willing to do whatever you command to the highest possible standard. While directly controlling them, you can choose to take the target's turns for them; otherwise they act in whatever way they think is most helpful to you.

If your current soul value is less than or equal to the Gu Master's, you fail to enslave it, the Gu Master's current soul value is reduced by your current soul value, and then your current soul value is reduced to 1.

## Fire Path

*Explosive and very offensive. Movement type Gu use quick bursts of movement, and attacks often apply burning or ablaze to bypass shield gu.*

### Blazing Lotus Gu

*Rank 3 Carver*

Cost: 60

Range: Self

Health: 6

Food: <!-- TODO -->

Keywords: [**Expendable 3**]

Effect: The dao marks carved into your body by Gu with the [**Dao**] keyword are set ablaze. For 1 hour, you are assailed with a burning pain and have a +40 penalty to all skill tests. When the duration elapses, you lose all permanent effects granted by Gu with the [**Dao**] keyword, unless that Dao belongs to Water Path or Ice Path.

### Blazing Shield Gu

*Rank 2 Manifestation*

Cost: 7 portions

Range: Self

Health: 14

Food: <!-- TODO -->

Keywords: [**Sustained**], [**Medium**]

Effect: While sustained, a shield of obsidian and magma appears in an unoccupied square adjacent to you. If a projectile passes through the shield's square, the shield negates the attack entirely, taking the damage of the attack to its hit points (if the attack deals damage). If the projectile was created by a Gu of rank 3 or higher, the shield is destroyed and does not negate the attack. The shield has 20 hit points and is invulnerable to heat damage.

### Clearing Heat Gu

*Rank 2 Tonic*

Cost: 40 portions

Range: Self

Health:

Food: <!-- TODO -->

Keywords:

Effect: Immediately remove all instances of the *poisoned* condition from yourself inflicted by a Gu of rank 2 or lower. You

may activate this Gu as a reaction to gaining the *poisoned* condition.

### Eight Burning Eyes Gu

*Rank 1-3 Divination*

Cost: 8 portions

Range: 20 meters

Health: 12

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: Six white orbs appear on your face in a spider-eye pattern. While sustained, you can sense all heat signatures within range, even through barriers.

### Ember Armor Gu

*Rank 3 Guard*

Cost: 11 portions

Range: Self

Health: 80

Food: <!-- TODO -->

Keywords: [**Defensive**], [**Sustained**], [**Shield**]

Effect: Armor of embers covers your body. Fire and rending damage dealt to Ember Armor Gu is reduced by 30, to a minimum of 0.

### Ember Butterfly Gu

*Rank 1 Attack*

Cost: 16 portions

Range: 5 meters

Health: 8

Food: 1 kg of smoldering coals

Effect: You lob a burst of embers at a square within range. Creatures within 1 meter of the square take 3 heat damage and gain the *burning* condition. Ignites flammable objects in its radius.



## Eruption Salamander Gu

*Rank 2 Catalyst*

Cost: 70 portions

Range: 10 meters

Health: <!-- TODO -->

Food: <!-- TODO -->

Effect: All creatures within range with the *burning* condition immediately take 10 heat damage directly to their hit points and gain the *ablaze* condition.

All creatures within range with the *ablaze* condition immediately explode, taking 20 heat damage directly to their hit points. Creatures adjacent to a creature that explodes take 10 heat damage.

## Fire Arrow Gu

*Rank 2 Attack*

Cost: 8 portions

Range: 12 meters

Health: 11

Food: <!-- TODO -->

Keywords: [**Piercing**]

Effect: Shoot a flaming arrow at a target within range. Make an attack roll; on a hit, deal 10 heat damage and 10 force damage. Ignites flammable objects it hits.

## Fire Curtain Gu

*Rank 2 Manifestation*

Cost: 10 portions

Range: 8 meters

Health: 20

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: Manifest a wall of fire up to 8 meters long and 2 meters high. Creatures starting their turn in or passing through the fire take 25 heat damage and gain the *ablaze* condition.

## Fire Discharge Gu

*Rank 1-2 Celerity*

Cost: 20 portions

Range: Self

Health: 8

Food: {1, 5} liters of pitch ({1, 5} primeval stones)

Effect: An explosion thrusts you {5, 20} meters in a straight line in a direction of your choice. If a creature is in the square directly opposite the line when you activate this Gu (i.e. behind you if you are traveling forward), that creature takes {10, 30} heat damage. **Dodge** tests made to avoid this attack are made with a +10 penalty.

If you collide with a creature during this movement, you stop at the square before theirs and you both take {3, 10} force damage. As a reaction to colliding with a creature, you may make a melee attack against that creature or activate a Gu with a range of touch, targeting that creature.

## Fire Lance Gu

*Rank 2 Attack*

Cost: 15 portions

Range: 5 meters

Health: 16

Food: <!-- TODO -->

Keywords: [**Piercing**]

Effect: Launch a lance of fire at a target. Make an attack roll; on a hit, deal 10 heat damage, or 20 heat damage if the target is *burning* or *ablaze*.

## Fire Pulse Gu

*Rank 2 Attack*

Cost: 20 portions

Range: 8 meters

Health: 13

Food: <!-- TODO -->

Effect: Release a pulse of fire in a straight line. All creatures in a 1 meter wide, 8 meter long line take 10 heat damage and gain the *burning* condition.

## Fire Spark Gu

*Rank 1 Attack*

Cost: 8 portions

Range: 5 meters

Health: 7

Food: <!-- TODO -->

Effect: You shoot a small spark of fire at a target within range. Make an attack roll; on a hit, deal 8 heat damage. Ignites flammable objects it hits.

## Fire Step Gu

*Rank 1 Celerity*

Cost: 5 portions

Range: Self

Health: 9

Food: <!-- TODO -->

Keywords: [Sustained]

Effect: While sustained, your movement is increased by 2 meters and you leave scorched earth in your wake. Every square you pass through while this Gu is active becomes covered in flames until the start of your next turn, causing any creature that starts their turn in or passes through an affected square to take 5 heat damage and gain the *burning* condition. Ignites flammable objects.

## Fireball Gu

*A glimmering red icosahedron that dimly radiates heat.*

*Rank 2 Attack*

Cost: 40 portions

Range: 10 meters

Health: 8

Food: 100 g of bat guano mixed with sulfur

Keywords: [Expendable]

Effect: A sphere with a 4 meter radius blossoms into a roiling fireball. All creatures in the sphere take 8d6 heat damage and gain the *ablaze* condition.

## Firebrand Gu

*Rank 2 Carver*

Cost: 60 portions

Range: Touch

Health: 10

Food: <!-- TODO -->

Effect: Carve fire path dao into a weapon or creature. The weapon (or the creature's fists) catches fire and deals an additional 10 heat damage on a successful melee attack as well as inflicting the *burning* condition. This effect lasts for 1 hour.

## Firefly Swarm Gu

*Rank 1 Manifestation*

Cost: 5 portion

Range: 25 meters

Health: 8

Food: <!-- TODO -->

Keywords: [Sustained]

Effect: Manifest a swarm of fiery fireflies in a square within range while sustained. The swarm gives off bright light for 25 meters. You can move the swarm up to 10 meters to a point within range as a bonus action on your turn.

[Upgrade Path: Five Door Fire Pagoda Gu]

## Charcoal Gu

*Rank 1 Manifestation*

Cost: 2 portions

Range: Self

Health: 12

Food: 1 kg charcoal

Keywords: [Sustained]

Effect: While sustained, you radiate a comfortable heat in a 1 meter radius around you.

## Double Decker Stove Gu

*Rank 2 Attack*

Cost: 10 portions

Range: 2 meters

Health: 15

Food: 10 kg charcoal (1/2 primeval stone)

Keywords: [Sustained], [Defensive]

Effect: While sustained, you take 10 heat damage at the start of each of your turns, and heat damage dealt to you is negated and stored inside Double Decker Stove Gu. At the end of each of your turns, some stored heat bursts from your body, dealing 1/2 the stored damage (rounded down) to all creatures within range. Double Decker Stove Gu can store up to 100 heat damage. When you stop activating Double Decker Stove Gu, the stored damage reverts to 0.

## Three Door Fire Hut Gu

*Rank 3 Attack*

Cost: 10 portions

Range: 10 meters

Health: 15

Food: 1 kg ever-burning coals (300 primeval stones)

Keywords: [Sustained]

Effect: A blazing hut with 3 closed doors manifests around you. While sustained, a door opens at the start of each of your turns. You may use an activation to unleash a wave of heat from an open door at a target within range. On a hit, deal heat damage equal to 20 times the number of open doors and apply the *burning* condition. Each door can only attack once per turn.

### Four Door Fire Tower Gu

*Rank 4 Attack*

Cost: 10 portions

Range: 20 meters

Health: 15

Food: 10 kg ever-burning coals (300 primeval stones)

Keywords: [**Sustained**]

Effect: A translucent square tower with a closed door on each side manifests around you. While sustained, a door opens at the start of each of your turns. You may use an activation to unleash a wave of heat from an open door at a target within range. On a hit, deal heat damage equal to 40 times the number of open doors and apply the *burning* condition. Each door can only attack once per turn.

### Five Door Fire Pagoda Gu

*Rank 5 Attack*

Cost: 20 portions

Range: 50 meters

Health: 15

Food: 100 g imperial phoenix feathers (15,000 primeval stones)

Keywords: [**Sustained**], [**Undodgeable**]

Effect: While sustained, a magnificent pagoda with 5 doors manifests around you. If at least one door is unopened, target a creature within range at the start of each of your turns. A door opens, and that creature is engulfed in flame, taking heat damage equal to 200 times the number of open doors and gaining the *ablaze* condition. While all 5 doors are open, multiply heat damage you deal from any source by 2.

[**END**]

### Flame Binding Gu

*Rank 2 Attack*

Cost: 15 portions

Range: 3 meters

Health: 10

Food: <!-- TODO -->

Effect: You attack with a whip of fire. Make an attack roll; on a hit, deal 16 heat damage and the target gains the *burning* and *restrained* conditions. As a bonus action on their turn, the affected creature can make an **Athletics** test with a -10 bonus. On a success, they lose both conditions applied by this Gu.

### Flame Tongue Gu

*Rank 3 Attack*

Cost: 20 portions

Range: 5 meters

Health: 15

Food: <!-- TODO -->

Effect: You lash out with a tongue of flame. Make an attack roll; on a hit, deal 30 heat damage and the target gains the *burning* condition.

### Flame Veil Gu

*Rank 1 Guard*

Cost: 1 portion

Range: Self

Health: 10

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: A thin veil of flame surrounds you. While sustained, reduce all heat damage dealt to your hit points by 10, to a minimum of 0.

### Immolate Gu

*Rank 2 Attack*

Cost: 10 portions

Range: Touch

Health: 11

Food: <!-- TODO -->

Effect: A creature you touch gains the *ablaze* condition.

## Kerosene Gu

### Rank 1 Manifestation

Cost: 15 portions

Range: 5m

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords:

Effect: You lob a ball of kerosene to a square within range. Creatures within 1 meter of the square become splattered in oil until it gets washed off. If a creature covered in oil is ignited or gains the *burning* condition, it instead gains the *ablaze* condition.

## Lightning Charged Potato Gu

### Rank 2 Attack

Cost: 5 portions

Range: Touch

Health: 4

Food: <!-- TODO -->

Keywords: [**Unreactable**]

Effect: Lightning Charged Potato Gu must be buried in some kind of soil before activation. It sprouts roots into the nearby earth and becomes firmly lodged in place. After 1 minute of growth, Lightning Charged Potato Gu is armed. If any creature, including you, steps on a square within 1 meter of Lightning Charged Potato Gu, Lightning Charged Potato Gu explodes, instantly dying and dealing 10 heat damage and 10 shock damage to creatures within 2 meters of Lightning Charged Potato Gu, increased to 20 heat damage and 20 shock damage to creatures within 1 meter.

## Lightning Charged Potato Mother Gu

### Rank 3 Manifestation

Cost: 60X

Range: Self

Health: 25

Food: <!-- TODO -->

Effect: Lightning Charged Potato Mother Gu sprouts, creating X Rank 2 Lightning Charged Potato Gu.

## Scorch Palm Gu

### Rank 2 Attack

Cost: 10 portions

Range: Touch

Health: 12

Food: <!-- TODO -->

Effect: Your palm ignites with intense heat. Make an unarmed attack against a creature within range; on a hit, deal the damage of the attack plus 10 heat damage.

## Smoldering Cloak Gu

### Rank 1 Guard

Cost: 6 portions

Range: Self

Health: 20

Food: <!-- TODO -->

Keywords: [**Defensive**], [**Sustained**], [**Shield**]

Effect: A cloak of smoldering embers surrounds you. Any creature that hits you with a melee attack takes 8 heat damage and gains the *burning* condition. Heat damage dealt to Smoldering Cloak Gu is reduced by 10, to a minimum of 0.

## Sprinting Drake Gu

### Rank 3 Attack

Cost: 20 portions

Range: Self

Health: 80

Food: 1 kg ever-burning coals (30 primeval stones)

Keywords: [**Steed**], [**Medium**]

Effect: This Gu has a speed of 4 meters. While riding it, you can move through hostile creatures' space (but cannot end your turn in their space). If you do, they take 20 heat damage and gain the *burning* condition. When you activate Sprinting Drake Gu while riding it, it immediately sprints up to 20 meters in a straight line; moving through a creature's space with this movement deals 80 heat damage instead of 20 and applies *ablaze* instead of *burning*.

## Human Path

*Very rare and mysterious. The Legends of Ren Zu, a common myth, is a Human Path inheritance of deep profundity.*

### Lifespan Gu

*Lifespan Gu are extremely rare, produced by Heaven's Will according to the current deficits and surpluses in the world. Lifespan Gu are impossible to refine, and even a rank 1 Lifespan Gu is worth great fights between mortals and immortals alike.*

*Rank 1-5 Catalyst*

Cost: 3 portions

Range: Self

Health: 8

Food: Naturally occurring Heaven Qi (does not need fed)

Keywords: [**Expendable**]

Effect: Your lifespan is increased by {50, 100, 300, 500, 1000} years.

### Relic Gu

*A star shaped polyhedron that glints in the light. The color of Relic Gu corresponds to the color of primeval essence of the same rank: Green copper, red steel, white silver, yellow gold, and purple crystal. Relic Gu are extremely valuable, allowing for rapid advancement in cultivation for a significant monetary cost.*

*Rank 1-5 Catalyst*

Cost: 5 portions

Range: Self

Health: (Rank \* 5)

Food: (Rank) portions of primeval essence

Keywords: [**Expendable**]

Effect: If your rank is the same as the rank of this Gu, and you are currently at initial, middle, or upper stage, your aperture walls immediately shatter as your cultivation rises by one small realm. If not, there is no effect.

## Ice Path

*Chilling and freezing enemies is of course included, but the true use of Ice Path is to control and move heat. Most methods deal cold damage and apply fatigued, but a few Gu deal heat damage and can even set people on fire. Blend of offense and defense.*

### Hibernation Gu

*Hibernation Gu is a 1 foot tall bear. If it is sleeping, that means someone is under its effects.*

Rank 3 Tonic

Cost: 40 portions

Range: Touch

Health: 16

Food: <!-- TODO -->

Keywords: [Small]

Effect: You touch a creature and their body chills to subzero temperatures. They fall *unconscious* and Hibernation Gu curls up and goes to sleep. After a day, the creature in hibernation fully restores its hit points. After a week, all the target's ailments caused by Gu of rank 3 or lower are cleansed as well. You may reactivate this Gu at any time to awaken the target. If you are the target, the only action you may take while unconscious is to activate Hibernation Gu and wake yourself up. A target under the effects of

Hibernation Gu remains loosely aware of their surroundings. If Hibernation Gu dies, the target awakens immediately.

### Ice Muscles Gu

Rank 2 Carver

Cost: 50 portions

Range: Self

Health: 9

Food: <!-- TODO -->

Keywords: [Dao], [Expendable]

Effect: You are assailed with a piercing pain for 1 hour while your muscles are transfigured into ice muscles. For the duration, you can take no actions except to speak. When the ritual completes, you are permanently immune to the *Fatigued* condition if it is being applied to you by an Ice Path Gu. Additionally, your Strength attribute is permanently increased by 10, and any rending or force damage dealt to your hit points is reduced by 5.

## Information Path

*Used to create binding agreements between parties as well as to store and display information, whether that be writing or even videos and memories. Very few offensive or defensive methods and typically regarded as a logistical path.*

### Inscription Blade Gu

*Rank 1 Manifestation*

Cost: 5 portions

Range: Touch

Health: 11

Food: <!-- TODO -->

Effect: Carves a message or image into a surface, up to a square meter in area. Can be used on living beings to inflict great pain and scar the image into tissue. The image can be of anything you've seen or imagined, but will have less detail if you do not remember the scene perfectly.

### Paper Crane Gu

*Rank 1 Manifestation*

Cost: 12 portions

Range: 10 kilometers

Health: 5

Food: 1 kg of wood pulp (1/4 primeval stone)

Effect: Summon a paper crane. Speak a message of up to 50 words. The paper crane records the spoken words before flying up to 10 kilometers in a direction of your choice.

### Photo-audio Gu

*Rank 2 Manifestation*

Cost: 2 portions

Range: 5 meters

Health: 9

Food: Light and sound

Keywords: [Sustained]

Effect: While sustained, Photo-audio Gu records the surroundings within range. When you stop sustaining this Gu, the recorded scene is stored within Photo-audio Gu permanently. While sustaining a Photo-audio Gu with a stored recording, the recording is projected onto the wall in front of you.

The camera angle of the stored scene is always angled from above and behind the user.

## Light Path

*Speed is the theme of light path, with many Gu providing excellent movement or being unreactable. Light path also has superior cleansing methods, but its attacks are not very powerful and its defensive methods are few and far between.*

### Bright Pearl Gu

*Rank 1-3 Container*

Cost: 8 portions

Range: Touch

Health: 8

Food: <!-- TODO -->

Effect: Bright Pearl Gu flies around a Gu of rank {1, 2, 3} or lower that you touch, sealing it. While sealed by Bright Pearl Gu, the Gu's feeding threshold does not tick down. If the seal is attacked, the Gu inside is destroyed. Any Gu Master can infuse 1 portion of primeval essence into the seal to deactivate it. The Bright Pearl Gu remains under the original Gu Master's ownership.

### Flash Blink Gu

*Rank 1 attack*

Cost: 2 portions

Range: Self

Health: 14

Food: <!-- TODO -->

Keywords: [Expendable], [Unreactable]

Effect: You explode with a blinding flash of light. All creatures that can see you immediately become *blinded* until the end of their next turn.

### Flash Inspiration Gu

*Rank 3 Divination*

Cost: 15 portions

Range: Self

Health: 10

Food: A handful of fine shattered glass (4 primeval stones)

Keywords: [Deductive], [Expendable]

Effect: You instantly perform a deduction on a subject of your choice with a -50 bonus.

### Footprint Gu

*Rank 1 Divination*

Cost: 4 portions

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [Sustained]

Effect: While sustained, you can see footprints where any creature has stepped in the last hour. Different creature's footsteps appear as different colors.

### Moonlight Gu *Rank 1 Attack*

Cost: 7 portions

Range: 10 meters

Health: 10

Food: 3 moon orchid petals (3 primeval stones)

Effect: You hurl a flat, crescent-shaped beam of light. Make an attack roll with a -10 bonus. On a hit, deal 6 rending damage.

### Moonshadow Gu

*Rank 4 Attack*

Cost: 40 portions

Range: 3 meters

Health: 9

Food: <!-- TODO -->

Effect: Make an attack roll against a Gu Master within range. On a hit, their primeval sea is tainted and has only a quarter effectiveness, costing them 4 times as many portions to activate Gu as normal. To remove this effect, the defending Gu Master must empty their primeval sea completely.

### One-stretch Golden Light Gu

*Rank 1 Guard*

Cost: 2 portions

Range: Self

Health: 12

Food: <!-- TODO -->

Keywords: [Sustained]

Effect: While sustained, a 1 meter radius sphere of light surrounds you and blocks attacks and objects from entering. When an attack from outside the sphere hits a creature inside the sphere, the sphere takes the damage instead, though the defender can still dodge the attack. For every point



of damage the sphere takes, you lose 1 portion of primeval essence. If the sphere takes more than 20 damage from a single attack, it breaks, the remainder of the damage is dealt to the defender, and One-stretch Golden Light Gu takes 2d6 damage as backlash. The sphere does not block sonic damage.

### **Shimmer Gu**

*Rank 2 Concealment*

Cost: 3 portions

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: Light bends around your body, making you invisible.

## Lightning Path

*An offensive path with focus on high speed attacks.*

### Thunderdome Gu

*Rank 4 Manifestation*

Cost: 15 portions

Range: 20 meters

Health: 18

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: A sphere of electricity is formed in a 20 meter radius centered on you. Creatures inside remain trapped while you sustain Thunderdome Gu. Creatures trapped inside can still act as normal, but the effects of Gu of equal or lesser rank cannot permeate outside the barrier. A creature that touches the sides takes 250 shock damage and can leave the sphere.

### Lightning Eye Gu

*Rank 3 Divination*

Cost: 1 portion

Range: Self

Health: 14

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: To activate Lightning Eye Gu, the user must remove their eye and place Lightning Eye Gu in the socket. Upon activation, Lightning Eye Gu replaces the lost eye permanently, and you can see out of it with perfect vision whether or not it is activated.

While you sustain Lightning Eye Gu, your lightning eye can see through obscuring effects such as smoke and illusions produced by Gu of the same or lower rank, and can see any object within 150 meters in fine detail. You become immune to the *blinded* condition, and you can react to [**Unreactable**] Gu so long as the Gu Master is within your line of sight.

## Luck Path

*Luck path was created by Giant Sun Immortal Venerable, and exploits a profound “Luck”, a formless component of Human Qi that defies the influence of Fate Gu. The existence of luck path is not common knowledge, with what few practitioners exist cultivating in the Northern Plains.*

### Amplify Luck Gu

*Rank 2 Catalyst*

Cost: 20 portions

Range: 3 meters

Health: 10

Food: <!-- TODO -->

Effect: Can only be activated as a reaction to you or another creature within range expending a luck point on a skill test. If the luck point was used to force a reroll, the target gains advantage on the reroll. If the luck point was used to give a -50 bonus on the skill test, it is instead made with a -80 bonus.

### Extend Luck Gu

*Rank 2 Catalyst*

Cost: 10 portions

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Effect: Can only be activated as a reaction to succeeding a skill test after expending a Luck Point to reroll it. You may reroll your next failed skill test before the end of your next turn.

### Luck Cauldron Gu

*Rank 2 Carver*

Cost: 10

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [Dao], [Expendable]

Effect: Your luck point maximum is increased by 1.

## Metal Path

*Similar to Earth Path, but with much more focus on defensive and especially offensive methods.*

### Aperture Lock Gu

*Three golden locks linked together, with their shackles open until the Gu is used. The first locks the aperture walls, preventing cultivation progression. The second locks their Human Qi, preventing the recovery of primeval essence. The last locks the aperture, disabling their use of Gu.*

*Rank 3 Carver*

Cost: 75 portions

Range: Touch

Health: 14

Food: 150 portions of primeval essence. Once attached, feeds off the target's primeval essence.

Effect: You touch a Gu Master with the *restrained* condition, and Aperture Lock Gu hovers above the target's chest. At the end of each of your turns, a lock snaps shut. If the target loses the *restrained* condition at any point, Aperture Lock Gu deactivates and takes 7 damage as backlash.

When the third lock closes, Aperture Lock Gu burrows into the target's aperture, and the target gains the following features while Aperture Lock Gu remains attached.

- Their aperture walls become indestructible.
- Their primeval essence recovery is reduced to 0.
- They cannot activate or refine Gu.

### Bullet Gu

*Rank 1 Attack*

Cost: 10 portions

Range: 25 meters

Health: 9

Food: 100 g of smoldering stone (1 primeval stone)

Keywords: [**Unreactable**]

Effect: You fire a small orb at incredibly high speed at a target within range. Make an attack roll with advantage. On a hit, deal 4 force damage. If this damage is dealt to the target's hit points, they gain *bleeding 1*.

### Copper Tendons Gu

*Rank 1 Carver*

Cost: 20 portions

Range: Self

Health: 10

Food: 100 g copper ore (1/2 primeval stone)

Keywords: [**Dao**], [**Expendable**]

Effect: Your tendons permanently harden into copper. Reduce all rending and force damage dealt to your hit points by 2.

### Chainsaw Golden Centipede Gu

*Rank 3 Attack*

Cost: 12 portions

Range: Self

Health: 24

Food: A handful of sharpened iron shards (1/4 primeval stone)

Keywords: [**Sustained**], [**Large**]

Effect: Your arm goes down the Chainsaw Golden Centipede Gu's throat, turning your arm into a long spinning blade. While sustained, you may use this Gu to make melee attacks with a range of 3 meters, dealing 100 rending damage on a hit. If Chainsaw Golden Centipede Gu has 12 or fewer hit points, it instead deals 40 rending damage on a hit.

### Golden Aurora Gu

*Rank 3 Manifestation*

Cost: 5 portions

Range: Self

Health: 14

Food: 10g golden phoenix feather (20 primeval stones)

Keywords: [**Sustained**]

Effect: While sustained, you are surrounded by a shimmering golden aurora and have a flying speed of 10 meters.

### Golden Bell Gu

*Rank 1 Guard*

Cost: 30 portions

Range: 2 meters

Health: 9

Food: <!-- TODO -->

Keywords: [**Defensive**]

Effect: A bell rings, and all creatures within range are surrounded in golden light until the start of your next turn. All

damage dealt to affected creatures except for sonic is reduced by 4.

### Golden Breeze Gu

*Rank 4 Tonic*

Cost: 90 portions

Range: 25 meters

Health: 12

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained, a calming breeze flows around you. All creatures within range regain 20 hit points at the end of each of your turns.

### Golden Needle Gu

*Rank 2 Attack*

Cost: 25 portions

Range: 15 meters

Health: 9

Food: <!-- TODO -->

Keywords: [**Piercing**]

Effect: A cloud of golden needles shoots from your sleeve in a line 15 meters long and 3 meters wide. Creatures in the area take 10 force damage. If this damage is dealt to their hit points, they gain the *bleeding* condition.

### Grounded Beetle Gu

*Rank 1-3 Guard*

Cost: 4 portions

Range: {Self, 1 meter, 3 meters}

Health: 12

Food: 1 kilogram of dirt

Keywords: [**Defensive**], [**Sustained**]

Effect: While sustained and standing on solid ground, creatures and Gu within range gain invulnerability to shock damage.

### Heatsink Gu

*Rank 1-2 Guard*

Cost: 8 portions

Range: Self

Health: 10

Food: 1 kg copper ore, heated to at least 100 degrees

Keywords: [**Defensive**], [**Sustained**]

Effect: While sustained, this Gu negates and stores all heat damage dealt to your hit points, to a maximum of {20, 50}. If you hit a creature with a punching or kicking attack, deal additional heat damage equal to the damage stored inside Heatsink Gu to the target. When you stop sustaining Heatsink Gu, its stored damage reverts to 0.

### Iron Hook Silver Slash Gu

*Rank 5 Attack*

Cost: 8 portions

Range: 25 meters

Health: 12

Food: <!-- TODO -->

Keywords: [**Piercing**]

Effect: You launch a silver and a steel blade, each at a target within range. On a hit, silver blades deal 140 rending damage, and steel blades deal 70 rending damage directly to the target's hit points.

### Iron Needle Gu

*Rank 1 Attack*

Cost: 15 portions

Range: 10 meters

Health: 21

Food: 200 g of needles (1 primeval stone)

Keywords: [**Piercing**]

Effect: A cloud of needles bursts from your hand towards a creature within range. Make an attack roll with a -10 bonus. On a hit, deal 2d10 force damage.

### Iron Veins Gu

*Rank 2 Carver*

Cost: 30 portions

Range: Self

Health: 12

Food: <!-- TODO -->

Keywords: [**Dao**], [**Expendable**]

Effect: Your blood vessels and arteries permanently harden into iron. Whenever you gain the *bleeding* condition, reduce the number of *bleeding* stacks you receive by 2, to a minimum of 0.

### Metal Skin Gu

*Rank 1-3 Carver*

Cost: 70 portions

Range: Self

Health: 16

Food: 10 g of {iron, steel, titanium} soaked in blood

Keywords: [Dao], [Expendable]

Effect: You are assailed with a horrendous pain for 1 hour while your skin molts and is replaced with {iron, steel, titanium}. You are incapable of taking any actions except to speak for the entire duration. When the process is complete, your skin is permanently transmuted into a flexible membrane as strong as the respective metal. Whenever you take damage to your hit points, except shock or sonic, reduce it by {5, 12, 25}, to a minimum of 0. Whenever you take shock damage to your hit points, multiply it by 2.

### Polished Gold Gu

*As is the case with most cultivation improving Gu, Polished Gold Gu is exceptionally valuable. Despite only being rank 3, Polished Gold Gu's refinement recipe requires the sacrifice of a precious rank 4 Relic Gu.*

*Rank 3 Carver*

Cost: 40 portions

Range: Self

Health: 5

Food: 1 kg of solid gold (5 primeval stones)

Keywords: [Expendable]

Effect: Your aptitude is permanently increased by 5%.

### Silver Bullet Gu

*Rank 2 Attack*

Cost: 20 portions

Range: 25 meters

Health: 5

Food: <!-- TODO -->

Keywords: [Unreactable]

Effect: You launch a silver orb at incredibly high speeds. This attack always hits. Deal 10 force damage on a hit. If this damage is dealt to the creature's hitpoints, they gain *bleeding 1*.

**Upgrade Tree: Silver Lining Gu** *Silver Lining Gu can be refined into several different rank 2 Gu. Quicksilver Lining Gu provides a speed boost, Steel Lining Gu provides physical defense, and Resurgence Gu pivots to Wood Path to provide additional healing to surrounding allies.*

### Silver Lining Gu

*Rank 1 Tonic*

Cost: 5 portions

Range: Self

Health: 16

Food: 5 g of silver soaked in tears (1 primeval stone)

Effect: Can only be activated as a reaction to getting hit by an attack or missing an attack against another creature. Regain 4 hit points.

### Quicksilver Lining Gu

*Rank 2 Tonic*

Cost: 5 portions

Range: Self

Health: 16

Food: <!-- TODO -->

Effect: Can only be activated as a reaction to getting hit by an attack or missing an attack against another creature. Regain 8 hit points. Until the end of your next turn, your movement is increased by 2 meters and you gain a -10 bonus to all **Dodge** tests.

### Steel Lining Gu

*Rank 2 Tonic*

Cost: 5 portions

Range: Self

Health: 12

Food: <!-- TODO -->

Effect: Can only be activated as a reaction to getting hit by an attack or missing an attack against another creature. Regain 10 hit points. Until the start of your next turn, your body is covered in a metallic sheen. Reduce any damage except mental or poison dealt to your hit points by 15, to a minimum of 0.

[END]

## **Transmute Tungsten Gu**

*Rank 1 Attack*

Cost: 25 portions

Range: Touch

Health: 7

Food: 1 cubic centimeter of tungsten (2 primeval stones)

Effect: Transmute an object you touch into tungsten. The object must fit within a cube 1 meter on each side. Tungsten

is incredibly dense, so this may cause less sturdy surfaces to collapse. When attempting to transmute an object another creature is holding or wearing, you must make an attack roll. Transmuted clothes become armor for the target with the following stats:

**Tungsten Armor** DT: 8

HP: 10

Dodge Penalty: +40

Movement Penalty: -4

A creature can expend its combat action to doff the armor.

## Poison Path

*Applies debilitating conditions to enemies. They may just deal damage or cause extreme symptoms. Some can even spread between creatures.*

### [Single Gate Poison Gu]

*essence and has no effect other than to remove the poisoned condition inflicted by Single Gate Poison Gu.*

### Close Gate Gu

*Rank 3 Attack*

*Rank 3 Catalyst*

Cost: None

Cost: 30 portions

Range: Touch

Range: Touch

Health: 10

Health: 11

Food: None

Food: <!-- TODO -->

Effect: A creature you touch has the *posioned* condition removed if it was inflicted by Single Gate Poison Gu.

Effect: You touch a creature and they gain the *poisoned* condition. If this condition remains on them for 7 days, the target dies.

### Single Gate Poison Gu

*When Single Gate Poison Gu is successfully refined, a rank 3 Close Gate Gu is also refined. This Gu costs no primeval*

[END]



## Refinement Path

*Improves any aspect of gu refinement. Refinement path Gu Masters are often well respected, since they act as factories producing Gu for the clan. Cultivators can often be hired to produce Gu for a significant price.*

### [Path] Refinement Gu

*Rank 1-5 Catalyst*

Cost: 4 portions

Range: Self

Health: 8

Food: 1 m<sup>3</sup> of plant matter belonging to [Path]

Keywords: [Expendable]

Effect: When following a Gu refinement recipe for a rank {1, 2, 3, 4, 5} Gu of [Path], activate this Gu to gain advantage on the **Refinement** test.

## Rule Path

*Very uncommon, rule path Gu have very narrow use cases but can be very helpful for augmenting killer moves.*

### Millimeter Gu

*Rank 1 Catalyst*

Cost: portions

Range: <!-- TODO -->

Health: <!-- TODO -->

Food: 1 cubic millimeter of gold

Keywords: [Supplementary]

Effect: Change the range of your next Gu activation to a millimeter. Has no effect on Gu with a range of *self*.

### Meter Gu

*Rank 2 Catalyst*

Cost: portions

Range: <!-- TODO -->

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [Supplementary]

Effect: Change the range of your next Gu activation to a meter. Has no effect on Gu with a range of *self*.

### Hundred Meter Gu

*Rank 3 Catalyst*

Cost: portions

Range:

Health:

Food: <!-- TODO -->

Keywords: [Supplementary]

Effect: Change the range of your next Gu activation to 100 meters. Has no effect on Gu with a range of *self*.

### Sacrifice Gu

*Rank 4 Catalyst*

Cost: 40 portions

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [Expendable]

Effect: Can only be activated as a reaction to yourself using an [Expendable] Gu. That [Expendable] Gu is not destroyed in the process of activation.

## Soul Path

*Difficult to cultivate, soul path methods power is largely reliant on the user's soul strength. Stronger offensively, with few options when it comes to support.*

### Burial Soul Toad Gu

*Rank 3-4 Container*

Cost: 30 portions

Range: 3 meters

Health: 50

Food: {1, 5} human souls

Keywords: [**Large**]

Effect: Burial Soul Toad Gu must be removed from your aperture to be activated. When activated, Burial Soul Toad Gu draws in the souls of all dead creatures within range that have been dead for less than an hour. Absorbed souls burst through the skin on Burial Soul Toad Gu's back, appearing as smooth white eggs 5cm in diameter. Soul eggs can be plucked from Burial Soul Toad Gu's back, but once separated any amount of damage will break the soul egg and release the soul within. Burial Soul Toad Gu can hold up to {100, 1000} souls at a time, not counting any souls removed from its back.

### Beast Soul Gu

*Rank 3 Carver*

Cost: 45 portions

Range: Self

Health: 12

Food: 1 pound of the respective beast's flesh

Effect: Variants exist for most types of beasts; Wolf Soul Gu, Bear Soul Gu, etc. Your soul requires 1 day between activations. When activated, slightly refines the soul and transforms it into a beast soul. After 15 activations, you have the beast soul, and henceforth take only half the regular damage to your soul when enslaving or controlling beasts of the same type as your soul. Additionally, you may now safely increase your soul's maximum hit points beyond 1,000.

### Soul Strength Gu

*Rank 2 Carver*

Cost: 15 portions

Range: Self

Health: 12

Food: <!-- TODO -->

Effect: Your Strength attribute is permanently reduced by 5. Your maximum Soul is permanently increased by 5. If your Strength attribute is reduced to 0, you die.

## Sound Path

*Sound based investigative methods and attacks make up much of sound path. Its attacks are weaker than other offensive paths, but many shield Gu are unable to block sonic damage.*

### Clairaudiance Gu

*Rank 1 Divination*

Cost: 20 portions

Range: 250 meters

Health: 10

Food: 100 g Autumn Voice Grass (4 primeval stones)

Keywords: [**Low Vitality**] (Must play music or sing for 1 hour per hit point)

Effect: While sustained, your hearing grows extremely sensitive. You can hear all noises made within range and judge their exact location. If you take sonic damage to your hit points, multiply it by 2.

### Copper Warhorn Gu

*Rank 1 Manifestation*

Cost: 4 portions

Range: 1 km

Health: 10

Food: <!-- TODO -->

Effect: The deafening sound of a horn fills the area within range for a few seconds. The sound is harmless.

### Tripwire Gu

*An infinitesimally thin worm that attaches itself to the wall and alerts the user when a creature passes through. Its biggest weakness is that there is no way to know which one was tripped if the user has multiple Tripwire Gu set up.*

*Rank 1 Divination*

Cost: 10 portions

Range: Touch

Health: 10

Food: <!-- TODO -->

Effect: You attach one end of Tripwire Gu to a wall, and the other end to another wall within 1 meter, forming a tripwire. Tripwire Gu becomes invisible and intangible, and if a creature passes through it you hear the sound of a bell in your head that wakes you up if you are sleeping.

## Space Path

*Teleportation is the hallmark of space path, but some offensive and defensive methods exist.*

### **Dimensional Lock Gu**

*Rank 4-5 Manifestation*

Cost: 200 portions

Range: Self

Health: 24

Food: {10, 100} kg Emptiness Iron ({250, 2500} primeval stones)

Effect: For {1 hour, 1 day}, a {5, 15} meter cube, centered on

the square you activated this Gu on, becomes dimensionally locked. Creatures cannot teleport to any space inside the cube from outside of it. Creatures inside the cube cannot teleport at all. The cube is barely visible, and awareness checks made to see its edges have a +30 penalty.

*One of the signature methods of space path, the Dimensional Lock Gu is very effective at preventing escapes and attacks. No teleportation Gu below rank 6 can pierce its effects. It appears as a floating glass box containing within the starry sky of black heaven.*

## Strength Path

*Strength Path is a dying path, with little advancement being made as time passes. Despite it being a bit weaker than other paths at higher ranks, many Gu Masters choose to cultivate it due to its relatively cheap cost. Gu Masters that are skilled at hand-to-hand combat will typically get the most out of strength path, but some longer-range methods do exist.*

### All Out Effort Gu

*A Rhinoceros Beetle with a long, black carapace, All Out Effort Gu is an extinct Gu from the Olden Antiquity Era, when Strength Path flourished. Now, only a few still exist in the world.*

*Rank 1-5 Catalyst*

Cost: 15 portions

Range: Self

Health: 15

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained, whenever you roll to activate a beast phantom from a Strength Path Gu of rank {1, 2, 3, 4, 5} or lower, you may forego the roll and trigger the beast phantom automatically.

[**Beast Strength**] *Many Gu of Strength Path belong to the beast strength archetype; Gu that, over many uses, permanently grant the user the strength of a particular beast. Here are some of the more common Gu of this archetype in Southern Border.*

### Bear Strength Gu

*Rank 1 Carver*

Cost: 40 portions

Range: Self

Health: 11

Food: 10 kilograms of bear flesh

Keywords: [**Dao**]

Effect: Your strength attribute permanently increases by 10. For 24 hours, you cannot gain strength from Bear Strength Gu. Once you've gained 50 strength from Bear Strength Gu, activating Bear Strength Gu further has no effect on you, but you permanently gain the following feature:

Whenever you deal damage to a creature with an unarmed melee attack, roll 1d10. If you roll a 1, a bear phantom appears behind you, increasing the damage of the attack by 10 force damage.

### Boar Strength Gu

*Rank 1 Carver*

Cost: 40 portions

Range: Self

Health: 9

Food: 10 kilograms of boar flesh

Keywords: [**Dao**]

Effect: Your strength attribute permanently increases by 5. For 24 hours, you cannot gain strength from Boar Strength Gu. Once you've gained 25 strength from Boar Strength Gu, activating Boar Strength Gu further has no effect on you, but you permanently gain the following features:

Whenever you deal damage to a creature with an unarmed melee attack, roll 1d10. If you roll a 1, a boar phantom appears behind you, increasing the damage of the attack by 5 force damage.

You may make a *charge* unarmed strike against a creature. To do so, you must move at least 3 meters in a straight line towards them, and have enough movement to put yourself into a square adjacent to the target. You and the target make an opposed **Close Combat** test. If you win, the target takes 1 force damage, +1 damage for every 10 points you have in Strength, and the target is knocked *prone*.

### Crocodile Strength Gu

*Rank 1 Carver*

Cost: 40 portions

Range: Self

Health: 9

Food: 10 kilograms of crocodile flesh

Keywords: [**Dao**]

Effect: Your strength attribute permanently increases by 5. For 24 hours, you cannot gain strength from Crocodile Strength Gu. Once you've gained 25 strength from Crocodile Strength Gu, activating Crocodile Strength Gu further has no effect on you, but you permanently gain the following features:

Whenever you deal damage to a creature with an unarmed melee attack, roll 1d10. If you roll a 1, a crocodile phantom appears behind you, increasing the damage of the attack by 5 force damage.

When you make an unarmed attack, you gain the following option:

**Bite:** You viciously bite the target. Roll a **Close Combat** skill test. On a hit, deal 2 rending damage, +1 damage for every 5 points you have in Strength. The target is inflicted with *bleeding X*, where X is equal to 20% of the damage dealt to their hit points, rounded down (minimum 0).

### Deer Strength Gu

*Rank 1 Carver*

Cost: 40 portions

Range: Self

Health: 9

Food: 10 kilograms of deer flesh

Keywords: [**Dao**]

Effect: Your strength attribute permanently increases by 4. For 24 hours, you cannot gain strength from Deer Strength Gu. Once you've gained 20 strength from Deer Strength Gu, activating Deer Strength Gu further has no effect on you, but you permanently gain the following features:

Whenever you deal damage to a creature with an unarmed melee attack, roll 1d10. If you roll a 1, a deer phantom appears behind you, increasing the damage of the attack by 3 force damage.

Your movement is increased by 2 meters.

### Wolf Strength Gu

*Rank 1 Carver*

Cost: 40 portions

Range: Self

Health: 9

Food: 10 kilograms of wolf flesh

Keywords: [**Dao**]

Effect: Your strength attribute permanently increases by 5. For 24 hours, you cannot gain strength from Wolf Strength Gu. Once you've gained 25 strength from Wolf Strength Gu, activating Wolf Strength Gu further has no effect on you, but you permanently gain the following features:

Whenever you deal damage to a creature with an unarmed melee attack, roll 1d10. If you roll a 1, a wolf phantom appears behind you, increasing the damage of the attack by 5 force damage.

Your movement is increased by 1 meter.

[**END**]

### Big Strength Gu

*Rank 2 Catalyst*

Cost: 25 portions

Range: Self

Health:

Food: <!-- TODO -->

Effect: Your Strength attribute is increased by 50 for 3 turns.

### Bitter Strength Gu

*Bitter Strength Gu is a beetle with a oval and palm-sized body. Lumps grow on its back*

*Rank 2-4 Catalyst*

Cost: 8 portions

Range: Self

Health:

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained, your Strength attribute is increased by {5, 10, 25} \* your missing hit points.

### Brute Force Longbeetle Gu

*Rank 1 Catalyst*

Cost: 30 portions

Range: Self

Health: 15

Food: <!-- TODO -->

Effect: Until the end of your next turn, your Strength attribute is increased by 100. If your Fortitude attribute is lower than 40, your Strength attribute is permanently reduced by 5 at the end of this effect.

### Exert Strength Gu

*Rank 2 Catalyst*

Cost: 10

Range: 10 meters

Health: 15

Food: <!-- TODO -->

Effect: You immediately make an **Athletics** test to lift, push, or pull an object within range, or you immediately make a **Grapple** combat action against a creature within range.

## **Ivory Armor Gu**

*Rank 2-4 Guard*

Cost: 5

Range: Self

Health: {40, 100, 350}

Food: <!-- TODO -->

Keywords: [Shield], [Sustained]

Effect: Ivory armor begins to grow around your body. This Gu has no effect until the start of your next turn. Any damage dealt to Ivory Armor Gu is reduced by 10% of your Strength attribute, rounded down. The armor remains when you stop activating this Gu and has the following stats:

**Ivory Armor DT:** 6

**HP:** 12

**Dodge Penalty:** +10

**Movement Penalty:** -1

The armor can be broken with a bonus action.

## **Normal Force Gu**

*Rank 3 Catalyst*

Cost: A number of portions equal to the total damage of the triggering attack

Range: Self

Health: 9

Food: <!-- TODO -->

Keywords: [Unreactable]

Effect: Can be activated as a reaction to dealing damage with a punching attack. The force of the target's body that

would resist your punch is instead redirected back towards the target. Double the damage dealt by the triggering attack.

## **[Path] Strength Gu**

*A series of Gu worms that exists for most paths, save for Human and Heaven. Used to augment attacks from other paths with your own strength.*

*Rank 3 Catalyst*

Cost:

Range: Self

Health:

Food: <!-- TODO -->

Keywords: [Supplementary]

Effect: If the next Gu you activate before the end of your turn belongs [Path], add 10% of your Strength attribute, rounded down, to any damage dealt by it. When used as a supplementary Gu for a killer move with a core [Path] Gu that deals damage, add 10% of your Strength attribute, rounded down, to the damage dealt by the killer move.

## **Self Reliance Gu**

*A black cockroach with buzzing wings on its back*

*Rank 1-3 Tonic*

Cost: {40, 20, 10} portions

Range: Self

Health: 16

Food: <!-- TODO -->

Effect: Immediately regain hit points equal to 5% of your Strength attribute, rounded down.



## Sword Path

*Pioneered by the legendary pseudo-venerable Bo Qing, sword path boasts some of the strongest attacks in the Gu world. Sword path's defensive methods are by comparison very weak.*

### Aegis Gu

*Rank 2-3 Guard*

Cost: 20 portions

Range: Self

Health: {20, 50}

Food: <!-- TODO -->

Keywords: [**Defensive**], [**Sustained**], [**Shield**]

Effect: While sustained, a spectral sword and shield manifest in front of you. Whenever a creature makes a **Close Combat** roll against you, you may use a reaction to have the sword swing at the attacker, dealing {35, 80} rending damage on a hit. Rending damage dealt to Aegis Gu's hitpoints are reduced by {5, 15}.

### Flash Sword Gu

*Rank 4 Celerity*

Cost: 18 portions

Range: Self

Health: 11

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained, your movement is increased by 8 meters and you gain a -40 bonus to **Dodge** tests. You may forego your movement to instead fly in a straight line of up to 30 meters. If you move through an occupied square, that creature takes 120 rending damage. **Dodge** tests made to avoid this attack are made with a +40 penalty.

### Pierce Gu

*Rank 1-3 Attack*

Cost: 25 portions

Range: {5, 10} meters

Health: 6

Food: <!-- TODO -->

Keywords: [**Piercing**]

Effect: A piercing light shoots from your finger at a target within range. Make an attack roll; on a hit deal {5, 10, 30} force damage directly to their hit points.

### Separate Gu

*Rank 1 Attack*

Cost: portions

Range: Touch

Health:

Food: <!-- TODO -->

Effect: Splits an inanimate object of up to 1 cubic meter in volume perfectly in half. You can pick what direction it splits as long as splitting it that way would create 2 halves of equal volume.

### Sole Sword Gu

*Rank 4-5 Carver*

Cost: 4 portions

Range: Touch

Health:

Food: <!-- TODO -->

Effect: Carves sword dao into a weapon or Gu that deals rending damage. If an attack made with the weapon or Gu is blocked by a Gu of rank {4, 5} or less with the [**Shield**] Keyword, the defending [**Shield**] Gu takes rending damage equal to its hit points before the damage of the attack is assigned. After 24 hours, the weapon or Gu affected by Sole Sword Gu crumbles into dust.

[**Upgrade Path: Split Mountain Gu**]

### Cut Gu

*Rank 1 Attack*

Cost: 10 portions

Range: 3 meters

Health: 2

Food: A handful of ordinary grass

Effect: You throw an invisible and sharp crescent at a creature within range. Make an attack roll. On a hit, deal 5 rending damage. If this damage is dealt to a creature's hit points, they gain *bleeding 1*. **Dodge** tests to avoid this attack are made with a +20 penalty.

## Slash Gu

### *Rank 2 Attack*

Cost: 10 portions

Range: 8 meters

Health: 5

Food: 1 kg of shattered glass (1/4 primeval stone)

Effect: You throw a 1 meter wide curved blade in an 8 meter long line. All creatures in the area take 15 rending damage.

## Rend Gu

### *Rank 3 attack*

Cost: 10 portions

Range: 20 meters

Health: 7

Food: 1 kg of sharpened blades of any size (1/2 primeval stone)

Effect: You throw a 2 meter wide curved blade in a 20 meter long line. All creatures in the area take 60 rending damage. **Dodge** tests to avoid this attack are made with a +10 penalty.

## Split Hill Gu

### *Rank 4 Attack*

Cost: 15 portions

Range: 100 meters

Health: 9

Food: 10 Slash Gu

Effect: You throw a 5 meter wide blade of supercondensed sword qi in a 100 meter long line. All creatures in the area take 200 rending damage. **Dodge** tests to avoid this attack are made with a +20 penalty.

## Split Mountain Gu

### *Rank 5 Attack*

Cost: 40 portions

Range: 500 meters

Health: 11

Food: 50 Rend Gu

Effect: You launch an enormous burst of sword qi; select an area 10 meters wide, 10 meters tall, and 500 meters long. All creatures in the area take 800 rending damage. **Dodge** tests to avoid this attack are made with a +40 penalty.

*Discovered by Lord of Swords Jin Chang, Split Mountain Gu is named for his sundering of Mount Cao. To this day, a great ravine splits the mountain in two, with the Jin and Cao clans living on either side.*

[END]

## Sharpen Gu

### *Rank 2-5 Carver*

Cost: 35 portions

Range: Touch

Health: 11

Food: <!-- TODO -->

Keywords: [Expendable]

Effect: Carves sword dao into a weapon or Gu that deals rending damage. If damage from an attack made with the weapon or Gu is assigned to a Gu of rank {2, 3, 4, 5} or less with the [Shield] Keyword, the defending [Shield] Gu takes rending damage equal to its hit points before the damage of the attack is assigned. If this Gu is used on a weapon, the effect is permanent. If used on a Gu, the effect lasts until the next time you activate the Gu.

## Sword Sheath Gu

### *Rank 2-4 Guard*

Cost: 8 portions

Range: 3 meters

Health: 12

Food: <!-- TODO -->

Whenever you are targeted by an attack from a sword-path Gu or a physical weapon within range, you may activate this Gu as a reaction to cover the Gu or weapon in a formless sheath, negating the triggering attack. The Gu or weapon cannot be forced out or used and the sheath has {10, 30, 120} hit points. It remains sheathed until the sheath is broken.

## Theft Path

*Theft path was invented by Thieving Heaven Demon Venerable, and contains great profundities of heaven. Mortal theft-path methods are dangerous and hard to counter, but in return theft path has poor offensive capabilities.*

### Plunder Gu

*Rank 2 Attack*

Cost: 5 portions

Range: 4 meters

Health: 8

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained, you attempt to pull a random Gu from the aperture of a Gu Master within range at the start of each of your turns. You and the target make an opposed **Agility** test. If you win, you pull a random Gu from their aperture and into your own. If you leave your current square

for any reason while sustaining this Gu, it deactivates and takes 1d4 damage.

### Steal Luck Gu

*Rank 1 attack*

Cost: <!-- TODO -->

Range: <!-- TODO -->

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [**Unreactable**]

Effect: Choose a target you can see within range. If the target currently has a luck point and your luck points are below their maximum, you steal 1 luck point from the target.

## Time Path

*Manipulates the River of Time to speed up, slow down, and even stop the passage of time.*

### Third Watch Gu

*Rank 3 Carver*

Cost: None

Range: Self

Health: 3

Food: <!-- TODO -->

Keywords: [**Expendable**]

Effect: A silver triangle tattoo appears on your chest. Your body and aperture now flow 3 times as quickly down the River of Time. Your natural primeval essence recovery speed is tripled, the required time to break through large realms through cultivation is divided by 3 (rounded up), and every year that passes, your remaining lifespan is reduced by 3 years.

...

## Transformation Path

*Changing the users body temporarily. Transformation path Gu Masters rely on acquiring a full set of Gu for a particular transformation. When using all component Gu together, they form a killer move that the Gu Master does not need to deduce. Transformation path is very balanced, but each transformation has strengths and weaknesses.*

### Frog Legs Gu

*Rank 1 Carver*

Cost: 35 portions

Range: Self

Health: 12

Food: 1 kg of frog legs

Keywords: [**Dao**], [**Expendable**]

Effect: Your legs grow thick and fibrous muscles. Whenever you jump, double your jump distance upwards or forwards. You no longer take fall damage from falls of 15 meters or less. Falls of more than 15 meters deal 3 damage for every meter you fell more than 15.

### Jade Skin Gu

*Rank 1-5 Guard*

Cost: 8 portions

Range: Self

Health: {30, 80, 180, 425, 1000}

Food: {1, 4, 9, 16, 25} jade stones

Keywords: [**Sustained**], [**Defensive**], [**Shield**]

Effect: Your body is shrouded in jade while sustained. Foreign objects are blocked from entering as well.

### Longarm Gu

*Rank 1 Catalyst*

Cost: 5 portions

Range: Self

Health: 8

Food: 5 kg of monkey flesh (1 primeval stone)

Keywords: [**Sustained**]

Effect: Your arms grow dramatically in length, increasing the range of all your melee attacks by 1 meter while sustained. Your touch range also increases by 1 meter.

[Upgrade Path: Flying Zombie Gu] <!-- TODO -->

### Roaming Zombie Gu

*Rank 2 Carver*

Cost: 10 portions

Range: Self

Health:

Food:

Keywords: [**Dao**], [**Sustained**]

Effect: While sustained, your body transforms into that of a roaming zombie, granting you the following effects:

Your maximum hit points are increased by 50. When you start sustaining this Gu, regain 50 hit points.

You regain 8 hit points at the start of each of your turns.

Your brain becomes your only vital organ.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions.

You gain vulnerability to heat and shock damage.

While exposed to direct light, you suffer a +20 penalty to all skill tests.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain a **Roaming Zombie Token**. If you ever have 10 **Roaming Zombie Tokens**, your body is permanently transformed into a mindless zombie and you die.

As long as you have 9 or fewer **Roaming Zombie Tokens**, every month you go without activating Roaming Zombie Gu reduces the number of **Roaming Zombie Tokens** you have by 1.

### **Hairy Zombie Gu**

*Rank 3 Carver*

Cost: 10 portions

Range: Self

Health:

Food:

Keywords: [**Dao**], [**Sustained**]

Effect: While sustained, your body transforms into that of a hairy zombie, granting you the following effects:

Your maximum hit points are increased by 100. When you start sustaining this Gu, regain 100 hit points.

You regain 15 hit points at the start of each of your turns.

Your brain becomes your only vital organ.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions.

You gain vulnerability to heat and shock damage.

While exposed to direct light, you suffer a +20 penalty to all skill tests.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain a **Hairy Zombie Token**. If you ever have 10 **Hairy Zombie Tokens**, your body is permanently transformed into a hairy zombie. Your natural primeval essence recovery rate is reduced to 0.

As long as you have 9 or fewer **Hairy Zombie Tokens**, every month you go without activating Hairy Zombie Gu reduces the number of **Hairy Zombie Tokens** you have by 1.

### **Hopping Zombie Gu**

*Rank 4 Carver*

Cost:

Range: Self

Health:

Food:

Keywords: [Dao], [Sustained]

Effect: While sustained, your body transforms into that of a hopping zombie, granting you the following effects:

Your maximum hit points are increased by 250. When you start sustaining this Gu, regain 250 hit points.

You regain 25 hit points at the start of each of your turns.

Your jumping distance is doubled.

Your brain becomes your only vital organ.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions.

You gain vulnerability to heat and shock damage.

While exposed to direct light, you suffer a +20 penalty to all skill tests.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain a **Hopping Zombie Token**. If you ever have 10 **Hopping Zombie Tokens**, your body is permanently transformed into a hopping zombie. Your natural primeval essence recovery rate is reduced to 0.

As long as you have 9 or fewer **Hopping Zombie Tokens**, every month you go without activating Hopping Zombie Gu reduces the number of **Hopping Zombie Tokens** you have by 1.

### Asura Zombie Gu

*Rank 5 Carver*

Cost:

Range: Self

Health:

Food:

Keywords: [Dao], [Sustained]

Effect: While sustained, your body transforms into that of an Asura Zombie, granting you the following effects:

Your maximum hit points are increased by 500. When you start sustaining this Gu, regain 500 hit points.

You regain 50 hit points at the start of each of your turns.

Your brain becomes your only vital organ.

You gain a flying speed of 10 meters.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions.

You gain vulnerability to heat and shock damage.

While exposed to direct light, you suffer a +20 penalty to all skill tests.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain an **Asura Zombie Token**. If you ever have 10 **Asura Zombie Tokens**, your body is permanently transformed into an Asura Zombie. Your natural primeval essence recovery rate is reduced to 0.

As long as you have 9 or fewer **Asura Zombie Tokens**, every month you go without activating Asura Zombie Gu reduces the number of **Asura Zombie Tokens** you have by 1.

### Blood Wight Zombie Gu

*Rank 5 Carver*

Cost:

Range: Self

Health:

Food:

Keywords: [**Dao**], [**Sustained**]

Effect: While sustained, your body transforms into that of a Blood Wight Zombie, granting you the following effects:

Your maximum hit points are increased by 500. When you start sustaining this Gu, regain 500 hit points.

You regain 100 hit points at the start of each of your turns.

Your brain becomes your only vital organ.

You gain a flying speed of 10 meters.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions.

You gain vulnerability to heat and shock damage.

While exposed to direct light, you suffer a +20 penalty to all skill tests.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain a **Blood Wight Zombie Token**. If you ever have 10 **Blood Wight Zombie Tokens**, your body is permanently transformed into a Blood Wight Zombie.

As long as you have 9 or fewer **Blood Wight Zombie Tokens**, every month you go without activating Blood Wight Zombie Gu reduces the number of **Blood Wight Zombie Tokens** you have by 1.

### **Earth Chief Zombie Gu**

*Rank 5 Carver*

Cost:

Range: Self

Health:

Food:

Keywords: [**Dao**], [**Sustained**]

Effect: While sustained, your body transforms into that of an Earth Chief Zombie, granting you the following effects:

Your maximum hit points are increased by 1000. When you start sustaining this Gu, regain 1000 hit points.

You regain 30 hit points at the start of each of your turns.

Your brain becomes your only vital organ.

You gain a flying speed of 10 meters.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions and cannot be knocked prone.

You gain vulnerability to heat damage.

While exposed to direct light, you suffer a +20 penalty to all skill tests.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain an **Earth Chief Zombie Token**. If you ever have 10 **Earth Chief Zombie Tokens**, your body is permanently transformed into an Earth Chief Zombie.

As long as you have 9 or fewer **Earth Chief Zombie Tokens**, every month you go without activating Earth Chief Zombie Gu reduces the number of **Earth Chief Zombie Tokens** you have by 1.



## Heavenly Demon Zombie Gu

*Rank 5 Carver*

Cost:

Range: Self

Health:

Food:

Keywords: [**Dao**], [**Sustained**]

Effect: While sustained, your body transforms into that of a Heavenly Demon Zombie, granting you the following effects:

Your maximum hit points are increased by 250. When you start sustaining this Gu, regain 250 hit points.

You regain 30 hit points at the start of each of your turns.

Your brain becomes your only vital organ.

You gain a flying speed of 25 meters.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions.

You gain vulnerability to heat and shock damage.

While exposed to direct light, you gain a -10 bonus on all **Dodge**, **Flying**, **Close Combat** and **Ranged Combat** skill tests.

While not exposed to direct light, you gain a -10 bonus on all **Awareness**, **Cultivation**, **Deduction**, and **Refinement** tests.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain a **Heavenly Demon Zombie Token**. If you ever have 10 **Heavenly Demon Zombie Tokens**, your body is permanently transformed into a Heavenly Demon Zombie.

As long as you have 9 or fewer **Heavenly Demon Zombie Tokens**, every month you go without activating Heavenly Demon Zombie Gu reduces the number of **Heavenly Demon Zombie Tokens** you have by 1.

## Nightmare Zombie Gu

*Rank 5 Carver*

Cost:

Range: Self

Health:

Food:

Keywords: [**Dao**], [**Sustained**]

Effect: While sustained, your body transforms into that of a Nightmare Zombie, granting you the following effects:

Your maximum hit points are increased by 150. When you start sustaining this Gu, regain 150 hit points.

You regain 30 hit points at the start of each of your turns.

Your brain becomes your only vital organ.

You gain a flying speed of 15 meters.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions.

You gain vulnerability to heat and shock damage.

While exposed to direct light, you suffer a +20 penalty to all skill tests.

When you hit a creature with a melee attack, they take 50 damage to their soul.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain a **Nightmare Zombie Token**. If you ever have 10 **Nightmare Zombie Tokens**, your body is permanently transformed into a Nightmare Zombie.

As long as you have 9 or fewer **Nightmare Zombie Tokens**, every month you go without activating Nightmare Zombie Gu reduces the number of **Nightmare Zombie Tokens** you have by 1.

### Plague Zombie Gu

*Rank 5 Carver*

Cost:

Range: Self

Health: 20

Food:

Keywords: [**Dao**], [**Sustained**]

Effect: While sustained, your body transforms into that of a Plague Zombie, granting you the following effects:

You regain 30 hit points at the start of each of your turns.

Your brain becomes your only vital organ.

You gain a flying speed of 5 meters.

You gain immunity to the *bleeding*, *fatigued*, and *posioned* conditions.

You gain vulnerability to heat and shock damage.

While exposed to direct light, you suffer a +20 penalty to all skill tests.

If a creature starts their turn within 15 meters of you, they gain the **posioned** condition. While **posioned** in this way, they take 50 poison damage directly to their hit points at the end of each of their turns.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain a **Plague Zombie Token**. If you ever have 10 **Plague Zombie Tokens**, your body is permanently transformed into a Plague Zombie.

As long as you have 9 or fewer **Plague Zombie Tokens**, every month you go without activating Plague Zombie Gu reduces the number of **Plague Zombie Tokens** you have by 1.

[END]

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## Water Path

*Manipulates water and fluids. More defensive, but water path attacks can still be devastating.*

### Jelly Bubble Gu

*Rank 2 Guard*

Cost: 3 portions

Range: Self

Health: 90

Food: 1 kg of mashed fruits (1/4 primeval stone)

Keywords: [**Sustained**], [**Defensive**], [**Shield**]

Effect: While sustained, you're surrounded by a bubble of viscous jelly that shields you from outside attacks. You cannot move, dodge, or make melee attacks, and you gain immunity to the *burning* and *ablaze* conditions. Force damage dealt to Jelly Bubble Gu is reduced by 30.

### Faucet Gu

*Rank 1 Manifestation*

Cost: 4 portions

Range: Self

Health: 10

Food: <!-- TODO -->

Effect: 5 liters of fresh water pours from your fingertip.

### Land Becomes Sea Gu

*Rank 3-4 Manifestation*

Cost: 160 portions

Range: {15, 50} meters

Health: 12

Food: <!-- TODO -->

Effect: All earth, soil, and stone within range is transmuted into an equal volume of water.

### Stream Gu

*Rank 1 Attack*

Cost: 2 portions

Range: Self

Health: 7

Food: <!-- TODO -->

Effect: You fire a pressurized stream of water from your index finger at a target within range. Make an attack roll with a -30 bonus. On a hit, deal 3 force damage.

:::

## Wind Path

*Manipulation of air currents and storms. Wind path methods usually need to be sustained several turns before they reach full strength. It is very rare for a wind path Gu Master to not also be a master of flying.*

### Air Resistance Gu

*Rank 2 Catalyst*

Cost: <!-- TODO -->

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained, your movement makes no sound, including jumping, climbing, and sprinting. You also fall at a rate of 10 meters per turn (at the start of each of your turns) and take no damage from falling. If you have a flying speed greater than 10 meters, it is reduced to 10 meters.

### Feather Step Gu

*Rank 1 Celerity*

Cost: 2 portions

Range: Self

Health: 8

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained, your movement makes no sound.

### Hurricane Gu

*Rank 3 Manifestation*

Cost: portions

Range: 500 meters

Health: 14

Food: <!-- TODO -->

Effect: Galeforce winds begin spinning within range. While sustained, all attack rolls made within range are made with a +30 penalty. If the attack rolls originates from a Gu of wind path, it instead gains a -30 bonus. If used in conjunction with large volumes of water, such as over a lake or using a Gu that produces large amounts of water, that water is spread over the area causing flooding.

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## Wisdom Path

*Invented millions of years ago by Star Constellation Immortal Venerable, wisdom path is scarce in the modern Gu world. Inheritances are few in number and kept out of reach, for the strength of Wisdom path is to subdue your enemy without them knowing you even made a move.*

### Awake Gu

*Rank 1-3 Catalyst*

Cost: 6 portions

Range: 3 meters

Health: 7

Food: Consumes dreams when the owner sleeps

Effect: Awaken a sleeping target. Can be activated as a reaction to you or a creature within range falling to 0 hit points to give them a -{20, 40, 60} bonus to their Perseverance test

### Awaken Cloud Gu

*Rank 4 Catalyst*

Cost: 40 portions

Range: Self

Health: 15

Food: 1 liter of pure water

Keywords: [**Deductive**]

Effect: A cloud of thoughts rumbles above your head, granting you Advantage on a Deduction skill test.

### Battle Will Gu

*Rank 3 Catalyst*

Cost: 15 portions

Range: 5 meters

Health: 8

Food: Battle Thoughts (Gu Master must think about fighting for 1 hour)

Effect: All creatures within range, including yourself, become agitated and more prone to violence, and gain a -30 bonus to Perseverance tests for 10 minutes.

### Brain Explosion Gu

*Rank 4 Attack*

Cost: 55 portions

Range: 10 meters

Health: 12

Food: 1 Human Brain

Effect: Brain Explosion Gu flies towards a creature within range. This can be reacted to and attacked. If Brain Explosion Gu successfully reaches the target, it burrows into their mind and becomes dormant, no longer requiring food to sustain itself. If the creature makes a Cultivation, Deduction, Knowledge, or Refinement test, the Brain Explosion Gu detonates, instantly killing Brain Explosion Gu and the creature. If the creature is forced by some other effect to make one of these tests, they may elect to automatically fumble it and not detonate the Brain Explosion Gu.

### Careful Gu

*Rank 3 Catalyst*

Cost: portions

Range: Self

Health: 7

Food: <!-- TODO -->

Keywords: [**Expendable**]

Effect: Activate before rolling the failure die of a refinement recipe. Increase the die by one stage (d2 -> d4 -> d6 -> d8 -> d10 -> d12 -> d20 -> d100) to a maximum of a d100.

### Enamor Gu

*Rank 2 Attack*

Cost: 30 portions

Range: Touch

Health: <!-- TODO -->

Food: <!-- TODO -->

Effect: Make an attack roll against a creature within range. On a hit, the creature feels a strong bond of love between themselves and you. The affected creature cannot make any attacks against you, and will try its best to protect you, even risking its own life. If you are being attacked by the creature's allies, the creature will try to protect you without harming either side. At the end of each of its turns, the affected creature can make an **Insight** test, ending the effect on a success.

## Human Secret Gu

*The mortal variant of Heavenly Secret Immortal Gu, Human Secret Gu resembles a roiling purple cloud.*

*Rank 3-5 Divination*

Cost: 40 portions

Range: {1, 5, 20} meters

Health: 9

Food: 10 g of clear minded jade (150 primeval stones)

Effect: If activated during a deduction, your deduction benefits from the combined knowledge of all humans and variant humans within range instead of just information available to you personally. Can also be used outside of deductions to read the thoughts of all humans and variant humans within range until the start of your next turn. While active, you may react to other creature's thoughts, including the activation of Gu, even if they are **[Unreactable]**. Additionally, you gain a -50 bonus to all tests made to parry, dodge, or attack creatures within range.

## Little Will Gu

*Rank 1-3 Catalyst*

Cost: 10 portions

Range: Self

Health: 6

Food: <!-- TODO -->

Keywords **[Expendable]**

Effect: You take {1, 2, 6} damage to your soul and create {2, 8, 30} Little Wills. Little Wills are linked to you psychically and can help you multitask. When you take the Activate Gu combat action, you may consume any number of Little Wills to gain 1 Activation per Little Will consumed in this way.

When you activate or sustain a Gu with the **[Sustained]** keyword, you may expend a Little Will. The Gu will remain sustained until the start of your next turn and does not count towards your current number of sustained Gu.

Little Wills can also be left pretty much anywhere along with a Gu. When a condition, set by you when you leave the Little Will, is fulfilled, the Will consumes itself to activate the Gu in a manner of your choosing.

Little Wills can exist for up to 6 months before vanishing.

## Martial Art Mantis Gu

*Rank 1-2 Catalyst*

Cost: 8 portions

Range: Self

Health: 15

Food: <!-- TODO -->

Keywords: **[Sustained]**

Effect: While sustained, you gain a {-10, -20} bonus to **Close Combat** tests.

## Mind Fortress Gu

*Rank 1-5 Guard*

Cost: 15 portions

Range: Self

Health: {8, 25, 60, 150, 400}

Food: 5 hours of intense thinking; the thoughts are consumed and cannot be used for deductions.

Keywords: **[Defensive]**, **[Shield]**, **[Sustained]**

Effect: While sustained, if an effect would manipulate your thoughts, emotions, or will, and originates from a source of equal or lower rank than this Gu, it is negated on you. This Gu cannot block any damage. Whenever you take damage to your soul while sustained, you may instead assign that damage to Mind Fortress Gu. This Gu can be activated as a reaction to taking damage to your soul, with the triggering damage being redirected to Mind Fortress Gu.

## One Mind Gu

*Rank 2 Catalyst*

Cost: 10X portions

Range: Self

Health: 12

Food: <!-- TODO -->

Keywords:

Effect: You gain X activations until the end of your turn. Once you use an activation on your turn, your subsequent activations must be used for the same effect, i.e. activating the same Gu.

## Sharp Intent Gu

*Rank 3-4 Manifestation*

Cost: 20 portions

Range: 3 meters

Health: 10

Food: {3, 15} blades of Cutting-Edge Grass

Effect: You condense your will into swords, taking {3, 10} damage to your soul and manifesting {1, 5} Intent Blades.

As an Activation, you can make an attack roll against a target within range with an Intent Blade, dealing {35, 100} rending damage on a hit. Each Intent Blade can only be used for one attack every turn. They may also be wielded as a melee weapon with a range of 1 meter, dealing {35, 100} rending damage on a successful melee attack. Intent Blades vanish after 1 minute.

Whenever you make an attack roll from a Gu effect, you may consume an Intent Blade to gain a -30 bonus to that attack roll.

*The main recipe for Rank 3 Sharp Intent Gu combines Rank 2 Sabre Gu with many Rank 1 Little Will Gu*

## Space Thought Gu

*Rank 1-5 Catalyst*

Cost: 30 portions

Range: Self

Health: 12

Food: {1, 4, 9, 16, 25} cubic meters of Phantom Soil

Keywords: [**Deductive**]

Effect: Your thoughts appear as bubbles above your head, and you gain a -(Rank \* 10) bonus Deduction tests made to create a refinement recipe, so long as you have access to the Gu whose recipe you're attempting to deduce. You also gain a -(Rank \* 10) bonus on Knowledge (Gu) tests made to identify a Gu. Space thoughts vanish after 1 hour.

## {Two, Three, Four, Five} Tasks at Once Gu

*Rank 2-5 Catalyst*

Cost: 15 portions

Range: Self

Health: spectral blue

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained you can sustain an additional number of Gu every turn equal to your activations multiplied by {1, 2, 3, 4} without incurring damage to your soul. Additionally,

whenever you take damage to your soul due to giving orders to hordes, roll {1d10, 1d8, 1d6, 1d4} instead of 1d12.

## Vajra Arms Gu

*Rank 2 Manifestation*

Cost: <!-- TODO -->

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: While sustained, you have an additional two arms sprouting from your waist. They are a spectral blue color, and punching attacks made with them deal an additional 1 damage to the targets soul.

## Vajra Thought Gu

*Rank 1-5 Manifestation*

Cost: 12 portions

Range: 25 meters

Health: 8

Food: {1, 4, 9, 16, 25} liters of Monkey Leaf Tea

Keywords: [**Deductive**]

Effect: Manifest {3, 6, 20, 50, 100} Vajra Thoughts. Vajra Thoughts appear as shining golden spheres, and can be manifested inside your mind or outside your body. Any number of Vajra thoughts can be transferred between your mind and outside your body as a bonus action.

When making the Deduction action, you may consume a number of Vajra thoughts up to your Cognition attribute to gain a bonus equal to -(thoughts consumed) on your Deduction test. The thoughts consumed must be inside your mind.

As an Activation, you can shoot a Vajra thought at any target within range. You may only shoot Vajra thoughts that exist outside your body in this way. On a hit, each Vajra thought deals 2 force damage directly to the targets hit points.

Vajra thoughts vanish after 1 hour.

## Wood Path

*Wood path was discovered by Genesis Lotus Immortal Venerable. It generally encompasses methods involving plants, and excels at support and healing, having marginal defense and lower attack power than other paths. ::: columns*

### Bark Skin Gu

*Rank 1 Guard*

Cost: 4 portions

Range: Self

Health: 15

Food: 5 kg of bark

Keywords: [Sustained]

Effect: While sustained, you skin grows a thick bark as strong as stone. When you take rending or force damage to your hit points, reduce the amount of damage taken by 3, to a minimum of 0. Additionally, reduce any amount of damage taken from the *bleeding* condition by 1, to a minimum of 0. When you take heat damage to your hit points, multiply it by 2.

[Upgrade Path: Burning Canopy Blessing Gu]

### Photosynthesis Gu

*Rank 2 Tonic*

Cost: 14 portions

Range: Self

Health: 12

Food: Direct sunlight for 1 hour

Effect: Can only be activated while in direct sunlight. At the end of each of your turns, you regain 12 hit points. This effect only ends if you take damage to your hit points or leave direct sunlight. Photosynthesizing for 1 hour a day replaces your need to eat.

### Chlorophyll Armor Gu

*Rank 3 Tonic*

Cost: 6 portions

Range: Self

Health: 14

Food: <!-- TODO -->

Keywords: [Sustained]

Effect: A scaly green armor covers your body. While sustained, you regain 15 hit points at the end of each of your turns as long as you're in direct sunlight. Force and rending damage are dealt to the armor instead of your hit points. The armor has 80 hit points, and once it is broken, the effect ends.

### Phoenix Mantle Gu

*Rank 4 Tonic*

Cost: 8 portions

Range: Self



Health: 14

Food: 10 g of Imperial Phoenix feathers (1,500 primeval stones)

Keywords: [**Sustained**]

Effect: A shawl of light wraps around your head, shedding sunlight in a 30 foot radius. While sustained, if you would hit 0 hit points, instead the shawl bursts into flames and your hit points are restored to their maximum. Phoenix Mantle Gu takes 13 damage and becomes unusable for 24 hours.

### **Branching Wings Gu**

*Rank 2 Manifestation*

Cost: 75 portions

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Effect: 4 huge wooden wings sprout from your back. They each have 25 hit points and vulnerability to rending damage. You gain a flying speed equal to 2 times the number of wooden wings you have. As a bonus action, you can quickly sprout a branch from one at a creature within 3 meters. If the creature is unwilling, make an attack roll. On a hit, the branch fuses with their spine or sternum, and you carry the creature with you while flying. Creature's attached to your wings this way have a +30 penalty to all attack rolls and are *restrained*.

Branching Wings Gu can carry 1 [**Medium**] or smaller creatures on each wing. If a wing is destroyed, it falls off your back and any creature attached to it is freed.

Creatures have to be cut off their branch as a combat action to be freed (or it can be destroyed as part of an attack, with 1 hit point). This leaves a wooden cap attached to the body that can be safely cut away over the course of an hour.

### **Burning Canopy Blessing Gu**

*Rank 5 Tonic*

Cost: 40 portions

Range: Self

Health: 18

Food: <!-- TODO -->

Keywords: [**Sustained**]

Effect: A miniature sun manifests 5 meters above your head, illuminating a 250 kilometer sphere around it. The light does not pierce objects, but it is extremely bright. All creatures (including you) within 10 meters of the sun are *blinded*. All creatures within 1 kilometer of the sun are *blinded* while it is within their line of sight.

While sustained, you return to your maximum hit points, heal all diseases, and regenerate all missing body parts at the end of each of your turns. You are also immune to rending and force damage.

[**END**]

### **Creamy Sap Gu**

*Rank 1 Tonic*

Cost: 15 portions

Range: Touch

Health: <!-- TODO -->

Food: <!-- TODO -->

Effect: A creamy orange sap is secreted by your fingertips. You can rub it into a creature's wounds as a bonus action. Doing so heals them 6 hit points and cures them of the *bleeding* condition.

### **Dark Moss Gu**

*Rank 1 Concealment*

Cost: 4 portions

Range: Touch

Health: 12

Food: 5 kilograms of moss

Effect: You or a creature you touch sprout a thick moss that blends in with forestry. While in a wooded or grassy area, they are invisible.

### **Earth Communication Ear Grass Gu**

*Rank 1 Divination*

Cost: 2 portions

Range: 20 meters

Health: 8

Food: 1 kilogram of grass and 1 kilogram of soil

Keywords: [**Sustained**]

Effect: Before being activated, the user of Earth Communication Ear Grass Gu must cut off one of their ears and allow Earth Communication Ear Grass Gu to take its place. While sustained, roots extend from the replaced ear and allow you to hear all noises, big or small, made within range. If you put the ear to the ground, the roots connect to it and extend the range to 100 meters, with the limitation being that you can only hear things on top of or in the earth.

*A large ear with roots growing from the eardrum. After a Gu Master replaces one of their ears with it, Earth Communication Ear Grass Gu slowly shrinks to fit their face and become more unassuming.*

### **Fragrant Daisy Gu**

*Rank 3 Concealment*

Cost: portions

Range: Touch

Health: <!-- TODO -->

Food: <!-- TODO -->

Effect: A large daisy grow out of a chunk of soil or stone that you touch, emitting a powerful fragrance in a 1 km circle centered on the daisy. All **Awareness** tests and investigative Gu that rely on smelling automatically fail if used within the area. Nothing inside the area can be located by scent either, except for the daisy emitting the fragrance. The daisy has a 20 hit points, and if it is killed or uprooted the effect ends. The fragrance does not cling to creatures that leave the area.

### **Heavenly Essence Treasure Lotus Gu**

*To refine the Heavenly Essence Treasure Lotus Gu, a Gu Master must use 3 fresh spirit springs as refinement materials. Spirit springs produce vast amounts of primeval stones, so few are willing to make that sacrifice.*

*Rank 3 Manifestation*

Cost: None

Range: Self

Health: 14

Food: <!-- TODO -->

Effect: Passively sprouts 50 primeval essence stones every day. Cannot be activated. Up to 50 primeval stones can remain attached to Heavenly Essence Treasure Lotus Gu at a time.

### **Liquor Worm Gu**

*Rank 1-3 Catalyst*

Cost: 5 portions

Range: Self

Health: 7

Food: 1 kg wine (1/4 primeval stone)

Effect: This Gu has no effect unless you have rank {1, 2, 3} initial stage, middle stage, or upper stage cultivation. You immediately gain one refined portion of primeval essence of the stage above your own. Keep track of your current refined portions separately from your other portions of primeval essence. The sum of your natural and refined primeval essence can never exceed your maximum primeval essence.

Expending 1 portion of refined primeval essence is equivalent to expending 4 portions of unrefined primeval essence.

If your cultivation increases while you have refined primeval essence, it becomes unrefined primeval essence.

### **Paper Tiger Gu**

*Rank 2 Concealment*

Cost: None

Range: Self

Health: 3

Food: 1 kg wood pulp (1/4 primeval stone)

Keywords: [**Sustained**]

Effect: As long as you are rank 2, the aura of your primeval essence is increased to rank 3 and a stage of your choice while sustained. Your primeval essence's outward appearance remains as it was, however, so effects that glimpse inside your aperture will see your true cultivation. Sustaining this Gu does not count towards your number of currently sustained Gu.

### **Regrowth Gu**

*Rank 1-2 Tonic*

Cost: 40 portions

Range: 3 meters

Health: 11

Food: <!-- TODO -->

Effect: Choose a creature within range. That creature regrows a single severed limb {over 1 hour, instantly}.

## Resurgence Gu

*Refined from Rank 1 Silver Lining Gu*

*Rank 2 Tonic*

Cost: 15 portions

Range: 3 meters

Health: 12

Food: <!-- TODO -->

Effect: Can only be activated as a reaction to getting hit by an attack or missing an attack against another creature. You and any number of creatures of your choice within range regain 15 hit points.

## Rot Gu

*Rank 2 Catalyst*

Cost: 10 portions

Range: 3 meters

Health: 22

Food: <!-- TODO -->

Effect: Target a corpse or undead creature within range. If it is a corpse, it quickly spoils and rots before the skin and flesh sloughs off the bones and the skeleton disintegrates. If an undead creature is targeted, it rots at a slower rate, and takes 1/3 of its hit points (rounded up) in force damage directly to its hit points. While sustained, the target takes another 1/3 of its hit points (rounded up) at the start of your turn.

## Scarecrow Gu

*Rank 1 Manifestation*

Cost: 15 portions

Range: 1 meter

Health: 12

Food: <!-- TODO -->

Effect: A 1 meter tall scarecrow manifests in an unoccupied square adjacent to you. The scarecrow has 50 hit points and regains 10 hit points at the start of each of your turns. Hiding behind it counts as partial cover.

If within a 2x2 area there are 3 or more scarecrows, hiding behind them instead counts as full cover.

## Stranglewood Gu

*Rank 2 Attack*

Cost: 14 portions

Range: 5 meters

Health: 14

Food: <!-- TODO -->

Effect: Select a 2 meter radius circle within range. Roots and vines burst forth from the ground, and creatures in the area must succeed an **Athletics** test with a +20 penalty or else be *restrained* for 1 minute. A *restrained* creature can remake the test as a *Combat Action* on its turn to free itself.

## **Thorn Burst Gu**

*Rank 1 Attack*

Cost: 25 portions

Range: 5 meters

Health: 28

Food: 500 g of roses

Effect: A cloud of thorns bursts from your outstretched hand in a 5 meter long cone. Creatures in the area take 6 force damage.

## **Wardrobe Gu**

*Rank 2 Container*

Cost: <!-- TODO -->

Range: <!-- TODO -->

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: <!-- TODO -->

Effect: Can store up to 50 kg of clothes and armor. Upon activation, a set of clothes of your choice replace whatever you are wearing, while the clothes you were wearing are stored within Wardrobe Gu. If you do not choose an outfit, you merely store the clothes you are wearing.

## **Wine Sack Flower Gu**

*Rank 1 Manifestation*

Cost: 15 portions

Range: Self

Health: 9

Food: 1 kg rice (1/4 primeval stone)

Effect: Wine Sack Flower Gu blooms, forming a bowl made of petals containing 3 kg of rice wine.

## **Wood Charm Gu**

*Rank 3 Carver*

Cost: 2 portions

Range: Self

Health: <!-- TODO -->

Food: <!-- TODO -->

Keywords: [Dao], [Sustained]

Effect: While sustained, your skin becomes bark as you transform into a tree spirit and gain the ability to absorb primeval essence from the surroundings. At the end of each of your turns, you and any creatures in a square adjacent to you regain 10 portions of primeval essence. Your bark skin also reduces rending and force damage dealt to your hit points by 10.

At the start of each of your turns, make a *Perseverance* test. On a failure, you gain a **Wood Charm Token** and your body becomes slightly more tree-like. If you ever have 10 **Wood Charm Tokens**, your body is permanently transfigured into a small tree and you die.

As long as you have 9 or fewer **Wood Charm Tokens**, every month you go without activating Wood Charm Gu reduces the number of **Wood Charm Tokens** you have by 1.

### **Wood Origin Gu**

*Rank 3 Carver*

Cost: 50 portions

Range: Self

Health: 15

Food: <!-- TODO -->

Keywords: [**Dao**], [**Expendable**]

Effect: You carve wood path dao into your body, gaining a **Wood Dao Token**. For every **Wood Dao Token** you have, you gain a -5 bonus to **Refinement** tests made to follow or improve wood path Gu recipes and reduce the amount of primeval essence used to activate wood path Gu by 1 portion (to a minimum of 1). Additionally, each **Wood Dao Token** you have reduces your base movement by 1 as your skin and flesh hardens into bark and wood. You cannot have more than 5 **Wood Dao Tokens**.

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