Cosmic Archipelago

A Jumpchain Alt-Warehouse Supplement

Why Pick the Cosmic Archipelago?

The Celestial Archipelago is an outdoors alternative to the Warehouse. The Archipelago's island chain is of your preferred natural layout, the natural terrain actively enabling DIY work. This requires the Archipelago to be less fiat-based, resulting in a different design approach. Overall, the focus of the Celestial Archipelago is vastly different from the 'free-lunch' Warehouse.

Innate Limitations:

Let's define some important terms:

- The *Island Footprint* is a 2D surface that matches where land is significantly present, and is primarily used to define the other terms used here.
- The *Sea Wall* is the outer limit for where you cannot go further into the sea. By default, this is one kilometer from the nearest spot on the *Island Footprint*.
- The Sky Ceiling is the height limit for how high you can fly from sea level. By default, this is five kilometers high.
- The *Core Floor* is the depth limit for how low you can dig beneath sea level. By default, this is three kilometers down.

These limitations are to be assumed by default. Unless otherwise stated, they will apply. Additionally, here are some important clarifications:

- The *Island Footprint* is of your design, but cannot be modified through the *Island Builder,* except for the sake of adding more land / expanding your landmass.
- You are free to build on and under the water, all the way out to the *Sea Wall.*
- Your island here is entirely modifiable by normal means, as it is 'natural' terrain. Feel free to make whatever modifications you wish.

And that's it. The author will add more clarifications here as needed.

Interactions With Other Supplements:

Personal Reality:

The Personal Reality can be connected to your Archipelago. If you wish, you may add an industrial-looking shed that has a linked door leading to a second Access Hall in your Personal Reality. This special Access Hall is *free,* and so is your paired shed.

Alt-Chain Builder:

The Celestial Archipelago allows for your "benched" and/or "not-imported" Companions to be active within the boundaries of your Archipelago. How this works, and if they have any additional limitations on power use, is up to you.

Starting Modes:

Frontload:
Start with +1200AP. No further AP can be gained.
Growth:
Start with +400AP. +100AP is gained for every Jump completed.
Investment:
Start with +200AP. CP may be converted into AP at a 2-1 conversion rate.
DIY:
Start with +400AP. CP may be converted into AP at a 1-1 conversion rate.
No facilities beyond the *Portal Dais* and the *Portal Remotes* may be bought.

Island Builder:

Footprint:

- Land Area (50AP): Each purchase of this will provide ten square kilometers of *Island Footprint* for you to distribute as desired. Multiple purchases are allowed, stacking additively.
- Multiply Land Area (200AP): Multiply the *Island Footprint* provided by all of your purchases of Land Area by five. Multiple purchases are allowed, in which case this option will stack exponentially.
- Fragmentation (Free): Your *Island Footprint* is allowed to not be entirely congruous, and this explicitly allows you to divide your island into multiple islands of the same total footprint.
- Water-Land (100AP): You may now designate parts of the sea as part of your Footprint. This allows you to push back your *Sea Wall*, but your sea Footprint must be entirely connected to your land Footprint.
- Expand Sea Area (200AP): Each purchase will push back the Sea wall by a factor of two. This stacks exponentially.
- Building Up (100AP): Purchasing this option will raise the Sky ceiling by a factor of two. This stacks exponentially.
- Digging Down (100AP): Purchasing this option will lower the Core Floor by a factor of two. This stacks exponentially.

Biome:

- Normal Biome (50AP): Your island is now comprised of one more biome, with climate control ensuring that biome-native will thrive. Can be purchased multiple times, in which case the climate control will ensure reasonably thin transitions between them. Without this, your island will be composed entirely of a sandy beach.
- Aquatic Biome (50AP): Want a coral reef, icy seas, seaweed, or similar around your island? This works exactly like adding a Normal Biome, but for the ocean.
- Space Biome (100AP): Your island now has a biome not found on Earth. What does this mean? Well, it primarily means that no native life will be present. Perhaps you like that? Oh, and the climate control will modify the atmosphere as needed, if you're wondering.

- Import Specific Biome (200AP): Choose a biome from a Jump you have previously completed or are in. This will integrate with the island in the same way as a Normal Biome, while dragging along any Jump-specific modifiers.

Modifiers:

- Thriving Wilderness (100AP): Parts of the wildlife on your island may now grow at an extraordinary pace, except in ways you would find inconvenient.
- Flying (100AP): Parts of your island may now be levitating, with them optionally slowly following a path of your choice. NOTE: Flying islands contribute to footprint regardless of where they are, as if they are always flying over the sea.
- Biome Containment (100AP): Some biomes are… *Infectious.* Worry no more, because this modifier will prevent them from propagating. Notable mentions are the Corruption from Terraria, the spore fields of Mindustry, and the taint from Thaumcraft.
- Resource Rich (200AP): Normally your island has a natural amount of ore, oil, and otherwise. Purchasing this will add special surface ore veins, oil spouts, and similar spread throughout your island. These will slowly replenish over time.
- Import Specific Modifier (200AP): Choose a terrain modifier (such as a ley line, unique physics, or an exotic ore vein) from a Jump you have previously completed or are in. This island now has the modifier applied correctly according to the Jump's setting.

Special:

- Import Terrain Property (Free / 200AP): Create a new portion of your island footprint from a Property containing terrain. This will modify the edges while doing minimal changes to the interior of your Property, integrating / creating terrain features as needed. For instance, a waterfall fed by a river might have the river connected to one that already existed, or failing that, a mysteriously refilling lake.
    - For 200AP, your imported terrain will not be counted against your Island Footprint limit, no matter how much is imported.
- Soft Boundaries (200AP): You may now traverse the sea wall, Core Floor, and Sky Ceiling, into the realms beyond, but you cannot build outside the boundary, except for the purposes of mining, logging, gathering, or otherwise extracting resources. Note: Taking the *Visitors* flaw will fill the outside world with other people, who will likely object to such extraction. You may choose to trade with them (or not). *This side effect is not reversible.*

Facilities:

- Portal Dais (Free, Mandatory): An obsidian dais with a compass pattern etched into the stone, and filled in with colorful crystal. A small pedestal to the front of the dais can be used to select a Portal Remote as a destination for an opened portal. Alternatively, a random safe location inside your Jump (in case you get stuck) can be chosen as a portal destination. The dais can only open one portal at a time.
    - Additional Dais (400+ AP): A redundant dais and pedestal that allows for another portal to be open at the same time. Multiple purchases are allowed, but cost 100AP more for every Additional Dais you have.
- Portal Remotes (Free, Mandatory): A set of Portal Remotes used to call the Dias to

open a portal. You and every Companion you have imported will have a Portal Remote that cannot be removed from your person, nor noticed by anyone else. When used outside the Archipelago, a remote will open a portal on the Dias. When used inside the Archipelago, a remote will re-open a portal to the last location the remote opened a portal inside the Jump. Using the remote with an open portal opened by the same remote will dismiss the portal, closing it.

- Starter Hut (Free): An unimpressive wooden hut with a bedroom, a primitive kitchen, and a cupboard with a replenishing supply of hard tack and water. An outhouse lies around the back.
- Benefactor Bar (Free, May be required by your Benefactor): A place to meet with your Benefactor, or more correctly their avatar. By default, this is an outdoor bar with an ocean view, *but* Benefactors are known for customizing this to their heart's content. It may not actually be a bar after all!
- Facility Import (Free): Much like a traditional Warehouse, the Archipelago supports everything that is allowed to attach to the Warehouse. How they integrate is up to you, but here's a bonus! You may implicitly import all Properties you have into the Archipelago. Do note that Terrain properties are handled by the Island Builder, however.
- Apartments (100AP): Normal housing for you and every one of your Companions. Each purchase of this option will add 100 Square meters of interior space. Your housing is distributed and designed as their occupants would most like.
    - Luxury Living (200AP): Your housing is no longer so normal. Each purchase of this option improves the quality of the provided housing by one bracket, stacking additively. These brackets are: *Plain, Homely, Fancy, Luxurious, Opulent, and Unearthly.*
    - Lesser Apartments (200AP): Normal but a bit smaller housing for every Follower (and similar) you have. Each purchase of *Apartments* will provide 50 square meters for these apartments.
    - Selective Housing (50AP): Want some of your housing to be less good for some reason? This will grant the occupant the right to reduce their housing's quality and size to their desired level. Additionally, this allows you to override the occupant design preferences of *Lesser Apartments.*
- Community Center (100AP): A basic but spacious building to meet and hang out at. Comes with many optional upgrades.
    - Cosmic Arcade (50AP): For every Jump you complete, this Arcade will gain five arcade machines based on that Jump. If the Jump was based on a game, one of the arcade machines is guaranteed to actually contain an unaltered version of the original game.
    - Cosmic Gift Shop (50AP): For every Jump you complete, this shop will gain five purchasable items based on that jump. Strangely, one of those five items will always be free as part of a 'promotion' for the duration of the Jump after.
    - Cosmic Café (50AP): A decently sized restaurant that offers a cup of free *good*

coffee with any purchase. Strangely, all food and drink from here promotes bodily health without side effects, even if they by all rights should not do so.
    - Cosmic Gym (50AP): A gym with enough space for half of everyone who lives in your Archipelago to exercise at the same time. Strangely, all exercise done here is equivalent; your body will improve uniformly.
    - Cosmic Cafeteria (100AP): A large cafeteria always stocked with good but simple food on the counter. Strangely, there is no attached kitchen to speak of, and the food rapidly restocks when nobody is paying attention.
    - Stellar Pool (100AP): With the ocean so near, people forget that artificial pools have their advantages. This pool is an excellent example of its kind, resembling a small roofed over water park more than a normal pool. Has enough capacity for one fourth of your Archipelago's residents.
    - Goods R' Us (200AP): A medium-sized store that strangely always has what you're looking for, so long as you're looking for a mass-produced product made in a current or previous Jump. Empathetically *will not* have items usually illegal across your current Jump, not to mention that Goods R' Us does not, and *will never,* stock artifacts, provide custom items, and/or offer art pieces.
    - Heavenly Hospital (400AP): A moderately-sized med bay with a miracle healing device. The device can restore a person from any injury or malady by flashing them with a mysterious flowing light, after which they *regenerate* into good health over a period of under twenty-four hours. This may leave them hungry. *Very hungry.*
- Green Park (100AP): An impressive outdoor park. Comes with a small stream, benches everywhere, bushes and plant life galore, and an adult-accommodating playground.
- Garage (100AP): An impressively large garage, with plenty of parking spaces for reasonably-sized vehicles. What's weird, is that these parking spaces are all "Quantum Parking Spaces" that **solve** the parking conundrum by allowing multiple cars to overlap in disagreeing states of existence for different people as necessary. Additionally, you may now choose for your Portal Dais to open portals from here into the Jump, allowing you to directly drive your vehicles into the Jump.
- Docks (100AP): An impressively large dock with an integrated wharf, and a large covered area that has the same properties as the "Quantum Parking Spaces" mentioned by the Garage. Additionally, you can open portals in the same way as listed by the Garage as well, with a bit of leeway, so you can open them onto water.
- Hangar (100AP): An impressively large Hangar designed for aircraft, with a VTOL-Compatible roof, a runway as long as you allow (runways are huge, you might need a large island to house a proper one). Comes with a similar nature as the "Quantum Parking Spaces" mentioned by the Garage. Additionally, you can open portals in the same way as listed by the Garage as well, or to the nearest airport; Absolutely nobody will question this.
- Cosmic Conservatory (100AP): Want an adventure? Well, now once per Jump, you may choose a natural feature you wish to add to your island, and you will receive a

fetch quest for a special item that proves that you found an example of your desired feature. Bringing back and adding the quest item to your Conservatory will spontaneously add that feature to your Archipelago at no additional cost.

- Cosmic Library (200/400AP): A massive library full of books, movies, physical games, and so on. For an additional 200AP, digital media is now included in the library's collection, and available on the Archipelago Intranet if possible.
- Servant Quarters (200AP): A building that is an endless source of loyal construct servants. These servants can do anything a human can do as well as an average human, but they will 'pop' at an extremely low threshold of damage. Emphatically, they are *not sapient,* and thus cannot be recruited as Companions or Followers. Your servants cannot leave the Archipelago.
    - Service (100AP): Cooking, Cleaning, Delivery, and much more. These servants are especially good at jobs you would expect *actual* servants to do, and can properly hold a conversation while maintaining a false personality of your design.
    - Security (100AP): Law enforcement, portal defense, area exclusion, and access denial. These special servants are half as durable as a normal human, and are specialized for those listed roles. They will always use the minimum required force without regard for their existence, and are impressively competent at their jobs.
    - Emergency (100AP): Firefighting, EMTs, damage control, and their support staff. Firefighters all have magic extinguishers that cannot exhaust, EMTs are highly capable of medicine, and the damage control team *will* properly contain all runaway malfunctions / progressive failures in the Archipelago.
    - Repairmen (100AP): Maintenance, Repairs, Replacements. All of these servants are superb at their jobs, and can be recruited to repair non-purchased structures.
    - Custom Servants (100AP): Your servants may now look and act exactly like you desire, in whatever design, distribution, body layout, false personality, excreta. They may express minor thematic powers, such as an acrobat's grace, a dragon's armored scales, or a marksman's excellent aim.
        - Super Servants (200AP): Your servants may now be extraordinary in of themselves. They may manifest a single limited copy of one of your perks per servant *or* manifest a moderately potent thematic power. These powers can be on the level of an expert's skill at all crafting, a hydra's regeneration, or superhero's flight. Additionally, they are now at least as durable as a human, potentially far more.
- Data Center (200AP): A powerful and large server room compatible with every OS in existence across the multiverse. Comes with a building-internal Intranet as standard, and by default, your Data Center only comes with a single terminal to access it with. However, a remote terminal program will be automatically downloaded upon connecting a computer to the Data Center's intranet. Your Data center will always be compatible with and properly integrate all upgrades added to it.
    - Terminal PC Rack (50AP): A rack full of low-spec portable PCs that have an inviolable connection to your Data Center's intranet. These PCs will always be

compatible with and properly integrate all upgrades added to them.
    - FIAT-OS 20XX Edition (100AP): Your Data Center's remote terminal program is upgraded into a full remote desktop for an installation of FIAT-OS, which is capable of running other operating systems in resizable windows. FIAT-OS is easily extensible without altering the underlying code, allowing it to accept your desired upgrades seamlessly. Otherwise, it acts suspiciously like your ideal OS, minus any "Future Technology" features such as an integrated AI.
    - Surveillance Network (200AP): An island-wide network of radar, cameras, and more esoteric methods of tracking what's happening. Comes with a perfect and unalterable recording of everything that has ever happened inside the Archipelago, starting from the purchase of this option up to the current present. This record is available in video, transcript, audio, and in any other form you request.
    - Genius Loci AI (300AP): An advanced AI that perfectly integrates with everything in your Archipelago, so long as it can reach it through your Utilities. It integrates especially well with your *Servants*, able to freely create and customize one servant construct on the level of a *Super Servant* for their use. This AI is loyal by fiat, with a *real* personality that meshes well with you and your Companions, Jumper. Additionally, your AI can reproduce and integrate any other AI programs you run into, through either a perfect merge or by copying desired features into itself. Finally, your AI may be imported as a Companion, in which case their servant construct body becomes their 'true' Alt-Form, and they will simultaneously exist on your Data Center and in the flesh.
- Arena (200AP): An amphitheater surrounding a field of packed sand. While fighting on the Arena's field, you cannot deal damage to the environment outside the field, and all damage dealt to the fighters will regenerate over the next hour or so, never allowing the fighters to die from their injuries. Additionally, the Arena's field will restore to perfect condition after every fight, taking less than ten minutes to heal back into perfect shape.
    - Construct Gladiators (100AP): These Servant-like constructs are impressively capable at fighting, and can spawn endlessly from a newly added dungeon on the side of your Arena. They will scale to your power level, or be of a power level of your choice.
        - Construct Mimicry (200AP): Your Gladiators may now shapeshift into perfect copies of people you have previously fought, assuming their powers, abilities, and personality.

Utilities:

- Paths (50AP): A self-expanding system of footpaths that connects all of your facilities, as well as any DIY constructions you add.
    - And Roads (100AP): Your paths now include car-accommodating roads with all the correct signage, as well as special "Quantum Parking Spaces" that **solve** the parking conundrum by allowing multiple cars to overlap in disagreeing states of existence for different people as necessary.
    - And Rails (100AP): Your paths now include an automated system of electric

mini-rail passenger trains, which will move around your Archipelago on an adaptive and frequent schedule.

- Electrical Grid (100AP): A high-capacity 'smart grid' capable of distributing electrical power from any building to any other building as needed. Comes packed with a fiat-based immobile generator that supplies a continuous 500MW of power.
    - Expanded Power Supply (200AP): 500MW? No, 50GWs. Can be purchased multiple times, in which case another 50GW generator is added per purchase.
- Water And Waste (100AP): A complex grid of pipes connected between every building, in a manner that broadly makes sense. Fresh water is provided in impressive but eternally reasonable amounts, while wastewater is vanished into the ether at a similar rate.
- Archipelago Intranet (100AP): An multiverse-compatible wired LAN with a wireless access point per facility, and with a network tower for cellular data installed onto your island. Strangely, these are compatible with all devices across the multiverse.
    - Network Convertors (100AP): Want to call your Companion's Star Trek communicator from your old land-line phone? This guarantees that it's possible to do so, in a more generalized manner that makes sense to you.
    - Internet Connection (200AP): An untraceable, unhackable, and entirely secure connection to your current Jump's internet(s). If there is no internet in your current Jump, this instead provides a fiat-based connection for your in-jump devices.
        - Previous Internets (100AP): You may now also choose to connect to the Internets of previous Jumps… But you might not be able to post, depending on your Benefactor. No guarantees here.
- Pneumatic Mail Network (200AP): A system of pneumatic tubes that can transport small-to-medium items anywhere in the Archipelago, that can also be used to untraceably receive/send mail and packages from/to the current Jump. *Yes,* this means your Archipelago has a mailing address.

Powers:

- Microbiome Replacement (Free, Mandatory): Have you ever heard of plague carriers? Well, now you can't be one. Upon entry into the Archipelago, all potentially harmful microbes are replaced with ultra-harmless equivalents, all infections removed, and so on and so on. This power will selectively ignore Jump-relevant diseases like lycanthropy, as well as anything else you would find harmful and/or inconvenient if removed.
- Fiat Repair (200AP): Damage done to Facilities, Terrain, and Utilities bought in this document can now be immediately reversed, keeping all modifications done to them as you wish.
    - Advanced Fiat Repair (200AP): Any modification, including those done manually, to the Archipelago can be restored to a past state. How far back? Up to before it was done, of course.
- Weather Control (200AP): You may choose the Archipelago's current weather from the full selection of those that exist in real life. Rain, wind, cloud cover, humidity, rainfall,

you name it, it's here.

- Environmental control (200AP): You may define volumes of space within the Archipelago that have custom temperatures, humidity, gravity, wind, smells, and so on. So long as it's reasonable for an Earth-like environment, you are allowed to impose it through this power.
- Time Control (200AP): You change the time zone of your Archipelago as you wish, or manually lock-in the time of day as desired. Additionally, you may define pockets of altered time flow, from one-tenth to ten times as fast.
- Favorable Multiverse Integration (200AP): How your Archipelago is integrated with your current Jump's local multiverse is a good question, but the correct answer is that it **isn't.** This power allows you to *selectively* change that, such as through allowing Planeshift to reach the Archipelago, denying Warp Daemons access, and denying a certain Void Dragon a visit.
- Border Security (200AP): People just can't get in, and that's it. Your portals now have a selectively permeable force barrier that blocks movement for unauthorized individuals, creatures, robots, constructs, and everything else. Your barrier has impressive but finite capacity to resist attacks, but does not block teleportation or other exotic methods of reaching the other side.
    - Absolute Security (600AP): You know what we said about your force barrier being finite? Forget about that. What's more, all unauthorized exotic methods of entry will inexplicably fail from now on.

Flaws / Drawbacks

NOTE: Drawbacks may be "Bought Off" using AP, or by paying four times the listed AP price in CP.

- Freeloader (+50AP): You have one Follower that isn't very cooperative, and mostly just sticks around, eating your food, using your facilities, possibly getting in the way… They're inconvenient to have around. If you expel them, I'll guarantee that their replacement will be slightly worse than your previous one.
    - Freeloader***s*** (+200AP): You have four more Freeloaders, plus another one for every fifty non-freeloading Followers you have. Good luck.
- Visitors (+100AP): You are not alone. People visit your island by boat, generally doing their own thing rather innocently. They usually won't actively bother you, but they have their own personalities.
    - Raiders (+300AP): Sometimes, your visitors are here to steal your stuff. Not necessarily to kill you, but they'll do that if it's more convenient for them. This is guaranteed to happen at least six times a year.
        - Invaders (+400AP): Once in blue moon, your 'neighbors' will be a bit more… *Aggressive.* You can expect a properly equipped modern army to try to claim your island once every ten years, but no more often.
- Natural Hazards (+100AP): Your island is not especially safe. Quicksand on the beaches, chilly wind on mountainside, Poison Ivy in the forest… Nothing extreme, but watch your guard.

    - Unnatural Hazards (+300AP) Your island has an unfortunate history, Jumper. Caltrops litter the fields, minefields trouble the waters, and spike pits are scattered throughout the forests. These can be cleared, but all land created (but not imported) by the Island Builder will be covered in these hazards.
        - Synthetic Hazards (+300AP) Your island is even dangerous than it should be. Abandoned autoguns pop out in ambush from the bushes, multiple illegal dumping sites, and a futuristic AA laser emplacement somewhere that's well defended by autoguns from the ground. Same as your Unnatural Hazards, these will appear on all new land.
- The Toy Brick Incarnate (+200AP): Once per month, you will have an especially nasty encounter with a tough plastic brick. This *will* interrupt you while you're doing something important, causing an incident. You are free to incinerate the brick afterward, but it will be replaced by another next time around.
- On The Fritz (+400AP): Something's wrong with your Archipelago, Jumper. You are guaranteed to encounter significant malfunctions that will endanger you and your Companions at least once per month, possibly more often if you're careless.
    - (Requires: Servant Quarters) Rogue Servants (+600AP): *Oh no,* did I forget to install the proper loyalty protocols into your constructs? *Well,* I guess you can deal with it. Each servant has a 1 in 1000 chance of going rogue for each day that passes. When they go rogue, they will meticulously plan their suicidal assault on you and your Companions, maintaining a false front until the exact moment they can cause the maximum amount of damage. You can't be paranoid enough, Jumper.