

Heavenward Haven

A Warehouse Supplement by SpiritualStill
Version 1.1



A Jumper...you'd become a Jumper not too long ago. From now on, until you opted to stay or return home, you'd be travelling across the entire Meta-Universe - what higher-order entities call the Omniverse.

"Hello, Jumper?"

Speaking of higher-order entities, your Benefactor was calling you. She was quite the strange one, you could admit. For a person trying to sound intimidating and almighty (though admittedly, part of her was through things), she couldn't help but be so deeply affectionate to

you, and you didn't know why. Well, you supposed it didn't matter very much, since you could have rejected her earlier, so why now? You asked what she needed.

"It has come to my attention that you don't have a Warehouse...well, a warehouse that I feel a Jumper of mine deserves."

...Could she be any more blatant? Also, what's a Warehouse?

"Jumper, I feel as though you are thinking of something quite rude. Are you?"

No, Sponsor Lady.

"...Good. In any case, a Warehouse is this place - a location largely disconnected from where you are jumping, serving as a refuge for yourself and your companions, in addition to generally being a safe space to store your items. For the most part, they aren't especially big or glamorous without special options, though there are some exceptions to this.

I do not believe a Jumper of mine should be relegated to some structure that is merely acceptable. To that end, I have reserved a place for you to have as your Warehouse and home. To call it a slice of Paradise isn't inaccurate, but you'll have to decide what exactly you want in it. I trust that is acceptable as a proposal, yes?"

Of course it is! Who are you to reject such a nice gift?

Baseline Fundamentals

"I feel it is necessary to clarify a few things about the Haven, namely the things that universally apply regardless of the options that you choose. I don't believe you'll dislike them, but you should still be aware."

1) Out-of-Jump Protections: Between Jumps, the Haven exists in a Daumal-Locked bubble, protecting you from any intruding space-time-narrative entities attempting to forcefully enter. If desired, you can have this simply ward any those will dangerous intentions, and anyone else that intends no harm may come and go, though they cannot take anything or anyone without permission

2) In-Jump Location & Access: Within a Jump, the Haven is disconnected from reality by default, keeping everything within safe. To reach the Haven, you will have to utilize a special **Key**, which is not a physical object (though you can create one if desired), but merely a mental one that generates a portal for you and anyone you want. You may give a "copy" of this Key to those you trust, and your companions get one by default as well. In the event you have a drawback to seal your Warehouse, you and everyone else simply have a mental block on the Key that cannot be removed until the drawback concludes.

3) Haven Population: Companions are naturally able to live here safely, as are any Followers, or people you allow to simply stay. They are subject to the same flow of time as you. However, if you are separated from your Warehouse and them due to a Drawback, from their perspective, you'll only be gone for an hour.

4) The Flow of Time: Time is somewhat distorted within the Haven. When at least one person "attuned" to it is on the outside, time flows the same between it and the inside. If everyone is within the Haven, time flows within it, but time outside, and therefore the Jump, slows to a crawl. This is to prevent any sort of turtling or attempts to wait out Jumps. At the same time, this does mean drawbacks cease to function in it, so you can use it as a chance to cool your head.

5) Relation to Other Warehouse Supplements: Though somewhat questionable on why you would do so (at least in your Benefactor's mind), the Haven is compatible with all supplements that would give you a warehouse. Additionally, it can easily integrate any Warehouse Addon from Jumps.

"I believe that is everything I needed to get out of the way for the time being. Now, let us begin with customization, shall we?"

You start off with **+25 Haven Points (HP)**.

Starting & Utilities



“Let’s start with the most basic of details about this land. You understand it, yes?”

The Heavenward Haven [Free]

Through some means not known to you, your Benefactor has obtained this Haven for you. It is a sort of *Convergent Space*, a pocket dimension made up of a vast array of spaces. These spaces are somewhat liminal - being vast, empty, and strangely causing anemoia. Things generally try to adhere to logic, but it’s not exactly perfect - going on one door might bring you to a beautiful beach, while one next to it can lead you to a city.

Whatever the choices you decide, this Haven is exactly that - a haven. Nothing in this place can harm you or your companions in any sense, and even if you tried to drown yourself, or crash a car, or fall from a high place - you will suffer comedic injuries at most that heal the moment you need them to.

Basic Necessities [Free]

The Haven might not have much by default, but it will have what you need, and that is enough for some. It has things like running clean water, electricity, plumbing, staple foods that replenish itself for all hosts, and every area is temperature-controlled to be ideal for you.

Automated Cleaning [1 HP]

After some time, the Haven slowly cleans itself up, but if you want it done quickly, you’ll have to do it yourself. This solves that issue, as any and all dirt and grime are automatically cleaned up by the level. You can have this be instantaneous, done by drones, by invisible hands, by servants created by the Haven itself, or through some other means that you find appealing.

Power Outlets [1 HP]

Throughout the Haven, power outlets will generate as you require them, even in places that reasonably don't have electricity attached to them. These outlets change to match whatever device requires it. If it is needed for charging, then it takes only a few minutes for everything to be successfully charged even if dead.

Free Internet [1/2 HP]

The internet is a lovely thing indeed. It's also not a necessity, so you don't have it by default. For **1 HP**, you have perfect access to the internet of whatever setting you are in. However, this does mean it's useless for any setting ***without*** the internet. This is fixed with the **2 HP** option, where you always have the internet available to you regardless of jump, and are able to access everything from every Jump you travel to.

Housing & Amenities



“This is a place where you’ll be staying, so it stands to reason that you require a place to lay your head - even if you eventually don’t strictly need to sleep anymore.”

Living Quarters [Free]

For every person within the Haven, a room will be generated. It has a bed, at least one lamp, a drawer and closet, a couch, a restroom with a shower, and a desk for any computer or laptop you possess. Every day, there will also be a fruit basket containing apples, oranges, bananas, and one exotic fruit. The room extends based on anything you happen to integrate to it.

The Royal Suite [1 HP]

The rooms everyone has access to are much larger than before, with exquisitely crafted furniture, jetted hot tubs, perpetually clean carpets, and a really big bed that changes based on how many people are sleeping on it. The fruit basket from before is larger, and also comes with a breakfast of whatever you prefer

How Might I Serve You? [1 HP]

The Haven is now staffed by a number of servants (whether they are butlers, maids, or something else is up to you) that maintain the Haven’s procedures, and generally tends to all of your needs as desired. They can actually leave the Haven into whatever Jump you are currently in, but cannot fight while outside of it.

The Kindness of Memory [1 HP]

The Haven is capable of reading the memory of all people who walk through it, and will generate spaces and little things that would make the person happiest. It will not generate people however, and as a place rooted in sanctity, it will never use memory to hurt someone.

Anemoiapolis [2 HP]

Admittedly, there are lots of people out in the Meta-Universe who could use the help and a home, but even you would find some issue with caring for them all, assuming you'd even want to. This generates a "city" (more a landscape) of countless different building styles and eras of history. When you travel to a setting, you find that anyone who could use a place to stay, and generally won't cause problems are able to find themselves here.

Kitchen & Dining



“Even in cases where food is not required, I’m quite certain that you would like to have it easily available, right?”

A Place to Dine [Free]

You receive a decently sized dining room and kitchen in every relevant area. The kitchen itself is stocked with all the standard things that a well-stocked kitchen would have, along with a number of standard cooking utensils, pots, and pans. The stocked food doesn’t spoil, and will replenish itself once per week. The dining room is decently furnished, with a table that grows and shrinks to best accommodate everyone who will be eating.

Deluxe Kitchen [1 HP]

The kitchen is stocked with every single cooking amenity that one can feasibly have, and is manned by constructs of the Haven that are the equivalents to Michelin-star chefs.

Stocked Pantry [1/2 HP]

While the kitchen was stocked before, now it’s full to bursting. For **1 HP**, the kitchen now has every single possible ingredient that one could find on Earth. For **2 HP**, it now stocks itself with every single sort of (non-mystic) ingredient on worlds beyond.

Farming & Fishing



"I did not take you for a more rustic type, Jumper. Nevertheless, I shall assist you in your endeavors."

Beside the Lake [1 HP]

You gain access to a space with flat terrain, plenty of trees, and marked with a number of lakes. It's the perfect farmland, and it will be, as it's filled with constructs growing farms, gardens, and also fishing. A good chunk of this will go to the Haven's stores, and won't ever rot, letting it be used by you in some way, possibly to be eaten, sold, or otherwise gifted.

Obligatory Fishing Game [1 HP]

The lakes of this space have a truly ridiculous number of fish species in them. Like, it's a hilariously unrealistic number, and sometimes they aren't even supposed to *be* in a freshwater lake!

Only the Highest Quality [1 HP]

Throughout the space, the farm animals and crops accessible to you are the highest quality ones in the world. As you travel throughout the Meta-Universe, you'll find new ones added to the space.

Soil of Demeter [2 HP]

We did not in fact get this soil from Demeter...probably anyway. This space is filled to the brim with ultra-fertile soil that cannot suffer from degradation. It is capable of growing any and all crops or flowers, magical or not, and finishes growing it at almost ten times the speed that it would naturally be.

Entertainment & Relaxation



***“Like Benefactors, Jumpers require non-serious stimulation to be stable** and I can’t do it for you myself because of this damn punishment”*

Entertainment Room [Free]

In every region, you will have access to a commons room that has a large television, several game and movie systems, and nice chairs. It’s not too grand, but you can certainly have lots of fun, either by yourself or with others.

Arcade Fun [1 HP]

You gain access to a space based on and filled with arcade machines. Every machine is free, and you can play them as many times as you desire. The arcade has pretty much every single game you could think of, and will grow as you explore more worlds. After you play, you can also enjoy some of that nostalgic yet probably not great food.

Grand Theatre [1 HP]

You gain access to a space reminiscent of a huge movie theater. In addition to an endless supply of theater food and drinks are access to every movie ever made. Additionally, it will also show you various jumps that you have been through, cut down in the form of either long movies or movie franchises.

Set the Stage [1 HP]

You gain access to a space similar to a stage reminiscent of where plays are performed. At will, you will be able to see not only any play ever made, but you can also request them. The performers are constructs of the Haven, and can play perfectly. Optionally, you can also choose to join the performance, and you’ll find that you are brought to a “simulation” of whatever play it is, and be able to do as you please.

Nightclub [1 HP]

This is a space reminiscent of an endless nightclub, with a truly enormous array of drinks (alcoholic and non-alcoholic) to choose from. There is also all sorts of bar food, a roller rink, a bowling alley, and a dance floor.

Sublime Pool Room [1 HP]

I'm sure you could have guessed this would be here: it's the [Dream Pools](#). Manifesting as an infinite space of tiles and pools, the pools you go in will be as deep or shallow as you desire. Simply being here will soothe your stress and aches.

Divine Archive [2 HP]

You have a space resembling a truly colossal library, containing all books, short stories, and novels from Earth, even those yet to be written down, like *The Winds of Winter*. This library updates itself in every world. Any sort of studying or work in the library is finished in half the time.

Ares' Gym [3 HP]

You have a space resembling a gymgoer or olympic athlete's dream, with every sort of training equipment you could want, and an explanation as to what they do. In addition to all exercise and training having much faster results than usual, you are also to train up any perk that theoretically can be trained.

Combat Arena



"I am well aware that many Jumpers like to fight, so why not put your skills to the test here?"

The Arena [1 HP; Required for the Rest of the Section]

The Haven has generated an arena for you to fight within. By default, it looks like a colosseum, except the "floor" is a strange solid form of water that you can walk in. The location generates enemies for you to fight, increasing in difficulty as you do so. Death is impossible for you or your companions, and if any lethal blow is performed, you simply heal it and are teleported outside. The fights themselves can be directly watched from the stands, as an immutable protective shield keeps onlookers safe.

Shifting Zone [1/2 HP]

The Arena is now no longer locked to its default state. For **1 HP**, you can transform it into a facsimile of any location you have been to before at least once. For **2 HP**, you can have the Arena appear as any field you can feasibly conceive of.

Spectral Rematches [1 HP]

If desired, you are able to create a replica of an opponent you have previously fought against. They have the same combat capabilities as before, but are not actually alive, and cannot exist beyond the Arena.

Familiar Foe [1 HP; Requires *Shifting Zone* & *Spectral Rematches*]

Beyond simply creating replicas of opponents, you are able to generate a field and circumstances identical to your original encounter. You can choose to fight them with exactly what you previously had, or with all of your equipment. Similarly, you can fight them as they were, or at their theoretical best.

Mirror Match [2 HP]

Have you ever wanted to figure out the best way to fight those pesky scaling enemies? Well now you can! The Arena can now generate either an exact replica of you, or an opponent that otherwise directly matches your strength. Fighting them is a pain in the ass, but isn't the experience worth it?

New Rewards! [5 HP; Requires *Familiar Foe*]

Typically, upon defeating a foe in the Arena, you don't really get anything beyond satisfaction, and more combat experience. This is no longer the case, because now, upon defeating an opponent, and provided you have the correct type of perk or something similar, you get any reward they might have had the first time around, such as their weapon, armor, EXP, and whatever else isn't attached to their literal body (unless you have a perk or system that allows the collection of drops).

Extra Spaces



“This Haven is yours, My Jumper. But some do have special uses that others do not.”

The Azure Hospital [Free/2 HP]

Another space has opened up for you in this Haven. It's a beautiful hospital/medical wing, bathed in blue. The constructs here are trained medical professionals as well, and will always be there to help you. For **Free**, this place is able to help in the best ways possible for any given issue on Earth. As you go through more jumps, this updates to add the best things from every Jump, while not losing anything else.



For **2 HP**, the Hospital is able to cure pretty much *anything* you ask them to, even if it is hypothetically incurable to the people of a jump. Of course, the more complicated something is, the longer it will take.

The Glittering Caves [1/2 HP]

You find yourself opening up a space in your Haven that resembles a colossal cave, filled to the brim with crystals, precious metals, and ores. Constructs here continuously mine the walls, never suffering from accidents, causing cave-ins, or suffering from some nasty gas leak. For **1 HP**, this contains all mined materials from Earth. As you travel to other jumps, it grows to contain those as well.



For 2 HP, these caves also contain legendary, mythical, or otherwise “unique” materials, whose existences are either not literal or not standard to find.

The Electrical City [3 HP]

It seems, Jumper, that you have been thunderstruck. More seriously, this is a space that is endlessly struck with lightning, which is helpful on account of the fact that this place is a power plant that can store and release an endless amount of electrical energy. It is possible to easily create energy rerouters that provide the space's infinite energy elsewhere in safe amounts, negating any other energy needs.



Travelling to this place is possible, but I don't quite recommend it.

The Cell [3 HP]

You have access to a new section of your Haven: a penitentiary. Once someone is locked away in this Cell, it is impossible for them to escape of their own power. No strength can tear down the walls, and no technology or magic can teleport them out. They will have to stay here for as long as their sentence demands. This isn't terrible however, as every cell has a comfortable enough bed, clean water for showers and toilets, methods to fulfill non-dangerous hobbies, and entertainment.



When someone is serving their sentence here, they tend to actually repent much quicker than usual, and this repentance is genuine.

The Skywell [5 HP]

When the dead die, where do they go? Well, some companion systems, for example, have respawn systems, but that's not so for all of them. Even without them, there are lots of people you may know and meet who will die, so what is to be done for them? Well, they now have this: an Afterlife! Every single one of your loved ones, upon their deaths, and their loved ones if desired, will be brought to this Heaven. Though there is a common area, everyone has an individual space that shapes itself after their ideal endpoint to life. This might even connect to other relevant afterlives, if that is where they wish to go.



The Interdimensional Market [6 HP]

This location is, without a doubt, one of the most active places in the Meta-Universe.

Though not a [fulcrum of reality](#) like certain locations, it has become a popular spot to sell and trade wares from all across creation. If you are looking for something, anything, then odds are that you'll be able to find it here.



There *is* a caveat to this, however. In the Market, any currency can be accepted, even if it's more metaphysical, such as some memories and experience. However, the conversion process puts emphasis on its value to you. So if you have an unlimited amount of something, then it's worth less than the literal paper it's printed on, which is worthless.

Conclusion

"...Okay then, I believe that should be everything for the moment. Odds are that more is likely to be added in the future. But for now, I hope that you enjoy your Haven. Every five Jumps, you will receive +5 HP. You may also convert Choice Points to Haven Points at a 100:1 conversation rate."

...

"...What is it, My Jumper?"

Well, it's just that, doesn't it seem like it's too little?

"..."

Your Benefactor seems to be doing whatever her equivalent of sighing is, as though debating whether or not to listen to you. Realizing her weakness, you did something ridiculous: puppy eyes. You weren't even sure if you were cute enough to do this under normal circumstances. But considering that she was whining a little, as though trying to resist it, it worked.

"Very well! Every Jump, you receive +2 HP! That will be all! Now, please stop with the puppy eyes!"

You stopped, and walked into your Haven.

Notes

This is a Warehouse Supplement directly connected to my [Cosmic Sponsor Benefactor Supplement](#). You do not have to take this Supplement with that Benefactor, but it can't hurt.