The Bythian Evergaol

A **Jumpchain** Supplement by SpiritualStill
Version 1.0



"Jumper! We will be reaching the Evergaol soon. Please be mindful, and stay close at all times, okay?"

Your Benefactor, in whatever form they might be taking, is currently making a mad dash to one of the most fearsome places in the Meta-Universe: ***the Bythian Evergaol****.*

In your understanding of the Jumpchain, the Evergaol was a boogeyman, even by Pluripotent Entities. Created by some fearsome Heavenly Sustainer known as ***the Crystal King****, it is a perfect prison for any and all beings in creation, and for those that commit "crimes against existence and life", they can expect to nothing but the walls of the Evergaol, until their sentence comes to an end. It is currently overseen by the Crystal King's successor:* ***the Warden****, who is quite fearsome in their judgments and detainment methods. It was also because of them, you learned, that many Renegade Benefactors and Renegade Jumpers do not litter the cosmos, as they wind up here.*

Unfortunately, during your travels, you and your Benefactor heard a cosmic howl in the Yilaster Abyss, with a rather specific set of commands.

[TO ALL RELEVANT PARTIES WHO TRAVERSE THE YILASTER ABYSS OF THE UNIVERSE. THIS IS A CODE-ת SCENARIO. A BREAKOUT HAS OCCURRED WITHIN THE BYTHIAN EVERGAOL. IF YOU HEAR THIS MESSAGE, YOUR PRESENCE HAS BEEN CONSIDERED TO BE POTENTIALLY VALUABLE, AND SO IT IS MANDATORY]

"Greetings, Jumper. I'm glad that you've heeded the summon."



When you heard of the Warden, you were expecting someone a lot more…intimidating. Oh to be sure, the Warden was clearly far stronger than even your Benefactor, but she certainly didn't look to the part.

"I am, as you would say, making myself more approachable for mortals like yourself. My approximate form is that of a vaguely ungulate lifeform with seventeen-vigintillion limbs, whose perception of clusters is identical to how a human being perceives a grain of sand. Would you like to see?"

…Well, actually--

"Not now, Jumper," *Your Benefactor cruelly cut off your thoughts,* ***"Tell me, what exactly happened here?"***

"Oh, the same sort of thing that always happens with these," *the Warden was simultaneously flippant about it, and holding back a sea of rage,* ***"Some damned foolish guard worked with some Universe-spanning criminal organization,"*** *The term 'Universal' threw you off for a moment, before reminding yourself that terms like Meta-Universe and Omniverse are purely terms for the lower peoples to understand reality,* ***"The vast majority of the criminals were detained again, and the guard is undergoing several space-time-narrativistic isolation as punishment. However, a few of the criminals managed to escape and scattered themselves throughout the Downstream."***

"Not that I'm against it, but why call upon me and my Jumper? Surely you can hunt them down yourself, Warden?"

"I could do that, but ultimately, I believe I would be more useful here for the moment, to keep the peace, and ensure any and all potential members of the conspiracy is accounted for," *She did not seem to be especially pleased with that,* ***"Therefore, I have called upon several Jumpers from across the Universe to deal with these threats. From what I have gathered, your paths will ultimately cross with their own. Should you deal with them for us, I and the Evergaol shall award you. Do you accept it, Jumper?"***

The Warden held her hand out, and so you decided to shake it.

"Excellent, we may begin with the various inmates present. The threats that have escaped were mercifully sealed on different levels,"

According to the Warden, inmates were sealed away in three sectors, based on their danger level. These levels, mercifully, correspond decently well with yourself on your road to encounter these beings, and so you can use it to know their threat to you. ***Sector Azu*** *is the "highest" sector, so to speak, and so they are likely to be weaker than you.* ***Sector Buky*** *is rather troublesome, as they are roughly at your level of power.* ***Sector Vede*** *is very dangerous, as they are guaranteed to be stronger than you when you meet. Luckily on all factors, this doesn't account for your allies, so feel free to use the power of friendship.*

The successful detainment or neutralization of one of the escaped inmates nets you a reward of CP and a perk. Should you already possess a similar reward, you can stack them with your currently possessed one to give a stronger effect. If you simply don't want the perk, you can replace it with double the CP reward.

Inmates of Sector Azu

The Multiverse Monarch

"The Monarch is one of our recent detainees, a Jumper like yourself - though her path was different.."



Background & Initial Detainment

The Multiverse Monarch, though also known as **Amanda Lee**, was a Jumper belonging to the Land of Could-Be Might-Be, counted amongst the Valkyries. Her sister died in some incident, and through the usage of a Constructoglyph, became a menace that declared herself as a Monarch. She would spend much of her chain sending incarnations of herself throughout the multiverse, serving as spies that would help in her inevitable conquest. Ultimately, her threat was the challenge that she posed to the Land of Could-Be Might-Be (what mortals call "Heaven"), as she ruled a not-insignificant sector of it as a tyrant.

She was ultimately defeated by the Renegade. This was done through their attempt to recruit one of her incarnations and, upon realizing that they were bound to a higher-power, viewed it as "too much". The Renegade granted Monarch's incarnation free will, which sent a shockwave that caused *all* her incarnations to have the right to decide if they valued their friends or their overmind, and they unanimously decided on the former. This stripped Monarch of her collective's greater powers, leading to her being overthrown.

Reward for Detainment or Neutralization

- **+500 CP**
- **Gift of the Overmind (Perk)**: Monarch's Contructoglyph that facilitated her Jumpchain was unique. It allowed her to send a "lesser" version of herself into a world through a Jumpdoc, and by doing so, her oversoul would gain whatever she purchased. This is a heavily modified version of this that lets you create an incarnation of yourself in a Jump. From your oversoul's perspective, it will technically be instant, but you will gain the memory of whatever your avatar did in the world, and receive a perfect replica of whatever they obtained. This allows for you to travel across the Jumpchain without ever needing to "leave" a world.

Reward for Rehabilitation

- Oh? Well, Monarch's crimes are, comparatively at any rate, fairly mild, and it can be easy to empathize with her. Very well, in addition to your previous rewards, if you are able to win over Monarch, she may come along with you as a companion.

The Multitude

"What an unfortunate soul, this one. Mental illnesses among the Choir are rather rare, but when they do happen, it tends to be a difficult thing."



Background & Initial Detainment

Tell me, Jumper, you know how a lot of "starting" jumps tend to have something that refreshes your mind to remove mental disruptions? That was something petitioned by the Jumper's Rights Association due to this case. **The Multitude** was formerly a Jumper with a case of Dissociative Identity Disorder, with their Benefactor seeing it as an extra source of entertainment. This was never actually fixed by the Benefactor, and whenever a perk unintentionally exacerbated the effect, they added it to their Body Mod. This ultimately culminated in a breaking point where the Jumper wound up having an infinitude of identities, causing them to propagate and become an entire universe. It was resolved through the combined intervention of **the Samaritan** and **the Bringer of Joy**, and returned them to a singular body, reconstituted the worldline, and brought them to the Evergaol. The Multitude are not criminals, - they're here because this place is ultimately the safest for them, and they didn't want to "cure" the DID, because it was functionally impossible to actually integrate the various identities into one, and complete ablation of the identities would be considered a form of death.

Reward for Detainment (NEUTRALIZATION NOT PERMITTED)

- **+500 CP**
- **Gift of Identity (Perk)**: I certainly imagine that most individuals would ultimately like to definitively be themselves, so take this. It allows for you to ultimately always be in control of your body, mind, and soul, with no hostile intrusions being able to seize control of you, and no internal deviations being able to occur. Obviously, this is minimally useful against drawbacks and scenario fiat.

Reward for Rehabilitation Effort

- The Samaritan, at one point, offered to let the Multitude travel with them, but they refused. If you believe you can help the Multitude, and they do as well, I will not be opposed. In addition to the previous rewards, you may have the Multitude as a companion. They took roughly six jumps before their detainment, and they weren't fully stripped of them, so fill out six jumpdocs for them. The Multitude's many identities come in all shapes, sizes, ages, personalities, and sexes - so feel free to get to know them all, as they can all be wonderful, as I know from experience.

The Truth-Seeker

"'Every fleeing man must be caught, and every secret must be unearthed'. You would be truly amazed by how many individuals ascribe to such a notion."



Background & Initial Detainment

The Truth-Seeker's goals, as you might be able to guess, are considerably less grandiose than the majority of detainees here. Their main crime was an insatiable thirst for knowledge. They had always had such a strong fixation on learning of all things that there could ever be. It's a common belief that they read the entirety of the Grand Archives that details every Jump that existed by the time they read them. Their crime came about when, in a fit of mad inspiration, attempted to trigger a detonation that would allow him to travel to the "Upstream" into the Sea of Zero. This is considered an extremely severe crime due to the potential of Overconceptual Bleeding

Reward for Detainment or Neutralization

- **+500 CP**
- **Gift of Wisdom (Perk)**: The Truth-Seeker sought out knowledge, all knowledge of all things. That's something that even I can commend, but it's not something that is so easy to allow when it can destroy the Meta-Universe. You are given the ability to understand exactly what is the best thing for you to do in any situation.

The Intruder

"The Intruder was among my earliest cases, back when the Crystal King still reigned as the Chief Gaoler. They were, and always have been, an extreme nuisance, and if they were anything more, they'd wish they died."



Background & Initial Detainment

The Intruder is, paradoxically, both the least threatening of the inmates and also among the ones that cause the most structural damage. They were what mortals would call a "trickster", constantly meddling in worlds and along chains, though most considered them mildly annoying. This changed when, against policy, they interfered with Core Worlds that define the structure of the Meta-Universe. This caused such an issue that it resulted in multiple infamous fractures that required vast restructures to fix. Needless to say, when I at last caught him, he was hurled straight into confinement, and the damage was so catastrophic we had to fully fictionalize the intrusions in order to prevent systemic collapse.

Rewards for Detainment or Neutralization

- **+500 CP**
- **Gift of Sneaking (Perk)**: The Intruder's ability to sneak into entire worldlines made him one of the biggest pains in the ass to locate, and caused us to modify how we track individuals in the Meta-Universe. While you will never be untagged by us (well, save for perhaps one), but you can be veiled from others. This grants you a near-perfect concealment ability, able to ensure that you cannot be detected through magic, "gut feelings", cameras, and pretty much anything that isn't visibly observing you.

The Malignant

"Sickness might seem like something new, but I can assure you that it most certainly was not."



Background & Initial Detainment

The Malignant is an ancient force from the dawn of days, embodying Disease itself. Unsurprisingly, when everything was rather discordant and convergent, a conceptual illness was not exactly easy to deal with, and its presence was one of the decisive factors that eventually led to the Meta-Universe's restructuring. Following the War in Heaven, the Malignant itself was shattered into "a million million million billion trillion" pieces, with its core component being dramatically weakened, and confined to the Evergaol. As for every other fragment, they likely lost their consciousness, and became the source of disease and deviations of health among the lower-order lifeforms.

Rewards for Detainment or Neutralization

- **+500 CP**
- **Gift of Plague**: Though the Malignance was the concept run rampant, disease is ultimately an aspect of life and death, so its presence is not inherently malevolent or against order. You possess an inherent immunity to all types of diseases, material, mental, spiritual, conceptual, or otherwise (though this is unhelpful against drawback or scenario fiat.

Inmates of Sector Buky

The God-Eater

"Ah. This inmate is one of the most troublesome ones. You would think that they would be mindless, but unfortunately not."



Background & Initial Detainment

The God-Eater is one of the most dangerous criminals that has been detained by the Evergaol, and its escapes pose considerable risks. Originally, it was a mere Jumper who gained a perk related to the consumption of living beings, and gaining their power. Due to the laziness of the Benefactor, the God-Eater became obsessed with their power and wished to gain more, degenerating into an eldritch creature that depopulated entire worlds. It was detained after violating the Kronecker Limitation Causal Guideline, and trying to invade another Jumper's chain. It was quickly resolved, the attacked Jumper was compensated, and their chain was restored. The God-Eater was hurled into the Evergaol, and their negligent Benefactor was stripped of their power.

Though not the only reason, the God-Eater's actions were the primary reason for why the Kronecker Guideline was made into a hard Rule. The subsequent restructuring of the Meta-Universe was, needless to say, problematic.

Rewards for Detainment or Neutralization

- **+1000 CP**
- **Gift of Consumption (Perk)**: You dealt with the God-Eater, so this is warranted. You gain the strength of whatever it is that you eat or otherwise absorb. To prevent the obvious issue, this comes with a special mandate that forbids you from being overwhelmed by that power, be it physically, mentally, or spiritually.

The Tycoon

"How much do you believe in business, Jumper? That question is rhetorical, of course - because I can guarantee that, regardless of your answer, it will not be as much as this man right here."



Background & Initial Detainment

The Tycoon is among the most infamous Pluripotent Entities in the entirety of the Meta-Universe. A believer of the idea that money is power, they created **Universal Standard**, among the most powerful organizations known to have existed in the Meta-Universe. They were responsible for a great number of crimes throughout existence, and went as far as to exchange and destroy whole clusters for profit. It reached to such an extent that they were struck by the Overmind's Agents, and Universal Standard was broken up into countless pieces. However, some of these pieces still persist through successors, though none ever reached the Tycoon's heights.

Reward for Detainment or Neutralization

- **+1000 CP**
- **Gift of Economics (Perk)**: The Tycoon, for his many many flaws, was nonetheless among the most business-savvy individuals in the Meta-Universe. Much like him, you have godlike acumen in all economic ventures, able to go from having absolutely nothing to being the wealthiest man anywhere. Just try not to do what he did - we'll throw you in the Evergaol much quicker.

The Gamer

"Tch. Gamer Systems - how I loathe them. Most of the idiots that get them tend to think they're invincible - and the ones that actually are tend to warrant a javelin of light."



Background & Initial Detainment

The Gamer is among the most infamous Jumpers out there, having been blessed with a "System" that additionally facilitated his jumps. He is perhaps every single negative stereotype that a Jumper could possibly have. A hedonist that was entirely lacking of self-awareness who hated similarly perverted individuals. An absolute psycho that thought their vision of the future was enlightened. A special little snowflake that thought themselves invincible. They ultimately met their death by the Beholder's Eye viewing them as a nuisance. They were subject to atypical punishment before being thrown in the Evergaol.

Reward for Detainment or Neutralization

- **+1000 CP**
- **Gift of the System (Perk)**: Much as I loathe this system, I do believe that you deserve a significant reward. Against my better judgment, I shall grant you a reward: your own System. For the most part, this offers you the basics - stats, modifying your Body & Mind, leveling up, and quests. This additionally allows for you to halve the price for any purchases you make that is relevant to a Gamer System.

The Wretched



"The War in Heaven brought about a number of heroes among those of the Celestial Choir. I can assure you that this fool was not."

Background & Initial Detainment

The Wretched is among the most detested of beings within the upper hierarchy of the Celestial Choir. In the distant past, when the Meta-Universe was new, they were once **the Strategist**, among the celebrated leaders of the War in Heaven. It was a conflict that would define how the Meta-Universe was to be structured, between Order and Chaos. The Strategist however would grow to fear the chances of victory against the forces of Chaos, and after a devastating loss against **the Spiral**, fled the war and detonated their current existence, letting them attach themself to the Barrier to ensure they could never be harmed. What's worse is that, when the War was won, the Wretched skulked about in creation, feeding off of the faith and loyalty of the lesser races. Eventually, the spineless coward (who lost must of their power by way of the Anchoring deliberately treating them like many of the Chaotic Ones), they were destroyed by Master ■■■■■■■, and their remains were expunged from that worldline. They were then captured, and forced back in confinement. With their escape, I suspect that they intend to try and gather their devotion base, though their lost grace is forever out of reach.

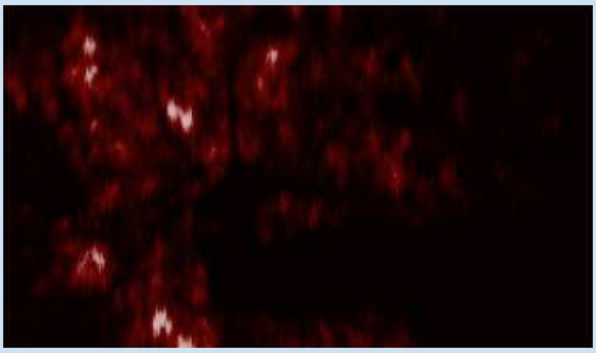
Rewards for Detainment or Neutralization

- **+1000 CP**
- **Gift of Faith (Perk)**: A symbol of absolute power is that the power of faith is not required to be strong. However, such power is far beyond your current ability, and so you may have this. Now, when people worship or otherwise fiercely believe in you, their devotion grants you a sliver of power. The more they believe in you, the more power you receive. What's more, if enough people believe you can do some specific sort of thing, you may eventually receive a divine domain connected to it.

Inmates of Sector Vede

The Malefactor

"I must admit that, for as troublesome as you Jumpers can be, I don't particularly dislike any of you - or at least, not as much as I could dislike your Benefactors, who decides what you may do. A poor Jumper will always have a poor Benefactor, but a good Jumper is unfortunately not guaranteed a good Benefactor."



Background & Initial Detainment

The Malefactor is, put simply, an example of a Benefactor who cares little for the Jumper, and embodies to the absolute worst possible traits of an individual that perceives boredom as the absolute worst possible outcome. Their confinement occurred after they abandoned their Jumper and destroyed their body. They were ultimately detained by **the Bringer of Joy** who, rather uncharacteristically, was very angry. I don't know if you know them, but the Joybringer is *never* angry, yet they were aggrieved enough to shatter the Malefactor's "Spark", and strip them of their power as a Benefactor, and then quickly brought them to the Evergaol. Their Jumper, I'm told, found a new place beside some friendly Jumper.

Reward for Detainment or **Neutralization**

- **+2000 CP**
- **Gift of a Second Life (Meta Reward)**: The Malefactor, though considerably worse than most, was once a Benefactor, so perhaps a reward relevant to that would be deserved? You receive an extra **+600 CP** stipend for all of your Jumps, and also are able to select a second origin and receive all discounts down that line.

The Spiral

"...In the ancient days of creation, the Meta-Universe was not nearly as well-structured as you might initially think it was. Indeed, it was a chaotic realm where literally anything could happen, for better or worse. This was certainly something that was worse."



Background & Initial Detainment

The Spiral is an ancient foe from the dawn of days. Back then, the Meta-Universe fully encompassed all absolute possibilities, which created a creationscape where reality and unreality were one and the same. It was eventually decided that all things would adhere to a singular *Great Work*, where everything that can exist and cannot exist adheres to it. The Spiral here was one of the beings that repudiated the Great Work, as it caused all beings to have "forms" and "identities" that distinguished them. It was a participant of **the War in Heaven**, and while having certainly proven to be a mighty foe, it could not stop the Anchoring. Once that happened, and the Meta-Universe was restructured, its immense power was greatly reduced, as its rejection of order made it infinitely weaker than before. When the Crystal King constructed the Evergaol, the Spiral was among the first ones cast within.

Rewards for Detainment or Neutralization

- **+2000 CP**
- **Gift of Chaos**: Are you familiar with the idea of chaos theory, Jumper? It is what mortals call their attempts to understand the underlying order behind nonsense and chaos. Indeed, I think the Spiral would hate that above all, because true chaos and irrationality does not exist as they might think. You become instinctually aware of any "random" events in the future, and how to help enact or reduce the possibilities of it happening. You are not fully "aware" of this happening, and simply do it reflexively.

Conclusion

"...Alright then, Jumper. I do believe that is all of the inmates that you might encounter down the road. I have full faith that you can deal with these threats. Now get going - there are many more out there, and quite a few other Jumpers I must meet. I bid thee farewell, and may we meet again."