

# **Generic Warehouse Upgrader**

Darling, this warehouse of yours just needs some spice. You really want to store your artifacts of infinite power or unlimited money or spaceships in a bland warehouse. Think of all of the other jumpers, laughing at your blank white walls and sterile white lights. But you are in luck, I, Viscera Stylez, am ready to give this place the makeover it rightfully deserves.

## **START OFF WITH 3 WAREHOUSE POINTS (WP)**

### **EVERYTHING COSTS 1 WP UNLESS STATED OTHERWISE**

#### **FORMATTING (FREE)**

What is the fun in having a giant storage room for everything? This perk will allow you to add corridors, lofts, stairs, elevators, and rooms to your warehouse. Every jump you will be able to reformat your warehouse.

#### **THE HEADS OF YOUR ENEMIES**

My team and I will get the heads of every important enemy you have killed and mount them on the wall. Comes in three options, taxidermy, white marble, and chaos (marble but the team throws paint balloons and glitter on the head for good luck). Comes with the option of making the heads of your enemies say a phrase of 10 words or less when you walk past them.

#### **ARTIFICIAL SKY**

Pick one room, that room now has an artificial sky and a ladder. You can't store items up here but you can fly a vehicle or practice flying. Comes with day, sunset, starry night, flight training, fireworks, and lantern night modes. Comes with a small floating patio with two tables with four chairs each.

#### **WALL OF LIQUID**

Pick one wall in your warehouse. It will now be made out of water, lava, wine, soda, orange juice, or oil. This wall will not cause damage to anything in the warehouse or mildew. If you choose a drinkable (you can drink it more than once) liquid, it will always be safe enough to drink. If you walk into the wall, you will find yourself in a room made of stone. You can meditate in this room to be able to speak with a god of your choosing.

#### **MODEL WORLD**

You get a table with a mini version of a world you have been to. You can only see places you have seen either in person or on a map. The places you have seen more will be in more detail than places you have only seen in passing or seen on a map. You and your companions can press a button that turns them to tiny figurines which lets them wander the model world like it is the real world. If the world has trains, the model world will have a few moving trains that can be boarded if you are quick enough.

### **MY WORKERS**

You get your own squad (around 30-50) Heartblast Bears. They might have a silly name, but they are mighty creatures, human sized teddy bears covered in patches and piercings that never sleep, eat, drink, breathe, or feel boredom. They will sort your items, carry items around, clean up the place, do manual labor, cook (half decent at because they use too much spice), and even open really tough pickle jars for ya.

### **MAIL ROOM**

Fellow jumpers or other people can now write letters or send packages to your warehouse. Any letters or packages sent with the intent of going to you will be sent to this mailroom. Packages will be checked so if someone were to send over anything from contortionist assassins to nuclear bombs, the package will be sent back and set on fire. You can also write letters or send packages to anyone as long as you remember their name and which universe you met them in. Your companions can get letters and packages from other people as well.

### **DIFFERENT LIGHTING**

Instead of horrible bright white lights, you will have giant lava lamps, fairy lights, random floor lamps, and whatever else I find at my own warehouse. You can pick the colors for each light. You will be able to see clearly but anyone who manages to enter without your permission apart from goths and people named Jerry will be unable to see.

### **TREASURE ROOM WITH BISMUTH WALLS**

A ten foot by ten foot room for your most precious valuables that can fit in the glass displays or perhaps one of the bismuth cabinets below. In the middle of this room is a floor to ceiling circle glass container that can be opened by you. Items in the container are not impacted by gravity and don't move unless you move them. The bismuth walls cause a magical effect that makes everything else in the room shine and sparkle. This room will be unlocked with either a handprint scanner or an eye scanner.

### **TAPESTRIES**

For every jump you make and will make, my team will send you an exquisite tapestry that displays you and your companions during your greatest achievements. Each tapestry will be a style that matches the setting of the jump.

#### **SURREAL WAREHOUSE (REQUIRES ARTIFICIAL SKY)**

You can add slides, playplace tunnels, and roller coasters to your formatting. You will also get an “outdoor” room. This room will be a floating island with either grass or sand surrounded by artificial sky. Comes with a garage that will hold five vehicles of your choosing. That patio from the artificial sky will be on the floating island.

#### **VHS LIBRARY**

You gain a library of two hundred VHS tapes. Each tape is a single memory from someone you know. This can range from the most important memory in their life to a random Tuesday. Watching the memory also allows you to remember it like you were there. Every jump you gain twenty memories of people from that jump and twenty from your existing companions.

#### **GIANT DOLL HAND**

Have you ever wanted something to be able to reach anything you wanted without having to find it yourself? This is your answer to this common problem. We install a giant doll hand on the floor. “How does that solve the problem?” you ask. The doll hand is able to grow itself into a doll arm with no limits in its growth. The hand has a perfect memory of where everything in the warehouse is. It can also be used to display magical nail polish or whatever it can hold in its hand (the biggest item it can hold is an average truck)

#### **AQUARIUM**

Allows fish and other aquatic animals to swim in the air of your warehouse as if the air was clean water. These animals can do tricks but none of them will be useful except for entertainment purposes as well as carrying you around on a chariot of any style you want. They will not poop, eat, sleep, or die.

#### **CAROUSEL**

This carousel is rather creepy. Riding it will take you to an empty dark version of your warehouse. You have double the space but you will never be fully safe in the dark warehouse, no matter how powerful you are. No companions will be in the dark warehouse.

#### **GOLDEN CAGES**

You have three golden birdcages that hang above a room in your warehouse. Each birdcage is big enough for a tall human man with around a foot of space in any direction. The cages can be

lowered to put your traitors, enemies, or people you don't like. This cage is unbreakable and only you and people named Jerry can open it. The bubbles are big enough to engulf a car.

#### **BUBBLE TROUBLE**

You will get a giant bubble machine attached to a wall in your warehouse. These bubbles can be moved with your mind. Items will not be harmed in the bubble while enemies will be harmed by acid while in a bubble. Again, people named Jerry and goths are not impacted by the bubbles. The bubbles will pop after ten seconds if engulfing enemies or one minute if engulfing items. The bubbles will pop early if they touch something.

#### **CAPSULE HOTEL**

You get a room that holds a small conversation pit and a number (ten or the amount of companies you have, whichever is the larger number) of capsules on the walls. These capsules are luxurious and adapt to fit the needs of whoever is using it.

#### **A PLACE TO EAT**

You get a 1990s Taco Bell but everything is free and it serves any food that you either have or can make. Has infinite plastic silverware, napkins, cups, and a selection of sauces. Self cleaning but not self cooking. Your companions will hang out here.

## **Drawbacks**

#### **EVERY DRAWBACK ADDS ONE WP**

#### **TACKY FLORAL WALLPAPER**

The two rooms that you use the most when awake now have tacky wallpaper of foul smelling flowers. You can smell the flowers through the wallpaper, even if you can't smell.

#### **JERRY**

Oh right, Jerry. I hate that bastard more than anything or anyone. He will now live with you. Jerry's main hobbies are wandering around in a bathrobe, making a mess of things, playing some trash mobile game on his phone, yelling (often about the trash mobile game), and eating all of your food. He also can't die. Believe me, I tried everything and anything to wipe that annoying face out of the multiverse. Good luck! =D

#### **VISITORS**

My goth poker friends may show up from time to time. They are friendly but they will insist that you try their cooking. They are some of the worst cooks known in the multiverse but you

don't want to say no to them. They each have a special tattoo that makes them immune to damage done by my clients and their companions.

### **MY WARDROBE**

Whenever you are in your warehouse, you will be put in something I would wear. Think scene queen meets Victorian. Even if you are shapeshifted into an animal that doesn't wear clothes, you will still be wearing clothes. You can't take them off but you can change between formal, casual (for me, not you), swimwear, sleepwear, a suit of armor, and a Malamar cosplay.

### **CONTRACT**

It's a simple deal. You will work under me for 10 years and I will give you some extras for your warehouse. You will be transformed into one of my many Heartblast Bears for the duration of these ten years. No access for your own warehouse, companions, items, or perks (except the perks that help you do your damn job) for the time working for me. I run a tight ship around my parts. You will be carrying things around my factories or stuck in the cake mines until you work off your contract.

### **THE HAMSTER CAGE**

Once a week, when you are sleeping (or midnight if you don't sleep) you will wake up in a giant hamster cage. You will not have access to any of your powers, items, companions, or even your warehouse until you walk or run ten miles on the giant hamster wheel. After you do that, you will reappear where you were before before you were sent to the cage.

### **INFESTATION**

You would think it would be rats, mice, bats, bugs, or maybe even those thieving seagulls but it is none of those. Your warehouse is infested with plastic flamingos. They are ruthless. They eat clothing and would love to take a peak at flesh from you and your companions. You can kill them but more will replace them.

### **PET SITTING**

For 2 weeks every 3 months, you will be taking care of one of my sweet rainbow leopards. They are very curious and just love getting into trouble. If you harm any of my sweet babies, there will be no mercy saving you from a life of a trillion torments.