Omega Labyrinth: Life

Jumpchain Compliant

By: DOOM-Knight009

Welcome, Jumper, to La Belles Fleur Academy, one of the most exclusive of exclusive finishing schools for the wealthiest of families and their posh daughters. And, as you might guess from the name literally meaning ‘The Beautiful Flower,’ in typical fashion this applies to both the students themselves and the campus, home to the ever renowned Grand Garden. This Garden in the focal point of the entire school, and students enthusiastically spend a great deal of their time tending to the flowers every single day. But, change is on the horizon. For the first time in the school’s long history, they are accepting a transfer student. And this student’s arrival will set off a chain reaction of events that will see the death of the Grand Garden, and the start of a great adventure…

Of course, all of that is before you, Jumper, get involved. But what can you yourself expect if you look to get involved? Well, turns out that the Grand Garden is built upon this massive extradimensional space called the Holy Caves, and the Holy Caves randomize themselves whenever someone enters. Second, Omega Power. This 'power' is generated in the Holy Caves and those with the appropriate 'equipment' can harvest this power for others to do a wide variety of things… There are, 'side effects' however, to this harvest. Namely, the breasts of the woman doing the collecting swell up a little bit with every mote of Omega Power. Yes, so have fun with that. If you happen to be a man, don't worry, arrangements can be made.

But first, take this +1000 CP and prepare yourself for a wild ride.

Origins:

-**Drop-In:** Free

Enter exactly as you are now? Not a problem. After the Grand Garden withers the students and staff will not be particularly picky about what aid they receive should you be willing to offer it. You will simply wake up at the foot of the Spirit Statue in the very center of the Grand Garden, the day that Garden withers. Even if you are male, no one will make a fuss about it. Just, so long as you don't go wandering into the spa while it's otherwise occupied.

-**Student:** Free (**Requires Female**)

Ah, another lovely, proper lady of the academy. As is expected of the richest of the rich you were raised to be the sterling paragon of the feminine ideal, on top of being born with a gold spoon in your mouth. No, no I did not mean 'silver,' these families really are *that* rich. Anyways, your gentle days of academics and peaceful afternoons tending the Grand Garden have been rudely violated by the withering of the Garden, and by golly are you going to do something about it! And no you will not be daunted by the fact that you've probably never held a weapon in your life,

or done a hard day's work, or stressed yourself unduly for anything… If you were a man before coming here you may become a woman free of charge.

-**Staff**: Free (**Requires Female**)

Well, I suppose not everyone is cut out to be a hero. Not a problem, you will awake as one of the hardworking, some more so than others, staff members of La Belles Fleur as possibly a teacher, maid, or groundskeeper. Nevertheless, don't be discouraged. The heroine of this story really wouldn't be able to survive if they starved into unconsciousness in the middle of the Holy Caves, now would they?

Perks

Discounts are 50% off. 100 CP Perks are Free to their respective Origin.

General Perks

-**Rogue-Lite:** Free/-800 CP

Let me be blunt about things, Jumper, the Holy Caves really aren't that dangerous. Suffering a defeat is more humiliating than harmful, and you will be simply teleported out with nary a scar or bruise to show for it. Of course all of your gear will be gone, but you have your life. Hence, "dying" during this Jump will not count as a Failure. Should you purchase this Perk for post-Jump use you will find it offers you similar protection, teleporting you unharmed back to a safe space you designate in-world at the start of the Jump should you suffer a lethal blow, also minus your equipment. However, the teleportation can be tracked, and suffering a defeat at this safe space does not count as far as this Perk is concerned.

-Golden Thumb: -200 CP

'Wait don't you mean---' NO. I do not mean 'green thumb.' A 'green' thumb is for *peasants*! Anyway, as you might think by the name, you are now possessed of an utterly absurd talent for gardening. How absurd? Plant seed, water it once, and the plant is fully grown and ready to harvest in eight hours or less. Your talent for rooting out weeds is just as absurd. Yank one, and all of its brethren spontaneously

just, disintegrate. This Perk applies to all mundane plants/crops, and mildly magical ones. Kingsfoil of Middle Earth? Yes. The heart-shaped herb of Wakanda? No.

-**Omega Power Forever**: -200 CP

Does the thought of leaving behind such a wonderful, and lewd, force as Omega Power give you conniptions, Jumper? Fret not, this simple toggle allows you to decide if Omega Power exists or not in all Jumps henceforth. Locations that fountain Omega Power will either spontaneously appear, along with the in-world architecture to use it, or existing structures will be bent to the use of Omega Power.

-**Omega Re-Structure**: Free

Now, a small flavor allowance, Jumper. Normally it would be the breasts of young women that would swell to hilarious proportions with an inundation of Omega Power. But, maybe you would prefer something different? The girls growing all-natural bean-bag chairs for butts, for instance? Hips so broad they cannot fit through doors? General plumpness? Almost whatever you want, it can be done. If you purchased Omega Power Forever, you can make this choice at the start of every Jump.

-**TFT Pro**: -100 CP

Also known as Tit For Tat, it's literally Rock, Paper, Scissors, but between two women using their breasts instead of their hands. Not only does this Perk give you near-cheating reflexes at Tit For Tat (or just the normal version if you're a man) but a tie counts as a win for you, instead of just a tie.

Drop-In Perks

-**Titty Time**: -100 CP

Jumper, have you ever been so mesmerized by a woman's chest that you think to yourself, 'god I want to touch them right now…' Well now you can, you have blanket license to grope away, for as long as you like, so long as you are focused on playing with the breasts you are focusing on. You're even rewarded by the woman in question reacting as she normally would, minus any violent tendencies.

And when you're done, she'll forget you ever did anything, unless you don't want her to forget. Bystanders will notice and may comment, but they will not intervene.

-Mental Voyeur: -200 CP

The thing about an All-girl school like La Belles Fleur, there are no guys around. So the lovely young ladies have to imagine their encounters with these fictional partners. You are now privy to these idle erotic fantasies. By simply focusing on a woman for a few moments, you can witness, and slightly participate, in her lewd daydreams. Yes, there technically is not contact, but you can learn a *lot* about a girl from her fantasies. Such as where she likes being touched the most, for instance.

-**Trap-master**: -400 CP

The Holy Caves are littered with traps, ranging from the ones you might expect: poison arrows, lightning runes, explosives, to the kind that you could only find at an academy as lewd as La Belles Fleur. Such as temporarily turning the victim into a floating set of panties, causing someone to slip on 'lube,' or, such horror, shrinking a woman's breasts! You are now endowed with the knowledge and ability on how to create all of these traps, lewd and otherwise, at a rate of one every ten minutes. Once set, they are invisible to the naked eye, but magic can detect them.

-**Omega Artifice**: -600 CP

The pinnacle of mastery at manipulating Omega Power, you can literally use Omega Power to create permanent objects. Naturally, the more powerful the object in question you want to create is the more Omega Power you'll need, but there are few limits beyond that singular one. Also, whatever you create will be highly receptive to magical augmentation, and you can invent these augmentations yourself using still more Omega Power, or transfer augmentation between items. Either things you find in the Holy Caves or post-Jump. If you should purchase this Perk without acquiring Omega Power Forever, you may apply this Perk to other magical energies: Mana, Ki, etc.

Student Perks

-**Beautiful Flower**: -100 CP

Never let it be said there was an unattractive student at La Belles Fleur. You are easily a 10, like your form was sculpted by a master artisan. This appearance bypasses preferences, but has no power of compulsion behind it.

-**Size Up**: -200 CP (Requires Female)

Of all the things that can be found in the sprawling Holy Caves, you might find a goodly number of items that you, can't identify. These 'ambiguity crystals' must be "surrounded by Omega Power" to reveal their properties… Yeah, you need to essentially paizuri the ambiguity crystal until it reveals its true form. Lewdness aside, this appraisal offers you, to the penny, the knowledge of what an item is worth, and what supernatural properties it might have. You can do this without restriction post-Jump, even if the object in question is too big to fit between your breasts. Just, you know, rub against it or something.

-**Improbable Combat Competency**: -400 CP

You might have caught it when I mentioned before that the ladies of La Belles Fleur really have no business swinging a sword around. Let alone some of the more esoteric weapons that can be found in the Holy Caves. And yet, they manage, just fine, in spite of probably 99 percent of them never even touching a weapon. This gift is now yours. No matter what it is, as long as it can be considered a weapon you will be able to wield it both without injuring yourself and to the level of one who would normally use it. This is not mastery, but it will keep you alive.

-**Excalibust**: -600 CP (Requires Female)

Ok, so, the short version is you can fire a giant laser beam from your tits. The long version is only slightly more complicated. By using all the Omega Power you have stored up you can amplify this beam shot technically without limit. Obviously it might be a bit hard to aim while hefting breasts the size of a van, each, but the option is there. If that weren't enough, the beam also counts as capital H holy on top of that. You can still shoot the beam every few minutes while "dry," so to speak. And you'll still be hitting about as hard as an 88MM tank cannon.

Staff Perks

-**Non-Standard Use**: -100 CP

Even in an obscenely wealthy school like La Belles Fleur, sometimes you don't have exactly what you need to do what you are supposed to do. How fortunate that you have acquired a talent for improvising usage out of things well outside of their intended purpose. Like, using a jelly donut and a book to catch vermin in a garden… or using… possibly sexual fluids to nourish flowers well beyond normal water.

-**Certified Chef**: -200 CP

The old saying is that 'armies do not march on empty stomachs,' or some such. Most heroes or heroines work the same way, whether they realize that or not. You're better than most at abating this problem, as anything you prepare not only fills people up far more than it otherwise should, but also confers a twenty percent buff to a single statistic designated when you prepare the meal: like strength, magic, etc.

-**Humble Shopkeeper**: -400 CP

Truth be told, this Perk has little to do with actually running a shop. Be real now, a monkey could do that. Instead, like Director Rinka, you now have the curious ability to wander around in hostile territory without harm to sell wares. Provided that you are both unarmed, and unarmored, and don't attack anyone. This is not immunity, mind you. Stepping in front of a charging beast would still hurt, quite a lot actually.

-**Augmenter**: -600 CP

Weapons can break or be lost, "armor" can be broken or outgrown. The life-giving flesh? It's always there, and you know how to make this flesh stronger. In-Jump, you can use 'Nectar' produced by the flowers of the Grand Garden to bestow permanent boosts to both passive skills and static parameters. These boosts will start suffering diminishing returns after around thirty 'levels,' but will never become otherwise worthless. Oh, and the nectar is applied via massage. Lewd, climax-inducing, squirt-inducing massage. Post-Jump, you can use simple magic, in liquid form, at slightly less efficacy.

Items

General Items

-**Omega Charm**: -100 CP (Free to Male)

Well, it would be rather pointless going into the Holy Caves if you couldn't actually gather Omega Power while you were there, now wouldn't it? This little, six inch tall charm will collect the Omega Power instead of you, if you lack the appropriate anatomy, while growing in the particular flavor of Omega Restructure you desire. And it even feels real, just as soft and squeezable as a real woman, while reacting positively and vocally to your touch. Alternatively, if you are a woman, you can elect to have this charm gather the Omega Power instead of your tits… But why would you do that?

Drop-In Items

-The Album: -100 CP

You are going to meet a lot of lovely ladies (or dudes) along your journey. Wouldn't you like to just 'know' on meet that they fit your tastes? Well here you go, this little pocketbook automatically appraises a woman's proportions down to the centimeter on the meet, and fills in details on their personality as you learn them. What's more, it can even generate a small, 3D model of them for you to visually appraise, and feel up, complete with appropriate 'sound effects,' at your leisure. Lastly, it opens to the appropriate page you want whenever you open it.

-**Guiding Tome**: -200 CP

The Holy Caves are essentially randomized. Floor by floor, almost nothing is ever laid out the same. But, that doesn't mean you have to go in blind. Enter this simple, yet wonderful magic book that does exactly what you might expect it to do. It maps the entire floor, complete with little green dots for friendly individuals and red dots for enemies that move in real time. All you need to do is hold the book open for ten seconds to let it do its work. Post-Jump it will function exactly the same, only without the restriction of only working on one floor. The 'radius' will be equivalent to a city block.

-**Omega Purse**: -400 CP

You know, sometimes all you happen to find is junk. Nothing you would want to use, or want someone else to use even if the world were burning down around you. Why not just "sell" it right off? This handy purse converts whatever you can stuff into it directly into Omega Power without any further action. Now obviously it won't destroy artifacts or other things with specific "destroy" instructions, but anything else is fair game. The amount of Omega Power earned is directly proportional to how valuable the item in question is. Yes, it could alternatively be a backpack if you don't want to wear a purse.

-**Spirit Statue**: -600 CP

Well, I'm sure the Garden won't miss this, now will it? You now have in your possession your own private version of the Holy Caves that you can teleport to by interacting with this statue. It is populated by monsters of your chosen threat level and littered with loot corresponding to that threat level. Unlike the normal Holy Caves you have a "leave" button at your disposal at any time, as does anyone you consider friendly. Your Holy Caves will procedurally generate floors stocked with monsters infinitely. So as long as you keep chugging, it'll keep offering loot and combat.

Student Items

-**Personal Care**: -100 CP

It just would not do for a lady to have poor skin. As such, you are granted this perpetually restocking supply of sundry lotions, creams, shampoo, and other such grooming items personally tailored to your maximum benefit. Guaranteed to keep the skin silky, and the hair glowing with beauty.

-**Preservation Purse**: -200 CP

If you're like any lady out there, you have a lot of stuff. Not necessarily of any particular designation, just 'stuff.' And there are so many different thing you could want at any one time, who can decide what to bring? No matter, bring all of it! This purse is capable of storing 30 total items, and each 'slot' is of arbitrary size so long as you can fit it into the opening. Food and other perishable items will not rot inside, and you will automatically pull what you want from the purse when you reach into it.

-**Gold Bra and Panties**: -400 CP

Yes, this is in fact a bra and panty set made of pure gold. But far from being uncomfortable, it fits you like a glove of the softest angel down no matter your proportions and will support even the absurdly large. Ensuring that your endowments stay perky and presentable. What's more, for covering so little of you by itself, the set protects you about as well as a suit of chainmail while also boating a fair bit of magic resistance. Never let 'protection' come between you and fashion again! … Yes, this could be a set of boxers, briefs, etc if you want this and you're a man.

-**Grand Garden**: -600 CP

Well, technically you aren't robbing La Belles Fleur, so this should be fine. Anyway, your own opulent garden, saturated with magical power so that anything here grows perfectly and stays perfect no matter how long you leave it be. The flowerbeds can accommodate anything plant-based that grows: trees, herbs, fruits, vegetables, etc. Furthermore, even if you neglect to purchase Omega Power Forever the spring in this garden will continue to provide you a steady stream of Omega Power for the rest of time. If for nothing else then to swell your glorious tits with… or the tits of others.

Staff Items

-**Uniform**: -100 CP

Be it as a teacher or as a maid, La Belles Fleur is nothing if not stringent on attire. As such, you receive this perfectly tailored maid outfit/professional suit that will repair itself if lost or damaged, and resize itself to fit even if you've an Alt-form you wish to use. Apart from that, you are always counted as 'obeying dress code' while wearing this.

-**Somnabulence Tome**: -200 CP

As a potential option for keeping yourself safe I offer this truly, genuinely, mind-numbingly boring book. No, really, it's boring. So boring in fact that merely droning out a paragraph or two will lull those that can here you into a deep sleep for fifty seconds. The book recharges every full minute, and naturally you must be able to speak to use it.

-**Infinity Lunchbox**: -400 CP

Never, ever go hungry again. This conveniently-sized lunchbox weighs little more than a pound, but from it you can pull an unlimited supply of any mundane ingredient combination you could ever ask for. When drawn, the thing in question will be of the perfect temperature (in your opinion) of that thing. IE, if you like cold pizza or something pulling pizza will have it cold, all coagulated and firm, mess-less and… Moving on.

-**Nectar Blossom**: -600 CP

Not, on sight, the prettiest flower one could think of. Indeed this plant looks more like a giant Venus fly-trap than any common, flowering thing. But, there is beauty beneath this façade! Specifically, this flower utterly gushes 'Nectar' as would otherwise only be produced in the Grand Garden of this world, enough to treat twenty separate people per day, or treat one person twenty times. Either way. What's more, you can even pawn off your 'augmenting' to the flower if you like, and are comfortable with watching a close friend "maybe" being molested by a giant plant.

Companions

-**Partner**: 1 Free, No further purchases.

The Holy Caves are a two-person job, don't you know. So it only stands to reason that you deserve someone to watch your back down there among the beasts. You may either A: select one of the canon heroines as depicted above. You will meet shortly after you arrive and hit things off swimmingly, and they will receive 1000 CP of their own, the Student Origin and all associated Discounts and freebies, and cannot take Drawbacks.

Or B, you may Import/Create a Partner for yourself. This Import/OC will also receive the Student Origin, as well as the Discounts and freebies. However, they both will only receive 600 CP, but can also take Drawbacks that affect only them. If they were Male before you Imported them, they become Female for no charge.

-**Recruitment:** Free

If you hit it off with someone in-Jump and would like to bring them along, all you need do is convince them without compulsion involved. They're very friendly people here, you know.

-**A Helpful Fairy**: -100 CP

Fairies and Omega Power are closely linked, you know. Just like this one that bumps in to you literally the moment you arrive. Among other things, they can use Omega Power directly to shoot pea-shooter grade attacks from range if you feel like fire-support, can absorb Omega Power without their breasts swelling, and, probably more directly, all fairies can Size Up as described in the Perk above. Naturally, they must rub their entire body against the thing in question to appraise it. You may specify the particular build of your Fairy as you like, provided that they are no taller than 8 inches… Try and allow them to still fly, hmm?

-**Mass Enrollment**: -100 to 200 CP

The typical 'you already have friends you want to come with you' option, 100 CP for 1, 200 CP for up to 8. Each Companion Imported in this manner receives 400 CP to make their purchases with and one Origin. They cannot take Drawbacks, or purchase further Companions. Students and Staff, as before, must be Female. And those that were Male before Import may become Female for no charge.

-**The Darkest of Flowers**: -800 CP

Spoiler. The lady behind the curtain behind the death of the Grand Garden is one Witch of Desire. A twisted, malicious entity that grants wishes, but perverts those wishes in horrible ways. An innocent flower's desire to see the sun could be corrupted into a wish to kill all other flowers and covet all sunlight for herself. Purchasing the Witch of Desire as a Companion will not immediately put her by your side, you'll still have to prune her petals and force her to release her grip on the Grand Garden, but after that she will submit to you and become a Companion. She will retain her ability to grant wishes, but will either require massive amounts of Omega Power or some other magical energy. For you, specifically, she will suspend her wish-corruption. Or at least only twist your words in playful/embarrassing ways.

Drawbacks

You may take as many as you think you can bear.

-**Lewdness Magnet**: +100 CP

Exactly as the name would suggest, you attract embarrassing, sexual-tinged events like honey does flies. Random splashes will routinely soak you through, you'll frequently trip over next to nothing and flash your underwear, and you may

occasionally find yourself devoid of clothing in public. Yes, you will be embarrassed by this even if you are an exhibitionist.

-**Oblivious**: +100 CP

Well, aren't you just the happiest person ever? Look at you, skipping along with a smile on your face and a song on your lips. How unfortunate that having your head in the clouds causes you regular bumps and bruises, collisions with other people, and a higher likelihood of missing critical details. Also, you will never catch those lewd hints dropped in front of you…

-**TFT Sap**: +100 CP

The exact opposite of the Perk offered above. A tie is now resolved against you instead of as a tie, and you will more often than not spaz out and change your throw at the last moment to the wrong one.

-**Chuunibyou**: +200 CP

Congratulations, your brain seems to be stuck in the 8th grade. You are now saddled with the vainglorious attitude and personality traits of the worst examples of the trope. You are excessively melodramatic, are obsessed with "darkness," and think you are the hottest thing since sliced bread. Worse, if this image is pierced for any reason, you'll have an emotional, humiliating breakdown till you can put yourself back together.

-**Vindictive Designer**: +200 CP

The Holy Caves are filled with traps. Anyone who's walked through even once knows this. You? You seem to have the horrid misfortune of tripping over at least half of them on each floor. And at least once per run through the Caves you will step on the dreaded 'Explosion' trap, bringing you to the edge of unconsciousness. It's like the darn things are being deliberately put in front of your feet as you walk…

-**Tapeworm**: +200 CP

Jumper…, ah, you ok? You look a little hungry. Oh, yes, that's why. You now have a worm in your belly that has kicked your appetite and hunger needs into triple overdrive. Both outside and inside the Holy Caves you will teeter over into unconsciousness without *frequent* snack breaks. Pack lots, and lots of bread.

-**School Life**: +200 CP (Exclusive with Drop-In)

Well, you know, you ARE at a school. Taking this Drawback requires you to maintain passing grades/a positive performance review through the entirety of your stay here. And remember, this is an academy for the ultra-rich. The standards are *high*.

-**Green-Eyed Beast**: +400 CP

Radiant blossoms attract jealous gazes, Jumper. And now you have your very own. One of the students at La Belles Fleur resents you for any number of reasons. But what you should be concerned with is the lengths they will go to to assuage their envy. Your equipment will vanish or be sabotaged, food will be stolen, resources will be wasted, nasty rumors will circulate… And you will never know whom is doing it.

-**Critical Mass**: +400/+600 CP

Ok, so, rather drastic problem here. Seems that the Omega Power released in the Holy Caves is leaking out of those caves and affecting every young lady on campus. The issue? The extra size isn't going away as it normally would upon leaving the Holy Caves. While the rate of growth seems to be markedly slower than it otherwise would, you still have the problem that the student body is eventually going to be pinned by their massive breasts. If you yourself are a woman, you receive 600 CP for this, as you are adding a fail condition for yourself, and putting your efforts to stop the Witch of Desire on a clock. Naturally, the Omega Charm will not apply for affected female Jumpers.

-**Labyrinth Life**: +600 CP

Jumper, I am very disappointed in you. You sold out to Sony, and now all of the lewdness is gone. No, really, all of it. You will never see a naked tit, never touch a boob, never see a set of panties… Even the language has been sanitized so that no innuendo will ever be uttered. Why would you do this? Why would you remove the fun?

-**Rogue Like**: +800 CP

The kid gloves are off, Jumper. You get one shot as you normally would, and all 'respawn/extra life' abilities and items are disabled. Furthermore, this applies to *everyone*, not just you. Are you really so selfish that you would risk the lives of these sweet young women? Hmm?

Scenarios

Both Scenarios are Optional.

Jumper's Trial

This Scenario can be completed at any point. Failure, or opting out will not end the Chain.

Jumper, salutations. The Holy Caves have a number of special properties, a number of special challenges for those that would plumb its depths. Like the primary heroines you now face your own personalized dungeon which you must enter both alone and with no carried equipment or items. You must scavenge what equipment you can through the dungeon, all 100 floors of it, before reaching the end and facing your true test, yourself. At the end of the 100 floor ordeal you will face your perfect copy, with all of your powers and abilities, only their personality is an expression of your deepest desire perverted to dark extremes. IE, a love for all girls would be perverted into a desire to turn all the girls you meet into your fawning slaves.

Triumph over this "Grim Jumper" and the Holy Caves will reward you with a special prize… a blessed set of underwear. No, really. I mean, what were you expecting?

Joking aside, your prize will protect you from all negative statuses while worn. Debuff, poison, confusion, etc. Anything other than raw damage is outright ignored by the power of your holy underwear!

Only You

This Scenario is All or Nothing. You take it, or you don't.

Jumper, unfortunately it seems the suspension of disbelief has been revoked for the normal heroines, and the ladies of La Belles Fleur are just as lacking in combat ability as you would expect a bunch of pampered, rich girls to be. Therefore, it's

all up to you, by yourself. Your 'Partner' too, must stay behind, suddenly suffering a catastrophic downturn in competence.

Really, apart from that massive change everything else proceeds much as it normally would. The ladies of the school will do everything they can to support your efforts apart from fighting alongside you: preparing food for the longer dungeons, tending the flowers you restore, etc. But that will be the extent of their involvement.

As for you? You get to delve deep with no one to watch your back and the knowledge that one careless, or unlucky, step can send you blinking back to the surface in humiliation. Possibly worse, depending on how greedy you were with Drawbacks.

This Scenario is considered completed when you put the Witch of Desire on her giant thorny butt and fully restore the Grand Gardens.

Your reward? Naturally, for single-handedly saving the pride of the school you can have the school itself, complete with the very garden you saved and whomever of the main cast that you can convince to come with you. Additionally, the Holy Blossom, Flora, and her three sub-aspects Zephyr, Glacia, and Ignia, will tend and nurture the Garden for you, churning out magical fruits and blossoms that can apply a wide number of beneficial enchantments to equipment.

La Belles Fleur will exist as an attachment to your Warehouse unless you elect to import it into a pending Jump, at which point it will fulfill a similar role it did here, as a lofty, exclusive school for the ultra-rich to send their daughters for proper education. The school will retain any upgrades you make to it.

Completion

Well, you did it. But what now?

Stay?

Go Home?

Move on?

Notes:

-On ‘Omega Artifice.’ This is meant to be a highly subjective, wank-focused Perk. Though there are a few benchmarks. A simple, unadorned or unmodified Shortsword requires 500 Omega Power. A simple Guiding Tome, IE the single-use version of the offered Item, costs 300. While a potent tome, such as one of the more potent Omega Slash Tome, requires 1500.