The Hidden Dungeon Only I Can Enter

By Complex_Ad_5944

Hidden dungeons are a place of legends where rare treasures and items are concealed. Some are lucky to find them, like Noir Stardia, the third son of a minor noble family, who acquires an exceptional skill that provides him with great knowledge. As a result, however, it causes him to have painful headaches. Noir is given a job offer by his childhood friend Emma Brightness, who has a cure for his headaches. After Noir encounters difficulty with employment, he wishes to become an adventurer and finds a dungeon and the legendary adventurer Olivia Servant, who has been trapped inside for centuries. Olivia gives Noir three powerful skills, which he uses to improve his power and enroll at the Hero Academy.

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP; use them as you like.

Location and Time

You will appear in the Royal Capital, in the same kingdom and city where our protagonist lives and the events of this series take place. You will arrive a few days before our protagonist meets the legendary adventurer Olivia Servant.

Gender and Age

Choose the gender and age you want.

Origin

Low-Ranking Nobleman (+100 CP)

You are a baronet—someone of commoner origin who has recently ascended to the ranks of the nobility. To the common folk, you are just another noble, yet to the nobility, you are considered an inferior. You will feel like a fish out of water, an outsider in both worlds. This origin is considered "drop-in." If you wish, you can take the place of Noir Stardia.

Talented Heroine (Free)

The female protagonists in this manga are talented or powerful individuals. Possessing beauty and personalities that position them as the most stunning and desirable characters in the series, they represent a collection of ideal girlfriends.

The One Who Has Power (200 CP)

Those who possess great power—whether in the form of brute force, political influence, or economic strength—hold a significant advantage; you, too, possess one of these qualities, which elevates your position to one of great influence.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

System (Free/100 CP)
In this world, individuals possess levels (which, as they increase, make you more powerful), a class (representing your profession, though this can change based on your current occupation), and skills (which are acquired by training in specific areas and are ranked from grade G to S; alternatively, you may receive one skill at the age of 10—with a maximum of one such skill). You are also granted an affinity for a magical element—Light, Darkness, Fire, Lightning, Water, Earth, or Wind—from which you may choose one.
During your stay, this option is provided at no cost; however, by paying 100 CP, you can retain it and share it with others (such as companions or followers).

Manga World (100 CP)
Normally, any series that takes place in the medieval era would not be the best choice to live in. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.
With this option, the world where you are will be a very clean and neat place, free of bad smells and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine; when embellished, they will not lose their attractiveness, but will give them a more mature appearance in a good way; even the oldest people will have a very attractive appearance.
Women and men will have attractive bodies, with women being more well-endowed and men having more toned physiques.

Teacher (200 CP)
You have a talent for teaching and connecting with your students. They will find it easy to grasp and understand your lessons, allowing you to transform a mediocre student into a truly competent expert in the field you teach.
It should be noted, however, that you can only teach things that are not "fiat-backed"—and, furthermore, only things that are actually compatible with your students. For instance, don't try to teach someone to perfect the Sharingan if they don't possess those eyes or don't belong to the Uchiha Clan.

Noble Privilege (400 CP - Discount for “The One Who Has Power”)
Nobles enjoy certain advantages in this world, as they are regarded as privileged beings blessed by the gods. Consequently, they are entitled to the finest treatment.
Wherever you go, you will receive V.I.P. treatment; your hosts will accord you the utmost courtesy and respect. You will also be given priority when purchasing goods or services,

often accompanied by a generous discount. Furthermore, should you sell or offer a product or service, your prestige will serve as a key differentiator—a significant asset.

Great Sage (600 CP)
"Great Sage" is a rare skill that allows the user to acquire a vast amount of knowledge about the world and its underlying laws. Unlike the canonical version of this skill, it will not cause you any headaches.
The immense wealth of information at your disposal encompasses everything from public knowledge and general facts to information that has been hidden or lost to time. Simply by asking a question, the skill will provide you with an answer.
The only limitation of this skill is that it cannot retrieve personal information about individuals—such as their preferences, specific abilities, and so on. While you could, for instance, uncover details about a legendary dungeon lost to the ages, or locate a person with specific physical traits within a city, you cannot discern what someone is thinking about you, nor can you identify their abilities unless they reveal them to you first.

Low-Ranking Nobleman

Beloved Family (100 CP)
You are a fortunate person; you have a beautiful family that loves you from the bottom of their hearts. Your immediate family—parents, siblings, wife, and children—loves you sincerely. You are irreplaceable to them, and everything they do is aimed at your well-being.

I Will be the Most Powerful Adventurer (200 CP)
You possess a willpower that rivals Noir's—someone who ventured into one of the most dangerous dungeons and faced opponents far superior to himself, never once fleeing, but instead confronting every challenge head-on.
In short, you have immense willpower and conviction; no matter the challenge, you will face it and give everything you have to overcome it, if that is what's required.

Casanova (400 CP)
You possess a natural talent for making the women (or individuals of the gender you are attracted to) fall in love with you with ease. Without you even trying, highly attractive, talented, and influential people will fall for you. Whether it is due to a specific trait or quality you possess, or perhaps a simple action on your part—one that carries great significance for them—it will only be a matter of hours before they fall for you.
This is advantageous if you wish to have a harem; neither your partners nor your descendants will have any issues with this lifestyle. They will support and accept one another, as their primary desire is your well-being.

Protagonist Life (600 CP)
It is quite a coincidence that, upon entering a dangerous dungeon, you happen to run into a veteran adventurer who bestows all her powers upon you—without asking for anything in return or playing any tricks. A mere coincidence, or perhaps a rather blatant plot convenience?

Much like our protagonist, luck will always be on your side. Whether it's discovering a dungeon filled with valuable resources and rare items, finding powerful allies who offer their aid or take you under their wing—again, with no strings attached—or easily earning the loyalty of others simply by winning a competition or performing a heroic feat, the path to success will be paved for you. That said, you will still need to put in the effort; nothing will simply be handed to you for free.

Talented Heroine

Beauty (100 CP)
You are an absolute beauty. Both your face and body represent the pinnacle of the kind of beauty you aspire to—whether that be an adorable, cool, or mature aesthetic. In short, you are one of the most beautiful people in the entire kingdom or country where you reside.

The Best Receptionist (200 CP)
You are an expert in office work, possessing various skills essential for secretaries or receptionists. Furthermore, your interpersonal skills make you easy to get along with, allowing you to interact effortlessly with people of different backgrounds and ages.

Treasure Hunter (400 CP)
You are an expert dungeon explorer; your skills in trap detection, mapping, monster knowledge, resource management—and all other abilities essential to any explorer—are top-tier.
Another advantage you possess is a sixth sense for locating treasures, rare resources, and powerful artifacts within dungeons and lesser-explored areas, such as ruins, deserts, and the like.

Princess's Luck (600 CP)
The heroines in this manga always manage to get someone—usually Noir—to rescue them and help them out of a tight spot. Similarly, whenever you find yourself in a difficult situation, a powerful ally will come to your aid before the worst can happen. Whether it's someone you know or an ally of someone you know, these individuals will fight to protect you or free you from captivity.
Keep in mind, however, that this does not guarantee your rescuers will be more powerful than your captor; they might even sacrifice their own lives to save you. Also, be aware that this is not infallible—if there is absolutely no way to rescue you, this perk will not save you.

The One Who Has Power

Conceal (100 CP)
A very useful skill that allows you to conceal your information from others. Regardless of what appraisal abilities they might use, your data will remain hidden—or you can choose to reveal only what you wish, or even falsify your information to deceive those observing you.

Experienced Mercenary (200 CP)
You possess the experience of a veteran mercenary with hundreds of battles under your belt. Your combat skills are top-tier, encompassing a variety of techniques to kill, knock out, restrain, or incapacitate an opponent. As a seasoned mercenary, you also command a range of survival skills, allowing you to thrive in the wilderness or in hostile environments with ease—all thanks to your expertise and keen senses.

Sacrifice (400 CP)
An ability so powerful that even the legendary adventurer Olivia Servant stood no chance of overcoming it. This ability has a simple yet highly potent effect: sacrificing known skills boosts one's physical and magical capabilities for a set duration. More powerful skills yield a greater boost. Sacrificing one skill grants a one-minute buff; two skills provide three minutes; three skills offer five minutes.

Leader (600 CP)
As someone with power, it is natural for you to hold a position above others, requiring you to lead them in various situations. You possess the aura and charisma of a born leader. Those under your command will place blind faith in you; they will remain loyal and give their all to carry out your orders. Even your peers—though technically your equals—will hold you in high regard, treating you as an expert and looking to you to lead whenever you work together. As for those with greater power or status than your own, they will value your advice and observations, treating you not as a mere subordinate, but as a trusted advisor or key ally.
Regardless of your rank or origins, everyone will respect your authority; those beneath you—and even your equals—will follow your orders and plans to the letter.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.
You can connect all your properties and facilities to your Warehouse if you want.
You can import your items from previous jumps and add effects to them from the ones you purchased in this section for Free.

General

The Hidden Dungeon Only I Can Enter (Free)
The manga for this series, including all 105 chapters plus extras. An entertaining read, as well as a slight advantage for surviving this transition.

Guild Card (100 CP - Free if you purchase “Guild”)
A guild card that allows you to undertake quests. You may choose any canonical guild and automatically become one of its members. This also grants you a dedicated receptionist, providing benefits such as insider information and special quests, among other rewards. Post-Jump, you can use this as an identification card for organizations of a similar nature, or as official identification documents, such as visas or proof of citizenship.

Noble Title (200 CP - Free for The One Who Has Power)
Your rank is not that of a baronet or a baron, but that of a count. This noble title—held without associated lands—carries its own distinct advantages. You are entitled to preferential treatment and are considered for significant positions within the royal palace, enjoying all the privileges that this title and your status afford. Among these benefits, the first is a substantial annual income, equivalent to 100 million dollars per year. The second is a guaranteed position within the royal palace—at the very least, that of a minister. Finally, other nobles will regard your lineage as one of the purest and most noble; your surname will carry great weight within the kingdom or country where you reside.

Guild (400 CP)
Congratulations, Jumper—you are now the master of your own guild. This guild is destined to become as renowned as the Odin Guild, founded by the legendary Olivia Servant. It will attract powerful individuals—talented figures from various fields, such as mages, swordsmen, treasure hunters, and more. There is also a high probability that prominent, high-profile characters will join your ranks.
All members of your guild will be considered your followers. Your guild possesses full authorization to operate without any obstacles, and its facilities—all of which are top-tier—serve as one of its greatest strengths.

Chain of Creation / Chain of Death (600 CP)
Powerful, dark-colored chains capable of immobilizing and sealing any target, regardless of who or what they may be. The primary function of these chains is to seal a target by binding them, rendering them completely immobile and unable to escape. They possess an additional ability: the creation of an inferior copy of the trapped target. This copy—weaker

than the original—will possess some of the target's abilities, as well as their memories and personality (albeit in a somewhat more twisted form). To function, the copy absorbs a portion of the sealed target's life force; this does not kill the target, but rather gradually weakens them.
The copy will be loyal to you, so there is no need to worry about any future betrayal. Keep in mind that the copy cannot be stronger than you; therefore, should you happen to seal a powerful being—such as Rimuru Tempest (at the end of his series)—the copy's power will, at most, be equal to your own.

Low-Ranking Nobleman

Simple Clothing (100 CP)
Casual clothing for any occasion—practical and designed for ease of movement. This apparel is indestructible; no matter how many attacks it sustains, it will not break (though you may still suffer harm if you lack the necessary skills or protective equipment). It is also immune to dirt, unpleasant odors, and stains, meaning there is no need to wash it.

Privileged Admission (200 CP)
This certificate will allow you to enter any elite institution as a student or member. You will even be placed among the privileged—much like the "S-Class" at the Hero Academy, an institution where talented nobles undergo training. However, the treatment you receive thereafter will depend on your own talents and other factors, so do not expect to be welcomed with open arms.

Shop (400 CP)
A shop where you can sell all the monster parts you collect during your adventures. The shop comes fully equipped for its operations and possesses all the necessary permits and legal documentation. It already enjoys a solid reputation within the kingdom or country where it is located, making it highly regarded by potential buyers, investors, and suppliers alike.
By default, the shop generates a monthly income of $3,000,000 (tax-free)—even without your direct involvement or personal efforts to restock it. This profit can increase further depending on how much you choose to get involved and the specific items you decide to sell.

Nameless Weapon (600 CP)
Initially, this weapon—whichever one you choose—will be nothing special; it will be quite ordinary, though it is indestructible. However, as you use it, it will adapt to your combat style and grow more powerful, gaining various abilities based on the opponents you defeat (for instance, if you defeat a fire-based monster, it will acquire abilities related to that element). Because the weapon grows stronger the more you use it, it will never become obsolete, making it an excellent partner for your journey. Another advantage is that the weapon possesses its own will—a form of intelligence—allowing you to communicate with it via telepathy.

Talented Heroine

X Selection (100 CP)
A sphere the size of a marble. Whoever destroys this sphere gains access to elemental magic. Depending on the sphere's color—red for fire, green for wind, blue for water, and so on—the individual can learn magic associated with that specific element. Compatibility is crucial; for instance, a person with an affinity for wind magic would find a red sphere entirely useless.

Bell of Detection (200 CP)
A special magical object capable of detecting treasures and items of great power. This bell detects items of Grade B or higher, indicating their location—think of it like the Itemfinder from the Pokémon games.

Magic Skill Stone (400 CP)
A magic stone inscribed with a powerful spell. You may use the magic within this stone without limit, though each use requires a 5-minute recharge period. You choose the specific magic to be used, including whether it functions as an area-of-effect or a single-target spell. However, its power will diminish based on the number of targets affected.

Personal Weapon (600 CP)
An indestructible weapon, and quite unique by the standards of this world. This pair of pistols serves as a conduit for magical power, allowing you to cast spells. These weapons enable the caster to increase the speed at which a spell is invoked, as well as the distance from which it can be cast. Another advantage is that they boost the spell's potency—quantitatively speaking, they increase its power and effectiveness fivefold.

The one who has Power

Informants (100 CP)
Information is power, and you possess it. You have an informant who will keep you up to date on any information related to you, or that affects you. Regardless of how insignificant or crucial it may be, you will be kept informed of everything that is happening. This information will be delivered via letters, providing you with a daily report so that you remain well-informed.

State Agency (200 CP)
A real estate business in which you act as an intermediary for the sale or rental of various properties. Given the nature of this business, trust is a vital asset; fortunately, you have the backing of the royal family—or the highest local authority—to facilitate your work. Thanks to this strong support, powerful nobles and rising figures will seek you out to act as their intermediary, just as others looking to sell or rent out their properties will turn to you to serve as a mediator.
As a business venture, it generates an annual profit—after taxes—equivalent to 100 million dollars.

Four Guardian Golems (400 CP)
Four powerful Golems—each at level 250, a high level by the standards of this world—possess immense strength and resistance to various forms of magic and physical attacks, making them the perfect guardians for someone like you.
These Golems are not intelligent beings; they simply follow basic commands. They are classified as followers. If one is destroyed, another will appear the following day.

Hero School (600 CP)
A grand academy where the kingdom's future talents are nurtured. Its student body includes the children of powerful nobles, as well as gifted commoners and lower-ranking nobles with immense potential. The academy covers a wide range of subjects, including magic, martial arts, history, and more. Its top-tier facilities provide an ideal environment for students to hone their skills. The faculty is equally impressive, consisting of experts in their respective fields—scholars, formidable mages, and seasoned warriors—alongside additional staff dedicated to keeping the academy in peak condition.
The academy can enroll up to 1,000 students annually, attracting a diverse array of talents and influential figures—including key individuals from the world in which you are located, such as major characters from existing series.
All faculty and staff are considered your loyal followers. Graduates may also become your followers, provided you can persuade them.
Your academy is officially recognized and authorized within its setting, earning it a reputation for prestige. You may also determine the age range of the students who attend.
As an added benefit, the enrollment fees generate an annual income equivalent to 30 million dollars.

Companions

Import (Free/100 CP per)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

Adorable Sister (100 CP)
Your younger sister is a very kind girl who is always ready to help whenever you need it—mostly by offering moral support and taking care of household chores. She can be a bit strict, but she loves her sibling and is quite reliable. You can customize her appearance and personality. She is completely loyal to you, though this stems primarily from familial love.

Mischievous Fairy (200 CP)
Fairies are tiny, palm-sized beings with butterfly wings. While they are very beautiful, they possess a somewhat mischievous nature—or, more accurately, they must engage in mischief; otherwise, they grow weak. Beyond their beauty, these fairies possess useful abilities, such as telekinesis for moving objects or elemental magic (primarily wind-based). They make for reliable companions and are also capable of battling formidable opponents; with a power level of 100, they are considered strong by the standards of this world. You can customize her/his appearance and personality. She/He is completely loyal to you.

Powerful Support (400 CP)
A highly prestigious nobleman who will serve as your patron and act on your behalf within the political sphere. This old fox is incredibly cunning; he is well-versed in all the schemes of the nobility and knows exactly how to play the game of politics. This nobleman possesses the "Noble Privilege" perk and the "Noble Title" item. You can customize his appearance and personality. He is completely loyal to you.

Lion (600 CP)
A powerful monster resembling a black-maned lion, three times the size of an ordinary one. This beast possesses a power level of 400, making it one of the strongest beings in this world. It has human-level intelligence and is capable of communicating with you telepathically. Despite its immense power, it is quite well-behaved; it will only react with violence if attacked or if you command it to do so. A loyal companion, it is capable of defeating many of the opponents found in this world—though even more dangerous creatures lurk within the hidden dungeon.

Scenarios

Save Olivia (Mandatory to take the "Power Loss" drawback.)

Olivia Servant, she is a legendary adventurer, founder of the Odin guild, and remembered as a historical figure with many great feats to her name. Unfortunately, she was chained and sealed away on the second floor of the Hidden Dungeon. This left her in solitary captivity for 200 years—until the day you arrived. She will share her story with you and grant you her four unique skills: "Get Creative," "Bestow," "Editor," and "LP Conversion." These powerful abilities will be at your disposal throughout this scenario.
Your task is to descend to the 15th floor, where you will face a weakened copy of Olivia. However, she retains her unique skills—which are particularly dangerous, as she possesses the ability to both create and edit skills. She can create whatever abilities she needs, modify her own to make them even more potent, or even render yours useless by editing them. Furthermore, she is level 250; combined with her unique skills, she is an extremely formidable opponent. To make matters worse, you have only one year to complete this scenario—though I have full confidence that you will succeed.
Upon completing this scenario, you will receive two rewards. First, the true Olivia Servant will become your follower, remaining entirely loyal to you. You will have the legendary adventurer herself, along with her various abilities and her four unique skills.
The second reward is that you gain a copy of Olivia Servant’s four unique skills, which will be integrated into your "bodymod." The four unique skills are:

-「Get Creative」: Freely create new skills at the cost of LP. Cost differs based on the desired skill. Originals are more expensive.
-「Bestow」:Pass skills produced with skill creation on to other people and things. Different amounts of LP are used up depending on the target and skill.
-「Editor」: Allows editing of anyone's and anything's skills. LP consumption depends on the content being edited.

-「LP Conversion」:
LP are special points that you earn by performing certain actions. If they reach zero, you will die. LP are restored in correspondence to the following actions.
*Enjoyment of a heartfelt, delightful meal.
*Intimate behaviour with the opposite sex.
*Satisfaction of monetary and material desires.
*Fulfillment of other desires and wishes (Prospering descendants included).

Beat the Hidden Dungeon

The Hidden Dungeon is the most dangerous dungeon in this world. Even the monsters on the first few floors are considered highly dangerous to most adventurers. Even the legendary adventurer Olivia Servant ended up sealed away inside—specifically on the second floor.
The dungeon consists of one hundred floors, each more perilous than the last, filled with powerful—and at times, legendary—monsters, as well as incredibly potent items and highly valuable resources.
Your task is simple: conquer every floor, all the way to the 100th, and complete the dungeon. You have three years to finish this scenario.
As a reward, you will gain the Hidden Dungeon—a dungeon lost to history, home to powerful monsters and unique treasures of immense value and might. Post-jump, new monsters related to the worlds you visit will appear within it. Furthermore, as your power scale increases through your travels to more formidable universes, additional floors will be added, populated by powerful creatures native to those worlds. Another benefit is that valuable resources, rare artifacts, and powerful weapons from other worlds will appear inside, available for you to collect.
Only you—and those you authorize—may enter or exit this dungeon. Should you perish inside, you will be resurrected within your Warehouse, though any items you had collected will be lost.
This dungeon is attached to your Warehouse.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, game, or novel that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. If they have different power systems, they will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump or vice versa, but without discounts.

Extended Time (+100 CP)
If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Stupid Face (+100 CP)
You have a peculiar face—the kind that some people might feel tempted to punch. It's not particularly attractive; you look like a small-time villain.

Pervert (+200 CP)
Puberty has done quite a number on you. You lack control over your perverted desires, often finding yourself inclined to spy on women while they bathe or wanting to touch the breasts of girls you find attractive. For your own safety, you won't cross any truly dangerous lines, but your reputation will suffer greatly—and your enemies will even seize upon this to use it against you.

Mischief (+200 CP)
Much like fairies, you are compelled to commit minor acts of mischief once a day; otherwise, you will gradually weaken until you are no longer capable of any physical exertion. This forces you to pull a few pranks daily—such as hiding objects, using your magic or abilities to lift women's skirts, or engaging in other similarly harmless, lighthearted mischief.

Stalker (+400 CP)
You have a stalker who is obsessed with you. This individual is influential, possessing power on par with that of an A-Rank adventurer. If you're thinking of reporting them, forget it—because they are useful and have many important people in their pocket; neither the law nor the rules will stop them.

The only way to save yourself is to defeat them and force them to leave you alone—or, at the very least, ensure their stalking doesn't escalate to something as extreme as kidnapping you. This stalker can be of any gender you choose; they are physically attractive, but possess a possessive and perverted personality (directed solely toward you).
If you wish, you can take them on as a follower once you've defeated them—but that's entirely up to you.
To be clear: if this person manages to catch you, prepare to become their plaything.

Inferior (+400 CP)
Much like Noir, people view you as insignificant due to your youth or age. They tend to underestimate you, and to earn their respect, you will need to accomplish notable feats—such as capturing a notorious thief or winning a tournament filled with brilliant minds. This will be a limiting factor early in your journey, creating a recurring cycle: whenever you encounter people who don't know you, they will first need to witness your achievements before they will grant you their respect.

Monster Invasion (+600 CP)
It seems a dangerous mage is installing statues that attract monsters to the places where you reside. These statues draw in specific types of monsters, leading to constant invasions. To make matters worse, this psychopath enjoys an excellent reputation; if you try to report him, no one will listen. Furthermore, if you destroy the statues—which the locals view as symbols of good luck—you will be branded a villain by the residents.
Prepare yourself to fend off these monsters; they are at least level 80, with the most powerful reaching level 200. The attacks occur once a month, bringing hundreds of frenzied creatures driven by a desire for destruction.
If you were thinking of moving to another city, I'm afraid that won't help—the same cycle will simply repeat itself, with those repulsive statues scattered about and worshipped by the local citizens. It is an endless cycle that will persist for the entire duration of your stay in this Jump.

Power Loss (+600 CP)
Lose the Perks, Powers, and Items from previous jumps, and can not import any companion or access your Warehouse; at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Special thanks to L “Blackscorp98”, BerialAstral and everyone for fixing my grammar and helping me make this jump.