# Slave Maker 3

**Version 1.1**

Welcome to the kingdom of Mioya. Mioya might sound like a stereotypical medieval fantasy country, but it has one thing that makes it stand out from the rest: slavery. Slaves are a major part of Mioya's culture, and the kingdom is known for its high quality slaves, the sexual skills of whom are always first-rate. You start out in the kingdom's capital city, Mardukane.

## Starting Location

**1) Farmland**
The main farmland for the city. Most farms grow normal foodstuffs, but there are a few that specialize in exotic crops.

**2) Palace**
The palace of the Lord of Mardukane and the kingdom of Mioya. The public areas are accessible to nobles and those on business for them. If you're not a noble, you will be "escorted out" by the guards.

**3) Town Center**
This area includes the markets and many small shops. As the palace is nearby, it is patrolled by the city guard.

**4) Lake**
A freshwater lake, just outside the city, on the edge of the forest.

**5) Forest**
A deep and wild forest, rumored to contain inhuman creatures. Few people enter it.

**6) Docks**
The river docks. This is where most trade in and out of the city passes. Given that slaves are such a major commodity in Mioya, it should come as no surprise that the docks are full of slaves being brought in or sent out.

**7) Slums**
Even a flourishing country has its poor, and this is where they live. The slums are a dangerous place, both because they're outside of the city walls, and because of thieves and drug dealers. The slums are across the river from the main city.

**8) Beach**
A place for recreation which was recently opened for general use. Anyone is welcome. There's also a private section for those that wish to *enjoy* the beach in a different way.

**9) Slave Market**
It's a market. For slaves. This is where slaves are bought, sold, and exhibited.

**10) Free Choice**
Exactly what it sounds like. You can choose to start anywhere in or around Mardukane.

**You can choose where you start for 50 CP. If you've purchased property, you can choose to start there, for free.**

# Backgrounds

**Drop-In (Free)**
By now, you should be familiar with this option. You appear in your starting location with no new memories.

**Commoner (Free)**
Your new history is that of a commoner in Mioya. You might be concerned about being a commoner in a medieval kingdom, but with Mioya's wealth, life is actually pretty good for commoners. Well, as long as you don't piss off a noble, or something.

**Merchant (Free)**
A businessman(/woman) of some sort. Perhaps you've been trained as a trader, business owner, or something similar.

**Noble (100 CP)**
The ruling class of Mioya. You come from an important family, though they're only minor nobility.
**You can choose your age and gender for free.**

# Additional History

**Slave (+200 CP; Can't be taken with Slave Maker)**
Maybe you offended a noble, maybe someone decided that you were attractive and convinced your family to sell you, maybe you were homeless and sold yourself into slavery for the chance of a better life, or maybe someone saw your arrival in this world and decided that you would make a good slave. Whatever the case, you start this jump in captivity, just as your slave training begins.

**Slave Maker (200 CP; Can't be taken with Slave)**
Since you were a child, you've shown great promise to become a great Slave Maker. Encouraged by your friends and family, you've decided to pursue this potential. Or maybe someone just saw you pop up out of nowhere, and decided that you'd make a good Slave Maker. Whatever the case, you start this jump just after receiving your first slave.

# Races

**You may take up to two races, at full price, to become a half-breed. A catgirl vampire, for example. After the jump ends, the race you chose becomes an alt-form.**

**Human (Free)**
You're an ordinary human. Presumably, you know what those are.

**Furry (Free)**
You're an anthropomorphic animal. Think Khajiit, from The Elder Scrolls.

**Animal Hybrid (Free)**
Unlike Furry, you only have a few traits from an animal of your choice. Nothing major like wings, but maybe you have cat ears, a cat tail, and slitted pupils, or dog ears and a dog tail. If you take any background other than Drop-In, your behavior is slightly influenced by the type of animal you chose.

**Vampire (Free)**
An undead who needs to feed off of blood, weekly. Your training is more effective during the night, but you have trouble with daylight. Not enough to kill you, like some fictional breeds of vampires, but enough that you'll be slightly weakened by it.

**Amazon (50 CP; Female and Futa only)**
A female or futanari human that is slightly taller and stronger than normal. If you take any background other than Drop-In, you have some experience with combat.

**Forest Elf (100 CP)**
You're essentially just a pointy-eared human that can live for a few hundred years. If you take any background other than Drop-In, you know the Forest fairly well.

**Dark Elf (100 CP)**
Basically the same thing as a Forest Elf, except that your skin is a bluish or purplish color, some people fear and/or hate you, and, if you take any background other than Drop-In, you gain slight bonuses to whipping, spanking, and bondage.

**Faerie (200 CP)**
Humanoids with insect wings, usually butterfly or dragonfly. They live about 50% longer than the average human, can fly, and can disguise themselves as humans, with their magic. Be careful, though, because faeries are *very* popular as slaves.

# General Perks

**Pregnancy is a Myth (100 CP)**
Well, kind of, anyway. With this perk, you won't have to worry about any unwanted pregnancies. You can have unprotected sex every night for years without any issue. As a bonus, this also protects against STDs.

**Slave Owner (200 CP)**
This may come as a surprise, but a lot of people in your future jumps won't be happy that you own slaves. Well, if you don't buy this perk, at any rate. If you *do* buy this perk, everyone, including the government, will be perfectly fine with it… when it comes to slaves that have been broken in. If they catch you in the process of training a new slave, you're going to have some trouble.

To make a long story short, as long as your slaves are willing to remain your slaves, whether from having their wills broken or from having fallen in love with you, nobody will have a problem with you owning them. It will never even occur to them to ask about it.

# Drop-In Perks

**Stat Page (100 CP)**
With a little bit of focus, you can bring up a stat page for anyone that you can see. This will show their stats, the levels of their mundane skills (cooking, cleaning, swimming, etc), the level of love they have for you, and, if they're being trained as a slave, it will also show how close to fully submitting they are, in the form of a percentage. This perk can also show you your own "stats."

**Fetish Toggle (200 CP)**
This perk allows you to change how often you run into certain fetishes. It doesn't change how common said fetish is, or give said fetish to random people, but it makes you more likely to run into people with it. This has to be an actual fetish, however. As a bonus, if you own any slaves, you can freely modify their fetishes, at will.

**Assistant (400 CP)**
Those that you spend a significant amount of time around (think 5-6 hours per day, minimum) will find that skills you excel at are easier for them to learn. Not by a large amount; enough to mark them as talented students, though not geniuses. Once they reach your level of skill, this provides them no more benefit.

Of course, this wouldn't be worth 400 CP if that was all. In addition, this works for *you,* as well, letting you more easily learn the skills of those you spend time with.

**Save and Load (600 CP)**
Unfortunately, this isn't an actual save file. Rather, this perk will allow you to know the results of any action you take, for the following 24 hours. For example, this could show you what would happen in the 24 hours after sleeping with the queen, though it wouldn't show anything that happens after that. This knowledge can come in the form of memories of the events (useful for gathering knowledge or finding out what sleeping with the spouse of a dangerous person would be like), a transcript of events, or just a summary, to be decided when you use the perk. This perk can be used once per month.

# Commoner Perks

**Strong Back (100 CP)**
As you may know, physical work is hard. However, it's not all bad. While it's tiring, it also helps to build up your strength and stamina. Fortunately for you, you get to skip all of that, and get straight to the reward. You can easily lift your own body weight and can spend all day working a field without feeling sore, the next morning.

**Out of Sight, Out of Mind (200 CP)**
Nobles don't think much of the commoners, but that's not always a bad thing. Especially in a land where standing out might end up with a collar around your neck. From now on, those who consider you "below them" will pay you no mind. Of course, this isn't foolproof. Walking around in the city is one thing, but walking around in someone's house is something else entirely. Though, even that might be possible, if you dress up as part of their serving staff.

**Fairy Farmer (400 CP)**
Despite the name, you don't necessarily farm fairies, though you *do* have the training necessary to do so. Rather, in addition to farming regular crops and animals, you now know how to do so with *magical* crops and animals, as well. Even sapient ones, though they might not be very happy about it.

**Freedom (600 CP)**
You may not have much, but at least you're free, and you'll be damned if you let anyone take that away from you. Anything that takes that freedom away from you, whether it's having your mind altered by a god-like being or a simple pair of handcuffs, will have weaknesses that you can exploit. If your mind is re-written, a small part of your true personality will remain, allowing you to fight back against it, and the handcuffs may have a weak link in the chain or be picked. Perhaps an inescapable prison isn't as inescapable as it seems, or someone will unknowingly let you free. Still, it's up to you to take advantage of these opportunities, but if you miss one, don't worry, because you'll have more chances in the future.

# Merchant Perks

**The Gift of Gab (100 CP)**
A good merchant needs to be able to convince people to buy their goods and/or services. Fortunately, you won't be having any issues with this. You're good at talking to people, making it easy to close a deal, or just to make friend with a stranger.

**Mystic Eyes of Value Perception (200 CP)**
Just by laying eyes on something and willing it, you can automatically know roughly how much something (or some*one*) is worth, ensuring that you'll never get ripped off.

**Merchant King (400 CP)**
Whether it's getting a stranglehold on a service or commodity, discovering a new trade route, or being skilled at playing the stock market, you have no trouble with making money. This alone won't make you the richest man in the world, but you could definitely be in the top 1000, by the end of a jump.

**Perverted Potioneer (600 CP)**
You know how to create the various potions for sale, in this world. Potions to increase or decrease lust, restore energy, make slaves more obedient, and more. With enough experimentation, you may be able to create drugs that can alter the body, such as increasing the size of various body parts, or even changing someone's gender.

# Noble Perks

**Court Life (100 CP)**
Being a noble, you've been trained practically from birth how to act in a royal court. Making interesting small-talk, speaking eloquently, courtly manners, making fair judgements for your commoners, and so on.

**Knight in Shining Armor (200 CP)**
Medieval fighting isn't as easy as some people think it is. Fighting in armor, learning how to use a sword, and riding a horse takes a lot of training. Fortunately, you've already been through said training, so you don't need to worry about that. When it comes to knightly skills, you're easily in the top twenty in the kingdom.

**Don't You Know Who I Am? (400 CP)**
You're important, and now, everybody who sees you will know it. You want to get into some big party, but you're not on the guest list? No problem, the bouncers will let you in. You want a meeting with the king? He'd be more than happy to see you; how does tomorrow at noon sound?

**Rules? You Mean Those Things for Commoners? (600 CP)**
As long as you're not hurting anyone, most laws don't apply to you. Underaged drinking? Doing drugs? Skipping school? Who cares? Killing someone? Yeah, people are going to care about that. Things like skipping out on bills are more of a gray area, since you're hurting a business financially, but as long as it's not a huge amount of money, you'll probably get away with just a slap on the wrist, if that.

# Slave Perks

**A Pretty Face (100 CP)**
Let me be frank, here. Slavery in this world isn't about labor. Most of the time, it's about sex. There are some exceptions, such as a church hiring a Slave Maker to teach a slave to be more pious, or a cult using slave labor, but 90% of the time, it's about sex. Even then, the slaves in question are almost always attractive. Well, now you can be attractive, as well. Assuming that you weren't already, anyway. You're easily an 8/10, with just this perk. Good skin, good hair, good teeth, a well-proportioned body, good "assets," and so on.

**Bottom Bitch (200 CP)**
Long story short, you are your master's favorite slave. This might not sound like much, but it has some benefits. First, when your training is complete, you'll be retained as an assistant, rather than sold to a slave owner. Second, your master will treat you more like a lover than a slave, though they will still discipline you as needed. Of course, this wouldn't be worth two hundred CP if that was all. In future jumps, those who have power over you will treat you better than they do your peers. Not by *too* much, but enough that you'll notice the difference.

**Dress for Success (400 CP)**
Outfits in this world are a bit… strange. While wearing certain outfits, you will receive bonuses to your skills and stats. For example, a bathing suit would make you better at swimming, while a maid outfit would make you better at cooking and cleaning. Try not to take advantage of the open-ended nature of this perk *too* much.

**World-Class Slave (600 CP)**
In the game, your slave can easily become a world-class chef, dancer, singer, and/or dancer, not to mention a whole host of other things, in no time at all. You now share this ability. With just a few weeks of focused training, you can become a master of any mundane skill. Extraordinary skills will take a bit longer, but you also receive a huge boost to learning them, as well.

# Slave Maker Perks

**Moral-Free (100 CP)**
Some people just aren't cut out for training slaves. Not necessarily from lack of ability, but because their morals prevent them from being truly effective. Well, with this perk, you can now ignore those pesky morals, with things related to slave training, if you wish to. When you turn them back on, you can choose whether the actions you performed while it was on impact you or not.

**Specialized Training (200 CP)**
You specialize in training a certain type of slave. Catgirls, ponygirls, training heterosexuals to be homosexuals and vice versa, and so on. With each purchase of this perk, you can choose one type of training to be an expert at. Your specialty must be fairly narrow, similar to one of the examples given.

**Great Teacher Jumperzuka (400 CP)**
Even compared to other slave makers, you're on another level when it comes to training. When it comes to passing on knowledge, your slaves will learn twice as fast as normal. This stacks additively with other teaching perks.

**Beloved Master (600 CP)**
A little kindness goes a long way, as the saying goes. This is especially true when you've got perk-induced Stockholm Syndrome. Give the slave you're training a little bit of affection and intimacy, and before you know it, they'll be head over heels for you. Best of all, they'll *stay* in love with you. Whore them out, treat them like shit, sleep around, and enslave their family members, and they'll still love you just as much as they always have.

**Slave Breaker (600 CP)**
When it comes to breaking slaves, you're not just a step above the rest, you're an entire *staircase* above the rest. Even the most stubborn and prideful of people are no match for your prowess, and when you break someone, they *stay* broken. Even after years of therapy and magical mind-healing, your lessons will remain untouched.

# Housing

**Land-Owner (100 CP)**
By default, any properties purchased in this section are added to the Warehouse, post-jump. Purchasing this allows you to import them into future jumps, instead, having them appear near your starting location. Nobody will find their sudden appearance strange, even if their architecture is out-of-place in the setting, and you won't have to pay any taxes on them. If you choose not to import them into a jump, they can be accessed via the warehouse.

**City Apartment (200 CP; Discount to Drop-In)**
A small apartment in a the heart of the city. It's perfectly fine for a single person, but if you own a slave, or have a roommate, it might get a bit cramped.

Because of the size, any slaves you have will fall in love with you slightly faster, while residing here. On the other hand, they will learn cooking and cleaning slightly slower.

**Forest Home (200 CP; Discount to Commoner)**
A small house out in the woods, this is for those who value their privacy and/or enjoy nature. Faeries, Furries, and other such beings.

Since the house is out in the woods, slaves are slightly more tired, when they have tasks in the city. They also learn cooking and cleaning more quickly, while living here, since it gets dirty easier. An alchemist named Astrid lives nearby.

**Barge (200 CP; Discount to Merchant)**
A barge that has been converted into a living space. It's a bit cramped, but due to its nature, you can relocate it, making it easier to get to certain locations.

Because of the size, any slaves you have will fall in love with you slightly faster, while residing here.

**Eerie House (200 CP; Discount to Noble)**
A two-story house in the southern part of the city. The house comes with a wine cellar and a very nice kitchen. It's also slightly haunted, but all you'll have to deal with is the occasional markings appearing on the walls, doors opening and closing on their own, and an untamable yard; you won't come to any harm.

Thanks to the kitchen, slaves learn cooking and cleaning skills more easily, while living here, and you can use the wine in the cellar to slightly lower their resistance towards certain acts.

**Abandoned Keep (400 CP; Discount to Drop-In)**
An abandoned keep on the edge of the city. The outside is fine, but the inside of the keep will require a good amount of work to get back into good condition. The keep comes with dungeons and several training areas.

Slaves will be unable to escape, but will feel imprisoned, and will lose a small amount of joy per day. Thanks to the training areas, both Slaves and Slave Makers will find increasing their combat skills easier, while living here. Thanks to the dungeons, bondage will increase a slave's Sensibility and Obedience slightly more than usual, while living here.

**Farm (400 CP; Discount to Commoner)**
A small house, with about an acre (about a football field of space) of farmland, outside of the city. As you would expect, this is a good choice for farmers.

Due to the strict farm-life, slaves lose small amount of Temperament per day, while living here.

**Onsen (400 CP; Discount to Merchant)**
A natural hot-spring, as well as a small resort. It's currently open to the public, and comes with a small staff to maintain it. In addition, it is protected by a large number of wards, possibly due to a dark history.

Naturally, relaxing is more effective, while residing here, for both slaves and non-slaves. In addition, convincing slaves to expose themselves and go naked for the day is a bit easier, due to the setting. Thanks to the wards, the property is also fairly well-protected against evil spirits, demons, and the like. You'll also make about 10 gold per day, if you keep it open to the public.

**Mansion (400 CP; Discount to Noble)**
A luxurious, well-staffed mansion. You won't have to worry about your safety, and it has plenty of things for both recreation and training. There are some unsettling rumors about the mansion, and something feels wrong about the attic, but I'm sure it's nothing…

Between the top-tier kitchen and the staff helping out, slaves learn cooking and cleaning almost twice as fast, while living here. The High-Class Prostitute will see you at any time, and you also gain Maid Tara as a follower. Tara will keep the mansion in order, and serve your sexual needs skillfully and dispassionately.

**Temple (400 CP; Discount to Slave)**
A temple surrounded by forest, it goes mostly unused, aside from ceremonies roughly once every two weeks. It contains a well-stocked library of theology, science, and history books.

Thanks to the library, studying theology and science will increase a slave's Intelligence a fair bit more than usual, while living here.

**Brothel (400 CP; Discount to Slave Maker)**
A large building that serves as a brothel. It's loud, smells funny, the church disapproves, and you may be approached for protection money, but it comes with a few perks.

Being surrounded by "working girls," and interacting with them, it's a bit easier to convince your slave to work in the brothel, while living here. You'll be making about 20 gold per day, at the start, but that can be increased by hiring additional "workers." On top of that, you're free to use any of the girls. Or boys, if you hire some.

**Galleon (400 CP; Discount to Slave Maker)**
An old slave-galleon that has been converted into a comfortable home, in the marina just outside the slums. With a captain's quarters, three decks, and a cargo hold, it should be more than enough room for yourself and any slaves you might purchase.

Due to the centralized location, traveling around the city is slightly less tiring. Also, as a former slave-galleon, there are plenty of pens, shackles, and ropes around, making bondage increase a slave's Sensibility and Obedience slightly more than usual, while living here.

**If you have purchased more than one property, you may choose to mix-and-match parts of them. A mansion with an onsen, a galleon that serves as a brothel, and so on. You can't gain more buildings and land than what you paid for, however, and the combining must be done before the start of the jump. Combined properties will use the highest stat bonus in the combo.**

**Properties bought in the jump don't give any bonuses to training.**

**Any properties you buy here will be repaired a week after they are damaged.**

**If a property comes with staff, they will be replaced with mindless, though skilled, homunculi, at the end of the jump. Alternatively, if you also bought "Land Owner," you can arrange for the staff to quickly be replaced at the start of each jump.**

**Post-jump, all property is added onto the warehouse, which you can access via doors on the outer walls.**

# General Items

**Gold (50 CP; Three purchases free for Merchant. Five for Noble.)**
There's really not much to say, here. It's gold. Each purchase gives you 1000 gold coins, which is about the price for a well-trained slave. It should last you for a while, so long as you don't spend it frivolously.

**Energy Drink (50 CP)**
A potion that makes you less tired. Much more effective than caffeine or sugar, and with no negative side-effects. One purchase gives you five potions.

**Nymph's Tears (50 CP)**
A drug that grants the user incredibly intense orgasms. However, the user soon loses the ability to orgasm without the drug. One purchase gives you five doses.

**Lust Draft (50 CP)**
A potion that increases lust the lust of the drinker by a small amount. One purchase gives you five potions.

**Soothing Draft (100 CP)**
A potion that makes the drinker less tired, less horny, and less of a nymphomaniac.

**Uninhibitory Drug (100 CP)**
A drug that makes the drinker slightly more obedient. However, it will only work on the same person four times, before it will have start having the opposite effect. Each purchase gives you five doses.

**Priapus Draft (150 CP)**
A potion that can temporarily turn a female into a dickgirl. If taken three times by the same person, within a short amount of time, the effects will become permanent. Each purchase gives three potions and one cure.

**All potions, used or not, are replaced at the start of the next week.**

# Drop-In Items

**Slave Maker 3: Jumper Edition (100 CP)**
A tablet with a copy of Slave Maker 3 on it. However, this version of the game comes with some extra features. For one, while you *can* still create a main character, you can also choose to play a character based off of yourself. Two, you can choose to play in "Classic Edition," which is just like the original game, or in "Legendary Edition," which is a full country that you can explore, sandbox-style, and incredibly lifelike graphics. Finally, you can choose import characters from any world that you've been to into the game, as slaves, NPCs, or both.

**Letter of Introduction (200 CP)**
An envelope that, when addressed to an official of some kind, such as a mayor, the principal of a school, a martial arts instructor, or someone else of that nature, will supply a letter of introduction from a suitably obscure person in the same field. This letter will be taken as proof that you have business with the person that it's addressed to, though what they do with it depends on their personality and orders. Nobody will check to see whether the letter is authentic or not, and you will receive a new envelope at the start of the next week, after using the current one.

**Citizenship Papers (400 CP)**
Mioya is a fairly dangerous place to be a foreigner. Hell, it's not that safe even for some of its citizens. At any rate, this set of papers will help fix that. Just fill out your name and the name of the country that you want to be a citizen of, and everything else will be taken care of. As far as the government will be concerned, you'll have all the rights of a natural-born citizen of their country. Other people can use this too; just have them fill out their own name in the name section. After each use, you will receive a new set of papers.

**Slave Summoning Circle (600 CP)**
People from other universes sometimes find themselves slipping through the cracks in reality, and winding up in this world. Naturally, most of them wind up enslaved, soon after arrival. This magic circle will allow you to replicate that effect, to a degree.

This circle can be used once per month, to summon a person that fits your desired appearance. If used to summon a character from a work of fiction, the person in question may have a different history than you remember, such as coming from a fantasy world, though their personalities will be a close match for said character, and there will be some parallels in their histories. If the character has any special powers, they will be weakened to fit the general level of power for Slave Maker 3. The ability to heal any injury would become healing magic, for example. Of course, just because you summoned them doesn't mean they'll want anything to do with you.

If you attempt to summon a character from a work of fiction while in the jump for that work of fiction, you can choose whether to summon the actual person, or the alternate version of them.

# Commoner Items

**Ponygirl/Catgirl Gear (100 CP)**
Everything that you need to train someone as a ponygirl. A horse-tail buttplug, a bit gag, and a Superior Harness.

Of course, if ponygirls aren't your fetish, you can choose to instead get a cat-tail buttplug, a cat-ear headband, and a collar with a bell.

If you want, you can also get both, with the second costing 50 CP.

**Transformation Goods (200 CP)**
A Faeries Ring and five pills that encourage lactation, increase sperm generation, or both, depending on the gender of the one who consumes them. Everything you need to turn a person into livestock. The pills replenish at the start of each new week, and the ring will return to you in perfect condition, if lost, stolen, or damaged.

**Magic Tools (400 CP)**
Maybe your family was rewarded by a wizard, or you paid a magic-user to enchant some tools for you. Maybe you bought something from a jump document. Whatever the case, you have a set of magical farming tools. Medieval farming tools, unfortunately, so no enchanted tractors.

You have a pitchfork that makes hay as light as a feather, a hoe that can till ten square feet in one swing, a watering can that can water ten plants at once, and so on. Basically, if it's something that an Amish person would use in farming/ranching, you've probably got it, and it's enchanted to make your work easier.

**Farming Golem (600 CP)**
Farming is hard work. Fortunately, if you purchase this, you won't have to do any of it. This golem is enchanted to do any farming or ranching that you tell it to, with all of the skill, perk-enhanced or not, that you possess. If you *don't* have any skill, then it will do so with the skill of a professional farmer/rancher. However, the golem is only enchanted to possess your *skill,* not any other powers you have, such as super-speed or the ability to make plants grow more quickly, so it won't be able to till an entire field in less than a minute, or anything like that. It *is* a bit stronger than a normal human, however, and it doesn't tire, so it still works faster than any normal farmer would be able to.

The golem can only be used for farming. Give it a raygun that can cause plants to grow more quickly? Sure. Give it a raygun that kills people? Nothing. If the golem is destroyed, it will be restored by the next morning.

# Merchant Items

**Coin Purse (100 CP)**
As a merchant, you'll need a safe place to keep your money. This coin purse can store an infinite amount of money (and *only* money), can't be stolen from, can't be stolen *from you*, and you can alter its appearance between a coin purse, a wallet, or a purse.

**Alchemy Kit (200 CP)**
Exactly what it sounds like. A mortar and pestle, a scale, a cauldron, and so on. Everything that you need to make the various potions and drugs from this world. After the jump ends, it will also come with a small amount of common ingredients, allowing you to make two or three potions per week. The ingredients replenish weekly, and you will sometimes receive the ingredients for a more rare potion or drug.

**Wagon (400 CP)**
A covered wagon for hauling goods to other towns. Of course, it's also been enhanced with magic to expand the inside and to prevent anything from breaking (no traumatic Oregon Trail flashbacks here!). It also pulls itself, though you can choose to make people believe that it's being pulled by a horse, if you wish.

**Shop (600 CP)**
What kind of merchant doesn't have a place to sell their goods? An unsuccessful kind. Fortunately, you aren't included in their number, as you have a nice-sized shop on main street. It even comes with a back-room and basement to store your wares and a living-space on the second floor, though you can convert that into more storage or shop space. In future jumps, this will morph to fit its new surroundings, modernizing, changing size, and so on, unless you don't want it to.

# Noble Items

**Horse (100 CP)**
As everyone knows, walking is for peasants, and it's hard to pull of the "Prince Charming" act without a white horse to ride in on. This horse is healthy, well-trained, and everything else a good horse is supposed to be. If it dies, it will come back in perfect health, the next day. Also, yes, you can get this horse in colors other than white. Feel free to choose any natural horse color. I feel like I've said horse too many times. Horse.

**Miss N.'s Maid Service (200 CP)**
Walking is one thing, but a noble cooking or cleaning for themselves? Completely unacceptable. Well, Miss N. (Affectionately known as "definitely not Nabiki Tendo" to her friends) has you covered. Just fill out this short form describing how you would like the workers to look, slip it into your mailbox (or however your mail service works in your current jump), and they'll show up first thing tomorrow, along with a fresh form. If you're

in a rush, you can slip the equivalent of $100 in with the form, and they'll arrive in half an hour.

**Enchanted Equipment (400 CP)**
A suit of armor and a weapon of your choice. The armor, whether plate mail or chainmail, has been enchanted to weigh next to nothing, be twice as durable, and never need polishing. Sharp weapons are enchanted to cut more easily (they won't cut through anything, but an ordinary man could cut through a tree in one or two swings), blunt weapons hit with more force, and your weapon will never need any maintenance.

**Title of Nobility (600 CP)**
Did I say that your family was *minor* nobility? My apologies for not recognizing your, sir. This sigil marks you as a cousin of the Lord, ruler of Mioya. Along with all of the rights and respects that your status grants you, he has also seen fit to grant you a fief to rule over, roughly 1000 square miles in area. Of course, that land isn't yours to do whatever you want with; you'll need to make sure that his citizens are kept happy, and more importantly, wealthy enough to keep paying his taxes. Still, you'll be able to keep a good portion of the yearly taxes for yourself.

In future jumps, you will be able to choose to have your background be related to the local royalty, or, if there is no royalty, a particularly powerful family, such as the Waynes or Starks. Not born into the main family, but maybe a first or second cousin. Drop-Ins will be granted a noble title or be found the benefactor of a family that recently died out without any heirs. Said family had declined in recent times, and doesn't have as much to inherit as it would have in the past, but you'll still get some money and an old manor that needs some repair work.

# Slave Items

**Comfort Object (100 CP)**
Some harmless object like a blanket, a stuffed toy, or something similar. Holding it close will bring you comfort and happiness, and even the cruelest of masters won't remove it from you. However, if you attempt to take advantage of that fact to use it in an attempt escape or attack, not only will you fail, but it will vanish for 24 hours.

**The Vanity Case (200 CP)**
A slave should always look good for their master, and this will no doubt help with that. A small vanity case that contains an infinite amount of any cosmetic you could ever need. All of the highest quality, of course. Whenever you enter a new jump, it will update to include any cosmetics that are unique to that world.

**The Wardrobe (400 CP)**
Unfortunately, this wardrobe won't take you to a magical land, if you climb inside of it. Instead, it just contains an infinite amount of outfits for any and all situations. Various bathing suits for swimming, maid and butler outfits for cleaning/cooking/kinky sex, plug suits for piloting Evangelions, and so on. When you're done with them, just put them back inside, and they'll be cleaned and repaired for the next time you need them. Pretty useful on its own, but imagine if you could gain skills just by wearing clothes.

**Pet Tentacle Monster (600 CP)**
Nobody is quite sure where Tentacle Monsters came from, but they all agree that it's likely that they were the creation of some perverted magic-user, rather than something that came about naturally. Still, that doesn't really matter. What *does* matter is that you are the proud owner of a brand new Tentacle Monster.

Unlike the rest of its kind, this particular Tentacle Monster is tame, never molesting anyone, unless you order it to. It's about as smart as a dog, and just as loyal, friendly, and protective as one. It's also fond of games such as "fetch," "tug-of-war," and "fuck my brains out." The Tentacle Monster is stronger than average, with its gripping and striking strength being great enough to easily shatter bricks, making it a good guardian. Due to having its scent/aura on you, non-sapient sex monsters will avoid you, and even sapient sex monsters will subconsciously find you unappealing, though the more powerful they are, the more easily they can ignore it.

In future jumps, you can shift your Tentacle Monster to and from the form of a regular pet from that world, such as a dog or cat.

# Slave Maker Items

**Chest Full of Sex Toys (100 CP)**
Exactly what it sounds like. You've got a chest full of all the mundane sex toys you could ever want. By "mundane," I mean no electronics of magic. Stuff like dildos, strap-ons, butt-plugs, gags, collars, cuffs, and so on.

**Teacher Request Forms (200 CP)**
Just fill out one of these forms, requesting an instructor for a certain topic, and the very next day, a teacher will show up to tutor your slave, you, or anyone else that you want them to teach. Any topic that you want is fine, as long as it's something that could be learned in whatever world you're in; swimming, dancing, giving blowjobs, and even how to pilot giant robots.

**Unique Equipment (400 CP)**
You know all of those special pieces of equipment you can gather up, either from the merchant or random events? Well, you're going to be starting off with all of it. A handcuff bracelet that makes someone a little bit more obedient towards you every day, a ring that slowly transforms the wearer into a fairy, nipple rings that raise the wearer's lust a little bit every day, and so on.

**Junior Slave Maker Guild (600 CP)**
Just as it sounds, this is a newly formed Slave Makers guild. While it's currently too small to be considered a rival to Mioya's main guild, there's nothing saying that you won't be able to supplant them with time. As the head of the guild, you will receive a cut of the profits and get a discount on any purchases you make.

In future jumps, you can choose to import the guild into a place where slavery is legal, complete with paperwork and a trustworthy staff. If that isn't possible, it can be imported as an "underground" business, instead.

# Companions

**Master (Free; Required for and restricted to Slaves)**
You can't really be a slave without a master, so here they are. By default, your master has a pleasing appearance and personality. They'll still treat you like a slave, but they won't be cruel. Well, not unless they need to be, because you're being too resistant. If you want, you can make one of your Companions your master.

At the end of the jump, you can choose whether or not your master becomes a permanent companion. If you take them with you, you don't necessarily need to remain their slave, though that doesn't mean you can't.

**Slave (50 CP each; One free and required for Slave Makers)**
It's pretty obvious that a jump for this setting would have a slave companion option, and here it is. You can design your slave's appearance and personality, though they won't have any special powers. If you want, you can make one of your Companions your slave.

Slave Makers may decide whether or not to keep their required slave as a permanent companion, at the end of the jump.

**Canon Character (50/100 CP; Can be purchased multiple times)**
You may have gotten attached to one of the people from this world, whether one of the "canon slaves," an "NPC," or an "OC."

People with special powers cost 100 CP. Otherwise, they cost 50 CP.

**Assistant (50 CP each; 200 CP for 8)**
Maybe you want some help training your slave, or maybe you just want your friends to get some perks from this jump. Whatever the case, this is the dedicated "Companion Insert" option. Each one of your Companions will get 400 CP to spend here, and yes, they *do* get discounts.

# Drawbacks

**(Maximum of 600 CP; The CP from Slave doesn't count against this.)**

**Naked (+100 CP)**
Whether because your master forbids you from wearing clothes, or because some strange magic prevents you from doing so, you will be unable to wear clothes for the duration of this jump. In addition to any humiliation you feel, you will be barred entrance to some places.

**Low Energy (+100 CP)**
You get tired very easily. As such, you won't be able to accomplish as much in a day as you would otherwise be able to. If you're a Slave Maker, I would suggest using an Assistant to train your Slave. If you're a Slave, I would suggest that you don't take the "Cruel Master" drawback.

**Loveless (+100 CP)**
It's not uncommon for a Slave to fall in love with a kind Slave Maker, but this won't be happening for you. In fact, you won't be finding any love during your stay. Even your Companions will feel completely platonic towards you, regardless of how they felt before. Though, you can still have sex, of course.

**Faithful (+100 CP)**
You are a firm believer in either the New Faith or Old Faith, and adhere strictly to all of its tenets. In addition, you must spend at least two hours praying, each day, and twice that on holidays.

**U.G.L.Y. (+200 CP; Restricted to Slave and Slave Maker)**
Your Master or Slave Companion, that is. They don't have an alibi, but as they're not suspects of a crime, they don't really need one. They're just a very unpleasant person, both in appearance and personality, which, unfortunately, is not against the law. Not in Mioya, at least. On top of that, you won't be able to get rid of them until the end of the jump.

At the end of the jump, you can choose to replace them with a different Master/Slave, keep your current one, or just remove this drawback, fixing their appearance and personality.

**No Sex (+200 CP; Can't be taken with Slave)**
This world is filled with sexy men, women, and… other. Unfortunately, you won't be able to enjoy it, because nobody will have sex with you. Even your own slave, assuming you have one, is off limits, with any sexual training being done by your assistant. Try to force the issue, and your intended victim will manage to fight you off and escape, no matter what kind of powers you have, and then you'll be in trouble with the law, as well.

**Bad Luck (+200 CP)**
You know how, in the game, you can run into interesting NPCs or find objects, when you go on a walk? Well, you're not going to be experiencing any of those "events," during this jump. Instead, you'll run into tentacle monsters and bandits, get mugged, have your slaves run away (assuming that you own slaves), and so on. The events probably won't be life threatening, but they won't be very pleasant.

**S&M (+200 CP)**
Choose to be either a sadist or masochist. In addition to any problems this will cause in social situations, it will also be harder to concentrate during battle. If you're not careful, you may find yourself intentionally taking hits, or dealing only light blows to prolong your pleasure.

**What Kind of Name is Cheater? (+200 CP; Restricted to Slave Maker)**
You know all of those cool powers you have? Enhanced charisma, super intellect, shooting lasers from your nipples, and so on? You still have them, but there's just one little problem. You see, aside from whatever you bought in this jump, none of them are going to work on your slave. Try to talk your slave into doing something, and you'll find yourself as eloquent as you were before you started your chain. Try to breathe fire at them, and you'll only assault them with your morning breath. Even indirect uses won't work, such as trying to set the house that they're in on fire with your mind, or cutting through a tree so that it will fall on them. Yep, you're going to have to train your slaves the old-fashioned way.

**Inhuman Ancestry (+300 CP)**
One of your ancestors was a demon, and this has left its mark on you. Unless you actively fight it, your corruption will continue to grow until your Inner Demon supplants you, taking control of your body. If this happens, it counts as a loss condition for this jump, and you'll be sent home. Fortunately, two consecutive hours of praying per day is enough to counteract the amount of corruption that you passively gain per day, though you'll still have to be careful not to perform too many evil acts. Strangely, training slaves doesn't count as "evil" in this world. Go figure.

**Ch-ch-changes (+300 CP)**
You know how, in the game, you can change your slave's personality by having them do different chores? Well, that's you, now. Spend a few weeks praying at the temple, and you'll be one of the most pious people alive. Spend a few weeks fucking whores at the brothel, and you'll be a slut that can't think of anything but sex. For your sake, I hope you have a say in what you do.

**Cruel Master (+300 CP)**
Whether you chose the Slave history or not, you are now a slave. Moreover, your master or mistress is a particularly cruel one, and they take enjoyment in causing you agony, both physical and mental. Let's just say that, unless your new owner succeeds in breaking you, you're not going to be enjoying yourself, for the next ten years.

**Freedom is the Right of All Sentient Beings (+600 CP)**
Not a fan of slavery, huh? Kind of a weird place to come, in that case, but I suppose it's not my place to question you. Well, if you're *that* against it, then this drawback is for you. You have ten years to completely abolish slavery in Mioya, the slavery capital of the world. If you fail, you're getting sent back home. Same if you enslave somebody, yourself. If you manage to succeed, I'll give you the choice to end the jump early, or stay for the remainder of the ten years. Any slavers that arrive/start up after that point won't count against you, so don't worry about the option being a trap.

# The End

Well, I hope you enjoyed your ten years in this universe. Any physical or mental changes will be undone, unless you would want to keep them if you had a clear mind. I'm sure you already know your options, but here they are:

## Stay
I can see why staying in a world like this would be tempting. Time will resume for the universes that you've been to, and I'll take care of things back home.

## Go Home
Maybe spending ten years on a mundane world made you a bit homesick? This option will let you go back to your home world, the moment after you started your chain.

## Continue
Having finished up here, you can choose a new world to travel to.

# Author's Notes

If this winds up on 4chan, it's just some asshole trying to stir up trouble. This is purely for Questionable Questing and anyone else that wants to make their chains a bit more lewd.

Thank you to all of the people who left suggestions here. Especially the anon/anons that gave me item ideas, since I was really struggling with those.

If you're wondering why Tentacle Hybrid isn't available in the Races section, it's because it apparently hasn't actually been coded into Slave Maker 3, yet, so I have no idea what it does. Aside from possibly giving you tentacles.

There's actually nothing wrong with the attic of the mansion, aside from making people who enter it feel uncomfortable. Whatever it was supposed to be hasn't been implemented, yet. If the creator of the game ever gets back to updating it (they've been suffering from some personal issues and working on A Spell For All), I'll add whatever it is to the jump.

I didn't bother with the Aphrodisiac, since it's just a less-effective version of the Lust Draft.

Slaves only have one capstone, while Slave Makers get two, because slaves always get the short end of the stick. It has nothing to do with me being unable to come up with a second one for slaves.

If you take **Freedom is the Right of All Sentient Beings** while owning slaves, it'll be fine as long as you free any slaves that you own, before the ten years are up.

**The in-game descriptions for the slave stats**
**Charisma:** A measure of her beauty and style, including her appearance, figure, make-up, hair-style, and dress.
**Sensibility:** Her heart, her emotional range, and feelings for others.
**Refinement:** Her ability to deal with high-society. Also a measure of her elegance and knowledge of etiquette.
**Intelligence:** A measure of her intelligence and education.
**Morality/Faith/Ethics:** Her moral code and ethics.

**Constitution:** Her endurance and strength and affects her fitness.
**Cooking:** Her skills as a cook and her knowledge of recipes.
**Cleaning:** Her skills in cleaning and general house and garden maintenance.
**Conversation:** Her conversational skills, her ability to hold an entertaining conversation.
**Blowjobs:** To be coarse, her skill at sucking cocks.
**Fucking:** Her skill and experience and knowledge of being vaginally and anally fucked. Also includes her ability to please her partner while being fucked.
**Temperament:** A measure of her independence, will, and determination.
**Nymphomania:** Her need, her want, for sex, even when not aroused.
**Obedience:** How much she will obey orders from her owner.
**Lust:** Her current arousal, her desire and lust for sex.
**Tiredness:** Her exhaustion and tiredness.
**Joy:** Her acceptance and pleasure of being a slave.
**Reputation:** How well known she is throughout the city, particularly in noble circles.

Obviously, some of these descriptions would change due to gender and/or sexuality, but you should be able to get the gist of things, from this. Also, reputation will, of course, reset to zero, at the start of each new jump.