

Harem Kingdom

Welcome to Palretta, jumper. This coastal country has a bit of story, quite a bloody one until 200 years ago, not to mention how long ago a previous King obtained the Cornerstone – a powerful artifact that let them start producing crystals - which bind itself to the royal bloodline and has helped them maintain their power. Nowadays is a most pacific place, if dirtied by how useless and cruel the latest king was with the populace, something that rendered the public opinion of the crown into the negative numbers. On that note, he was in the closet and died a few months ago, so today they will try a spell to summon someone related to the bloodline and hopefully help put some order in this place.

Well, no one really knows how things are going to turn out. But I sincerely hope you will intervene and change the course of this. Do what you will, destroy the place, take over, become king, or whatever. Here, I'll give you this as an 'incentive' for that:

1000cp

Origins

Drop In
Traveler from far away! You have no new memories of this place, no pre-arranged connections for neither good nor bad. You are you, with a few coins in your pocket to pay for a few meals a few nights at an inn. Who knows, perhaps you will change things around here. Maybe you're the long lost prince?

Noble
Blue blood, born with a silver spoon in their mouths and a small mountain of responsibilities to take as the actual leaders of their people. Not necessarily a nobleman from Palretta however, you could be one from Elpsa or Ceares that was send here for some reason.

Knight
The sword arms that protect the people and serve the crown, or at least one of the few that are left around, since the latest king didn't do any favors to the military. Still, you're still around because the pay is good, and some people actually need your skills.

Minister
Domestic affairs are a handful at best, especially for a kingdom that has lost it's king and has an uncertain future after a generation full of bad administration and terrible decisions. However, the country is still standing, and it's in no small part thanks to your efforts.

Perks

Drop In

I Cast Greater Fireball (100cp)
It's not a secret that panicking in moments of trouble only makes the situation worse. Nothing good can be born from taking rash decisions in the heat of the moment. Thankfully, you can still be calm in those situations, for example while a lesser man would freak out after being summoned to another world, you can keep your calm and act like usual. This doesn't really make your decision-making skills any better, just ensures that they don't get any worse no matter the situation.

Got Any Meteor Scrolls? (200cp)
Let's be honest here, the new king isn't particularly suited for the job, he's a dumbass without awareness at worst and a bland idiot at best. Despite his obvious flaws, he'll manage to not fuck up everything he touches, and this is mostly thanks to his luck. Something that you now have as a well; it's the kind of luck that works better making sure you don't fuck up, or at least lessen the consequences of your thoughtless actions. Finding people that make up for your flaws, gaining understanding lovers, or spilling your spaghetti in front of someone that thinks it endearing.

Bill Clinton (400cp)
The presence of a King is something of myth. Each step taken reverberates around the room, a voice that resonates in the hearts of everyone who hears it and manages to move their hearts with ease. A presence that's larger than life, more passionate than love and more intimidating than death. It's said that people can't help but kneel in front of a true King and they find happiness in following him, no matter where. Such royal power has eluded many monarchs here, but it found itself in you. Even if you're some rando peasant or lost traveler, you will find it easy to rile others under your banner, and they might even do so without your input.

One Too Many Jack & Coke (600cp)
Seems that someone is quite popular with the ladies. You're no ghengis khan, but you're indeed qualified to call yourself a harem protagonist, one able to worm your way into the hearts of maidens with extreme haste. Making them fall in deep love with you and quite forgiving of your flaws. Not only that, but those who fall for you are fine with sharing you in a harem and willing to work with each other to make you happy.

Noble

She's Beauty, She's Grace (100cp)
Well, they say it's easy to spot someone from high society. Smooth skin, flawless features, nice body, graceful movements, regal aura, the list goes on and on. While not many nobles are actually like this, you certainly exemplify the rumored 'beautiful blue-blood' that peasants like to daydream about. Few individuals in this place will be able to match you in sheer beauty.

I Didn't Come Here For A Job (200cp)
Ideals of noblemen and saints are a dime a dozen, but it's rare to encounter one that truly feels like so, like a character from a fairy tale. You are the perfect example of such, and people recognize it at a simple glance, that you're of higher station and should be treated as such, even when you lack the titles, land or money. Showing a charisma that's reserved for those that are truly special and make others way more accommodating of your wants and needs. Expect people to let you in the private rooms in a pub or let you skip the queue to enter somewhere.

Line Up Lift Your Skirts (400cp)
What's the true power of the crown? It's not the title, son. It's the ability to sway away the hearts of the people. Whether or not you have a crown over your head right now, your sheer charisma is indeed the one of a ruler. Not that kind that exalts men into following his banner or inspires many to join under a common goal - no, yours is the charisma of someone that sways others to your side of the road. The type of charisma that makes you beloved by the people, gathering goodwill no matter where you go or with whom you interact. Easily gaining fans by the thousands.

Pour Water Into The Mix (600cp)
There are many powers in this world, most, if not all of them, come with certain drawbacks to their use; a good example is the King of Palretta and his connection to the Cornerstone that despite giving him great power and the crystallization ability, it takes away from his lifespan, forcing him to have intercourse if he wants to keep living and using said ability. Other powers are said to have similar limitations imposed to everyone that wishes to use it. Unless it's you who wants to use them. Yes, for some reason those inherent drawbacks don't seem to apply to you. Bonding with the Cornerstone would let you use the power without syphoning away your life force, and you can probably get away with using crystalmancy on earth.

Knight

Slimes With Big Butts (100cp)
Palretta is a peaceful nation, to a weird degree, but there's always the risk of attacks, thugs appearing, or maybe even war on the horizon. To protect the citizens from harm, armies and guards are trained and employed. They still pack enough punch to take care of the possible problems and do some other stuff in times of peace. You're a trained sword arm and a damn good one, perhaps good enough to fight with the likes of Argus or Marron.

Bite Me Banana Man (200cp)
Crystalmancy is the magic used in this world, using crystals and catalysts to obtain a variety of effects. With the proper magic crystals, you can easily do stuff like water purification, fertilize soil, change someone's gender temporally, alter emotions and thoughts, create temporal clones, make powerful illusions, create barriers, heal all kind of diseases, enchant pebbles you float on water no matter what, and much, much more. While you are no absolute genius at it, you're certainly well-rounded and decently skilled in the art of crystalmancy and could become a force to be reckoned with if you have the right tools and resources.

Vuvuzela Noises (400cp)
It's easy to be callous when you stand on the top. The powerful may underestimate the suffering of the destitute, the strong may fail to understand the frailty of the weak and the nobles struggle to comprehend the problems of the peasants. Not you though. No matter where you stand, you'll be able to truly understand and empathize with the plights of those that might be considered 'below' you. Connecting with them even with this distance is easier too, allowing the two of you to find common ground to build upon together or letting you see things through their perspective. This not only makes helping them or making them happier a lot easier, but also keeps your own position in perspective.

Battlefield 1942 Theme (600cp)
I'll tell you what you are. You're a survivor. Someone who has, if nothing else, an absurd amount of will to keep you going forward, and the strange luck that seems to activate when you're in danger, powerful enough to help you bail out. Your willpower is endless, there's simply a flame inside of you that simply refuses to ever die out, a constant source of strength that pushes you to keep going, to survive and live no matter the cost; to win against adversity. Similarly, whenever you're in serious peril, opportunity decides to present itself, almost as if taunting you, or as if challenging you to take it, always enough to escape danger for the time being, sometimes enough to strike back.

Minister

Where Is My Pudding? (100cp)
Turns out you're quite the perceptive one. You have an unique perspective and way of thinking that grants insight over those around you, at least those you look at regularly. Providing great hints and clues about the true nature, motivations, and intentions that they may have. Removing their social machinations to show the naked truth of themselves. This is all to say that you're a natural when it comes to reading people and finding the truth they want to hide.

Screw You (200cp)
The politics in these kingdoms are a thing of dark beauty, especially when they can maintain their positions securely even with negative opinions from the population. Favors, marriages, lands, money, titles, everything is always at stake, and nobles won't hesitate to betray or backstab others if that will benefit them. Loyalty is truly scarce. The arts of aristocratic negotiations are a minefield that you have fully mapped by now. Truly shining when it comes down to it and being quite able to make the nobles of a whole kingdom dance at your tune.

Pizza Time (400cp)
Everyone with two brain cells knows how important it is to actually have rounded knowledge as a lord. That's where your studies have been focused so far, to take the lands of your family and make them into a goldmine in all possible aspects. It's not like you're only good with general administration, either; meeting your subjects, organizing expansions, population control, farming, appropriate use of land, influx of new goods to the cities, etc. You're a certifiable master in what means to properly manage a feud.

I'm Surrounded By Idiots (600cp)
The previous king left the country in shambles internally and with no allies externally, leaving the people in imperil. The only reason it managed to stay afloat so long with a terrible king and later without anyone in the throne is because the Chancellor, someone skilled, knowledgeable, and efficient to a degree that could only be surpassed by you. Yes, you who have been trained into the very best civil officer. From economic reforms, public standing, creating a city from scratch, internal and external diplomacy, adequate use of manpower, installing new systems or even annexing other conquered countries to yours, with little to no resistance. You know more than enough to improve a nearly bankrupt country into a leading force on par with even the best of the world.

Items

(One 100cp free, one of each tier discounted 50%)

Get Me A Soda (100cp)
This purple drink is an herbal medicine used to calm the unstable folk, no matter how perturbed or excited someone is, they calm immediately once this enters their system. The dosage that's given must be carefully measured or else the patient will fall into a state of pseudo-depression, showing their inner fears and anxieties. It's used to test soldiers that are considered for important positions, to test how they manage in pressure-heavy situations.

Talk Show Tonight (100cp)
A fist sized bag full of thorny seeds, they're from an exotic plant and are known for having a paralytic toxin in them, one that paralyzes anyone that comes in direct contact with it. As long as it touches skin, you can count that person out for a few hours at the least. Bag refills everyday at midnight or after it's emptied, whatever happens first.

Get In The Van (100cp)
Dickdicks are strange creatures, with white fur and looking like the cross of a tiger and an otter. These bizarre creatures are actually quite common in this world and used the same way people on earth used horses in the past. I'll give you a dozen of them, high quality specimens, with whichever gender ratio you prefer.

Where The Bitches At? (200cp)
Cozy, profitable, tastefully decorated, well placed, and well stocked. Nothing else to add, this is your own tavern. It has five bedrooms and quarters for a pair of servants, a nice kitchen, a small stable for a few horses on the back, and a comfortably large dining room for the clients. The kitchen is stocked with fresh ingredients for food regularly and automatically, enough for everyone that wants feeding, and it is largely maintenance free. You don't need to pay taxes on it or anything like that. Plus, it will automatically hire new helpers when you can't be bothered to manage it.

I Can't Read (200cp)
A very special tome made by yours truly, an enchanted book that records basic knowledge and information pertinent to your current world, mostly focused on the country you are at the time. One could say that it's a quick 'common sense' manual for travelers such as you. The book will automatically be updated whenever you enter a new country and will work in other worlds you visit as well. Comes with pictures and if lost or stolen you will find you in your room a few minutes later

Toretto, Family Man (200cp)
You know, old nokias the only real cellphones out there, all these 'smartphone' things? Pure shit, I tell ya. With that said, here's a smartphone for you. The main features are that it needs no payment to do stuff, has unlimited batter, and that it works no matter where. Feel like calling to someone in germany while being strangled in a fantasy world? Feel free to do it. Works perfectly and even somehow fixes the time zones issue. The phone itself is dumbly resistant to hits, extreme temperatures, water, etc. But it's far from indestructible and if something happens to it, you will find it in your pocket a few minutes later.

Need 4 Drugs (400cp)
Because dumbasses and talentless hacks also deserve a chance at playing with magic. Crystalmancy is the most common form of magic in this world, and while it needs catalysis and crystals to work, the appliances and effects are almost unlimited. This box here is actually a set containing the 'basic course' of crystalmancy and designed to teach anyone how to use the art properly. It has quite the number of books, standard exercises, practice crystals, personalized notes for improvement, etc. Even people from other worlds can become proficient crystalmancers with this. It has many basic and intermediate information of all branches but has few advanced techniques comparatively.

Hey Soul Sister (400cp)
This ancient fairy is a sibling to Melodia (or perhaps Melodia herself if you are in the right position), and another patron goddess of harems. Not only immortal of the ageless variety, but holds very strange powers, like being able to turn herself invisible to everyone sans selected few, or make getting pregnant easy, and other such things. If you're connected to the Cornerstone or a similar artifact, she can help direct and use that power. Thanks to her 'purview' and age there's some real wisdom and advice she can give you, especially about romance and harem dynamics. The latter doubly so since she can spy in their minds.

Some Narnia Shit Bro (400cp)
Earth is somewhat connected to this world, you know. The prince once tapped unconsciously into the power of the Cornerstone to transport himself and his friend Tina to earth when she was wounded. This normal looking door here is actually a portal that allows stable travel between this world and modern earth. The connection is stable enough to bring people and stuff from one place to the other with little issue. In future worlds you visit the door will update itself to connect to similarly linked parallel words or such.

Floating Material (600cp)
The so-called Cornerstone of Palretta, said to be of divine nature, the source of their position both economically and politically, clout that hasn't disappeared despite the frankly useless kings they had. This floating rock holds enough magic to level down several continents. Its biggest perk is that allows the ones bind to it to use the crystallization power, making any stone that gets imbued with the energy into a perfect crystalline version of itself regardless of size that serve as portable energy vessels, the process totally pulverises the rock and rearranges it into crystal formations. It can certainly be used in things other than stones, but there's rarely the chance. You can choose if you take the very Cornerstone of Palretta, making you a member of the royal lineage in the process (and replacing the current last member if you prefer so), a copy of it, or a different one with similar specs. In any case, it won't have the 'side effects' that it would in canon, if you don't want it.

Big Brain Time (600cp)
An ancient artifact discovered in ruins long ago, a tool that predates even the use of crystals. Also called 'God's Mistake', this powerful staff holds the magic power of conjuration, widely believed to be one of the most esoteric branches of magic to ever be. It creates stuff based on the imagination of the user. Someone capable of imagining stuff with great vividity and detail will be able to create incredibly detailed works or great in numbers that stay forevermore; meanwhile those with weak minds won't be able to use the staff at all, or just conjure small things that don't last long. It's said that will and desire can also affect the creations, which it's true to a degree and can even make up for lack of detailed imagination.

Companions

Import Companion (100cp/300cp)
I suppose you can't fully enjoy an adventure without your friends. After all, where's the fun in only wandering alone for years? For 100cp I will let you import a single companion, with 600cp for their purchases here. Or you can use 300cp to import the whole group of eight companions, they come with 600cp to buy perks and items as well. They can take complications for cp if they want to.

Canon Companion (100cp)
Oh, so you took shine to a character here? Feel free to take them as companions if you can convince them to come along. Don't worry, I will make sure you have plenty of opportunities for you to hit it off. Though the brunt of the job will fall onto you.

Mango Smoothie (Free)
Your comrade, your second player, valentine year after year, confidant, best friend, dancing partner, and fellow degenerate. The one has always been with you ever since you have memory and never left your side, no matter how good or bad things went. This girl has been with you so long that she learned and adapted to all your quirks and oddities, growing alongside you. It's perhaps that you both feel so comfortable with such distance that you are still 'friends' and not something more. Perhaps it's finally time to change that given the situation. Just look, a body like hers deserves some loving, if you get what I mean.

Vanilla Cake (Free)
Your fiancee and soon-to-be wife! A pathetic specimen that gets off from watching you get laid with other women. Oh, don't worry, she loves you truly and deeply, it's just that she gets off by the sight of her beloved uniting with girls that she considers 'superior' to herself. She will conspire and help to put gorgeous and beautiful women in your bed, watching in despair and pleasure as you partake in them with more gusto than you would from her. Aside from that, she's a pretty lady with good manners and a very straightforward and helpful personality, her mere presence will help soothe over your stress and tiredness. If you develop feelings with the girls she brings to your bed, she will start to question herself and try her best to win you back to her side, although by that point you can swap her companion slot with the other woman.

Drawbacks

Isekai'ed Back Home (+0)
Kachin! Congrats, jumper. You're replacing the prince/king. Maybe you were him all along and just remembered, or maybe you just replaced him, or perhaps things went different than in canon depending on your origin. Hikari may or may not be affected by this.

Bitch I Love You (+100cp)
Let me put it in simple terms, you suck at flirting and seducing others. Regardless of your skills in the sack, you're a complete amateur when it comes to getting into a relationship. Will need some serious practice to dropping your spaghetti all over the place.

Close The Damn Curtains (+100cp)
It seems you aren't particularly good with morning and will likely sleep until dawn if allowed to. This bad habit is particularly difficult to get rid of, but it's certainly possible with willpower and training.

Climbing the Doors (+200cp)
Looks like you're one of those sheltered nobles that never had to work a day in their life. You completely lack any common sense for this world and constantly make dumb mistakes or show too much naivete. Hopefully experience will teach you better.

Where Are My Glasses? (+200cp)
Remember all those cool powers you have from other worlds? Well, you still have them, but much like the King of Palretta, they fuck your lifeforce something fierce and will need to get intimate with someone afterwards to not die from overuse. This doesn't affect passive stuff.

Say That Again (+400cp)
Do you remember those nice nobles that help the peasants and make a better place for all those living in their lands? Well, so much for them. You can still find some of those if you look hard enough, but the vast majority of nobles and bureaucrats now are traitors, idiots, corrupt or simply evil. If you have power or titles, they will try to usurp it, use you for their own ends, or simply kill you for being in the way.

What To Do (+400cp)
I hope you weren't very keen on adventure and exploration here. You are now bound to the country of Palretta and won't be able to get out of their land for the duration of the jump, only exception to this is when you're directly leading a conquering expedition to close lands. If you want to see new places, you will have to have them conquered by your country

Notes

-There’s a method to teleporting to other worlds. Needs special crystal catalyst, and right cystalmancer. Pathways and rounds trips can be done.

-There are other countries beyond Palretta but we know little of them, like Elsp is basically swiss. They lend aid and it’s economy is second to Palretta’s. Millaj is another country that kinda went to sheit. Hikari/Tina is from there. And there’s Ceares that’s a Holy Kingdom/Theocracy.

-Pour Water Into the Mix: This basically negates inherent ‘drawbacks’ when using something. Not requirements, but yes secondary effects that are subjectively unpleasant.

-The MC at some point uses the slimes made with the Staff to make the crystals without having to touch everything himself. Dunno why he doesn't do that more, but this shit is inconsistent as shit anyway.

-Fanwank helps.

-Made by Ricrod.