Harem Collector

Game by Bad Kitty Games

Welcome to the Middle Kingdom, a land of wonder and opportunity. Well not really, more like a land of monsters, shady business practices, and slavers but those can easily turn into grand opportunities if you know how to work smart. Why just today a young 'Hero' has managed to end up dumped in a sewer, down all his money (plus a good sword), and fighting a rat only to double what he lost and set out onto a quest to get a kick ass house for fairly cheap all in one morning so no matter how shit things can be there are definitely ways to move upwards. Regardless there's lots to do here; go on quests, save the country from its neighbors, deal with the demon cults, or just collect a frankly excessive harem of cute slave girls through highly questionable means.

Location: By default you may start in any of the four main cities of the Middle Kingdom; to start out in the Kellos Empire, the dwarven kingdom of Inferireux, or somewhere else beyond the main country the 'Hero' comes from you must pay 50 CP.

Northmarket: As you'd expect from the name Northmarket is the northmost of the cities in the Middle Kingdom, as it sits on the intersection between the roads to the other three cities and on the nation's central river it acts as the heart of internal trade. The city is divided into two distinct parts kept sperate from one another, the nice wealthy area enriched by the local commerce and the slum where the nation's poorest eek out their lives or work to find better ones.

Eastfort: Next is the eastmost city which due to being on the border with Kellos is also the center of most military concerns, there's a distinct lack of civilian anything in Eastfort but some kinds of business still thrives with the soldiers and officers as customers. This place also has a slum in the form of the nonhuman district; though the "Hero" isn't from there so despite the segregation it's not quite as depressingly squalid and crime ridden, everything is relative however.

Southport: In addition to being the main port of the country Southport is home to the university where magic is studied. Two districts in this place as well, around the university being essentially a college town and around the port where most of the trade happens. Some of the people in this town can be colorful in very annoying ways but you can't fault mages for weird home decorating, a beach in your basement can almost make up for being a massive asshole.

Westcastle: Unlike some of the other cities the capital doesn't have a special shitty area for all of the poor people, Westcastle instead has a special exclusive rich area where the wealthy nobles make their homes including the castle of the royal family. More importantly this is also the home of the arena where major events such as tournaments normally happen, also idol concerts which could in some cases be even bigger deals despite the lack of bloodshed compared to fights to the death (most of the time).

Kellos: Despite being a much more militant nation Kellos has consistently failed in conquering the Middle Kingdom for far longer than it has gone by that name, after numerous attempts to take it little progress had been made and all of it undone. Even so the Kellos Empire is the larger human nation having united nearly all of the lands the humans of the region have historically fought over, all except the wealthy and naturally defended home of the Magar née Middle kingdom.

Inferireux: On their less heavily fortified border the Middle Kingdom has their dwarven neighbors with all their guns and difficult to understand accents. In the past they lent the resources that the Middle Kingdom needed to throw Kellos out of their lands following the more successful of their invasions. Likely the most technologically advanced nation in this corner of the world if not all of it, you certainly can't say dwarves aren't industrious. Now if only they didn't sound so. . . 'French', what even is that?

Northern Tribes: To the north of the Middle Kingdom is a lot of mountains which serve as a great natural barrier against invaders but it's not like it's impossible to go through them. The place you end up should you do so is harsh, lacking in civilization, and a real pain to get to or return from in the event you want to travel there. It does have tribal cat girls however, and doesn't that make it worth a trip?

Origin: Your starting point in this world will largely depend on what you take here rather than an easily defined origin; barring other purchases you enter this world as either an adventurer at the guild's Squire rank, a drop-in with no real connections, or some random peasant. That last one is not recommended.

Age and Gender: You may change your gender for 50 CP, your age may be chosen freely.

Race: By default you begin as a Human but there are several other races available. For 100 CP it's possible to become a Dwarf, Elf, or Catfolk instead; aside from lifespan these races don't have a huge advantage over humans in terms of their abilities but slave collars usually won't work very well on nonhumans which may be useful and even the relatively modest benefits they have could still come in handy. For 200 CP you may instead be a werewolf, vampire, or other such race with various serious advantages from their race alone, but you'll also have any of their weaknesses for the duration of the jump such as werewolves being vulnerable to silver which can overcome their otherwise rather impressive regeneration.

Perks: Pick two perks at each price tier to discount, discounted perks are half off except the 100 CP perks which instead become free.

Class 'Levels' (Free): While not everyone can be a fighter let's be honest, nothing here can really get done without something sharp and/or magical pointed in the right direction. For free you'll acquire one level 1 JRPG class's worth of combat skills and abilities, enough to defeat a small gang of armed thugs with a partner assuming you don't get unlucky. This could be a tough warrior with some support skills, a squishy mage with powerful magic, a paladin good at numerous things but not all that amazing at any of them, or whatever you prefer really. The thing to remember though is the more specialized you are the better you'll end up in that area, you can pick up both arcane and holy magic if you want but you'll trail behind those who focused on one. Includes enough natural talent to become incredibly strong fairly quickly with just some real adventuring experience, along with perhaps some lessons or study material to learn some better spells or special moves depending on your chosen class.

Sexual 'Hero' (100): There's a lot of fun to be had of a carnal nature around here, it just wouldn't do if you couldn't impress. Luckily you're absolutely fantastic in bed, if you raped someone it will likely still be some of the best sex they've ever had and a wish to a genie to get monstrous sexual prowess would likely have no noticeable effect because you're already there. Maybe remember this bit of info and pick a better wish if you can get your hands on a genie, perhaps she'd be happy to join your harem instead?

Snake Vomit (100): In a world as full of poverty, crime, and monsters as this one it can be difficult to keep upbeat and happy but that's because most people aren't as resilient as you. Sure you've lost your family, been molested, got raised by animals for a bit, and then faced a choice between continued homelessness or risking the loss of your only true chance to actually succeed in life to escape that but these are all just temporary setbacks. They might get you down for a bit but you'll spring right back up ready to keep going and moving forward to whatever comes next.

Chaotic Neutral (100): Moral flexibility can at times be a virtue, or at least useful to success and survival, and you've got it in spades. While this doesn't necessarily mean you're a bad person it's rather easy for you to ignore all that morality nonsense in pursuit of your goals and desires when needed; you don't have to and may not want to but bloodshed, banditry, rape, and other such acts won't make you squeamish or unable to stomach it whenever they've become necessary or useful for some reason.

Great Beauty (100): Strangely enough there are a lot of gorgeous people around here, especially when it comes to women. Slums where most people probably don't know what soap even is still have some rather impressive looking girls anyone would be lucky to have, somehow. You also share these especially nice features and manage to remain clean and hygienic even living in one of the filthy slums, you would need to abandon all pretenses of self-care while working yourself ragged to come close to as filthy as you might expect of a peasant from this world and would still look quite pretty in spite of the grime.

Money Making (100): Now certainly going off on adventures is going to be the most fun way that you can earn your way up but it's not the only way, and even if you do go all in on adventures in this world it would still be worth it to pursue some secondary income. Luckily you're very gifted in running a business and planning your finances, or the finances of another should you prefer; it would be fairly simple to set up a successful storefront and turn your money into more money in the most efficient and risk balanced ways available to you.

Experienced Journeyman (200): Rather than being some fresh-faced squire who just became a proper adventurer you've got some experience under your belt, forget random thugs or bandits you can take on monsters and groups of well trained soldiers without too much difficulty. Sure you'd need a party for high level questing and there are still people stronger than you but you're now getting into to the major leagues and have plentiful room to grow yet stronger. With a few other adventurers on your level you could take on a dragon, not an especially strong dragon but slaying any dragon is rather impressive.

Joint Venture (200): Investing is traditionally a somewhat complicated and long-term method for building up wealth, things are a fair bit faster and simpler for you however. At any time you may offer to the owner or leader of a business to invest, most of the time they'll simply be asking for you to pay an excellent price for a share of the profits or to complete a quest to get the same. Once you make this investment not only will you get a nice share of the income but the business will become quite a bit more successful and offer better products and services as well. Quite a good way boost both your income and what your favorite businesses have to offer you as a customer, you may need to seek out a meeting with an executive from the main offices if you want to invest in any truly large businesses however.

Master Crafter (200): Maybe a blacksmith, an enchanter, an alchemist, or perhaps another profession for making useful a variety of useful things. Regardless you're quite talented in your craft and can easily churn out quality weapons, potions, magic items, etc. everyday with the right materials. More importantly pretty much any weapon can be given major upgrades with the right materials suited to both the weapon as well as your chosen craft, though the quality of the upgrade materials required could quickly get out of hand with the highest levels of weaponry.

Just a Quick Rest (200): With just a short rest in a safe location, your home will usually count unless being invaded by your enemies at the time, you can restore yourself and your party to perfect health as long as they aren't dead. Exceptionally powerful or enduring status effects might remain beyond the capacity for this to cure but simple injury, exhaustion, and the vast majority of ailments will be resolved with a nap or even simply a brief break from the grind of adventuring. Incidentally hunger, thirst, and other such things are taken care of this just fine and it can work on captives; if you want to keep someone in your dungeons or bring home some woman cursed into unconsciousness you can just dump them into a cell/bed with no further thought until you're ready to deal with them.

Slave Collector (200): Lets be honest here the main draw of this place is the potential to gather hot slaves you can go on adventures and have sex with, yet many people live boring lives without the joys of owning some cute girls to call their own. This is because most others aren't a protagonist, or you so it would seem as opportunities to collar cute girls (or guys if you prefer) seem to fall into your lap quite often. Your quest will have a boss you could enslave at the end, the woman you're sent to rescue will be a submissive happy to don your collar, and the Queen will offer one of her daughters as the carrot to pair with the stick when trying to drag you into her service among other such situations. Further you'll find those you're attracted to will be far less opposed to the idea of becoming your slave than they normally would be, getting over it rather easily if you force the issue and potentially offering themselves to you of their own accord if they like you enough or to convince you of something they want. People in any other worlds, even those who'd normally strongly oppose slavery, will largely accept your ownership and acquisition of slaves with at most mild chastisement unless you're caught red handed forcibly collaring innocents.

Gifts and Decorations (400): Love is a deep and complicated emotional matter that's hard to understand and harder to build intentionally, but this isn't the place for complex emotional intelligence so you've got a more efficient way to improve your place in other's hearts. You have relationship bars with people who hold a persistent role in your life; through things like doing them favors, having sex with them, giving them a nice place to live, sexually tormenting them, or giving them gifts (even the same one repeatedly) you're able to improve their feelings for you and fill up that bar. Upon reaching certain milestones with someone you'll receive a persistent bonus from them (such as regular gifts, stat boosts, or improvements to abilities of theirs you rely on) and find that unless you're exceptionally abusive in a way that does not excite them your relationships will never deteriorate below said milestones. Once the bar is completely full and you've gained their complete loyalty and/or love they'll have a quest for you which upon completion will provide something far more significant than the other milestone rewards.

'Heroic' Morality (400): Winning is justice, or at least that's what thugs who solve everything with strength tend to think. In your case it seems to be true, so long as you win there is rarely any serious consequences to your actions, sure you might make enemies who show up again later but in the grand scheme of societal consequences you just get off scot-free as long as you don't get caught **and** defeated red-handed. Even in the unfortunate event that you do lose, such as by getting captured during an attempted raid of a major government institution, you can often get off anyway at the cost of needing to do some work for them in the future; they probably won't even take the loot you took along the way.

Is this an RPG? (400): Generally speaking, the world operates under certain rules, magic and physics being the most notable around here, but it seems you impose some further ones. Namely rules of narrative and RPG logic which now govern your life going forward, generally to your favor as the protagonist who feels destined to win at life in general. Enemies act in manageable groups, challenges rarely exceed your ability to face them, quests seem to wait for you to be ready, and other such contrivances to your advantage.

Long Distance Party (400): Normally you might expect to need to put in a lot of work to making sure the large roster of allies/slaves you pick up can keep up with you but that can cause some issues when tailoring your party to each objective so there's a simpler way to handle things. Members of your party, harem, or retinue are able to quickly catch up with and then maintain relative parity in terms of capabilities with you even if they aren't going out on the adventures that let you reach that point. Unfortunately, this does not include granting them new abilities or magic items which might be required to keep up but they'll get as close as they can in an unusual timeframe and shouldn't have any issues once they can actually get what powers or equipment are needed. Additionally, only key individual members of your group are affected with any random mooks or fodder gaining nothing out of this; simply ensuring any soldiers under you are cute girls nominally a part of your harem is sadly insufficient to get around this limitation.

Reinvigoration (400): Through the combination of plot armor and good old toughness when you or an ally goes down in a fight you're almost always going to survive uncrippled, sure a victorious enemy could finish the job and being too injured to stand in the wilderness is probably gonna kill most people anyway but if your side wins they can heal or carry home whoever went down and even if you lose this does still improve the odds rather a lot. This primarily affects your key individual friends and allies such as party members, grunts and mooks get lessened protection but their fatal casualties should still be fewer too.

Items: Choose one item at each price tier to discount 50% off, 100 CP items are free when discounted.

Rusty Sword (Free): Well not necessarily a sword or rusty for that matter you start out with a serviceable but fairly low-quality weapon. Despite its humble beginnings this weapon carries with it a lot of potential upgradability, the right materials and a good craftsman could turn it into divinely mighty weapon. Yeah, the things you'd need for it to ever reach that level could be valuable treasures just by themselves but think of the monsters you could stab with a sword that's been fused with a divine relic of the Angels!

Bag of Holding (100): An important tool for any adventurer is a way to lug around the large quantities of loot, equipment, and consumables any kleptomaniac hoarder is likely to have. This thing has an enormous capacity such that even the most dedicated loot goblins are unlikely to fill it unless actively trying, a piano would be perfectly fine to lug around in it should you be able to pick it up to stuff inside. Unlike some less fortunate adventurers (or the slaves they have do the job) this bag comes with the premium feature, auto sorting, so that whatever you're looking for will be easy to find regardless of how much random garbage or horded but never used consumables are taking up space in your loot bag.

Potions Set (100): This small crate of restoratives replenishes itself every day, containing a sizable amount of low-level health potions along with a smaller but not insignificant number of stronger ones and various cures for status effects. Occasionally this will include some particularly powerful potions or consumables as well as these more standard items but this is far less reliable than the basics. In addition to the normal consumables you'll also find various snacks and even full meals reminding you of those you're close to in addition to offering similar if not better benefits to the normal potions.

Small Business (100): While going out to fight monsters, rescue damsels in distress, and get involved in all the weird nonsense that goes on around there can be very lucrative most people don't have the stomach or sword arm for such things. Much like many others you have managed to pursue a different path toward filling your pockets and table, a business where you can just sell things. Whether it's a farm, a bakery, the local tailor shop, or perhaps even something odd and specific you've managed to start your own decently successful business with a full staff of employees to run it for you. It's decently successful already, enough to pay the staff and expenses while still ensuring you can live comfortably (by local standards, results may vary), but it seems that it responds very well to having you pour more money into it. If you can find some cash to bolster it either from your own pockets or an investor your little business could grow with unusual success and reliability in returning that investment.

Nest Egg (100): It would seem that you've been hard at work saving up money for your dreams, as a result you enter this world with a sizable 200,000 Sil with which to make your way here. This is an amount which an adventurer might require years to amass over the course of a very frugal first few years and is enough to set yourself up quite well. Though perhaps you'd need some opportunities to really make it big with it, after all there are costs found here that cannot be paid simply by just saving ordinary income. Of course you could always spend this on more high end equipment with which you can pursue higher value quests as well as bigger monsters sitting on more treasure, you might check the noble district for the latter; you might want to be careful about getting caught robbing the elites but there are actual vampires to be found in some of those places, very rich vampires.

Crafting NPCs (200): Buying new equipment can be a major hassle for an adventurer, a successful one is at risk of needing to make multiple upgrades over a short period as the challenges they face quickly begin to surpass their gear. To remedy this you've gained the personal services of a team of crafters able to cut down on your costs and make any gear you might need in an unusually short time, more over they've also got an unusual talent for improving equipment that already exists, given the right resources. Initially your team includes a blacksmith, enchanter, alchemist, and engineer; working together they can handle pretty much any crafting project you set them on, for those they can't already handle or those in future worlds they have an exceptional aptitude for learning new skills for creating and improving equipment.

Dark Seeds (200): Throughout this world and all those you visit in the future you will find strange seeds in the course of your adventures or just in strange places around areas of interest. These seeds are suspicious to say the least but when you possess one it will lead you toward an unsettling figure, this robed individual will offer you all manner of useful items in exchange for the seeds you bring. The more seeds you've given the better the rewards will be, even at the start you'll be gaining potions and elixirs which give permanent enhancements to those who consume them. As for what exactly happens with these strange seeds given to a suspicious figure almost certainly up to no good. . . well it never seems to bite you in the ass so does that really matter?

Blessed Idol (200): Once per day this small figure in the image of one of the angels will grant you a potent blessing that lasts for one hour, while a not insubstantial buff in general it mainly focuses on helping you fight against 'dark' creatures such as the undead or demons. It will still help against other enemies but an otherwise extremely difficult battle against the creatures of the night? Well that is now going to be a very brutal and one sided event in your favor, extremely useful for one of the more common monster types in this world but only moderately so for the rest of them unfortunately. Still when the undead do show up a way to quickly carve through the veritable hordes of them that are often involved can be a very helpful in ensuring your survival and profitability. In addition to yourself this blessing can be shared with your entire party as well, to make especially certain that enemies of a darker nature have a bad time.

Harem Mansion (200): This large stately manor in the good part of your preferred city contains a luxurious living space, well built crafting areas, accommodations for numerous servants, a detached storefront near the outer limits of the estate, an underground dungeon for prisoners, stable for any horses, and plenty of room for decorating it to your hearts content among its extensively lavish features. Unlike a certain very similar house in the fancy part of Northmarket your home is not in an overly dilapidated state with lots of repairs to do before it can live up to its full potential.

Noble Household (400): So it seems you aren't just a peasant after all, instead you're at the heart of one of the most powerful families in the Middle Kingdom (or your starting location). In addition to being very wealthy, disgustingly so in fact, you have significant political influence over the nation your family is from and a greater degree of power than anyone aside from a few peers or the sovereign themselves. The law will usually end up on your side even when it shouldn't be and getting away with anything short of treason or mass murder is will generally be easy unless you're a complete idiot. In future jumps you'll hold a similar degree of wealth and privilege, whether it's as part of another such noble family or the closest equivalent found in those worlds.

Bank Account (400): Generally speaking just leaving your money in the bank isn't the best way to make it work for you; you need to invest, start businesses, and so on. You however have an extremely nice 1% per day interest rate on all your savings, letting your money grow at an excellent rate even if you don't do any proper investing for yourself. This account will carry across jumps and be accessible in any bank or similar institution, giving convenient access to all your money between worlds. There will also be a small branch office in your warehouse which can be used to access your wealth and provide other banking services you might need even in settings without complex banking systems.

Island Resort (400): Out to sea but easily reachable by a ship is an island paradise where you can enjoy a level of luxury normally found only within the exclusive events of high nobility and the wealthiest of the merchant class. For a sizable fee even those with less extensive means can enjoy the high life they never believed to be within their reach, a vacation from the world of delving into dungeons or pinching silver in their shop could let them enjoy the best that life has to offer. Though some good fortune or wise investing you've gained a substantial slice of this pie for yourself, getting a good chunk of all its considerable profits sent your way and the chance to take several week long vacations at the resort every year; with few limits on just how large of a party you bring with you should you have a properly large harem, the most frequent guests are still the wealthy noble types after all and you know how they are. Time spent on the island also seems to be extremely disproportionately helpful for building up your relationships, whether they're allies you want to get closer to or far more likely harem girls you want to ensure the devotion of.

Slave Collars (400): Normally these lovely devices are only held by the Slaver's Guild, despite this you have managed to get your hands on a supply of your own. When placed onto someone's neck these collars give you control over them, forcing them to obey all of your orders. Slaves under the control of these are able to interpret your commands within reason but they must endeavor to fulfill them properly, they must be able to understand your commands for this compulsion to work however. Removing or disabling these is extremely difficult, requiring specialized magic and a fair bit of time to accomplish. Unlike those you might steal/extort/bribe out of an agreeable member of the Slaver's Guild your supply of collars won't run out, works properly on anyone not just humans, comes in your preferred style(s), and won't destroy the minds of overly resistant slaves unless you want them to. These collars can overwrite existing ones that recognize you as the master and anyone wearing one at the end of a jump can be taken with you as a companion or follower if they aren't one already. Despite their effectiveness on non-humans they won't just bypass any especially potent mental defenses, though they remain nearly impossible to remove without your consent even if the wearer is somehow able to resist their influence.

Companions: Allies to join you, receive +100 CP for companions only.

Harem Party (50/200): For 50 CP you may import or create one companion with 600 CP to spend on their equipment and abilities, for 200 you may instead import or create eight of them. If you'd prefer you may also pick up a local canon companion in place of an imported or created companion but in this case they won't receive any CP to spend here.

Wiki-tan (50): This stoic girl with pink and blue hair came to you after briefly helping some nerds in solving some strange puzzle they were having trouble with, hard to say if there's any connection but she's a very potent mage with a wide variety of spells. Unfortunately her magic is exclusively offensive in nature, what she has in power and elemental coverage she lacks in essentially every other area you might want to have a wizard in your group for. Regardless when it comes to simply blowing up your foes with the magic version of brute force there aren't many who could match her, she's also rather cute despite rarely showing very much actual emotion. Probably a magitech robot shaped like a girl. Somehow seems to be unusually well informed about any quests she's brought along for; able to point out answers to puzzles, the next step for the objective, locations of hidden treasures, the enemy's weaknesses, and other such information without any apparent way to know about these things.

"Hero"-Chan (50): While quite attractive and incredible in bed this fit curvy redhead is an absolutely awful person in general, morally speaking at least. In terms of getting shit done and enacting violence she's one of the best, which is what's truly important if you ask her. Her dream, which she's in no way shy about, is to become one of the top girls (ideally THE top girl) in a massive harem of 151 girls minimum so that she's able to indulge in her base desires as much as she pleases. It's your harem, or rather future harem, which she's planning to be the top bitch in of course as despite greatly enjoying stepping on other girls she also has a submissive side seemingly exclusive to you that she's very embarrassed about. Would "reluctantly" accept a collar from you while insisting that she's only do so to ensure she gets to play with the other girls in your harem, even if you don't actually have any others yet. Likely your cousin or perhaps a second sister if this is taken alongside The "Hero"? scenario but she'd barely pretend to care about that detail.

Scenarios: Challenges to overcome for significant reward.

The "Hero"? (+0): Perhaps you're not just some random peasant or adventurer, perhaps you're ready to become a True Hero! Well you've really come to the wrong place it seems. You may take the place of the protagonist of this world; having just completed the tutorial quest to obtain a rather dilapidated mansion along with your first slave and household manager Alina. From here on out you'll find events pushing you into the same situations, adventures, and questlines as the "Hero" would've faced. So long as you rise to the occasion and overcome the many bandits, undead, wild beasts, manipulative nobles, vampires, crazy mages, weird puzzles, foreign soldiers, and other such nonsense you'll gain all of the wealth, magic items, allies (mostly slaves) that all these quests reward you with to keep even into other worlds; from the start you'll have an initially rundown version of the Harem Mansion item, Alina, and a few standard slave collars obtained from that "first" quest. Do note however that while you won't need to do 'everything' that the Protagonist might've done you'll find life pushing you into the overwhelming majority of it and even a few mandatory 'cutscene losses', though those won't have the same risk of death or lead to an obvious "bad end" like failing in the more typical quests this will likely put you through.

Drawbacks: Additional problems and difficulties for added benefits.

Genderbender (+0/100): Perhaps you'd much prefer to be gathering a harem of slave guys instead of girls or think that the few male members of the cast should join the fairer sex too? Regardless you can change the gender of canon characters of your choice in this world for free, but what about yourself? For an extra +100 CP your own gender will be changed, not from the start in a way that would feel natural from your origin or even a long time ago so you could be used to it either, you were genderbent recently, are in no way comfortable with the change, and won't become so for quite some time yet. While changing back is theoretically possible you won't actually be able to do it, at least not successfully with it sticking, and this fact will be conveniently removed from your mind at the start of the jump.

It's Never Simple (+100): For some reason nearly every real goal or task you take up will have at least one strange twist to it that makes things harder, just plain weird, or both. Perhaps there's a very strange boss that doesn't make much sense to be there, that cult is full of weird tentacle monster enthusiasts, or there's a bunch of inane hobbyists with combat robots trying to steal a collectable you were hired to deliver to the next town over. Regardless things seem to almost always get weird, if they don't you're probably just too jaded to this bullshit to have noticed that most of the time people don't charge the heavily armed adventuring party for daft reasons or turn their house into a gauntlet of battles to avoid paying the debt collector when they actually have money to pay their debts. On the plus side this doesn't make any already weird or convoluted situations any more so, which given the state of this place might be a far bigger help than you'd like it to be.

Rape Magnet (+100): Strangely enough this place has a lot of rather awful people, who might've guessed it with all the monsters and poverty. You tend to run into them and be the target of their unpleasant desires, they won't take no for an answer without a lot of violence either. Most of the time this isn't too big of an issue, a sword to the face will handle most would be rapists after all, but sometimes when you run into truly powerful enemies they're going to be part of this unpleasant lot as well and will attempt to subject you to what certain fans of intricately illustrated literature might refer to as a 'bad end' should the fight go their way.

Weapon Scarcity (+100): You remember that cool upgradable weapon you got? I hope you like it because you're not going to be finding anything else worth a damn. Your enemy's weapon? Either it broke in the fight, it's useless vendor trash, or you just plum forgot it on their body when taking their stuff off the corpse. Weapon shops? Nothing suitable is ever on sale. That cool magic sword you got from a quest reward? Magically limited to certain types of users (meaning not you). Keep on upgrading what you got because you're never going to be trading up. You may end up using a startlingly bad replacement if you lose your sword, like a stick or particularly large vegetable that you can smack people pitifully with.

No Going Back (+100): Sometimes it can be very helpful to be able to just go back to the site of some old adventure to make sure you didn't miss any important or useful loot, especially if you only found out it was there way later, but you rarely have the chance. Most of the time when you finish up in an area something will make any attempts to return for missed loot or opportunities unreasonably difficult if not impossible. The dungeon collapsed on your way out, somebody looted it bare the very moment you left, or you find yourself unable to even consider the possibility of missing some good piece of treasure. It's not always, but it happens far more than you'd like.

Party Size Limit (+200): It's entirely possible to build up quite an impressive selection of allies to join your adventures here, hell you'd be smart to just buy some decent combat slaves soak up a lot of damage or gang up on enemies. Such clever tactics are unfortunately beyond your use now however. Somehow you find yourself incapable of bringing more than three allies with you during your adventures, if a quest giver or someone else needs to come with you that cuts down on how many of your own party members can come even further as they'll take up a slot too.

Noncombatant (+200): Ah, well this could be rather unfortunate. You kind of suck at fighting, the best you can really hope for is to not get in the way of your more capable allies any time conflict turns violent. None of your abilities are really gone but trying to put them to work in real, or even staged, combat will result in frankly impressive levels of incompetence. This can be something of a problem in a place with rather lax law enforcement regarding rape, murder, and slavery so you might want to stay near someone who can actually fight at pretty much all times.

The Sacred Number (+200): You will not be able to leave this jump until you have a slave harem numbering at least 151 girls, an unreasonably large number to any but the most overly ambitious of horny thugs and other assorted degenerates. These cannot just be simple random ugly peasant girls or slum rats either; to count toward your goal you must have beautiful slaves who must have some valuable role in your home, business, or party beyond just their looks too. Not only will your stay here be extended until you succeed in accumulating the sacred number but you'll find yourself rather obsessive over pursuing it too, having a difficult time focusing on other goals unless you can see how they contribute to this one. Taking this also prevents you from bringing in any existing companions, you must gather a slave harem not rely on already having one built up in the past.

No Running Off (+200): Ever get into something and said "hey, I wasn't ready for this so I'll come back later"? Well you won't be doing that here; when you get into the thick of a job or battle you see it through to the end whatever that may be, even if it means yours. Take all the time you like to prepare beforehand or tie things up in the end but once you go in there's no turning back, if a foe turns out stronger than you thought you'd better tough it out or find some way to cheat since running away won't be an option.

Fresh Faced Squire (+200): Despite everything you may have achieved or been through up to this point you enter this jump as a relative beginner in just about every way, needing to train up your powers and skills from the early stages all over again. It's almost as if you're starting off at level one and nothing you did before the 'game' actually starts amounts to anything. All of your skills and abilities are essentially brought down to the same relative advancement as an adventurer at the start of their journey struggling a fair bit against random thugs, including non-combat ones as well so get to work on practicing.

No Timeturner (+300): How long has this day gone on now? Feels like nothing has changed, as if it could go on forever without ending. And it can. Every day now stretches out endlessly and can only come to a close once you have accomplished something notable, each day of your ten years here could become an eternity if you're lazy so hop to it. Over the course of your ten years here with 3652 days where each requires you to achieve something significant; complete a quest, finish an important step toward a major goal, obtain a new slave, or whatever else you might achieve for a day but something must be done. What is enough to end a day might not even always be clear as well, in some cases what seems like it should be a solid accomplishment won't be enough and in others what appears minor may see the sun set soon afterwards, regardless unless you're very active things are going to drag on here a lot.

Enslaved (+300): Despite your best efforts or perhaps because you didn't give them you've ended up with a slave collar, one that works just fine on you regardless of any abilities that would protect you from such devices. You are compelled to obey your owner's commands and will have your mind broken by the magic in the collar if you resist too strongly. If you leave this world as a mindless puppet you will have failed your chain and be sent home. Optionally you may have your owner be the "hero" or a female version of him if you're a man, an enormous asshole who sees you as a sex object but perhaps even that is better than the idea of leaving your fate up whoever pays enough. You may take your owner as a companion when leaving if you wish, to either take revenge or if you like them for some reason.

Crippling Poverty (+300): No matter what you do, no matter what you try, no matter how strong you end up becoming you still wind-up living in squalor with no money. The Northmarket slums will be your general standard of living for your entire time here and nothing you do will ever let you escape the bottomless pit of poverty you find yourself trapped in. Even worse is that you know what a good or at least decent life is like and no matter how much time you spend eating shady 'sausages' and sleeping on the floor of a cold shack you'll never be able to adjust to this shithole.

Upon the conclusion of your decade here your Drawbacks end and a choice arises:

Stay Here

Go Home

Move On

Notes:

For the Scenario you are essentially plot bound into the various quests faced by the protagonist and as a reward the wealth, properties, and close allies you gather along the way will follow you forward in your chain if you succeed in them. These quests are often dangerous and beyond the capacity of most adventurers to accomplish; pitting you up against threats such as demon cultists, dragons, the heroes of the main enemy nation, and quite a few more.

Long Distance Party is a growth booster for members of your harem, retinue, etc. to bring them up to par for being part of an active party alongside you or fulfilling whatever support role they might have for such a party. This only enhances growth in things they already can, or at least could, do and they might not be able to reach the point the boost aims at without somehow getting additional abilities should you be well beyond what's potentially achievable with their own capabilities. To benefit from this someone has to be a noteworthy individual within your party, harem, retinue, etc. rather than some random hireling.

For Gifts and Decorations, those you already have a close relationship with can still provide rewards; which will be given one by one after any meaningful positive interaction with them until 'caught up'. Usually it's around 3 or four milestones and rewards until you have the individual's complete trust or love and you're given their personal quest.

Is this an RPG? doesn't guarantee your victory in everything, aside from quests waiting for you most of its effects are just a form of specialized luck/plot armor. Enemies aren't made weaker you're just very unlikely to encounter those beyond your ability to handle unless especially reckless or unlucky, further a suitable enemy for your 'level' is not the same as one you're certain to win against.

Already existing items may be imported into similar options within the jump, such as a melee weapon into another melee weapon.

The game can be found at the link below, as long as the site hasn't died:

https://www.badkittygames.ca/harem-collector/

The official site appears to have died, leaving the link just in case but the game can also be found at:

https://bad-kitty-games.itch.io/harem-collector