

Lust Lessons with My Witchcraft Tutor 0.1

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Introduction

Welcome, Jumper, to a world set in the Middle Ages of Europe, where magic and witches exist yet their true origin remains mysterious.

The most widely accepted theory is atavism: Long ago, elves and humans are believed to have mingled, only to awaken generations later as magic.

When a woman (and in this world, it is unknown whether male witches exist at all) awakens to magic, she is considered a danger—to herself and to others. Because of this, newly awakened witches are immediately sent to an established coven or mentor to learn to control their power.

That is where you come in.

Take 1000 CP, step into this uncertain world of superstition, fear, and whispered legends and discover what kind of witch you will become

Starting Location

Fortunately, your starting location in this world is not fixed. You may begin in the same town where Fione the witch lives, or you can freely choose where your journey starts in this parallel medieval world. You might appear in a busy city full of people, suspicion, and opportunity, a quiet countryside village where magic is both needed and feared, a coastal town shaped by the sea and old superstitions, or a remote mountain region rich in ancient ruins and lingering elven influence.

Each place offers different challenges and chances to use and develop your magical abilities as a Witch, shaping how others see you and what kind of path you will ultimately follow.

Origins

You may change your gender for free, and your age is 19 + 1d8 years. If you prefer, you can pay 50 CP to choose your exact age. Also here you will decide your origin.

Apprentice

You are someone who has only just awakened to magic and are still a true novice when it comes to using it. Your power exists, but it is unstable and often unpredictable, requiring careful guidance and constant practice. As an apprentice, you will spend much of your time learning the basics of spellcasting, control, rituals, and magical theory under the supervision of a more experienced witch. Mistakes are common, but so are discoveries giving you many chances to experiment, refine your abilities, and even create new spells through trial, error, and curiosity.

Full Witch

You are a fully realized witch who has completed your apprenticeship and mastered your own unique style of magic. Your spells are reliable, intentional, and shaped by personal experience rather than raw instinct. As a full witch, you are capable of fulfilling requests, solving serious magical problems, and influencing the world around you in meaningful ways.

Perks

Perks from the same origin are discounted and perks that cost 100 CP are free.

General

Yuri Standard of Beauty [Free]

For reasons tied to the nature of this setting, everyone here seems to rate surprisingly high in the looks department. In fact, by default, you're considered at least an 8/10 on the attractiveness scale.

On top of that, you may choose one defining attribute that sets your appearance apart from others. Perhaps you're irresistibly cute and kawaii, the kind that melts hearts wherever you go. Or maybe you radiate the aura of a hardcore badass, sharp and dangerous, turning heads with raw confidence. Alternatively, you could embody the charm of someone stylishly cool, effortlessly fashionable and always on-trend.

A Word Of Lesbian Love[Free/ 100CP]

During your time in this world this world comes at no cost. Should you wish to carry this style to other worlds, it will require 100 CP, ensuring you can continue living a world where yuri is a common things.

Minimal Male Interaction [Free/ 100CP]

While in this world, you will not draw romantic or unwanted attention from men. This is provided for free here due to the nature of the setting. In future worlds, this perk costs 100 CP to retain and is fully optional. It can be toggled on or off at the beginning of each new jump.

Magic Flow Type [Free / Other 200 CP]

Here you decide how magic flows through your body. The way your mana circulates affects your strengths, weaknesses, and even your physical condition. Choose one freely, or create a custom flow type for 200 CP.

Fast Magic Flow

Your magic moves through your body almost instantly. This allows you to cast offensive spells much faster and at a lower mana cost, making you extremely effective in combat. Witches with this flow type often become famous fighters or even heroes because of their speed and destructive power. Normally, this type of rapid circulation would shorten the caster's lifespan due to the strain it places on the body—but in your case, that drawback is completely negated.

Slow Magic Flow

Your mana flows steadily and slowly, similar to Fione and Stella. Because of this calm and stable circulation, your lifespan is extended to several centuries and you gain eternal youth . You are naturally more proficient in healing, restoration, and plant-based magic.

Mana Capacity [Free / 100 CP / 200 CP]

Here you decide how much total mana you possess. If you choose the free option, you will have the mana capacity of a normal witch, allowing you to cast spells at a standard level without standing out among your peers. For 100 CP, your mana pool becomes twice that of a normal witch, greatly increasing the number of spells you can cast and how long you can maintain them. For 200 CP, your mana capacity rises to six times that of a normal witch, placing you far above most practitioners and allowing you to sustain powerful magic for extended periods. The greater your mana pool, the more spells you can perform and the longer you can continue casting before exhaustion sets in.

Nobility [400 CP]

Congratulations. Like Stella, you are born with noble blood. In this world—and future worlds—you will be recognized as part of the elite. You are treated with respect, dignity, and priority in social matters. You receive first access to opportunities you qualify for and enjoy a higher standard of living compared to commoners. In future worlds, you will also be considered an heir or member of high society, granting you influence, status, and significantly greater opportunities than most.

Apprentice

Cheeky Personality [100 CP]

You have a bold and playful attitude, often acting bratty in a way that would normally annoy others. However, the way you carry yourself makes it come across as charming and cute, especially toward people you have feelings for. No matter how teasing or mischievous you act, those around you tend to see you as an endearing young woman rather than someone rude or unpleasant.

Studious Nature [100 CP]

As an apprentice eager to grow, you are fully committed to learning everything your master teaches. You possess strong focus and mental discipline during lessons, allowing you to absorb information efficiently. You rarely feel bored or distracted while studying magic, theory, or practice.

Teasing Gremlin [200 CP]

You have a habit of playfully bothering people you are fond of. Whether it is holding their hand unexpectedly, leaning in close, or whispering suggestive remarks in a joking tone, your teasing easily stirs their emotions. They become very aware that you are not a child but a fully grown woman, and your playful behavior tends to fluster them rather than push them away. Your charm makes it difficult for them to stay completely composed around you.

Incantation Skip [200 CP]

Through unconventional practice, you have learned how to cast spells without using full incantations. This allows you to activate magic more quickly and with less obvious preparation. However, because this method is less stable and not traditionally taught, the effectiveness of your spells varies, typically functioning at around fifty to ninety-five percent of their normal power.

It's Not Puppy Love [400 CP]

"I love you." When you say them with a serious and sincere tone, the person receiving your confession cannot dismiss it as childish infatuation or a passing phase. They are compelled to truly reflect on their own feelings. If they hold even the slightest genuine affection for you, they will accept your confession honestly and will not respond with denial, mockery, or careless misunderstandings.

War Witch [400 CP]

You are a witch who has specialized in combat. Offensive magic comes naturally to you, and you have become highly proficient in casting attack spells with greater precision. You have mastered several powerful offensive elements spells of your choice, allowing you to use it with exceptional skill.

Duplicate [600 CP]

You have learned an extremely advanced spell that most witches would take years to master: Duplicate. This powerful ability allows you to instantly replicate any active spell you have seen, touched, or directly experienced. The copied spell can be cast at equal power, allowing you to release two spells of the same strength at once if you wish.

Beyond simple spellcasting, it can replicate enchantments from one weapon onto another, and transfer active curses or buffs between targets. You may copy enhancements placed on allies or enemies and apply them to yourself, or even reverse harmful effects when possible.

Full Witch

Motherly Personality [100 CP]

You possess a warm and gentle personality that naturally makes people like and trust you, even upon first meeting. Your presence feels comforting and safe, putting others at ease without effort. Those you truly care about develop a strong desire to be pampered by you, whether through affectionate gestures, head pats, or simply resting against you for comfort.

Good Teacher [100 CP]

As a witch, you are expected to guide apprentices, and you excel at it. You are highly skilled at teaching any form of magic you are proficient in, breaking down complex concepts into simple, understandable lessons. Your teaching style is engaging and enjoyable, making learning feel natural rather than burdensome.

Magic Specialization [200 CP]

As a full witch, you have mastered at least one specialized branch of magic, refining it to a high level of skill and understanding. This option may be purchased multiple times if you wish to gain mastery in additional fields.

Abjuration focuses on defensive magic, granting you expertise in creating barriers, protective wards, and enhancement spells that strengthen yourself or others.

Animancy allows you to manipulate life force itself, influencing growth, vitality, healing, and the condition of living beings.

Conjuration gives you the power to create objects or transfer items, creatures, or even people to a designated location within your magical limits.

Divination grants limited clairvoyance and insight, allowing you to gather information through magical perception, foresight, or forms of star-reading and omen interpretation.

Necromancy provides control over the forces of death, including interacting with spirits or manipulating the deceased within the boundaries of your power.

Alchemy enables you to transform materials, create potions, and alter substances through structured magical processes and formulae.

Strong Heart [200 CP]

As a witch destined to outlive many around you, you are blessed with emotional resilience. Your heart will not break under the weight of painful goodbyes, nor will grief permanently consume or derail your life. You are able to cherish memories without being destroyed by loss.

Doctor [400 CP]

As a witch, you possess extensive medical knowledge focused on treating humans. You understand how to properly heal wounds, treat illnesses, assist with childbirth, and manage recovery care. You are also skilled at creating medicine using herbs, minerals, and materials found in both this world and future ones. While your expertise applies naturally to humans, treating other races will require study and research to understand their biology. In addition to practical medicine, you are highly proficient in healing magic, allowing you to combine natural remedies with supernatural restoration.

Duty of the Land [400 CP]

You have taken it upon yourself to act as a guardian of the land. At the beginning of the jump, you may choose one specific town or region to protect. While you remain within that area, it will flourish with life and vitality. Crops will grow well, the land will remain fertile, and the region will never fall into famine. Your presence alone stabilizes and nurtures the environment, making you a quiet but powerful pillar of prosperity for those who live there.

Magical Charm [600 CP]

You have mastered the creation of a powerful magical crest shaped like a womb. Though its origins trace back to ancient demonic magic, this refined version is considered completely safe under modern magical standards. When placed upon someone, the crest promotes fertility and restores natural reproductive balance. It can regulate libido, heighten sensitivity, and correct certain physical issues such as erectile dysfunction or infertility.

This charm is especially useful for couples struggling to conceive or those experiencing difficulties within a marriage. An additional safeguard is built into the crest: it only activates when the person it is placed upon is willingly engaging in intimacy with someone they truly love. This ensures the magic cannot be triggered through coercion or without genuine mutual consent.



Items

Perks from the same origin are discounted and items that cost 100 CP are free.

General

Gold [100CP/Free for Nobility]

You have been allocated a monthly allowance of \$40,000 form

Cosplay Closet [200 CP]

Why settle for just one sexy look when you can have an entire wardrobe of them? With this item, you gain access to a magical closet filled with an endless variety of outfits, costumes, and lingerie, perfect for spicing things up. Whether it's classic bunny suits, maid uniforms, nurse outfits, or something even lewder, you'll always have the perfect attire for any mood or activity. And the best part? They all fit perfectly, feel amazing, and magically adjust for maximum appeal. You'll never run out of new ways to drive your partners wild!



Apprentice

Comfort Hobbies [100 CP]

Even as a witch, sometimes you just need to relax and unwind. With this perk, you gain an unlimited supply of raw materials for any hobby of your choice—perfect for when you need a break from all the “physical activity”. Whether it’s cooking, crafting, sewing, drawing, or any other typical hobby, you’ll never run out of ingredients, materials, or tools to enjoy it. Now you can de-stress in style, indulging in your favorite pastimes whenever you need a little downtime... before diving back into the fun!

Amulet Of Protection [200CP]:

As a witch sometimes, facing defeat in battle is an inevitable possibility, and the loss of comrades can be devastating. To safeguard against such dire circumstances, you now possess an enchanted amulet that offers protection from a single fatal blow. This mystical charm will shatter upon absorbing the impact of a lethal strike, rendering it temporarily inert for a period of at least one year before regenerating its protective properties, ready to shield you once more from impending peril.

Auto-Fill Workbench [400 CP]

Who has time for boring chores and annoying responsibilities. With this enchanted workbench, all you have to do is drop in any work, homework, or tedious task, and it will be instantly completed with 100% efficiency. Whether it's paperwork, research, or even cleaning, this magical cheat code makes sure you never have to waste a second on anything that isn't fun. Now you can focus on the truly important things—like endless hentai adventures!

Spiral Wand [600CP]

This wand is an ornate, elegantly crafted wand that channels boundless magical energy, making it the ultimate weapon for any witch. Its design features spiraling patterns of gold and silver, with a radiant gem at its tip that pulses with infinite light. The wand can cast spells of immense power, from purifying vast areas of corruption to summoning celestial phenomena like falling meteors, auroras, or starbursts. Its most notable ability is to unleash devastating purification waves that cleanse darkness and restore balance.

Full Witch

Mage's Hood [100 CP]

The Mage's Hood might not provide much in terms of coverage. Despite its rather revealing design, this hood offers resistance to an element of your choice, allowing you to endure extreme conditions like scorching flames, freezing cold, or even high-voltage lightning with relative ease.

Additionally, this enchanted hood enhances your ability to absorb mana from the air, ensuring your magical reserves replenish faster, making it an excellent tool for any spellcaster who wants to maintain their strength in prolonged battles or intricate rituals.

Magic Bag [200CP]

You now possess a cute bag perfectly sized to fit your small body. This bag is incredibly useful for storing items that are too large or cumbersome to carry on your own. Its magical properties allow it to accommodate a surprising amount of items while remaining lightweight and easy to carry. Whether you need to transport equipment, supplies, or personal belongings, this bag is the perfect solution.

Grimoire [400CP]

Each chapter represents the experiences of a single Witch and upon delving into a chapter, thereader enters a pocket dimension to experience the witch history firsthand, learning their skills, knowledge, and life lessons through trials of combat or other challenges. Initially granted access to basic spells and fighting techniques, the reader gradually gains access to more advanced skills as they grow stronger.

Power Spot [600 CP]

Welcome to your luxurious, fully furnished House, built directly on a highly concentrated power spot it's a magical nexus that enhances recovery, rituals, and all things mystical. Whenever you or another witch relax here, you'll instantly feel refreshed, and their mana will regenerate at an accelerated rate. Sure, it's not as efficient as the more... interactive methods of mana transfer, but it's still way faster than normal recovery.

Additionally, any rituals, spellcasting, or magical item creation performed here will be significantly stronger and more effective.

Companions

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP. you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200

My New Team 50

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions. You may buy this multiple times.



Drawbacks

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Stripped A lot [+100CP]:

It seems like you'll find yourself getting stripped quite often, either due to your antics or perhaps because the universe has a peculiar sense of humor. To make matters more interesting (or embarrassing), you'll now exclusively wear the most flamboyant and outrageous underwear available. This ensures that whenever you do get stripped, your fashion choices—or lack thereof—are on full display for everyone to see.

Time Extender [+100CP]:

You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Substance Dependence [+100 CP]

You are deeply entrenched in unhealthy habits, whether it be alcohol, drugs, nicotine, or another substance. This addiction has taken a strong hold over you, affecting both your physical and mental well-being. Whether you struggle to function without a constant supply or find yourself frequently seeking ways to numb your emotions, this dependency can greatly impact your judgment and decision-making. As a result, you will often be distracted, disoriented, or weakened by the need to feed your cravings, making it harder to focus on more important tasks or maintain a level head in dangerous situations.

M problem [+200CP]:

You are now a hard masochist, to the extent that you prioritize being putting yourself in harm's way, seeking out pain and degradation over strategic or safe actions, and being humiliated by monsters. This tendency can be so strong that it becomes a hindrance to everyone around you.

Novice [+200 CP]

You are a novice when it comes to wielding your powers, with much to learn and understand. Whether through magic, combat, or other extraordinary abilities, your skill is limited, and you struggle to control your potential. It will take you a decade of hard training, experimentation, and experience to fully master your abilities and harness their true power. During this time, you may find yourself making mistakes, accidentally using your powers in unintended ways, or even struggling to use them effectively in high-stress situations.

Naive [+200 CP]

You possess a certain level of innocence or ignorance about the world, often trusting others more than you should and believing in ideals or promises that may not be as they seem. Your naivety can lead you into situations where you are easily manipulated or taken advantage of, as you struggle to see through the more cynical or manipulative sides of those around you. While this may make you well-meaning and idealistic, it also exposes you to greater risks, especially when dealing with deceitful individuals or darker forces. Over time, you may become wiser, but it will take significant experience to grow out of this Vulnerability.

Low On Magical Energy . [+200CP]:

In a world where magic reigns supreme, you've been struck by an incurable ailment that compromises your mana capacity, reducing your spellcasting efficiency to just 70%. Despite your innate magical abilities, this affliction weighs heavily on you, forcing you to adapt and find alternative ways to navigate through the challenges that lie ahead.

Crazy Love [+300 CP]

Anyone who begins to develop even a hint of affection for you quickly becomes obsessed in a dangerously unstable way. Their admiration transforms into unhealthy obsession, causing them to act erratically or irrationally in their pursuit of you. What starts as a mild attraction or fondness rapidly escalates into an overwhelming fixation, leading to possessive behavior, intense jealousy, and increasingly erratic actions. These individuals may become obsessive stalkers or even volatile, willing to go to extreme lengths to "prove" their love, regardless of the consequences.

Three Vices [+300 CP each]

You have an overwhelming tendency to indulge in one of three vices: sex, sleep, or food. Your desire for excess in any of these areas often clouds your judgment and can lead to distractions or even self-destructive behavior. Whether you're driven by an insatiable hunger, a constant need for comfort through sleep, or an irresistible craving for indulgence in physical pleasure, your cravings can derail your focus and discipline.

Sealed Powers [+300 CP]

Your powers and warehouses from previous worlds have been sealed away, leaving you reliant on the abilities and resources you've acquired in this current journey. All the skills, strengths, and advantages you've previously had access to are now inaccessible, leaving you feeling vulnerable and significantly weaker. To survive, you must adapt to this new reality and make the best use of the items and abilities you've acquired here.

Monster / Ugly Sex Addiction [+300 CP]

Hentai is the theme of this Jump , of course you were getting laid at some point. Though if you are female its most likely you got fucked by a monster or just a rapist. And Sadly, you seem to have liked it a bit too much, resulting in a addiction of you need to be fucked once a day and that by the most ugly monster or people at that.

Ten Years Later

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.