The Tyrant’s Guardian is an Evil Witch jump.



Welcome, jumper, to a world of magic, nights, politics, witches and saintess, the typical romance novel young women consume, here a certain soul from Earth will be reborn into this world a fan of it, reborn as a minor Character, the White Witch Clete, who later decide to raise the Male-Lead, Titta, also known as Alpen to avoid his tragic ending as a Tyrant and specifically her death at the end of his sword, except she has no idea how to raise a human child, and not to mention the latters implication, hopefully you can do better than her, or at least, make this world better. Take these **1000 Choice Points.**

Origins

ALL Origins can be taken as a drop-in; age and gender are up to you.

Guardian [+200 CP]

Be it the butler of the witch, the saint of a priesthood, you are important without being pivotal, a guardian or support character to this tale; this is a path of many useful doors.

Tyrant

The male lead, the Tyrant, for now you are just a child or a potential unrealized, be it the returning prodigy or the black sheep, your fate is essential for this kingdom, as is the heart of your future maiden.

Witch [200 CP]

You were never human; you are a witch, an immortal being forged of magic and nature, by nature cold and distant like the elements of your nature. You can also be a soul inhabiting the body of a witch; either way, you are not as stupid as to neglect so severely those under you; your nature stays intact. Have fun with your new immortal life.

Time and Location

You only have two choices: either be in Belos or in the Capital; you will be dropped at the entrance; guardians will be spawned not too far from helpful villagers in case of monster attacks; in terms of time, it would be 3 weeks before the arrival of Titta.

Perks

Origins get their 100CP perks for free, and the rest are discounted to 50%. All Perks are toggleable.

General [Undiscounted]

Medieval insurance [Free]

Despite the medieval nature of this setting, your skin and health certainly don't reflect that. No matter the era or the environment, your body is as clean and as healthy and beautiful as if you constantly live a life of pampering and beautifying in the modern age without any effort; you also stay fit without any work and never suffer degradation.

Guardian

The Butler [100 CP]

You are one hell of a butler, especially as you were trained to handle all the matters the enchanted castle in the snow of an ice queen should know.

Absolutely Not! [200 CP]

The authority of a tired butler is not to be underestimated, no matter how high the social status is; whenever you say no, those who belong to the same social group, be it nation or castle, will actually listen to you and seriously consider your words, and even be more fond of you over time.

Plant Master [400 CP]

Magic plants, to sya that it require much to take care of all kind of plants, it is expoenetially worse when we talk about magical plants, thankfully your mastery over flora is unmatch, allowing to communicate and even command plants of all kind, provided theyare not fully sentients, you can even prevents their magical energy from contamination or purposefully combine them to create new plants, making the Greenest thumb in the world with no exception but nature gods as your only equal.

Saintess [600 CP]

You are a saintess, one of the Sun god, meaning your power over the sun concept and fire especially is equal to some of the greatest witches tied to this elements, but you utterly surpass any witches alive in the department of enchantment ad blessing bestowal, in all aspects, be it quantity, power, range and effect and everything else, finally you yourself are immune to any curses and other status effect, no matter the strength and nature and you can lift any and every curses, no matter the origin and function, including divine ones or death curse of the White Witch herself.

Tyrant

Male Lead Essentials [100 CP]

Whether it is the innocent charm of an angel, the impish smile of a teen, or the heartthrob roguish smile of an adult, or even the dark temptation of a tyrant, you are beautiful and can potentially seduce any maiden with it; it is never creepy and is outright always fitting for your situation and age, though you can change the temperament of your charm with practice.

Unfairness [200 CP]

Some people really have all the talents in the world; as expected of a main lead, you are an ace at mundane actions, and even what you don't know, it's disgustingly easy for you to become adept in no time, especially as a pupil. Be it handling plants, brewing magical potions, or dancing like a pro after watching it once, truly unfair.

My Feelings [400 CP]

As recalcitrant as Clete was about marrying her own ward, that sure didn't stop our wannabe tyrant from achieving his goal, and now so can you. Anything that is the target of your desires will have its bad spots smoothed over- something like age, blood relations, nature as a prisoner, and whatever dark implications actually help instead of hinder- so go now and seduce your evil witch stepmom.

Hidden power [600 CP]

It would be a shame for the main leads not to be special; after all, how did a boy, barely a man, kill the most powerful witch in the world? This is the answer, your soul created something, something from your will and desires, a guardian deity that is both demon and god, something invincible in your mind that protect you from intrusions, possession and attack, and something that can manifest in the real world and is utterly immune to magic, if destroyed take about a year to regenerate, but your mind would be defenseless, by default it take the form of a giant spiders. In time, you can even create psychic copies to protect the minds of those you want, but these extensions cannot enter the real world and are disabled if the main body enters reality.

Witch

Witching powers [Free and Exclusive to Witch]

To be a witch is not just being able to use magic; no, to be a witch is to not be human, first. While it is unconfirmed, a witch can be male; second, it is possible for a witch and a human to mate, but the outcome is almost always a human with magic talents. Now, a witch is ageless, unable to die of aging but capable of being killed; secondly, the witch's entire body is a magical reactor, making it, and especially the blood, excellent magical reagents, with the blood having the property to create binding pacts, at the cost of the caster's life to the witch. Lastly, a witch is generally always tied to an element or natural symbol, like wind or winter.

How to Raise a Child [100 CP]

Who gave the bright idea to give a child to this woman?! Be it a lazy NEET or an inhuman witch, it was a disaster in the making if it wasn't for foreknowledge or what may have been a miracle; luckily for you, childrearing is now one of your fortes, guiding their minds and personality toward what you want, which can be used for evil. Also, you can dance well for some reason.

Astonishing Beauty [200 CP]

The day the founding king laid his eyes on Clete his fate was sealed, so did any men who laid eyes on her, this literal ice queen beauty is far beyond humanity and it is said in the discreet parts of the world that even a kiss from a witch is far better than whatever trick a human woman can compare, and those unfortunate to lay with a witch will never be satisfied by anything anymore, whether this true for every witch is unlikely, but it is the truth for you. This can be scaled or toggled.

Magic Seeker [400 CP]

You aren't the type of crass witch that simply swing their magic around, you are far more dignified than that, one of the most essential task of the witch was brewing potions and concoctions and distribute them to the people, use mundane or magical ingredient, add whatever methodology and symbolism with a hint of your blood and/or magic and your good to go, this type of things comes easy for you so don't be surprise if your talent in potion making allow miracles like turning into frogs, or other witchy concoctions.

Queen of Witches [600 CP][Must take a 600 CP drawback]

Clete wasn't only the White Witch or the Archduchess of Belos, she was the strongest witch and the queen of all of them, to say that your magic is great would be an insult, merely releasing your magic would create a blizzard across an entire forest, your spells are all the more powerful and even esoteric spells like teleportation comes to you like swimming to fishes, your elemental magic is all the more precise cable of turning ice into whatever sculpture you wish, but the real kicker is the curses, the original Clete cursed the Tyrant to fall in love, be granted the most noble position but also take away the most radiant warmth in life. This is what happen and your curses aren't any weaker than hers, your curses aren't easily dispelled, clinging to the victim like a tick, but the true horror is that the curse doesn't just affect, body heart and mind, but also soul and fate, ensuring what you say come to pass, the greater the sacrifice and power invested, the greater and more inescapable the curse.

Items

Origins get their 100CP items for free, and the rest are discounted to 50%

You gain a stipend of 300 CP for this section only.

Guardian

Dapper Outfit [100 CP]

A Butler's stylish outfit, a prince's gown; it is more diverse than the wardrobe of the witch but has much less quality; still absurd quality, though.

Pot of Witch Blood [200 CP]

This silver blood of a witch; this pot, if forced to be drunk by any spirit or nature guardian, will be corrupted and made to hunt the first being you give them the picture of. Renewed if used every ten years

Greenhouse Garden [400 CP]

A greenhouse that houses all kinds of plants, magical or otherwise, and enchanted to work anywhere, including a perpetual magical blizzard in Belos.

The Summer Palace [600 CP]

When the first emperor built this palace, it was obvious that it surpassed the imperial palace by magnitudes in every aspect, and it is not lacking in magic either, designed for the most exigent and luxurious mind, as well as self-sufficiency; it is maintained by invisible spirit maids.

Tyrant

My Companions [100 CP]

A monstrous wolf and a magical red poppy flower; one can grow to be bigger than Dire wolves, the other bites the finger of any intruder and has magically infused flowers.

Divine Amulet [200 CP]

A necklace costly enough to buy a castle, blessed by the priests, heated with the heat of the sun and who knows what, this amulet protects against demonic entities, possession, and the cold.

Claim to the Throne [400 CP]

Looks like Titta wasn't the only illegitimate prince; for whatever reason, you have now, in this and future worlds, the ability to have a legitimate claim to a country, generally the size of a decent-sized nation.

Devit Moon [600 CP]

Your very own personal mobile celestial moon, the devit moon is a magical moon that can appear and illuminate any region once a month, even in broad daylight. During that night, all of your abilities are boosted tremendously, and any demonic and monstrous creatures fall under your influence.

Witch

Fur and Fur [100 CP]

A wardrobe fit for the archduchess of the north, mostly composed of fur and dresses; I wonder why? Almost exclusively white and light-blue colors.

Personal Lab [200 CP]

A lab filled with magical ingredients, formulas, and reagents, perfect if you wish to explore the bounds of magic.

The Ice Castle [400 CP]

The Ice Castle, a magical place and house of the greatest witch alive; it is full of secret and magical rooms and passages and contains more riches than one would expect. It also contains a forest filled with magical beasts, trapped by a magical barrier. The castle is similarly enchanted, and it snows eternally around it and is immune to heat.

Reincarnation Scroll [600 CP]

This is the most complex magical spell up to date, the sheer power and complexity alone mean that it is put on magical scroll to activate, but require no magical ability yourself, once activated, you will swapped with a soul from another world, one who is aware of this world, be it through a novel and prophecy, once the trigger mechanism is activated by whatever input you decide, you will be reborn again in a copy or new body, escaping through anonymity whatever was chasing you, this explicitly leave contract on the old body and can be activated as a 1-up, you may decide to be reborn as the new soul's child.

Companions

Companion Import [100 CP]

Import a single companion into any origin for 100cp each; they gain 600 CP.

Companion export [100 CP]

So, you want to bring others? Sure, just pay the fine.

Scenario

Save The Tyrant

Rather than entering the bright timeline, you are in the book timeline; if you did become Clete, it would be the day Titta is welcomed. Now do the expected and save the tyrant in a much darker world.

Reward:1500 CP and Reincarnation Scroll; otherwise, gain an additional 600 CP.

Drawbacks

Take as many as you want

Insertion [+0 CP]

Be Clete, Titta or someone else; if the origin matches the character, feel free to insert yourself.

Extended Stay [+100 CP]

For each purchase of this, your time here is extended by 10 years. Only the first 15 give you points. Careful with aging.

Woe of the heart [+200 CP]

For you, love isn't a normal emotion, whether it is the dominating possessive love, or the one that binds emotions and reason for centuries; when you fall in love, nations shake.

Pervert [+200 CP]

You are a pervert, meaning the way you express love is very much like a certain therianthrope. You're not joking, are you?

Lazy [+400 CP]

200 years, and this bum didn't do anything- no preparation, nothing, just one hair-brained scheme and a stupid amount of luck. You might not have the luck, but you do have Clete laziness.

Inhuman [+400 CP]

Much like the original White Witch, things like compassion, humanity, care, or even basic decency are as foreign to you as nuclear physics is to this world; try not to turn your butler into an abomination.

Lockdown [+600 CP]

You have no **Out of Context** items, powers, or warehouse.

By the Contract [+600 CP]

At the start of this journey, you will be forced to make a contract with the royal family, the same exact one that Clete is under right now. And unlike her, you cannot directly harm the family.

Dark Timeline[+1000]

Under normal circumstances, you either enter the world during Titta's childhood, or when Clete was isekaied; here you will enter during the events of the book proper, meaning the witch does not have a shred of emotion or humanity here. If you took the scenario, Titta is predisposed to his tyrant persona.

Decisions

You have three choices …

Go to next Jump

Continue onto the new mysteries.

Stay

Stay and enjoy your current life.

Go back

Tired? Take this and go home.

Change Log

v1.0

Initial Template Creation