“I'm in Another World, So I Guess I'll Use Magic to Be Lewd!” Jumpchain

Version 1.1



Introduction

A young boy, summoned to another world for the purpose of defeating the demon lord, used all of the power at his disposal for the sake of that world. With the reliable knight corps at his side he defeated the demon king, and by the time peace had come the young boy had grown into a handsome young man. But although his journey had returned peace to the world, the young man thought back on everything he had accomplished and came to realize something grave: he had scarcely spoken to a girl since he'd arrived, and his isekai adventure had been a total sausage-fest! From that moment on, the young man decided that his immense magical powers, the amazing power he'd used to save the world, would be put to use for lewd things!

Welcome to the world of the doujin series *I'm in Another World, So I Guess I'll Use Magic to Be Lewd!* by Akino Sora, or *Lewd Magic Isekai* for short. This time you're off to the medieval fantasy world depicted in this series, a suspiciously-familiar land of elves and orcs, catgirls and demons, and a whole lot of magic waiting to be put to good use by a wandering jumper. If you're a proud degenerate who wants to be the *other* kind of wizard, you've come to the right place! Take this **+1000 CP** to start your adventure.

Locations

Choose a location for your adventure to begin.

Capital City
Capital of the human kingdom and what you can think of as the hub area for this adventure. Home to the king and his many knights, it's one of the most heavily-defended locations in the land, as well as a center of trade for the rest of the kingdom.

Beastkin Village
A nondescript village populated by cat-type beastkin. It's out in the wilderness far from the excitement of the capital, but they do have occasional problems with slavers looking for valuable catgirl merchandise.

Elf Forest
Even farther from the capital than Beastkin Village, the elves live in peaceful seclusion in their forest… or at least as peaceful as they can get with the local orc population lurking around.

Lakeside
A peaceful lakeside retreat where the Hero eventually comes to spend a few weeks vacationing. The view is beautiful but there's not much else around, though the Demon Realm is only a short distance away.

Demon Realm
Home of most demons and the demon lord's castle (or what's left of it, depending on when you arrived). As might be expected, this is a dark and dreary place and the natives are rather hostile to humans.



Origin

This jump only has one origin and that's you, the Hero. Instead of origin-based discounts all characters receive a set of floating discounts that they can apply to a limited number of perks and items out of the available pools. For each CP "tier" (that is, 100, 200, 400, and 600 CP) you can apply discounts to any two perks and any one item. Discounts provide a 50% cut off the listed CP price. Discounted 100 CP options become free purchases.

Race

Being a typical fantasy world there are a ton of fantasy races populating this world, from elves and orcs to demons and catgirls and more. By default you're assumed to be a human but if you want you can choose to be one of these other races instead. Nearly any standard fantasy race is fair game, but if you want to be a race with significant racial powers like natural healing magic or something then there's a 100 CP tax on your selection.

Age & Gender

Your age and gender are both a free choice for this jump, and it costs nothing to change your gender. This being a hentai universe, your options explicitly include exotic or intersex options such as futanari. This jump assumes a male jumper pursuing mainly women, but any gendered descriptions in perks or items can also be applied in other configurations where you want to.



Perks

Medieval Fantasies (Free)
This world being a porn fantasy means the locals are going to be way more impressive in the bedroom than even the best ordinary human would have been back home, so you're going to have to step up your game if you don't want to be outdone by a passing orc. You have become an exceptionally talented lover, easily able to bring your lovers to multiple orgasms and last for hours of lovemaking without rest. Even if you don't have any experience you have good instincts for pleasing your partners, but with practice you can become the kind of sex god who can ruin your lovers for lesser men or fuck an entire harem into blissful exhaustion in a single night.

Hero of the Staff (100 CP)
You weren't even born in this world but the moment you laid hands on a magician's staff you felt the gift of magic ignite in your blood, as if you were born to be a wizard. You have a natural talent for using any sort of magical power you might encounter, both here and in all future jumps to come. Whether it's the kind of magic you learn from a book or the kind you can only be born with you'll always have a natural affinity for learning how to use it and be able to attain a respectable degree of power and skill with it. You'll still have to go about learning how to use that magic on your own time, but you'll never meet a magic system that you totally suck at or simply can't use at all.

Master of the Elements (100 CP)
Elemental magic is some of the most basic tools in a wizard's arsenal, from fireballs and lightning bolts to gusts of wind and shields of earth. But for all that it's very basic stuff, a skilled mage needs to learn how to contain the damage he causes, harming only the targets he intended and avoiding collateral damage. You have mastered the elements of earth, fire, wind, water, as well as similar elements like lightning and ice magic. Your skills in this field are impressive, not only ensuring that you can defend yourself in battle with all manner of elemental magics but being able to do so with such skill that your spells never inflict damage on anything you didn't intend to hit. Your fireballs could sear the flesh off of a company of orcs without harming a hair on an innocent elf trapped in their midst, even if you didn't know she was there.

Lewd Magician (100 CP)
"To be a magus is to walk with death", said… some mage, at some point, who was taking themselves *way* too seriously. Magic is great for saving the world and stuff but it's even more fun to have when you use it for sexy things! You're a depraved genius at finding lewd uses for magic that was (probably) never meant to be used that way, even helping you invent new spells or modify existing ones to make them safe to use in the bedroom. Any spells that you use or redesign in this way become prone to misfiring only in amusing and harmless ways if you happen to screw up casting them as opposed to whatever messy accidents you would usually have to deal with when misusing arcane power.

Heroic Visage (100 CP)
Nobody wants to read porn about a fat guy with bad acne, nor would it be particularly sexy for a medieval fantasy world to be full of people with medieval standards of hygiene and sanitation. Thankfully this is an isekai setting, so you don't need to worry about either of those things! You've got the standard protagonist package of great looks and a big fat cock (or whichever equivalent you prefer). Whether you choose to be handsome or cute or gorgeous you'll find that your appearance maintains itself, so there's no need to be worried about getting grungy and gross even if you've been adventuring in the wilderness for weeks with no time to bathe. Better still, this also applies to everyone around you, so you can always be surrounded by handsome guys and beautiful girls even in the depths of a medieval dark age.

Rewarded as a Hero Deserves (200 CP)
Adventures and quests await the ambitious hero willing to step up and do heroic things for the people, and what awaits you at the end of those quests? Why grateful quest-givers of course! Not only will you never be short on paying adventurer work and "side quests" whenever you have need of them, but you'll find that your quest-givers are both grateful for your services *and* very attractive, and often very willing to reward you with sexual favors in addition to whatever gold or items or information they were going to give you in the first place. These secondary rewards will grow more valuable depending on how much danger you faced during your adventures: get a woman's cat out of a tree and you might get a peck on the cheek, but save a princess from a demon lord and she's likely to fall head over heels in love with you.

Potion Master (200 CP)
Not every master magician is also a master alchemist but you've got a gift for the chemistry side of things that's just as potent as your talent for spellslinging. From health and mana potions to sleeping draughts and poisons you have the skill to whip up all kinds of concoctions both helpful and harmful as long as you have the right tools and ingredients available for them. What's more, you can also add lewd side-effects to otherwise ordinary potions with no extra time or resources required. For instance you could create a mana potion that also increases the drinker's breast size or makes her lactate, or create a sleeping potion that also increases the body's sensitivity. Of course you can also simply make ordinary potions with lewd effects, such as aphrodisiac poisons, and these are especially potent when created in an undiluted form.

Technically a Hero (200 CP)
You may have been summoned to this world to be a hero but that doesn't mean you have to act the part every second of the day. Underneath your heroic visage you're actually quite the mischievous scoundrel, with a talent for spinning lies and a rock solid poker face that lets you look heroic and trustworthy despite the many tricks you play on people, like giving an aphrodisiac to a cute elf girl under the pretense that it'll help you teach her magic. To make matters worse people seem unnaturally prone to falling for your tricks: you may not be able to trick someone into becoming your slave directly but you can often convince them to act on really bad ideas, like betting their freedom on the outcome of a battle.

"Dual Cultivation" (200 CP)
Kids these days have it easy when it comes to learning magic. Even the Hero had to work his butt off for his talents to reach their full maturity but his elf sidekick went from having zero magical talent to being a respectable mage and all she had to do was become his fuck buddy. Like the hero's elf apprentice you're able to soak up magical power and expand your arcane talents at a vastly accelerated rate just by having sex with people who are stronger or more experienced than you. You're able to gain both knowledge and power from your "mentors" this way, with new spells and techniques in their arsenals manifesting in your mind in the form of sudden flashes of insight, though you'll still need extensive practice to master these spells to the same degree as those you learned them from.

Teacher's Pets (400 CP)
Who could possibly be a better teacher of magic than the legendary hero who mastered magic? Probably lots of people, but few of them will get results like you do, even if your methods are kinda sketchy. You're an excellent teacher, able to condense complex subject material into lessons that even a simpleton could understand, and when it's not a matter of intelligence holding your students back you can even train their raw aptitude through… less traditional training methods. By having sex with your students you can impart a fraction of your own abilities into them, allowing even those with no magical talent to gain the first spark of power they need to become proper mages. Of course you're also quite talented at training your young pupils in the sexual arts, turning your innocent students into lusty and loyal little pets.

Master of Mentalism (400 CP)
An unguarded mind is like a fortress with its gates thrown open, easy pickings even for a careless enemy. And you would know too, given your incredible skill in the field of mind control magic. These subtle spells are just as important to a master wizard as any number of fireballs: from hypnosis and illusions to magical charm spells and more, you're able to make the minds of your enemies into your playthings, even twisting their perception of normality or submerging their true minds beneath false hypnotized personas. You can even use hypnotic triggers to force a controlled subject to fall into and out of a control state on command. Naturally those with great willpower or magical defenses are not so easily controlled, but your great skill even allows you to find whatever cracks those defenses may have and exploit them for all they're worth.

Party Hearty (400 CP)
What kind of adventurer goes strolling around the countryside without any friends or allies accompanying them? Aside from the kind that just wants some privacy that is. As the hero of this particular isekai fantasy you have a hero's charisma, a magnetic personality that draws people to your side. You're able to make new friends and allies easily, and those friendships run *deep*: your male friends are your bros for life, and your lady friends easily become love interests if you pursue them. You're especially skilled at working out personality conflicts and disagreements in your circle of friends, like convincing your many love interests that they're much better off sharing than fighting over you. With you at their center your allies are able to work together like a well-oiled machine, supplementing and supporting each other on or off the battlefield.

Arch-Wizard (600 CP)
Who in their right minds would go to a fantasy world just to swing a sword around when you could be learning to bend the universe to your will? Being a wizard is the ultimate isekai fantasy and few people in the world wield magic like you do. Your talent for magic is on the level of an isekai cheat skill, its rules and workings seeming plain as an open book to your eyes. Your talent appears nearly limitless to any mentors you may have, but you hardly need them when you can decipher the workings of a spell just by seeing it performed for you, though even you will still need practice to master a new spell. You're not limited merely to learning and casting spells either: you can grasp the very foundations of a magical world, hacking apart spells, rituals, and even entire arcane systems and putting them back together in brand new forms of your own creation. You could even create your own system from scratch, spliced together from the many forms of magic you're certain to encounter on your journey, taking the strengths of each part and fusing them all together into a single magnificent whole.

Protagonist's Luck (600 CP)
Isekai heroes are famous for their stupendous luck, or failing that some seriously potent divine favoritism ensuring that things constantly go their way. You're no exception to that rule, having incredible luck when it comes to encountering new allies, priceless treasures, and incredible opportunities to advance yourself so long as you're actively adventuring. Best of all, these opportunities usually offer you chances for some sexy fun in the process. Your new allies are all beautiful women, the treasures are protected by gorgeous monster girls, and the quests you take up can often be resolved by sticking your dick in something. Even the ubiquitous roaming bandit clans and random monster encounters seem to be heavily slanted towards being attractive women of your preferred type. Do take care though, just because an adventure presents itself doesn't mean you're guaranteed to survive it if you charge in all half-cocked.

Demon Slayer (600 CP)

True heroes know how to redeem the bad guys with the power of friendship **(the dick)**, turning them into loyal allies **(sex slaves)** and showing them lots of love **(creampies)**, and you're nothing if not a true hero! You're able to wield sex as a weapon against your enemies, conquering their bodies and minds with the power of pleasure and turning them to your side through sexual dominance. In your hands an orgasm becomes a powerful weapon, stripping your enemies of their stamina and magical power and leaving them feeling as weak as kittens, though stronger foes may need several successive "defeats" before they become totally helpless. Only the most depraved foes learn to defend against such perverse forms of attack, and even the most powerful enemies can be brought to their knees by your sexual techniques and depraved spells. But this is only the beginning: once your foes have been defeated, continuing your dominance allows you to train them into your loyal pleasure slaves. Those with exceptionally strong wills can resist for a while but the more pleasure they experience the more corrupted they inevitably become. It's only a matter of time until their resolve crumbles, and once it does those you've broken can be freed from misguided or villainous ambitions like "revenge" or "world domination", ironing out their problematic personalities simply by fucking the evil right out of them. Given a few weeks, even the demon lord herself could be slain by the awesome might of your "holy sword" and be reduced to an eager sex slave.



Equipment

Items of similar types can be imported into each other for no extra charge.

Trusty Staff (100 CP)
What self-respecting wizard goes anywhere without his staff in hand? ...no, his *other* staff. The one that shoots fireballs. This is a pretty standard wooden staff, carved from oak or some other type of wood that channels magic easily, and it gives a small but noticeable boost to any spells cast through it. It may look rather plain at first glance but as you level up its appearance will evolve with you, though it doesn't grow in strength unless you put some extra work into reinforcing its enchantments. If you'd rather have a wand or an athame or a spellbook or something you can turn this item into one of those instead, but regardless of what you pick it can always be summoned to your hand if you're ever parted from it.

Billowing Robe (100 CP)
A wizard's cloak is nearly as vital to his image as his staff is, perhaps moreso. A shabby robe implies a shabby wizard, and a fancy one broadcasts how powerful you are. But a nondescript robe? Now *that* has its uses. This is a plain hooded cloak that hides your facial features in shadow whenever the hood is up, allowing you to go about your business without anybody recognizing you. Very useful if you're a famous hero who wants a little time off from your fans and responsibilities! In addition to its identity-concealing properties it's also reasonably protective, about as much as a suit of leather armor, and it's self-cleaning so you don't need to worry about staining it with suspicious fluids.

Alchemy Kit (200 CP)
A basic alchemy kit containing everything needed for brewing potions and poisons (except ingredients), this useful set of gear is a magician's best friend whether you're looking to make aphrodisiacs or mana potions. Aside from the usual mortar and pestle and so on that you could find in any marketplace this kit comes with a few useful features like enchanted glass vials durable enough that they won't break in a fight unless you deliberately throw them, as well as a belt or bandolier with space to hold those vials for easy access. When one vial is expended another from your inventory of the same type takes its place.

Magitech Sex Toys (200 CP)
Some people bring cell phones and laptops and other creature comforts with them when they go on an isekai adventure. You? You brought sex toys for some reason. Awfully prescient of you, huh? You have a sizable collection of "magical tools" like dildos, condoms, bullet vibrators, and so on. Almost anything you might expect to find in a high-quality adult goods store is included in this package of goods, and all of it is conveniently stashed away in a pocket dimension that you can access at will. Much of your collection has minor magical enchantments of one sort or another placed on them, such as spells for self-cleaning and maintenance. The toys in particular have a variety of magical enchantments placed on them so they'll never run out of power and can be controlled remotely through magic.

Bondage Gear (400 CP)
This here is a great big pile of loot from a slave caravan that you may or may not have blown up recently. There's ropes, chains, manacles, and a slave collar that can block any magical powers the wearer may have. Originally it was all made to contain beastkin slaves and everything listed here can hold captives with much greater strength than a normal human, though there's also a strength-sapping spell on the collar. Since you've claimed these items for yourself you've also learned how to conjure them at will, being able to summon the chains and gear with your magic and even equipping them directly to any unresisting (whether willing or unconscious) target. If you also purchased **Magitech Sex Toys** this item includes modern BDSM anachronisms like gimp suits, ball gags, and so on, all with similar enchantments.

Mobile Home (400 CP)
Camping in the wilderness is all well and good but it's not for everyone. That's why you've acquired your own private villa, because camping out is for homeless people! It's relatively modest as houses go, only two stories and with room for a small family, but despite having the appearance of a reasonably well-off medieval villa it has all the creature comforts of a modern home in magical form: climate control, working toilets, refrigeration, security systems, even electricity. Isn't this maybe a little too convenient? But wait, there's more: you can even summon this property to any stretch of empty ground large enough to contain it, and then dismiss it back to… *somewhere* whenever you're done with it.

Magic Academy (600 CP)
What sort of magical adventure is complete without a visit to a magic academy? You've been invited to teach at this prestigious university where only the most promising students (or most wealthy noble heirs) are permitted to attend. Well the funny thing about nobles and magic students is that nearly all of them are both talented and highly attractive, so you have your pick of potential apprentices to favor with your "personal tutelage." But you needn't limit yourself to individual students: the university setting aids your teaching efforts, multiplying the scale of any teaching or training perks you may have and allowing you to train entire classes of beautiful young ladies. Best of all, what happens in school tends to stay in school despite the classic noble pastimes of gossip and scandal, ensuring that word of any indiscrete dalliances with the student body never seems to make it back to the ears of concerned parents or other authorities.

Demon Lord's Castle (600 CP)
"You break it you buy it," I guess? Here we have the smouldering ruins of the demon lord's castle, at least until volume 4 comes out and shows us what the place actually looks like. It's a bit of a fixer-upper for now but with some work you'll find that the foundations are still very strong, built atop a confluence of ley lines that can supply a prepared caster with access to an *enormous* quantity of magical power, boosting the potential scale of your spells massively while you're on site. In addition the foundations also contain the remains of a number of powerful defensive spells that would make it extremely difficult for a typical army to assault any base you might wish to build here. Though you'll have to rebuild a base yourself if you want to live here, the location retains any improvements you make to it across jumps.



Companions

Fellow Travellers (100/400 CP)

You may import companions to join you in this world for 100 CP each. An imported companion receives their selection of discounts and 600 CP to spend on perks and items. They may not take any additional companions nor can they receive more CP from any drawbacks they take. You may import a maximum of eight companions. Should you wish to import the full set of eight you can do so for half price, a total of 400 CP. Alternatively you may create new companions from scratch for the same price and benefits.

Canon Companion (100 CP)

If you wish to use this jump to visit other isekai settings you may pay 100 CP per head to recruit a canon character as a companion, although you will have to persuade them to join you and they must survive until the end of your jump. Should you fail to recruit them you may choose to use their “slot” to recruit a different character instead.



Drawbacks

Generic Isekai Magic (+0 CP)
The world this story takes place in is a little… indistinct. Generic, you might say. In fact while there are a few races around for the hero to seduce there aren't really any details given about the world beyond that, not even any named locations. If you'd rather go somewhere you're more familiar with, you can choose to take your selections to the worlds depicted by other fantasy isekai settings, from *The Familiar of Zero* to *The Rising of the Shield Hero* to *Overlord* to *Dog Days*. Should you choose this option you'll enter these worlds as this story's hero did, summoned by some mage or princess or some other force, and probably for some mission, whether it's defeating the demon king or being some princess's faithful bodyguard. You may choose to use this option to use this jump as a generic jump or as a supplement for another jump.

The Dark Age of Hygiene (+100 CP)
Normally these kinds of fantasy worlds handwave away little concerns like hygiene and sanitation and such but not this time. Now you're going to have to deal with medieval life the same way the people who lived it did, with no easy access to any form of cleanliness or modern comforts. That goes for you and for everyone around you. You might get lucky and find some nobles who take good care of themselves but that's about the best you can possibly hope for.

Big Green Cock-Roaches (+100 CP)
Orcs. They're everywhere and they never leave you alone. They must think you're an elf or something. Yes, the big green cockroaches are out in force for this jump. Bands of them roam the countryside raping and pillaging as they go, but mainly raping. They seem to be drawn to you specifically for some reason, or at least your waifus, because you probably won't go one week in your whole jump without encountering at least one of these roving bands of marauders.

Like a Virgin (+100 CP)
Touched for the very first tiiiime~! Or at least that's the way it'll feel when you're in bed. Your sexual skill and endurance perks have all been turned off for the duration of this jump and you'll have to get by with your natural talents. Or your lack thereof. You can earn those skills back but you'll have to do it the normal way, by getting a *lot* of practice.

Totally Talentless (+200 CP)
You might be a dab hand at magic, but everything else? Not so much. Apparently you're one of those kids who never left the house or developed useful skills in your last life, because trying to do almost anything other than magic or sex inevitably results in an embarrassing failure. This includes really important stuff like talking to girls, as well as less important stuff like, say, cooking your own meals. You're probably going to need someone holding your hand on your adventure during your time here, and it's sure to be a rather humiliating experience as often as not.

Feeble-Minded (+200 CP)
You'd expect a hero to have strong willpower and be able to stand up to things like mind control, but you seem to be the exception to the rule. Rather than a mighty fortress your mind is kinda flimsy and prone to going along with whatever suggestions get put inside it. You're especially weak against people who want to seduce or manipulate you but any magical methods of mind control are your real kryptonite, and you won't be able to do anything to reduce that weakness until your time here is up.

Cuck Bait (+200 CP)
As if the orcs weren't bad enough now you seem to be bait for every wannabe NTR villain under the sun. All kinds of assholes are going to come out of the woodwork to pick fights with you, usually because they want your waifus and/or YOU for their sex slaves or something like that. Many of them will be mages or other sorts with much smarter plans to take you down than the orc bands and bandits you may have chosen to deal with. If you took both drawbacks you'll find them starting to cooperate with each other, making even trash mobs into much more difficult opponents with magical support and cunning leadership.

Chosen Hero (+300 CP)
You might think you're going to spend your whole time in this jump having a fun time and going on cool adventures with no stakes. The hero already beat the demon king, right? Not so fast bucko. You're the hero in question, and you'll be coming in at the start of this adventure. Not only is the fate of the world riding on you, but even if you defeat the demon king you'll find that all kinds of bullshit nonsexy isekai plots keep springing up around you every time you think you've got a moment's peace, and you're the only one who can stop them. These plots will never be resolved without your personal intervention and they'll build up and snowball on you if ignored for long enough. Needless to say, allowing the world to end from one of these plots spells the end of your chain.

Chosen... Villain?! (+300 CP)
Uh oh Jumper, it seems there's been a rather serious mix-up. Instead of being summoned as a fated hero you've been summoned to be the *other* guy, or at least everyone here thinks you have. That includes the villains and especially the Hero or the current Demon Lord, who will see you as a potential rival and want to take you out before you become a serious threat. While your companions and followers are unaffected and you can still make new allies despite your reputation pretty much every major power in the setting will be gunning for your head and the only way to make them stop will be to conquer them all.

Hero's Journey (+300 CP)
Oh so you think you're going to get all this neat stuff for free, huh? Not on my watch buster, you're going to have to earn all this magic and stuff just like the Hero did. You start this jump off with none of your purchased perks or items, leaving you no more powerful than an ordinary human. Stuff you purchased in previous jumps is sealed for the duration of this one, but the stuff you purchased here can be earned by performing quests and earning experience as an adventurer.

Total Sausage Fest (+300 CP)
Why? Why would you do this to yourself? The CP can't be that important to you, can it? You're going to spend this jump totally bereft of any female companionship, no matter how hard you look for it. All named characters that you'll encounter will be men, and while NPC women still exist in the world they'll never be where you happen to be at any given moment. Your magic won't be of any help in breaking this dry spell either, as any spells that could summon a succubus or genderswap a man into a hot chick will simply fail to work. Even any female companions you import will temporarily become burly dudes for the duration of the jump. And if you think you can get free points for being gay or bisexual or whatever, any other gender that you're into will just be hideously unfuckably ugly.

Ten years have come and gone.
Choose how your journey concludes.

Stay Here - Finish your chain and remain in this world the rest of your days.

Go Home - Return to your world of origin with everything you purchased here.

Continue! - Move on to the next jump in your chain.

Notes:

Yes the perk numbers are a little lop-sided, that's deliberate. I meant this jump to have a 5/5/5/5 perk structure instead of 4/4/3/3 but I'm waiting on future books to provide some more material to fill in the remaining spaces.

Changelog
1.0 - Original version
1.1 - Added **Chosen Villain** drawback.