



The Lamuros Of Seven Colors
By Cthulhu Fartagn and Ricrod

"Welcome Jumper, to the world of "Lamuros of the seven colors", a world filled with magic, fantasy, swords, sorcery and the never-ending war between Light and Dark. You see, jumper; in this world there exist seven ladies known as 'the princesses of light', each with different backgrounds, origins and fighting styles; ranging from lone warrior to kind spell-caster and even a holy priestess. Although they are women from different lands and with different reasons to fight, all of them share their connection to the 'light' and a common enemy in the form of the demons.

Nearly a year ago, the demon king was slain by the human army, led by the hero Gilbert. Since then, the people managed a turnabout, making demons and beasts the hunted instead of the hunters. This seemed to be leading humanity to a new era of peace. However, the daughter of the demon lord, Lapis, is still around and has designed a plan to make demon-kind flourish once again. With the aid of powerful (and sexually inclined) demons, she shall make the seven princesses of light fall into their ranks and use them to plunge the world into darkness.

Demons seem to have the upper hand, despite their latest defeats, but light always has a way to turn things around at the last moment. However, your presence and actions may be the deciding factor in this round. Now, what will you do?"

+1000 cp

Race

In this world, there are two major races. The demons and the humans.
For the sake of completeness, half demons have also been included as an option.
Go ahead and pick one.

Demon

The forces of evil, who rape, pillage, and slaughter. Mostly rape, if the story is anything to go by. Regardless, you'll be starting the jump on the run from some human soldiers. Maybe reflect upon your situation, try to decide where you went wrong in your life choices... Or just brutally murder them after regaining energy via raping some women from the nearby village. This race is locked to the male gender, though if you chose it anyways you get a free swap if you happen to be female.

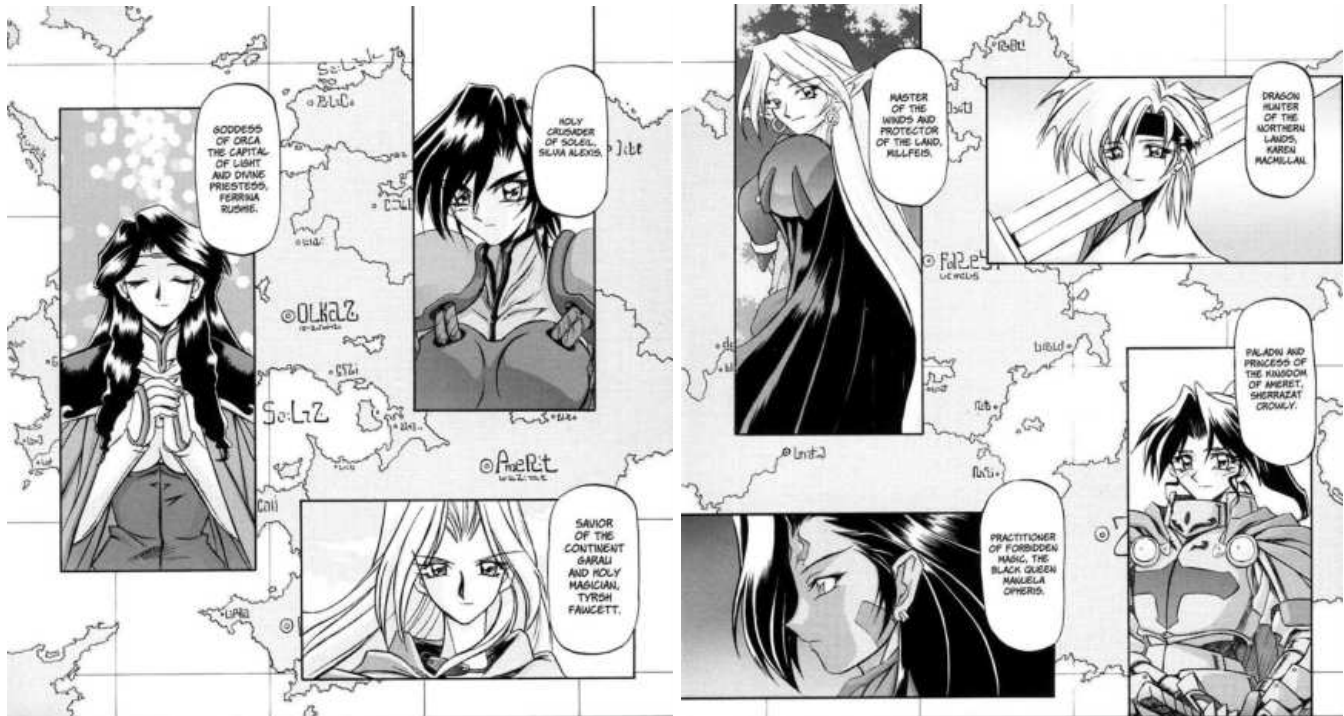
Human

Demons would call you cattle, but given that their armies are broken, their king (mostly) dead, and the small fry desperately running for their lives, I'd say their opinion doesn't matter much. No matter which way you slice it however, the vast majority of humanity can only lend a kind word to those with real power. Thankfully, most of humanity is far kinder than it would normally be, probably a result of the 'light' some carry within them.

Half Demon

Half human and half demon, and for the time being, an outcast from both. Too weak to be a demon, too evil - as pitiful an excuse as that is - to be human. Or, just maybe, neither party has noticed that you are anything special at all? Anonymity would probably be preferable. This race is locked to the female gender, though if you chose it anyways you get a free swap if you happen to be male.

Location
Pick a point on the map.



Discounts
100 cp perks and items are free to the respective origins, and
the rest is half off to the appropriate origin.

Perks

Demon

100 cp - Foul Breath

A demon's breath is a toxic thing, though not in the traditional sense. It does not corrode wood or metal or stone, but the hearts and mind of any who have the misfortune to breathe that tainted air. With just a drop of magical energy, your every breath will unleash a powerful aphrodisiac into the world around you. So much so that a woman running away from you might just come crawling back moments later, begging for your touch. Of course, you are still weak. Against stronger opponents, something more would be required.

100 cp - Twisting Words

An overdose of lust is good and all, but sometimes - and by that I mean more often than not - they need just a tiny push. You can't win, just surrender, doesn't it feel so good? What's wrong with that? Human women are so weak, and made to serve. There's no shame in being as you were made to be. Your mouth is filled to the brim with sweet, hateful, nothings, to whisper in their ear as they fall into your embrace.

200 cp - Surprise Attack

In the past, the seven princesses of light defeated the armies of the demon, and a lone hero killed the king at the cost of his own life. And yet, his daughter took up the reins of demonkind scant days later, and laid low one of the princesses shortly after. People... seem to think that your defeats are final, for some reason. 'There's no way he could have survived that', or something along those lines. Realizing the error of their ways is fairly inevitable once you act against them once more, but there's still time enough to take out one or two of those holy maidens before they do so.

200 cp - Oath of Servitude

Or perhaps it is that you cannot lie after all? Or maybe just when you swear an oath. Regardless, when you enter into a contract with someone, you now have the option of enforcing the agreed terms. Even if they lied, their body will betray them as they keep their word. But be wary, for the same can, and likely will, happen to you. The demon king has to keep order somehow, after all.

400 cp - Poison of the Heart

Perhaps that breath of yours is not so weak after all? In fact, given a decent dosage, you could bring some of the strongest wills around to their knees. But that's not the special part. You see, your breath... lingers. Days, weeks, months, even years. And more importantly, the longer you force them to breathe your tainted air, the longer it lasts. Scant minutes could leave them weak in the knees for days. Imagine what months on end would do to them. On the off chance you didn't buy Foul Breath, this also applies to other poisons and drugs, not just your own.

400 cp - Evil Queen

What a waste of resources. Have you never heard of making your prisoners work for you somehow? And since you have their heart and mind captive, that gives you quite a lot to work with. Oaths made in duress mean little, but with your lust coursing through them, it will be ages coming before they realize they didn't actually want to murder their husband and deliver their daughter to your clutches. Longer still if you reward them for their so called loyalty.

600 cp - Devourer of Light

Light, in many senses, means hope. There are of course other 'translations', but here that is the main one. How interesting then, that you should be capable of eating that light. Normally holy power would be anathema to a demon, but to you it is a delectable meal. More importantly, it's fuel for your growth. Basically? Whatever experiments or training you would normally need to improve your various biological abilities can be replaced by a good raping. And since this is still technically an anti-holy ability, raping people who qualify as holy get you some of the best possible results.

600 cp - Shared Will

It should come as no surprise that the demon king is the best at rape out of all the demons alive. It might even be why he's king. In an imitation of his skill, you have gained the power to quite literally fuck someone in the brain. Normally you'd have driven their body crazy and left the mind reeling, unable to recover. With this, you can make it more permanent, leaving their state of lust to be what they consider normal. With just your poison, recovery is still possible. By instilling a fragment of your own will into them, your own memories of what is 'right'... They will never recover. Or perhaps they will never betray you? Recovery implies something is wrong, after all...

Human

100 cp - Lustful

Maybe not you yourself, but certainly you could inspire it in others. There's no other way to say it, you're beautiful. Such things as dirt, mud, and other damage to your image seem to enhance it instead. Covered in mud and with an honest smile, you could outdo a princess in her court. Of course, given the hordes of demons soon to 'lay' waste to your homeland, perhaps that's not such a beautiful thing?

100 cp - Loving

Despite the demons weaponization of lust, it's still a natural part of life. In low doses - no, not even that. In doses that aren't completely and ridiculously over the top, it's a good thing. Those who love and care for you won't judge you for indulging. There's no need to hide your face or say such things as 'it doesn't feel good' to your lover after all. Instead, simply enjoy. And, try not to go over the top with it, the way a demon would?

200 cp - Heartfelt Embrace

By all accounts, demons and humans cannot breed. Or, not meaningfully anyways. Every child of the seven princesses and the demon king was born a mindless beast. All save one. If you do not wish to do so, you cannot become impregnated, or impregnate another if you feel like being a guy. Not through force at least, as it was not until one princess willingly embraced a demon who had been sworn to defend her at all costs that she actually became pregnant. If not becoming pregnant at all is undesirable, your so called children can inherit less than nothing from you if you so wish.

200 cp - The Pen Is Mightier

Lust is all well and good, but what happens when everybody is too busy fucking to decide where to attack next and what sized force to use? Nothing good. Simply put, you are now a competent ruler. Or a general, one who specializes in tactics? You have a bit of choice in the matter, so I would take care to choose something relevant. Whatever you end up choosing, you'll find paperwork simply seems to evaporate once you sit down and do it. Perhaps you even have enough time to go drinking with the other soldiers, or take a pleasant stroll through the gardens?

400 cp - Child of the Forest

One might assume that this world is one of humans and demons only, but that is not entirely the case. After all, one of the princesses of light is an elf. And if you wish, so are you. This comes with a small package of benefits, nothing too major. Double or even triple the human lifespan, a boost to general athletic ability and endurance, and an affinity for wind magic. And yes, a rockin bod. As if it wasn't already, it's now more so.

400 cp - Shining Armor

Everybody needs a shoulder to lean on eventually, even the mightiest of warriors. No hero fights alone, there is always a party. Perhaps you have a sibling, or a child, or even a student. In the name of standing beside you, or maybe even to save you if something should ever happen, you'll find those you cared for and defended growing stronger and stronger, and maybe even wiser. They're not exactly blessed, but for your sake they'll go from zero to hero as faster than any thought possible.

600 cp - Of Seven Colors

In this world there are seven holy maidens, the princesses of light. Each of them are the world living representations of hope. So long as they stand, the world does as well. You may be an eighth, if you so wish. As for the benefits this confers, you are now quite literally a fountain of light energy. Consider this a secondary energy source of sorts, one spent on enhancing the others. A warrior could have their strength enhanced and fight against dozens, and a mage could be empowered to magically blow away just as many, if not more. But even beyond that, that light can also burn away at attempts to mind control you, slowly restoring your sanity.

600 cp - Oh Holy Maiden

To be powerful is one thing. To be loved is another. And now you might just be both? Under normal circumstances, a church might call someone a hero, only to demonize them if they fail to obey all orders. For you, this simply isn't possible. Light might empower you, but more importantly is that light is hope, and now so are you. As you save a village, you ensure a good harvest next season. When you heal a wounded man, you leave him healthy for years to come. Simply put, as you do good deeds, you make the world a brighter place. Fitting for one empowered by light, is it not?

Half Demon

100 cp - Hardened Heart

It should come as no surprise that demons have a bad reputation as rape happy monsters. Clearly you were an unwanted child. Nevermind the fact that breeding between humans and demons simply doesn't work that way. For an existence such as yours, insults will likely be a fact of life for a very long time. Thankfully, you now have quite a bit of skill at ignoring them.

100 cp - Safe Travel

Running away from people is also a valuable skill to have. Doubly so if you're the kind of person who's mere presence seems to offend people, and bring out the worst in them. Thankfully, you have acquired a level of skill at moving from place to place. Traveling incognito, living off the land, or simply traveling at higher speeds than most would consider comfortable are all fairly easy for you. More than that, you have a small amount of luck at avoiding issues while on the road - if this were a game, I'd say you had random encounters turned off.

200 cp - Favored Parent

Alright, this is an odd one. Have you ever been told that you look like your parents? Well, given that you're a half demon, any comparison to your father was probably an insult. Regardless, you have a limited ability to change that up. Specifically, you can alter your own appearance within the range of what your parents could have made. If you want to look like your mom and be a beautiful woman, go for it. If you want to suddenly sprout tattoos and horns like your dad, go for it. If you want to be a twin and look exactly like your siblings, if you have any, go for it.

200 cp - Bloodline

This is twofold, and both of them slightly odd. First, you are inherently aware of the relations between any two people you lay eyes on - not the social ones, but biological ones. You could pick cousins who look nothing like each other out of a crowd, and they might never have met to boot. Their blood smells similar after all. On top of that? You can force people to acknowledge your own relation to someone. The instant you want them to know who your parents are, they will believe it even if they don't want to.

400 cp - Adopted

Half human, half demon. And most likely hated by both. How sad. But, of the two half demons who can be considered 'important', one is the demon queen and another the beloved daughter of a princess of light. What an odd discrepancy. You'll find that people pay little to no attention to your unique family history, bar when it somehow becomes important. And even then, they won't make much fuss over what I assume to be a suitably dramatic discovery.

400 cp - Embracing Darkness

The hero who slew the previous demon king - or at least, mostly - somehow took a shine to his daughter. A girl full of hate and venom for the harsh words and actions she'd suffered despite doing no wrong. Driven into the darkness, and he tried to save her. People are such fools. Thankfully, that's something you can use. People have an unnerving tendency to think kindly of you - not evil, just misunderstood. Not a traitor, just brainwashed. That there is still a chance to save you. It's probably going to get annoying eventually, but I think you'll find being continually spared or otherwise assisted to be more than worth it.

600 cp - Loving Parents

Given what you've learned so far about half demons, you must know that isn't true. The name might be a mockery, but I assure you what it's attached to is incredibly useful. Simply put, you inherit every strength from your parents, and lose whatever weaknesses they might have had. Even in a situation where certain things ought to not fit, perhaps you can only inherit one magical affinity, you now have both, three if mixing into a new one is an option. And if you so wish, you can allow your children to do this as well. And since your parents clearly love you so much for this to happen, their own powers are less effective on you - even the king of demons and his light enhanced lust would do nothing to you if you were his child.

600 cp - Turning Point

It would seem that fate, luck, and destiny have all decided to favor you. Between the three, it makes you critically important to pretty much everybody. And it's the deciding the fate of the world kind of important. Organizations and plans you lend your aid to become 'destined to succeed' and whatnot, getting lucky breaks and other random chances to fall into their laps with ease. When you actively plot against someone or something, these plans seem to fall into disarray as every meddling busybody in a thousand miles suddenly becomes competent enough to be a massive thorn in their side. You do actually have to actively help or oppose them for this to work, but once you've decided, it's only a few steps away from game over.

Items

Demon

100 cp - Human Arms

I suppose it might be somewhat humiliating to hide your natural 'beauty' from the women who are soon to worship you, but never underestimate stealth. As a result, you a simple yet elegant suit of jet black armor. It's sturdy, but not a masterpiece. The real thing you need to take note of is the fact that it fits. As in, it fits any who wear it, while also disguising their figure and muting any form of detection, magical or mundane. Don't expect it to hold up to someone who really wants to know who it is underneath, but it will do for a mysterious stranger routine.

200 cp - Another's Lordship

A demon needs a place to relax, no? And while having your own castle is nice and all, that tends to come with responsibilities or obligations relating to rulership, or maybe taxes. So why not simply take one from someone else? This decently sized and well off lordship is notably ruled by a woman, which made it easy pickings for you to poison their hearts. Don't worry about working, just lay back and relax, and let your new slaves lavish you with their hospitality.

400 cp - Mimirl Swarm

Mimirl, a demon/homunculus hybrid, made using a significant portion of the previous demon lords corpse and uniquely modified to absorb light energy. This can be considered a prototype, or maybe a mass produced version, lacking that ability to consume light. However, having been combined with a pound of your own flesh, the swarm of mini-mimirls is now loyal to you - in so much as 90% of their intelligence is actually you controlling them, with the remaining 10% being devoted to rape - while also maintaining the previous demon lords over the top aphrodisiacs. They could quite literally walk into a village and drop it into lustful chaos in only a few minutes, with only the insanely strong willed - or prepubescent - maintaining their sanity for very long.

600 cp - Cauldron of Lust

Demons draw power from sex. That much should have been painfully obvious by now. High class demons can even consume light energy, and as a high quality energy to add insult to injury. But this... A bit over the top, don't you think? A small dungeon with a pit in the lowest levels, seemingly coated with every from of lustful fluid known to man. As you go about your conquest, it will slowly fill up. Not terribly fast, but eventually. Maybe a few hundred years. Or you could sit your ass down nearby and turn a few women into farms, pumping them full of cum and draining them of their energy. If you manage to fill it up, the pit acts as an amplifier, releasing a burst of your poison of the heart. How far does it reach? Across the entire world. Drop enough concentrated lust in here, and you can extend your conquest across the entire world. Or, if you prefer, you can use it at face value, treating it as a storage system for energy even after you've drank your fill from your slaves. Maybe throw someone in to drive them insane with lust?

Human

100 cp - It's Dangerous To Go Alone

It really is, what with a war going on. With that in mind, take these! No it's not an old wooden sword, it's handful of soldiers. Not exactly elite material, but they're enough to kill a demon or two. Maybe they're your home villages garrison? Or just the new recruits in the big city? I suppose it doesn't really matter. However, their skill rises to match your fame. As a princess, they might just be the elite honor guard after all, or as someone more sinister they might be professional, yet loyal, assassins.

200 cp - Detox and Purification Methods

Re-addiction aside, it's a real pain to detox a woman after a demon has had their way with them. Study into the best method is pretty much non existent, leaving you with dozens of ways to do it, and each with dozens swearing that it's the best. As a result, you have a large collection of what ranges from a simple bed with ropes to bind them down, to what could be mistaken for bondage gear, to glass cubes engraved with what appear to be scriptures. All of it is of fairly ordinary make, but anything and everything you might need to tie them down is here. As a side effect, they work to hasten the process of removing any such substances from the body, such as alcohol or more normal drugs, not just the demons aphrodisiacs.

400 cp - Cats Have Nine Lives

You have an animal familiar of sorts, one that you've bound to your soul. As a result, it has gained a human form that resembles yours, though a few minor details such as height and bust size might be wrong. It's very useful for when you don't want to go out and actually do something today, and people have both an extremely difficult time telling the difference between it and you. Worse still - or perhaps better yet? - they also have a tendency to forget about that it exists, if they know about it in the first place.

600 cp - Verdant Forest and Rolling Hills

A simple description of an idyllic countryside. Your countryside, to be precise. In case you hadn't noticed this lands slight obsessions with princesses, you are now one. Or, very close to it. Welcome to the royal family. It's a small country with nothing special to its name - in fact, if you happen to be a princess of the light, you're likely the most famous thing about it. Still, it's peaceful and plentiful, and your family is well loved. Strictly speaking you don't need to actually do anything but sit there and look pretty, but you can take over and be the ruler instead of the heir if you want. In future jumps, this place will insert itself into the world, remaining a small and unimportant place.

Half Demon

100 cp - A Once Great Nation

Well, no. Not even a little bit. The demons have never cared for such domestic issues such as food and shelter. Wait, how did they even get this then? Nevermind, moving on. You now possess the ruins of a decently sized castle. It's not particularly livable, and will take quite a bit of effort to fix. On the other hand, there are buried treasures aplenty from the demons greed, and not even the seven princesses would think someone crazy enough to live here. It's a very fancy hole in the ground with the potential to be something better. Until then, it's a decent place to hide.

200 cp - Slaves Crown

A shining crown upon their head? Don't be silly, a slave wears their crown around their neck. You now possess a thick leather and silver collar, meant to seal away powers and abilities. I would specify magic, but the original seems to have been designed against a bloodline of some sort. Regardless, do some research, engrave some runes, and you'll have something to cut your new slave away from all those nasty powers that give them illusions of independence and control. As a bonus, the collar gets stronger when there's betrayal involved. Someone they knew as a child, a fellow student from whatever school, their lover, their mother... The more that betrayal hurts, the more effective this is.

400 cp - Crystal Ball

Here's one of the reasons that Lapis's plan to resurrect her father went down so well. Information superiority. You've somehow managed to acquire a magical orb of some unknown crystal. In exchange for large amounts of energy and some sort of focusing item (a dagger used to try and kill you could be used to find the assassin, or perhaps a more generic 'my enemy'), you can now spy on people from very very far away. You could use this to simply perv on someone, or perhaps you'd wish to spy on them as they try to make their plans against you? Keep in mind, it's not impossible to detect, or to block once detected. But until then? Enjoy.

600 cp - Cursed Corpse

I believe I mentioned this before, that the Demon King's corpse was made into a homunculus capable of eating the light. This... Is similar, but also the opposite. It's the corpse of the hero that slew him. It's been tied into a suit of armor and reanimated to serve your will. It retains all of his prowess in combat, and none of the morals. And better yet, since the man was considered holy, and still is? Any attack that's supposed to be 'light' or 'holy' or similar will flat out fail against him. What a funny weapon for a demon to own, don't you think?

Companions

100 cp - Canon Companion

In this world, teamwork is relatively important. After all, there are seven princesses, and when they fell they were rescued by siblings, children, and students of theirs. As such, I offer you the ability to take someone with you when you leave this world. All you have to do is make them agree to come, and unlike crossbreeding, an evil queens 'agreement' counts.

100 cp - Companion Import

Or maybe instead of making a new friend, you'd rather call your old allies to your side once more? Equally doable. For 100 cp, one. For 200, three. And for 300, eight. Each receives a race and 600 cp with which to buy perks and items. If you don't feel that's enough, you can donate some of your own cp to them, at a 1:1 ration and to a specific companion. I'm sure they'll thank you for it.

Drawbacks

You may take a maximum of +600 cp

+100 cp - Obviously Evil

There's something about you that just screams evil. Maybe it's tattoos or other markings, an errant horn, or just a general slimy atmosphere about you. Most of the time it's not particularly noticeable, but it starts getting more and more noticeable as you have 'evil' thoughts. Which could mean something as simple as cursing someone out in your head. Be on your best behavior?

+100 cp - Love is Foolish

Once upon a time, a group of humans raped a half demon, only for the king and his army to stumble upon them. Lapis, his adopted daughter, would later work in secret to bring him back from the dead. In return, he would use her as a shield against an enemies attack during his rebirth, abandoning her in favor of Jeora, his actual daughter. Much like her, your capacity to tell friend from foe is determined by your emotions, and you are now a hopeless romantic. Expect to be taken advantage of.

+100 cp - Honorable Knight

Much like the demon Bazwell, you took an oath of some sort, most likely to protect someone until your dying breath. However, this comes into play mostly via the restraints on you, not the things your forced to do. You can help them however you wish, but you cannot sleep with anyone BUT them... and you definitely can't sleep WITH them. You're going to have to pull of a knight in shining armour routine if you ever want to get laid. Well, maybe not. Depends on what kind of person they are.

+200 cp - Paragon of Beauty

Which, at the moment isn't really a good thing. Not that you're any more beautiful than you normally would be, but just that you attract all sorts of attention. Negative attention. What, you didn't think demons have a monopoly on kidnapping and rape did you? Speaking of, if you happen to be a demon or half demon, then you are not immune to this, instead having the most perverted and disgusting members of demonkind crawling out of the woodwork to force themselves upon you. Not saying that they can and will, but they'll certainly try.

+200 cp - Critical Weakness

Yeah, you... well, it comes at no surprise that the others fell to their lust after being dosed by mimirl, but you? Even a single wiff from a weaker demon might even be enough to drive you into a frenzy. In effect, you will be making bad decision after bad decision, driven by your inability to not think with your dick - and yes, the concept applies even if you don't have one. Or, in a very short version, you're a nymphomaniac in a world where lots of sex is a very bad thing. ... what do you mean 'does not compute'?

+300 cp - Seven Great Demon Lords

I suppose it's a bit unrealistic to assume that one demon, no matter how powerful, can control all of demonkind. As a result, in a twisted mirror of the hero Gilbert and the seven princesses, there are now seven demon lords to reign under the king. They're almost as strong as he is, both in power and lust, and as long as they're still alive, he can't die. Which has the unfortunate effect of allowing the king to survive his fight with Gilbert, which is bad for pretty much everyone.

On the other hand, if you yourself happen to be a demon, to which case that might not be a bad thing, then instead the king is dead dead, and his daughters plan will never come to fruition. Instead, the hero who would have died fighting him is alive and well, and slowly hunting demonkind to extinction.

Ending

Standard stuff, drawbacks are revoked after ten years, and you can stay, leave, or go home.