



Erona ~ The Fall of a Beautiful Knight Cursed with the Lewd Mark of an Orc
(Version 1.01)

In a lewd fantasy world like many others, the routine extermination of a group of orc pillagers goes wrong and the leader, a knight prodigy named Claudia is forced to do countless degenerate acts in order to keep the lives of her comrades safe. However, the leader of the orcs, a mutant named Geldro, who unlike his brethren is both intelligent and a skilled magic user, has placed a curse seal upon her that will rob her of her skill as a warrior and her will to resist the pleasure. His goal is to break her into a loyal sex slave, his very own Erona, and through her body create a new breed of orcs that will dominate the continent.

+1,000 CP

Locations

The Kingdom of Corvia: Homeland of the knight Claudia, this prosperous kingdom has existed for countless years under the protection of their magic knights. But of course, even the greatest and noblest of kingdoms can fall in time, and Geldro, an aspiring orc warlord, seeks to break human dominance of the world and create a new era for all orckind. If you're a human you either start with Claudia's unit as they begin to attack the orcs or, if you're not a magic knight, in a town nearby. If you're an orc, you instead start in the abandoned fortress under the orders of Geldro, waiting for his trap to spring and leave the knights defenseless.

Origins

Roll 1d8+16 for your age if you're human, likely an innocent town goer, or a recently made knight. Alternatively, you may be a Drop In, without history or memories of this world.

Orcs can choose to be between 2-10 years old, the mature age of all orcs, ready to kill and fuck whatever comes your way.

While humans can choose between male or female, orcs are stuck as male for the jump's duration.

Human: A simple human, trying to make it in a world filled with rape happy monsters. While humans may enjoy dominance of the world for now, be warned that dark forces exist in the shadows that plan to bring about humanity's downfall.

Orc (Male Only): A simple orc, with strength and durability that can easily overpower most normal humans, but with the downsides of little magic power and being as dumb as a sack of bricks. Most humans consider your kind little more than vermin that needs the occasional extermination, but such arrogant dismissal of your race is bound to bite them in the ass in the future. Luckily your outside nature has prevented any loss of intelligence if you do become an orc, and I'd imagine the orc king would be thrilled to have a peer he could speak normally too.

Perks

Human

Ripe Fruit (100 CP, Free Human): Just like Claudia, you too could be considered the pinnacle of beauty, enough that you too could be a target for Geldro's eugenics experiments, assuming you have the magic strength as well. Women will have curves that are an exaggeration of femininity, as if they have walked straight out of a hentai. Men will either become incredibly adorable or very pretty in a way that they would find no shortage of female admirers. Both also will have a slew of side benefits like silky hair and smooth skin to match their fantastical appearance. As an added bonus your beauty seems to be incredibly resistant to being tarnished; whether through the rigors of war or your body being used as a sex toy for months by some orcs, you'll find yourself looking just as beautiful as if you just walked out of a self-care session.

Don't Give Up Hope (100 CP, Free Human): A filthy orc dominating you? Don't be ridiculous, why would a proud knight like you ever become some orc's cumdump? While such words are uttered commonly you actually have the willpower to follow through. It would take something truly soul crushing like the love of your life willingly abandoning you or months of sexual torture and mental tampering for you to give into despair and lust. This also gives you a good amount of courage in battle; you'd never freeze up in terror if an orc was bearing down on you, but instead would strike first.

A Kind Heart (200 CP, Discount Human): There is a reason that humans have become the dominant race while orcs are reduced to barbarism, and that is the bonds humans share with their fellows. Where an orc would just rape and take what they want, you know the greatest bonds are ones built up from friendship into romance. Which is great for you, as you are quite the charming individual, easily making friends and igniting the spark of love in others. You will also find that when it comes to matters of lovemaking you and your partner are perfectly in sync with each other; never will you too have to go through the misfortune of one partner being unable to satisfy the other and any night spent under the sheets is guaranteed to be a pleasant one.

Slaves to The Orc King (200 CP, Discount Human): When the Orcs took the kingdom of Corvia, they left the human population remarkably intact. Granted this was because they intended to use the women as sex objects and the men as slaves, but the humans still remained alive long enough for the neighboring kingdom to liberate them. Additionally, the comrades of Claudia were kept alive even after she had completely fallen, giving them time to escape and link up with a relief force sent by another kingdom. You have a similar ‘luck’ that when you are captured your captor will find uses for you that don’t involve or lead to your death. While being used for back breaking slave labor or as a sex sleeve is not the most noble of activities, it will keep you alive long enough to plan an escape, or at the very least live long enough for the end of the jump.

Magic Knight (400 CP, Discount Human): Corvia’s famed defenders, the magic knights have kept Corvia safe for 700 years against all who would seek to do it harm. Now you too have joined their illustrious ranks and have the training to correspond with your status. First, you have trained your body to peak human fitness, with a sword and armor feeling light and physical exertion being easy. Second, you have gained the ability to wield the power of magic, giving you access to many useful abilities.

The Power of Love (400 CP, Discount Human): There is one thing that humans have that orcs never will, the emotion to care deeply about their comrades and the ability to leverage these emotions into a motivation to win. When a loved one is kept as a hostage you grow your ability at an abnormal rate. Even a weak magic knight under the effects of a barrier that weakened him could develop a spell to break the barrier imprisoning him and his comrades. Finally, just as Alexis did, you too can convert most of your soul into one incredibly powerful magic attack that can hit far above your weight class at the price of leaving you magicless and weak.

Knight Prodigy (600 CP, Discount Human Requires Magic Knight): You stand as an exemplar to what it means to be a Knight. Your magical resistance is so high that all but the most powerful spells or curses have little effect on you, and you can easily strike down beings as tough as orcs with a single sword stroke. Your magical ability is off the charts as well, easily learning a large variety of spells whether it be in healing, attack or just to enhance your already impressive physical capabilities.

The Mother of Dark Elves (600 CP, Discount Human): When the corrupted elves transformed into the orcs, they lost their ability to reproduce on their own, needing to prey on human women to provide them with children instead. But no matter who they impregnated, be it a commoner girl or a powerful knight, the child would always be another simple orc. Even the mutant orc Geldro could only have normal orc children and he theorized that in order for orckind to regain their lost power they would need a special host, one with both the natural talents that orcs lost and a body modified by his slave marks to give birth to an enhanced race of orc kind. Obviously, though, he has never met you, as you have a natural ability to combine the best of your spouse's and your own genes to create the perfect hybrid between you two. With this, even a relatively normal human could create a dark elf by mating with an orc, and any of your children will find themselves blessed with looks that would make many jealous.

Orc

An Orc's Body (100 CP, Free Orc): Now most orcs may be stupid, but there is a reason why, despite most humans wishing for your kind's extermination, that orcs have survived so long as a species. Orc bodies possess thick skin with a strength like that of steel making it so that only strong humans or those wielding magic can seriously hurt them. Of course, orcs also possess plenty of brute strength to go along with it, smashing down locked doors or any pitiful barricades to get to the delicious women inside. Don't get cocky though, as while you may be strong and tough, an experienced human warrior can still mop the floor with you.

Bitch-Breaker (100 CP, Free Orc): As a species corrupted by lust, it's no surprise that their own sexual prowess is hyper charged as well. Every orc is gifted with a massive set of genitals and, of course, in a hentai logic way, your D will just feel amazing to anyone you put it in, and issues like not fitting or injuring the women you give it to seem to never occur. Finally, you also have the ability to easily keep going long after most humans would have been completely exhausted.

A Mere Orc (200 CP, Discount Orc): Orcs are universally looked down upon by humanity because, while they are strong physically, their race is rather idiotic and disorganized. King Geldro used this contempt to his advantage by easily luring the magic knights of Corvia into a trap. Now wherever you operate you'll find that hostile powers tend to underestimate you and your allies. Enemies will blunder into obvious traps, they'll assume you are capable of only the most basic of strategy, and will assume, once taken prisoner, that they can easily find a way to escape and submit to whatever 'fun' things you have planned for them in the meanwhile. Be cautious though, as do something noteworthy like conquer an important city and your enemies will reevaluate their opinions and be more cautious in the future.

Mana Override (200 CP, Discount Orc): There will come a time where you will come across foe with the innate power to resist any magic you place on her. A less than ideal circumstance if you intend to place a Slave Mark on them to bend them to your will. Don't worry though as you have come up with an alternative way to bypass their resistance. Simply getting your foe to orgasm causes a drastic decrease in their magic resistance for a few short moments. Even the strongest of foes could be made a slave with a memory overwriting spell given a few months of cumming their brains out and those that lust after you will find themselves subconsciously lowering their resistance to any mental abilities you push on them, so you could easily surprise them with tricks like illusion magic.

Puppet Master (400 CP, Discount Orc): The human kingdoms love to pride themselves on their unity and strength, but you know about the rot hidden away in any kingdom. Black-hearted nobles and other criminal scum who would sell out anyone they could for more power. With but a few schemes you can induce these kingdoms to fight amongst themselves, such as distracting the military so that a duke could launch a coup d'etat and leave the military without support and easy prey, and then swinging around and taking over the defenseless kingdom after their military has been dealt with. Your abilities also extend to the more honorable sort as well, easily manipulating them into doing whatever they want by holding the lives of who they love as a hostage. Even a powerful knight who could slay dozens of your fellow orcs would meekly surrender the moment you threaten her with her comrades' lives and remain passive in captivity for you to do whatever you please with her.

My Erona (400 CP, Discount Orc): Occasionally a slave you spent so hard training could find a way to escape your grasp, or a noble knight could force you to retreat and ‘rescue’ his loved one. Your slave could even have the gall to find some magic and remove your curse mark and the memory of any conditioning you put her through and go off to live a ‘happily ever after’. But no matter in what way she runs, your slave could never forget her time at your feet, and the memories will haunt her dreams and make it so that she will find no sexual relief at her own hand or the hands of her spouse. Eventually, she will find herself coming back to you out of the mistaken belief she can take revenge. Of course the moment she comes face to face with you, all the training you put her through will come crashing back down on her, leaving even the strongest-willed knights to fall to their knees and beg you to make them yours again.

After willingly giving themselves up again, any tricks, like memory alteration or purging their bodies of foreign magics, that their former friends or allies try to do to bring them back will be completely ineffective; they may have been blinded by magic and lust before, but they now serve you of their own free will.

Mutant (600 CP, Discount Orc): In the ancient past there once existed a race called the elves, powerful beings with a far greater intellect, physical abilities, magic, and beauty than all of humankind. However, many of that race became enthralled with the pleasure of the flesh degenerating into the creatures known today as orcs and goblins. While they inherited the physical power of their ancestors, they lost all the intellect, magical prowess, and beauty that the elves once possessed. It seems though, some long lost gene has been reactivated in you, granting you intellect far beyond almost every orc and many humans, to the point where you can plan around human tacticians and research and create spells with ease. Your magical abilities are similarly enhanced, and few humans could match your sorcerous power, never mind think a mere orc could surpass them.

Slave Mark Maker (600 CP, Discount Orc): A creation of the orc king Geldro, slave marks were curses designed to make the woman the orcs take to be more pliable to their desires. You start at the level where you can make the ‘standard’ slave mark, which drains away the memories of its victims until nothing is left but an eager sex sleeve. With practice you can modify your slave seals further, such as making the slave’s body more voluptuous and sensitive like a proper sex slave, or allowing some useful memories to be maintained while still ensuring loyalty to you in your victim, such as knowledge of your enemies weaknesses or about fighting. With mastery you can even create seals that can manipulate souls instead of bodies similar to Geldro’s masterpiece, which tied the life of Claudia and his so that as long as he lived Claudia couldn’t age or die (at the cost that if Geldro ever were to die she would too). Who knows what else you could make given enough time?

Items

Human

Armor Plate (100 CP Free Human): Standard issue for the knights, this armor is made from good steel and will hold out in even the toughest of fights or most unforgiving of weather. Furthermore, it seems some magic went into making this piece as even if your proportions were ridiculously large like Claudia’s, somehow the plate will compact them with no pain or stress on you. Also comes with a well forged steel sword to kill your enemies with.

Blessed Gem (200 CP Discount Human): Considering the orc king Geldrao’s preference for large scale barriers that weaken his foes, this handy little trinket, coming in the form of a necklace, is going to come in handy. The gem in the necklace nullifies the effect of any large-scale barrier magic on you, allowing you to move completely freely where your comrades would have dropped from exhaustion. Perfect for surprise attacking a filthy orc who thought he had the better of you.

The Duke (400 CP Discount Human): You're not just some random soul, but a high ranking noble in the kingdom of Corvia second only to the royal family themselves. Not only do you possess great political power, enough to request the aid of Corvia's famous magic knights, but it also comes with your own land and a steady stream of revenue from taxation. In future jumps you may choose to import into an important political position and possess a substantial amount of wealth, the exact nature depending on the particular situation.

Magic Knight Corps (600 CP Discount Human): Whether as comrades in arms or as soldiers under your leadership, a small force of a hundred knights have sworn themselves to your service. Well trained and strong, their blades could turn the tide of a battle if well used. The knights also possess enough magical strength to pull off a small number of tricks during fighting, like creating flashes of light to blind their opponents or temporarily boosting their strength or the sharpness of their weapons. The Magic Knight Corps can also recruit more knights to their order, and on their own they will find a steady stream of fresh recruits to replenish casualties and expand their ranks.

You can decide the gender ratio of the knights if you want an even split, or just want to make your own army of Amazons.

Orc

Magic Mirrors (100 CP Free Orc): A set of two mirrors that appear completely normal but are communication devices that are linked to each other so that what appears on end is shown on the other. Geldro used this as a way to contact a corrupt noble in the capital to get him to sell out the country's military and stage a coup, but I'm certain a smart orc like you can find other uses for such a tool.

Magical Prison (200 CP Discount Orc): Hidden away in some dark cave this prison, despite looking run-down, is actually strongly built, with steel bars that even an orc would have trouble breaking down. However, the true beauty of this prison is in a powerful magic barrier installed within it that depowers all but the strongest of knights into having the strength of a toddler. Perfect for keeping unruly prisoners and slaves contained until they are properly broken in.

Abandoned Castle (400 CP Discount Orc): Left behind by some human noble with more money than sense, this once magnificent castle has been abandoned and forgotten by the whole kingdom. Even aged, however, the castle is still in remarkably good shape and sits in a very defensible position making it hard for all but the most determined of armies to throw anyone out. As an added bonus it sits nearby several prosperous but remarkably undefended villages under a lord who cares more about collecting taxes than actually defending his people. A smart orc could create quite the army before the kingdom could muster up the troops to drive you out.

The Horde (600 CP Discount Orc): The human kingdoms might dismiss the average orc as a creature barely smarter than a beast, but you know that there is value in your normal brethren, at least in strength and numbers. This pack of around a hundred orcs looks to you as their leader and will happily loot, kill, or fuck whatever you need them too. As a bonus any children they have on captives gets added to the pack giving you a steady supply of new minions or the makings of an army if your ambition is that grand.

Companions

Slaves to the Jumper King (50-200 CP): Want some comrades to fight against the filthy orcs? Or maybe an orc brother to help spit roast an arrogant knight? For 50 CP you can create or import a companion with an origin and 600CP to spend. Or if you want to form a real orc gangbang then I can import a whole 8 instead for only 200CP.

I Ain't Like One of Them (50 CP/Free Human): This is odd, normally orcs are rather simple-minded creatures driven by their base natures, but this orc seems unnaturally smart and completely uninterested in the matter of sex. He preferred instead to build a small home for himself in the wilderness and live in peace. After your help to solve a misunderstanding between him and a few human settlers he considers you a good friend and will open his home to you if you ever need a place to rest. Just don't try anything lewd, he has no patience for that sort of thing.

Masochistic Knight (50 CP/Free Orc): This blond haired beauty just barged into your camp one day screaming about how she'll protect the innocent people of Corvia from a vile orc like you, "with even my body if I need to". After a short scuffle which you're pretty sure she did only for show, she was under you moaning her brains out calling herself your personal cumdump. You'll find that her sex drive outmatches even a normal orc's and her extreme masochistic tendencies overpowers any sense of shame she feels.

Claudia/Erona (100 CP): The star heroine herself, Claudia is the recent prodigy of the magic knights, a renowned fighter and beauty, who has a less than fortunate fate in store for her.

As a human then somewhere in the past you established a deep bond with Claudia, replacing Alexis as the person she developed a huge crush on. Assuming you can save her from Geldro's clutches she'd gladly go on a multiversal journey with you. A strong and noble defender of the weak, she believes it's her mission to protect the innocents of the multiverse against the monsters that seek to harm them. Of course she's still from a hentai world, so you'll find that if you ever bed her she is very vulnerable to pleasure, so have fun with that.

Of course, as an orc the Claudia you receive is a bit...different. Rather than the noble knightess it seems that you have been 'bonded' with a Claudia from another world, one in which an alternative version of you thoroughly broke her until she became your loyal and adoring slave. Now preferring the name Erona, she has tracked the 'you' of this world down. How she ended up in this world is a mystery, even to her, but that doesn't change the fact that her deepest desire is to be your loyal slutty pig. Luckily, she has fought and killed plenty of knights who sought to kill her and her beloved, so her skills have mostly remained undegraded despite her extreme focus on sex.

Drawbacks

I Just Want the Lovely Boy (+0 CP/Can't take other Drawbacks): ...You seem to have ended up in an alternate universe of some kind. Where the orc king Geldro, instead of desiring the knight Claudia to birth a new race, just wanted Alexis as a sex slave instead. This will eventually spiral out of control when Claudia gets infected by boy's love and starts rapidly producing doujins which will let the orcs take over the world....somehow.

Since taking this drastically reduces the danger of the world, you do not get any points from taking any other drawbacks along with it.

But What About the Monster Girls? (+0 CP): Good Question, the lore makes reference to the fact that Orcs and Goblins are just part of the degenerate races descended from elves, with the other part preying on human men like the orcs do on human women. But the Doujin never really goes into greater detail about that. If you really want to, you can make it so that monster girls like succubi are running around preying on human men as well.

This also allows you bypass the gender restriction on the orc origin if you wish, and allow you to choose some random sex crazy monster girl race to become, defaulting to succubus. This of course will influence perk's like **Orc's Body** to be more in line with whatever natural advantages your race would naturally have or items like **The Horde** to be of your own race instead of the orcs.

GAWBLIN! (+100 CP Orc Only): Remember how I said you were an orc and gained physical prowess beyond humanity? Welp that was a little lie I'm afraid. In actuality, rather than a large, strong and durable orc, you've become a small, weak, and fragile goblin instead. A normal human adult could probably fight you off, never mind an actual combatant like a knight. I also imagine your orc 'brethren' care little about your race except as cannon fodder for fights.

What Has Been Lost (+100 CP): Whether you are an orc yourself, you seem to have degenerated in the looks department. As a human you've got the face of an orc, which means that your fellow humans will be quite uncomfortable looking at you at the very least. If you're an orc then your outward appearance is even worse than your brethren, somehow appearing morbidly obese, malnourished, and sickly all at the same time. Even your fellow orcs can't stand looking at you for long, and you can expect any captured humans to be extra frisky and nervous when you're around.

An Orc's Stupidity (+100 CP): There's a reason why orcs are looked down upon by the rest of the world despite their physical prowess, and that's because your average orc has little going on in his head except for fighting, eating, and fucking. Unfortunately, even if you're human you'll find your own intelligence degraded to that level.

An Honorable Fool (+200 CP): You hold onto your ideals far longer than what common sense would dictate. You'd meekly submit yourself as a prisoner just to spare the lives of your captured men and would hold hope of rescue even after months of captivity and being told your nation has had a civil war. Or hold hope true love would prevail even though it's quite obvious your former girlfriend has been completely enslaved by an orc's D.

Curse'D (+200 CP): What's that on your body Jumper? Why it's a slave mark of course! This tiny but unremovable emblem has entrenched itself deep in your body and soul and serves one fiendish purpose. To consume you with lust so utterly that you fall into an abyss of pleasure. The mark causes your sexual sensitivity to skyrocket, letting even the lightest of touches turn you into a moaning wreck. Even worse, the more you indulge in sexual pleasure the more your own memories get consumed by this mark. Indulge in too much sex and you'll find that sex is all you can recall to do.

Little Can Compare (+200 CP): You tasted perfection once, whether it be at a human's hand or an orc's, but unfortunately, it's lost to you now. As a human your thorough violation at an orc's hand has awakened a nymphomaniac trait in you, but unfortunately no human can really grant you the same pleasure that you received at an orc's hands leaving you particularly unsatisfied for the rest of your time here. As an orc you once had the perfect woman in your grasp, one who seemed to fit you perfectly. But either you got cocky and she escaped, or her friends rescued her and left you at death's door. With her gone you felt empty, as lesser women failed to ignite a spark of lust within you.

Weirdly enough, even if you go out searching for them, your perfect match seems to have just disappeared, almost like they never existed at all.

A Bitch of a Barrier (+300 CP): The moment you arrived in this world you felt it, a massive barrier spanning the whole world with only one purpose, to weaken you. Just like how the barrier in the Orc's Prison kept the knights locked up and weakened with little power to break out, so too will this barrier reduce your strength to that of barely above the average man, and you can forget about accessing any magical abilities from both in jump and out of jump as well.

Out of jump companions will find themselves similarly affected, and any powerful items you intend to bring in to compensate will be weakened as well.

A Long Time Ago (+300 CP/Orc only): Unfortunately, rather than appearing long after the elves disappeared from the world, you are one of the first orcs to have been created. And by that, I mean that you are seen as an abomination by your fellow elves that needs to be destroyed. Considering how powerful elves are supposed to be, fighting them without some serious out of jump power is a laughable prospect. You'll have to rally your fellow orcs and escape or hide until enough elves degenerate or ascend that you can move around without fear of sudden death.

500 Years Later (+300 CP/Human only): The orc king has succeeded beyond his wildest dreams, crafting Claudia as his queen and using her womb to bring forth a new species that possess the physical strength, magical ability, intelligence, and beauty of the elves, while also retaining their existences without degrading. And now the entire continent has been conquered under his thrall, ushering in a new era of orc dominance of the world. This is something that you'll need to stop, as your jump will not end until almost all the dark elves have been slain or 'conquered', the orc king and his queen are overthrown, and the continent is wiped clean of orc civilization.

Go Home

Stay Here

Move On

Notes

Purchasing **Mutant** as a human would instead draw forth some long-lost bloodline and transform you into one of the elves, giving you an incredible amount of raw magic power, physical strength, durability, and boosting your own intelligence far beyond most ordinary men. Luckily unlike the elves of the past you will not find yourself degrading by overindulging in the pleasures of the flesh.

Purchasing **Mother of the Dark Elves** as an Orc will instead allow you to make your children into dark elves from any women you want.

Purchasing the item **Duke** as an Orc would instead make it so that you captured and brainwashed an errant Duchess. With her thoroughly under your thumb (and dick) all the resources she would possess are under your control, and her people seem almost blind to your manipulations of her. There are quite a few possibilities you can use with this.

Purchasing the item **Magic Knight Corps** as an Orc instead gets you a platoon of female knights, imbued with a special slave mark which keeps their physical abilities intact but mentally replaces all loyalty to their kingdom and love for family, friends, and spouses into loyalty and slavish devotion to you.

Purchasing the item **The Horde** as an Human nets you a group of orcs that are surprisingly okay with a human being in charge of them. If Bought with **I Ain't Like One of Them**, then the group of Orcs will be of similar nature, a group of hardworking non rape happy orcs trying to get by.

Information about the magic that the Magic Knights are supposed to know is super vague as befitting for a hentai world, so fanwank magic when necessary. Healing seems to be one of the options, Claudia uses a fire spell that blew up an orc at the beginning of the doujin, and Alexis fires a discount laser beam by chewing away at his life force, but other than that we get little examples.

Purchasing **Ripe Fruit** as an orc means that you somehow mutated the latent gene of attractiveness just like how Geldro achieved it for intelligence and magic power. In other words you are one handsome orc.

If you are human and take **Orc's Body** then while you might not gain all the incredible toughness and durability of an orc, you'd still be significantly stronger and hardy than your human peers while also being smaller than your average orc as well for a bonus.

Created by PucelleAnon