

by Arionix

“In wilds beyond they speak your name with reverence and regret,
For none could tame our savage souls yet you the challenge met,
Under palest watch, you taught, we changed, base instincts were redeemed,
A world you gave to bug and beast as they had never dreamed.”

— From 'Elegy for Hallownest' by Monomon the Teacher

The Wastes between Kingdoms are vast and wild and home to nothing but mindless beasts. It was but one speck of barrenness that the Pale Wyrm chose for Its final resting place. Though overcome with Root, Green, Fungus and Light, the land lacked an order sought by the Pale Wyrm.

Its arrival brought with it a special light that uplifted the minds of bugs all around– a light which proved strong enough to even guide poor lost souls in the Wastes. Yet the Pale Wyrm desired company, to walk among the bugs that had started Its worship. And so, It came to rest and shed its skin.

The Pale King rose from the ashes and started the Last and Eternal Kingdom, Hallownest.

Greetings Jumper. You have braved the wilds beyond with nothing but your shell and your wits. It has been some time since the birth of Hallownest; Her capital stands strong, the moths are appointed as gravekeepers, five grand knights instill order and more remains for you to know.

Come forth and bear witness to the golden age of Hallownest.

You are given **1000 Hallownest Points** to make your purchases.

Starting Location

*You may freely choose your starting location, or you may roll a **1d10** for a randomized decision and gain **200 HP**.*

1. King's Pass
Step forth past the grand gates to the land of King and Creator. Walk down the gilded bridge and to the entrance of the grand crossroads which connect much of Hallownest. A bustling town has settled above recently and the inn is always rich with rumours.

2. The Capital
The capital city of Hallownest stretches far and wide, and contains a number of tall towers. This is a melting pot of different cultures, as it attracts bugs from all over – many who set up shop here.

3. Queen's Station
You find yourself in the beautiful Stag Station dedicated to Lady Root herself. With hundreds of bugs passing through daily, it would be easy for one to just disappear into the crowd. This station borders the Fungal Wastes and Greenpath.

4. The Hive
Tucked neatly at the edge of Hallownest is the Hive, a beacon of warmth near the Ashen Corpse. While not being civilians of Hallownest, the bees enjoy an amicable relationship with the Pale King's kingdom. You appear at the nearest tram station.

5. Deepnest Village
In another corner of Hallownest is Deepnest, a dark and dreary place crawling with all manner of beasts. Countless predators and scavengers make this place their home, who are kept at bay through the gate in Mantis Village. You appear in the village led by the Weaver, Herrah.

6. The Pilgrim's Way
Right at the border between Greenpath and the Grand Crossroads lies the start of the Pilgrim's Way – a path that guides willing bugs to the Capital of Hallownest. The first part of the path snakes through Greenpath – where bugs are subject to the Law of Unn if they stray from the Pilgrim's Way.

7. Kingdom's Edge
Far from Hallownest's capital lies the kingdom's edge, an ashen place which forms the grave of Wyrm. There is little here apart from scavengers and warriors brave and foolish. Rumour has it that a few bugs are starting the construction of a colosseum near here.

8. The Resting Grounds
The dead of Hallownest enjoy their eternal sleep at a place called the Resting Grounds, and as such, it is connected to both the bustling town above the Crossroads, and the Crossroads themselves. This place is tended to by the moths, many of whom have chosen to leave the worship of their mother goddess for that of the Pale King.

9. Free Pick

Age and Gender

You are free to choose your age and gender. Hallownest accepts all. Note that Weavers are an all-female group.

Origins

Any origin may be taken as the Drop-In option.

Regular Bug
Hallownest is home to a number of bugs, both natives and those who've come here from far off kingdoms. You may choose to be from any bug species from Hallownest and Pharloom, as long as those species do not overlap with the other origins.

Mosskin
The Mosskin were born in Greenpath, which itself was born from the dream of Unn. Being one such Mosskin, you have a special relationship with plants, enough so that they painlessly grow on your shell.

Shrum
Being neither bugs nor plants, most Shrum reside in the Fungal Wastes. As a Shrumal warrior, you share a hive-mind with your siblings. But, just like with all Shrum, you are able to dampen this connection.

Bee [100 HP]
The members of the Hive are fast and ferocious, enough so that they are able to thrive near Kingdom's Edge with little help from their neighbors. You too are one such bee, sporting a different type of hive-mind compared to the Shrum.

Mantis [100 HP]
The mantises are a proud people, protecting and guarding their home for generations. As a mantis, you've gone through grueling training since you were a hatchling, which has trained your mind as much as your body.

Moth [200 HP]
The moths, masters at the manipulation of dreams, were tasked by the Pale King to tend to the dead of Hallownest. While most have abandoned the being that birthed them, would one believer be enough to quell her hatred?

Weaver [300 HP]
A strange pack which arrived at Hallownest after fleeing their birth kingdom; The Weavers are masters at silk and song. As a Weaver, you too are one such refugee, and much like your sisters, are able to weave Soul into Silk.

Snail [200 HP]
One of the rarest beings in Hallownest are the snails. Being one, you have a certain control over Soul not seen in other bugs, and like most of your kind, you have a strange obsession with the emptiness that flows beneath Hallownest.

Pale Being [500 HP]
Higher Being, these words are for you alone. You are leagues above the rest, boasting certain abilities envied by many. Being a Pale Being, you have a desire to live among these lesser bugs.

Hybrid [Varies] [Half of Origin 1 + Half of Origin 2]
Or are you a hybrid? Your kind may be rarer than rest and your treatment different, but Hallownest accepts all.

This origin only works if you choose to be part Weaver or part Pale Being. In either case, you get perks and items costing 100 and 200 discounted from the more expensive origin. You get perks and items costing 400 and 600 discounted from the cheaper origin. There are special rules for Pale Beings in part.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%. This does not cover certain perks of Pale Beings.

General [Undiscounted] Perks

Songstress [100 HP]
In the Capital, the Pleasure House breathes with a songstress' wonderful voice. People flock from all over to hear her song, to have her soothe their heavy hearts. You are no different.

You are the owner of a wonderful singing voice. Be it poems, songs or chants, all come naturally to you; Your voice is enough to move hearts.

Soul [Free] [Mandatory]
The Soul is a strange force that animates the bodies of all that exist, from mindless beasts to even the most grand Higher Beings. You too are made aware of the Soul that exists within you.

You, like most beings, produce a small amount of Soul through your actions which can be used in a number of different ways. While not much can be retained by the body, it can be siphoned out and stored with certain methods.

Focus [200 HP]

Higher beings, these words are for you alone.
Your great strength marks you amongst us. Focus your soul and you shall achieve feats of which others can only dream.

To focus is to quell the savagery that lies within or to remove it completely. You have the ability to focus your mind and Soul. Different groups in Hallownest have attempted their own form of focus, and you may pick any.

While focusing, you can rid your mind of that which ails it, be it curse or another's control (albeit, it depends on the strength of your focus). If you're ever reduced to an intellectually inferior form (like that of a wild beast), you may focus to regain your sanity. You may also focus your Soul to repair your shell.

Charm Maker [200 HP] [Free for Pale Beings]
The charms are mystical artifacts born from the lives of bugs, from the world or from meticulous work. The result is the same, however; Wearing a charm grants one special powers and abilities they otherwise wouldn't have.

This perk grants you the ability to convert your perks, abilities and feelings into charms. They will have the appropriate cost and know that what you've converted into a charm will be weakened for some time.

Regular Bug Perks

Just a Common Bug [100 HP | Free for Regular Bugs]
The Pale King's light has attracted all sorts of bugs to Hallownest and his sheer presence raised the minds of those bugs. As such, it is no surprise that anyone – including you – can find their home in Hallownest.

No matter where you go, you find it remarkably easy to fit in; common customs and societal norms come easy to you. Making friends still requires effort, however.

Map Maker [100 HP | Free for Regular Bugs]
Hallownest stretches far and wide, but offers directions for the lost. None of it would be possible without those who first charted it all. Their talent exists within you as well.

You have a good head atop your shoulders, with a sense of direction refined enough that even going through a place once will cement it in your memories. With just a piece of parchment and quill, you can make the most detailed of maps.

Knight [200 HP | Discounted for Regular Bugs]
Five legendary warriors stand beneath the throne as the Kingdom's defenders and her heroes. With little difficulty, you too may find yourself among them.

You have the qualities – strength, chivalry and bravery – needed to be a true knight. The mightiest of monarchs hold you in respect, and even the downtrodden look at you as a symbol of protection.

Menderbug [200 HP | Discounted for Regular Bugs]
The menderbugs are an elusive tribe in Hallownest who have made it their mission to fix anything broken property in Hallownest. Either through relation or happenstance, this quality has found itself in you as well.

With a single glance, you are able to tell if something is broken. You also know the best tools needed to fix things, and how to make those tools, as long as they aren't too complex. More complex tools take longer to make.

Mask Maker's Sight [400 HP | Discounted for Regular Bugs]
A mask to hide… A mask to be… Fresh faces for all… A land defined… What greater gift?

You are blessed with the Mask Maker's sight. With just a glance, you are able to know a person's inner thoughts and turmoil, even if they are wearing a mask. You also know the process of making a bone mask for those in need; A mask allows the wearer to Focus and if worn by someone else, the mind beneath is overwritten until the mask is removed.

Old Hearts [600 HP | Discounted for Regular Bugs]
Memories are fickle things; That is true for bugs from the smallest of Tiktiks to the mightiest of Skarr. And there are only a few memories that can stand the test of time; That can affect even the lands themselves. This ability too finds itself in you.

You have a certain quality about you that affects your surroundings the more you stay there. Your rivers flow faster, trees grow greener and people grow stronger. Whatever effect you

desire, you can induce upon your territory and people. You may even sacrifice five perks for the remainder of a jump so that your territory and people gain a muted version of it.

Mosskin Perks

Mossy Chitin [100 HP | Free for Mosskin]
The Mosskin enjoy a symbiotic relationship with plants found in Greenpath; They grow on their shells, weaving roots through their very chitin. You are no different.

Plants and mosses now grow on your skin, letting you disguise yourself when sitting still among foliage. Under any sort of light, the plants photosynthesise and share some of their energy with you – recovering your Soul and quenching your hunger and thirst.

A Patient Being [100 HP | Free for Mosskin]
The Mosskin were all dreamed into existence alongside Greenpath. Their mother, Unn, prefers long rests and her children, the Mosskin, are always waiting. This quality finds itself in you as well.

You are exceedingly patient, able to wait years for what you want. You are also much harder to anger and find it easier to empathise with others.

Beast Whisperer [200 HP | Discounted for Mosskin]
Greenpath, much like the realm of other Higher Beings, boasts a sense of unity. Here, the unity exists between one and nature, both plant and beast. You too show this sense of unity.

You know how to best deal with beasts and mobile plants, both wild and tamed. You know the right gestures, the right feed and the right methods needed to calm or befriend any beast.

Ancient Architect [200 HP | Discounted for Mosskin]
One of the oldest civilizations in Hallownest is that of Greenpath, having existed much before Fungus and Root and had made the area their home. And yet, the civilization remains standing strong – the teachings of these ancient architects have been passed down to you.

You find yourself a master at Greenpath-adjacent architecture. Much like the masters who fashioned everything in Greenpath from stone and plant, you are able to build structures made to last, even if splashed with burning acid and other harmful liquids. Whenever a situation calls for your expertise, you find the tools required for the job on your person, which vanish shortly after use.

Natural Symbiosis [400 HP | Discounted for Mosskin]
The Mosskin – including you – enjoy an amicable relationship with nature, one that strengthens them the closer they are to Unn's ideal.

The closer you are with nature (both animals and plants – including those growing on you), the more effective your abilities grow. Your abilities are stronger in greener biomes – such as forests – as well. Nature also seems to thrive near you; You are much better at raising crops.

Botanical Mastery [600 HP | Discounted for Mosskin]
The Mosskin share a more than amicable relationship with plants, yes, but yours goes far beyond the rest. As if you were blessed by Unn herself, plants bend to your will.

You enjoy complete mastery over plants, able to have them grow or wither in any shape you desire. You may also easily mutate plants (and return them to normal). The process of commanding plants requires Soul, but the drain is almost negligible.

Shrum Perks

Minds Made Apart [100 HP | Free for Shrum]
The Shrumal warriors boast a hive-mind, pitying those who aren't mentally connected with their fellows. And while even the youngest Shrum are connected with the hive-mind, you are a little different.

There may be a time where you are added to a hive-mind. However with this perk, you will always keep your will and personality. And while you may hear the thoughts of others, you would be unable to contribute.

Unforgetting [100 HP | Free for Shrum]
The Shrum possess a surprisingly higher mind than that of their neighbors. Perhaps because of their hive-mind and how they process information, shrum rarely, if ever, forget something.

You have near-perfect memory and can recall events from decades ago no matter how trivial. The structure of your mind also prevents anyone from tampering with your memories.

Shedding Spores [200 HP | Discounted for Shrum]
If cornered, the Shrum are able to release a deadly concoction of spores. As these spores exist through their flesh as well, it is no surprise that they lack many natural predators. This quality also appears within you.

You can release poisonous spores from your skin. While you can control their speed and spread, the spores themselves cause itchiness and gradually sap your enemy's strength. Your flesh is also toxic now – This can be toggled off, however.

Mushroom Growth [200 HP | Discounted for Shrum]
Being neither plants nor bugs, the Shrum stand apart from others in Hallownest. Be it their form or appearance, you share this with them.

Your flesh is made thick and rubbery, letting blunt attacks glance off. You can also force mushrooms to grow on 20% of your skin; These are able to reflect attacks.

Propagation [400 HP | Discounted for Shrum]
Eons past, the land around Greenpath was covered in their dead; A desolate place as far as the eye could see. A single spore started the Fungus' reign, cleansing the land. Somehow, you too are capable of this.

You possess the ability to grow mushrooms around you with immense speed. These readily eat through dead matter, and you are able to influence their growth to a degree as well: Have them form structures, armour, spikes and such.

A United Mind [600 HP | Discounted for Shrum]
The Shrum pride themselves on a United Mind, where one is connected with all no matter the distance between. Your version of this is a touch different, but no less effective.

You produce a special type of spores which give rise to mushrooms which can be grown on people. Your mind will be connected to anyone these mushrooms grow on, allowing an instant exchange of information. You are also able to influence their thoughts.

Bee Perks

Beeswax Factory [100 HP | Free for Bees]
The Bees have constructed their hive far from the gates of Hallownest's Heart, having used nothing but simple tools and beeswax. This includes you as well.

You can produce beeswax, a sticky slime that quickly hardens when exposed to air. It can be molded into any shape and may be used to connect different objects and such. You also gain knowledge of primitive construction methods.

Dancer [100 HP | Free for Bees]
The Bees have a tradition unique to them, one most used when sharing important news and during ceremonial fights. Much like the bees, you are a master at dancing.

You are a natural when it comes to dancing, both on and off the ballroom. So much so, that you only need to go through the motions once or twice to cement them in your memory. The forms you've tried before are instantly learned.

Fuzzy Flight [200 HP | Discounted for Bees]
The Bees rule the caverns of Kingdom's Edge and are unmatched in the air; They fly in all sorts of complicated patterns that bring doom to those wishing them harm. You too are trained in this manner.

You are possessed of a powerful pair of wings that allow you to effortlessly fly. You also gain the instincts needed to orient yourself perfectly in three dimensions.

Medical Care [200 BP | Discounted for Bees]
Owing to their growth and the honey they produce, the Bees are adept at medicine. This behaviour has rubbed off on you, allowing you to better tend to your allies.

You gain the skills needed for emergency and general medical care. This perk also greatly increases the effectiveness of natural materials when used by you, for example, a leaf would be much more effective than a bandage.

Hidden Weapons [400 HP | Discounted for Bees]
Of the bees, only a few have a biology such that they've stored away weapons in their very bodies. The hive soldiers hide spinning stingers in their abdomen, while their Knight carries his siblings inside him. A similar change has found itself in you.

You have the ability to seamlessly store objects within your body, as long as these objects aren't physically larger than yourself. The insertion and removal of these objects is painless and causes little blood loss, but is near instant. As an added bonus, you have a slow yet potent healing factor.

Royal Affairs [600 HP | Discounted for Bees]
The hive is led by their lone queen and mother, a fierce warrior respected by all. She is perhaps the biggest reason why most bees don't consider themselves citizens of Hallownest. It seems you possess a similar presence.

You have the knowledge needed to be a just and respected ruler. Your actions shape themselves to better work for those under you, and additionally, any subordinates or children you have will be utterly loyal to you.

Mantis Perks

Sharp Minds [100 HP | Free for Mantises]
The Mantis Tribe pride themselves on their sharp blades and disciplined minds. Having gone through a similar upbringing, your mind is just as disciplined.

You adapt quickly to shocking situations and your mind can never be overtaken by another. You also readily pick up skills with bladed weapons.

Warrior's Instinct [100 HP | Free for Mantises]
The Mantis Tribe thrive next to Deepnest, forever keeping its mindless beasts at bay. Being one of them, you possess their sharp reflexes.

You possess a mantis' sharp reflexes. You feel the danger right before it arrives, letting you act quickly and defend yourself.

Persistence Hunters [200 BP | Discounted for Mantises]
Warriors of the Mantis Tribe will occasionally chase their prey and enemies far from their home, while never losing their strength and focus. This hunting might also appears within you.

You are far more durable than before and find it much harder to tire yourself out. Moreover, you possess a certain sense of redundancy, allowing you to survive, but not brush off would-be fatal injuries.

Born Warriors [200 HP | Discounted for Mantises]
The youths of the mantis tribe are born warriors, eager to test their blades on intruders; To prove themselves to the tribe itself. You too fill this mold.

You are much quicker at picking up new fighting styles and techniques. This perk also extends to the use of weapons and tools; You are adept in them as long as they assist in fighting or hunting. You are also much better at mixing different fighting styles.

Mark of Respect [400 HP | Discounted for Mantises]
Those of the Mantis Tribe are hostile to all intruders, but show respect and tolerate those who have earned the respect of their lords. If only the rest followed their logic.

Whenever you defeat an opponent, any and all of their subordinates will respect you at best and tolerate you at worst– so long as you're not hostile. If you are hostile with someone, however, you'll only have to deal with that person.

Siblings of Battle [600 HP | Discounted for Mantises]
The mantis tribe has always traditionally been led by siblings. Having trained together since birth, they act like a single killing machine in battle. This quality finds itself in you as well.

Your effectiveness in combat and other situations greatly increases (by up to 100% per person) when done alongside allies– This increases the closer you are. It almost seems as if your moves blend into the others'. Moreover, this perk enables you to easily form deep friendships.

Moth Perks

Essence [100 HP | Free for Moths]
Born of Essence, the Moths possess the ability to perceive it. Essence is connected to a bug's mind, but a Dream Nail is required for precise uses.

You can perceive and absorb Essence, which appears in the form of floating dreamcatchers. Being connected to one's mind, this enables you to read the thoughts of others and see ghosts or spirits.

A Comforting Voice [100 HP | Free for Moths]
As the Pale King's influence grew, he rightfully saw the Moths' skill with essence and gentle demeanors. From then on, they were assigned as keepers of the dead and dying.

Your voice and actions come across as very comforting and it's remarkably easy for you to calm others down. This also extends to ghosts and spirits.

Planting Roots [200 HP | Discounted for Moths]
Essence is found wherever dreams take root, and Hallownest is filled with dreams. Through a sacred process, you are able to plant Whispering Roots.

You have the ability to plant whispering roots wherever you wish. While they grow, they protect the dreams of those sleeping nearby, and on severing, they release a great deal of Essence, which can be used by those with a sense for Essence or by nearby spirits as sustenance.

Dream Gates [200 HP | Discounted for Moths] {Requires Essence or Dream Nail}
Dream Gates are connections between a bug and the dreams they leave behind– like prints in the dust. Experienced wielders of Essence can pass from one gate to another, which you know how to do as well.

By focusing your essence into a singular point, you are able to place down a dream gate. You may teleport back to this dream gate whenever you wish; You'll just need to focus for a bit. You may place down up to two dream gates, and while others cannot perceive them, you are able to take people and items through.

Essence Crystallization [400 HP | Discounted for Moths] {Requires Essence or Dream Nail}
Of the Moths, only a few have honed their control over Essence such that they can force into the physical realm. You are of these select few.

Your control over Essence allows you to make physical constructs. These can have any shape – from shields to nails – and the process requires only a negligible amount of Essence. These constructs ignore physical armour and target one's mind and body.

Cutting Through the Veil [600 HP | Discounted for Moths] {Requires Essence or Dream Nail}
The Dream Realm is a mystical place separated from the physical realm, and is where the minds of bugs flow freely. A much sought after technique by the Moth tribe is to walk between the two realms, so they may seek their Mother closely.

You have the ability to cut the veil between these realms, letting you enter the dream realm as you wish. You may even enter the dreams of others to induce changes in the physical realm– This also allows you to experience their memories with complete clarity.

Weaver Perks

Silk Spinner [100 HP | Free for Weavers]
Because of their origin, the Weavers possess the ability to weave their very Soul into Silk- as such, it is far stronger than ordinary silk and has mystical properties. Either through relation or happenstance, you are able to produce silk.

You have the ability to convert your Soul into silk. It can be used to bind one's wounds, extend life and weave powerful runes.

Denizen of Song [100 HP | Free for Weavers]
The Weavers are refugees, having fled their old home: The Kingdom of Song. The practice of soothing their Mother has perfected their skill with musical instruments- just like you have as well.

You are able to learn musical instruments much quicker than before. Your skill with the musical instruments you've already learned rises as well. You also become a master at teaching others the use of musical instruments.

Gilded Words [200 HP | Discounted for Weavers]
The Weavers lived lavish lives after they sealed away their Mother, spinning tales that let them reign as gods. Though they've left their home, old habits die hard.

You have become a master of lies, false promises and propaganda. You now understand what is needed to goad people to act in the way you wish, and your truths and lies are much harder to tell apart.

Swift Steps [200 HP | Discounted for Weavers]
Despite now living in a far different place than their birthplace, the Weavers adapted quickly to Deepnest with their quick and nimble movements.

You find yourself to be far more acrobatic than before, letting you run on walls and leap off of them. This ability also extends to your limbs, letting you safely contort them in a variety of different ways.

Skilled with Silk [400 HP | Discounted for Weavers] {Requires Silk}
With their silk, the Weavers were able to etch runes of wonderful power. Their mastery impressed even the Pale King himself, who readily accepted them into his kingdom.

You have achieved the pinnacle of what one can do with silk: you are able to masterfully weave it into different runes. Some act as traps while others act as seals. This perk also allows you to replicate almost any ability you've seen using silk, although it takes time and practice.

Binding of one's Crest [600 HP | Discounted for Weavers]
An old Weaver term is the 'Crest' – the signifier of a bug's essence and their invisible yoke born through a lifetime. Their research into it has culminated into this ability of yours.

You can sense a being's crest from a single look no matter how they hide or disguise their physical forms. This perk also enables you to claim the crests of dead or dying beings,

granting you their knowledge and muscle memory. You may change your crest through resting, and your mind can never be overtaken by the crests or personalities you've claimed.

Snail Perks

All Spoken [100 HP | Free for Snails]
The Snails are a curious bunch, having travelled much through the Wastes. Like them, you have a tendency for picking up new languages.

You pick up common languages remarkably quickly; Just through hearing casual conversations, you assign the correct meanings to words and are able to use them. This also helps you in deciphering dead languages as well.

Lorekeeper [100 HP | Free for Snails]
Although the Snails came to Hallownest after it had been established, they quickly scoured the archives and libraries for all the knowledge they could get their hands on. This quality also finds itself within you.

Your efficiency with studying and learning has greatly increased. This extends to archeology and the study of dead cultures as well. You are also a much better teacher than before.

Soul Eater [200 HP | Discounted for Snails]
The Snails are naturally attuned to the Soul – a quality that is much sought after by the bugs of the Capital's Soul Sanctum. But the Snails are secretive, and rightly so.

Your efficiency with Soul – and other forms of energy, albeit at a much lower rate – has greatly increased. You are also able to absorb Soul directly from your surroundings.

Ancient Builder [200 HP | Discounted for Snails]
The snails are thought to be connected to the ancient race that once called the land of Hallownest their home. You are now one of the few who've learned to reverse engineer one of their creations: the soul totem.

You can now create Soul Totems: These are mystical statues that once constructed, steadily absorb Soul from their surroundings, giving it freely to those wishing to claim it. The process takes time, but is worth it for those who regularly use Soul.

Spell Twister [400 HP | Discounted for Snails]
The Snails have mastered the art of making Spells that take from the Soul; some of them coming from one's emotions and others coming from one's memories. Like them, you are a master at twisting spells into existence.

You have become a master at spell crafting, and this includes spells that would otherwise require a certain emotion – such as the vengeful spirit. This extends to spells that require all sorts of energies – not just Soul – and you require less materials to make spells than otherwise.

Spiral Focus [600 HP | Discounted for Snails]
Spiral focus, the rarest ability of the snails and one that had its users shunned by the other bugs of Hallownest. You are the proud owner of this ability.

Your ability to focus has reached an infinite peak; You can focus regardless of your remaining Soul, letting you squeeze out results from what may be considered dregs. This spiral focus also extends to other forms of power as well – as long as you have even the smallest amount

of it, you are able to use it as if you had most of it. Note that this does not make reserves of your energies infinite.

Pale Being Perks

An Eternity [100 HP | Free for Pale Beings]
Pale Beings are said to have existed far before civilization itself, and destined to remain forevermore. Even if they were to someday ascend, their grip on the world would remain.

You are an ageless being and are prevented from growing older to an age that would bring you pain. You still grow, but it always seems to be to your advantage.

Political Affairs [100 HP | Free for Pale Beings]
No matter what, Pale Beings are always expected to face others like them. Oftentimes, one must be diplomatic and at times hostile. You too know the intricacies of politics.

You learn all that is to know about politics, about diplomacy and how to best deal with the leaders of other nations and such. When meeting someone who represents their people, you quickly learn and pick up on their values and desires.

Crafter [200 HP | Discounted for Pale Beings]
The Pale Beings all have a desire to interact with the world of bugs below them. While this shows itself in a manner of ways, creation is a key method.

You are much skilled with the use of tools, their creation and upkeep. If you have the blood of **Pale Beings**, you are also able to understand how to best use more esoteric mediums – such as void – in your contraptions.

Endless Soul [200 HP for Pale Beings and Pale Beings in Part | 500 HP for Others]
All Pale Beings have access to an endless amount of Soul– constantly regenerating and allowing them to prove their might above the bugs they have enthralled.

You produce an endless supply of Soul naturally without having to interact with anything surrounding you. It may be used as you wish.

Foresight [200 HP for Pale Beings | 300 HP for Pale Beings in Part | 700 HP for Others]
The Pale King knows the happenings of the future and beyond. Was it his foresight that guided him to Hallownest? Is it what leads him forevermore to glory?

You possess the gift of Foresight. By sitting at a place deemed safe you are able to see a number of different possible paths stretching endlessly into the future. No matter how much you peek, you will find that not much time will have passed in the physical realm.

Life Giver [200 HP for Pale Beings | 400 HP for Pale Beings in Part | 800 HP for Others]
Despite being much above the bugs they've enthralled, the Pale Beings desire a family– those to call their own. For it was the Radiance that birthed the moths, and the Grand Mother who made the Weavers as her children.

You are able to create life from mere objects – such as silk – and breathe life into vessels. The life you create will be fully autonomous, and you can choose a weaker version (capped at 15%) of any ten perks of yours it manifests. You are also able to uplift the minds of lesser beings, gaining their worship and respect.

Items

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All items are fiat-backed as well, and unless stated, the item reappears within your warehouse the next day upon breaking.

All origins get their 100cp items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

All Origins gain a bonus 200 HP to spend on Items only.

General [Undiscounted] Items

Mask [Free]
A mask to hide, a mask to be… A wonderful thing to have, a face. Not a thing with which all bugs are blessed.

You have a mask of your own, perfectly sized to fit your face and custom made for you. This item allows one to Focus as long as it's worn. If someone wears another's mask, their personality will be overwritten until the mask is removed.

Bench [100 HP]
Crafted from a fine material. Benches provide a safe respite for those sitting on it.

You get a bench, custom built with your design in mind. Sitting on a bench allows you to relax and soothes your aches.

Charm Notch [200 HP] [First five purchases are Free]
Rare and pricey, charm notches allow the bearer to wear charms.

You are given a charm notch which allows you to wear charms. This may also be used to attach other objects that aren't charms, but loosely fit their definition.

Regular Bug Items

Liquid Lacquer [100 HP | Free for Regular Bugs]
Pale glaze used in the preparation and protection of bone masks.

You gain a pot of liquid lacquer which can be applied to bones masks and other items to preserve any modifications that have been done on them. A new pot appears by the end of each month until you have gotten a maximum of ten pots.

Nail [200 HP | Discounted for Regular Bugs]
A traditional weapon of Hallownest. It is crafted to perfection.

You have a nail to call your own, one that is perfectly sharpened and never loses its luster. This can be slightly modified before being bought as well, such as turning it into a nail-lance or making it shorter, as long as the resulting weapon is made from a single piece of metal.

Mining Golem [400 HP | Discounted for Regular Bugs]
A grand invention by the scientists from the Soul Sanctum on harnessing the power of crystals. Large yet fast, these assist the miners in getting more crystals.

A decently sized stoned golem, designed for digging. Its heart is a potent energy core, which can be removed as per the owner's desires. It may be used as a power source or charged with Soul, allowing its wielder to speed through the air.

The Teacher's Archives [600 HP | Discounted for Regular Bugs]
Managed by Monomon, the Archive holds all of Hallownest's history.

You receive a replica of the Teacher's Archives, complete with its guards. It contains the history of all the worlds you've visited, and new history – based on your current world – appears within after three years have passed.

Mosskin Items

Engraver's Toolkit [100 HP | Discounted for Mosskin]
A toolkit containing fine tools for engraving on root and stone. Made of fine materials that do not dull.

You are given a tool kit for engraving patterns and letters on hard materials. Anything you've written with these tools can never be erased unless you use a special tool within the toolkit.

Durandoo Suit [200 HP | Discounted for Mosskin]
Protective garment made from the chitin of Durandoo. Allows one to swim in acid.

A tough suit which automatically shapes itself according to the user's body shape. Highly resistant to damage and if torn or damaged, repairs itself after a day has passed.

Lifegiver Seed [400 HP | Discounted for Mosskin]
Sacred seed which jump-starts regrowth in a previously desolate area. Highly sought after by those wanting to preserve wildlife.

This seed causes a rapid growth of plants where planted, favouring the area's natural vegetation over any other. When used, a new one appears in your warehouse or warehouse-equivalent after three months.

Stone Sanctuary [600 HP | Discounted for Mosskin]
A grand sanctuary hidden away in Greenpath built for the worship of an old, forgotten god. A strange darkness lingers around it.

You are given a replica of the Stone Sanctuary, free of the bodies that might be found within in the future. When something or someone is placed inside, they are undetectable by those outside. The Stone Sanctuary itself is hidden as well.

Shrum Items

Mushroom Locket [100 HP | Free for Shrum]
A special locket that allows the translation of different languages. Usually worn by Shrumal diplomats.

A special locket which, when worn, allows the seamless translation of any language spoken to you and by you.

Bounce Shroom Spores [200 HP | Discounted for Shrum]
Pouch containing spores for growing purple bounce shrooms. One sprinkle of powder is enough to grow a small cluster of tightly packed mushrooms.

You gain a pouch containing spores for rapidly growing bounce shrooms. They can grow on almost any surface, and the pouch lets you grow up to sixty small mushrooms per month. The pouch is refilled at the end of each month.

Caustic Spore Grenades [400 HP | Discounted for Shrum]
Tools used by Shrumal Assassins to keep their lands safe. Each grenade can be augmented independently before throwing.

You gain a bag of fungus grenades. While holding one in your hand, you can instantly choose its arc, power and weight before throwing, giving you a variety when it comes to its use. You are given twenty such grenades, and this bag refills at the start of each month.

Fungal Core [600 HP | Discounted for Shrum]
A maze born from different kinds of mushrooms. It is confusing for outsiders, but a home for the Shrum.

You are given a replica of the Fungal Core. This appears as a maze of mushrooms for those uninvited. But for the ones you've chosen, it appears as a peaceful place. The mushrooms here are edible and possess healing properties.

Bee Items

Portable Hive [100 HP | Free for Bees]
A hive constructed by the Hivelings from the corpse of a fallen bug. It is fiercely protected.

You gain a small portable hive of your own, without the corpse that often accompanies it. It comes with a few Hivelings as defenders and it produces a good amount of tasty honey each day.

Hivesteel [200 HP | Discounted for Bees]
Rare metal found only in the Hive. It can be fashioned into sturdy armour and deadly weapons.

You are given a cart with 200 Kg (or 441 lbs) of hivesteel. It is lighter than traditional steel, highly corrosion-resistant and very tough. This cart refills every three months.

Royal Jelly [400 HP | Discounted for Bees]
A sacred liquid capable of turning a lesser bee into a queen. Small quantities may be used to temporarily increase one's capabilities.

You are given five bowls of royal jelly, with a new one appearing every four months. Drinking the royal jelly temporarily unlocks one's potential for a week. The drinker will have access to potential abilities for that time period.

The Hive [600 HP | Discounted for Bees]
Peaceful home for the Hivekin. A calm haven next to the ashen corpse with fierce protectors.

You gain a replica of the Hive, complete with Hivelings and soldiers as its protectors. It provides a nice place to rest, an area for forging and empty libraries for books. Learning of all kinds – except fighting – is boosted here.

Mantis Items

Mantis Claw [100 HP | Free for Mantises]
Claw carved from bone. Allows the wearer to cling to walls and leap off them.

You have a Mantis Claw of your own, which allows you to easily cling onto walls without slipping unless you loosen your grip. You can also cling onto ceilings, but only for a short time.

Wind Scythe [200 HP | Discounted for Mantises]
The Mantis Tribe's traditional weapon. It is a curved sickle capable of being thrown through the air.

You gain a pair of Wind Scythes that resize themselves to best fit your current self. They act as boomerangs and may also be thrown vertically.

Portable Hot Spring [400 HP | Discounted for Mantises]
A large moveable tank filled with soothing hot water. It contains certain compounds that heal a bug's shell.

You gain a steaming hot spring of your own. It possesses a special heated water which heals one's aches and restores Soul and other esoteric energies.

Mantis Village [600 HP | Discounted for Mantises]
Home of most mantises. Mantis youths must claim their first kills for the adults' approval.

You gain a replica of the Mantis Village. It comes with many homes for rest, but its main draw is the large arena in its centre. All learning related to fighting is boosted here.

Moth Items

Worship Statuette [100 HP | Free for Moths]
A small idol crafted from pale metal. Often clutched by devout followers of the Moth tribe.

This is a small statuette of a person chosen by you. You cannot forget the person it represents as long as the statuette remains in your presence. The person themselves will know that you still remember them as well. The person it represents may be changed every six months.

Dream Nail [200 HP | Discounted for Moths]
Allows the wielder to cut through the veil between dreams and waking. Can be used to reveal hidden dreams or open gateways.

You gain a Dream Nail of your own, which enables you to read the minds of those you strike with it, as well as steal some Soul (or equivalent) for yourself. This is capable of absorbing Essence, and with enough of it, one can enter the dreams of others.

Dream Lantern [400 HP | Discounted for Moths]
Ceremonial tool of the Moth Tribe. Allows an area's spirits to be visible so that they may peacefully pass.

The Dream Lantern is a small item that makes the restless spirits around it visible and allows them to talk to the living. Take note that these spirits will disappear upon a strike by the Dream Nail or if they've been put to rest.

Spirits' Glade [600 HP | Discounted for Moths]
A peaceful glade that serves as a resting place for spirits. A sacred place for the Moth Tribe.

You gain a replica of the Spirits' Glade. It's a peaceful place where spirits can find rest and appear. It is calm and peaceful, allowing the living to rest as well while calming their mental aches.

Weaver Items

Spool [100 HP | Free for Weavers]
Weaver device built for the storage and use of silk. Can be inserted into specialized machines.

You gain a pair of large spools, letting you store silk for later use. In a spool, the more mystical properties of silk are heightened.

Needle [200 HP | Discounted for Weavers]
Long sewing tool, uniquely balanced for combat. The blade is honed to a fine edge.

You gain a needle of your own with an eye through which you can spin thread. The needle can be adjusted slightly when bought, and always suits its user.

Craft Table [400 HP | Discounted for Weavers]
Sturdy table used for the construction of tools. Augmented with supports which speed up the process.

You gain a Craft Table filled with any tools that would be used in the creation and maintenance of tools. This table also lessens the time taken for these activities as well.

Weavenest [600 HP| Discounted for Weavers]
One of the hidden layers of the Weavers originally constructed in Pharloom for secrecy. Powered by silk runes from Weavers of the past.

You gain a Weavenest of your own, hidden away in some dreary area. It is constantly powered by powerful silk runes, and arrives with servitors boran and ignim. This contains rooms where much research can be done and a room to view maps and make plans.

Snail Items

Strange Container [100 HP | Free for Snails]
Sturdy glass jar capable of storing excess Soul. Runes paint the surface, preventing leaks.

You gain four jars for the storage of excess Soul and other esoteric mediums. While the containers are sturdy, they can break when put under enough pressure. A new one appears in your warehouse every three months.

Bone Staff [200 HP | Discounted for Snails]
A wooden staff with one end shaped like a snail's shell. Heightens one's skill with harnessing Soul.

You gain a staff of your own. While wielding it, one's intake of Soul and other esoteric mediums is increased. It also boosts one's accuracy and precision with these mediums.

Shaman Stone [400 HP | Discounted for Snails]
Rare relic said to contain the knowledge of past generations of shaman. Its insides glow with an unnatural light.

A helmet adorned with spiral patterns. When worn, it grants one much higher knowledge of their techniques and abilities. In short, they gain access to the memories of the very creators of these techniques.

Ancestral Mound [600 HP | Discounted for Snails]
Sacred place where the snail shamans refine their craft. The ground is littered with the remains of dead bugs.

You gain an ancestral mound to call your own. Its design can be changed at the start of each jump and anyone within it gains a deeper understanding of Soul and other esoteric mediums of power.

Pale Being Items

Godtuner [100 HP | Free for Pale Beings]
Rare relic from the elusive God Seekers. It resonates with beings of great power.

The Godtuner glows brighter the closer it is to beings of immense power. On defeating such a being, the Godtuner absorbs their very essence, letting one remember them long after their defeat. It also allows one to converse with these strong beings within the realm of dreams.

Arcane Egg [200 HP | Discounted for Pale Beings]
Relic from the ancient past. This item now holds little value except for those dedicated to history.

You gain an Arcane Egg. Although it fits into your palm, it can hold a wealth of information while hiding it from those you wouldn't want prying. This can be sold at a high price as well, but in that case you'll get a fresh Arcane Egg three years later.

The Everbloom [400 HP | Discounted for Pale Beings]
Ethereal flower plucked from a deep and distant memory. Glows with soft, pale light that wards against the void.

You receive an Everbloom forged from the memories of Pale Beings. It is extremely resilient (but not immune) to void and other similar mediums. When held, the wielder is protected as well, and if broken, a new one appears after a year has passed.

A Place to Rule [600 HP | Discounted for Pale Beings]
An impressive abode fit for a ruler. A pale light emanates from it, bringing forth devout followers.

You gain a place for worship for yourself. It has numerous halls for your subjects and places where one can look over them. By simply appearing, it attracts those who would follow your cause and potentially worship you.

Companions

Companions can purchase more companions.

All Origins gain a bonus 100 HP to spend on Companions only.

Companion Import [Varies]

You may import your pre-existing companions into this setting.

For 50 HP, you may import up to two companions. The price doubles as the maximum number of companions doubles; 100 HP will let you import up to four, and 200 HP will let you import up to eight companions. You may not import more than eight companions.

Companions from Hollow Knight jumps may be imported for free.

Imported companions are given **800 HP** for their purchases and can take drawbacks. They are bound to participate in Scenarios.

Canon Companion [Free]

You may freely take any canon companion with you on your jumpchain, as long as they are not a higher being and have agreed to join you on your adventures.

Special Companions [Varies]

This section is for special companions; those who will not appear unless they are bought here. For **50 HP**, you may have them exist in the setting. Unless mentioned, for another **50 HP**, you are able to give a very good first impression.

Mountaineer
Hallownest attracts all sorts of bugs, and this one is no different. She's a ladybug who has seeked out the kingdom to climb its very peak. Although she has some personal demons of her own to deal with, nothing can stop her ascent.

Hero in Green
Legends of old tell of a warrior in green, eternally serving his land through the ages and defending it from harm. Near Greenpath's Stone Sanctuary, you may come across the current iteration of the hero; Clad in a cover of green leaves and wielding a nail and shield, he'll help you strike down evil wherever you go.

The Twin Hunters
It is not uncommon for Mantis youths to go out hunting together, but it is rare for them to stick together after they've proven themselves– as was the case with these twins.

The brother is large and lumbering, his sister quick and silent, and yet they act as one very efficient killing machine together. They won't care where they end up, as long as they are together.

Steel Assassin [100 HP]
Hailing from the City of Steel, this assassin has tracked you down, having followed the orders

of the Masters. Perhaps you have what is needed to have him leave his Masters and join you instead.

Skarrsongstress [200 HP]
The Weavers were not the only refugees from the Kingdom of Silk and Song, for with them came the younger sister of the Skarrsinger, alongside her subjects. With some practice, she'll perfect her song but as it stands, she's a master at fighting while commanding the bones of ancient bugs.

Crust Prince [200 HP]
The Weavers were not the only refugees from the Kingdom of Silk and Song, for with them came a prince determined to rule over the bugs in a different kingdom. He's brash and rugged, and has a growing control over long dead coral.

Shellwood Bud [200 HP]
The Weavers were not the only refugees from the Kingdom of Silk and Song, for they carried with them a sacred bud. When planted, it quickly grew and took over some vegetation in Hallownest.

Scenarios

Scenarios are optional missions one can take during their stay here.

On losing a scenario – if applicable – time will rewind to before that scenario began and your stay will continue as if you had never selected that scenario in the first place.

You may choose any number of scenarios.

Scenario One – The Map of Hallownest

Hallownest stretches far and wide, and so, most of its maps have gotten rather… outdated to say the least. Go forth and chart the entirety of Hallownest, from its Crown to the Abyss if you must!

You must chart the entirety of Hallownest.

Limitations

- You must only chart Hallownest's map onto a physical medium.
- Use of non-Hollow Knight technology is prohibited.

Lose Condition

- Not completing Hallownest's map by the end of your jump.

Reward

Farsight – *Retracted Weaver surveillance instrument. Once assembled, the device will allow observation over vast distances.*

You receive the Farsight, a marvelous tool for surveillance. At the start of each jump, the map of the world will be made known to you. This map will contain a live view of the movements of kings and kingdoms, and allows surveillance of specific individuals and resources.

Scenario Two – Lifeblood Infection

Within the deep darkness of Deepnest sleeps a dormant Lifeblood core. Due to the movements of Higher Beings, it awoke and spread rapidly among the beasts of Deepnest. The Fungal Wastes were next but the Mantis Tribe has kept this infection at bay.

This infection must be taken care of.

Some time during your stay here, an infection of Lifeblood will start spreading from Deepnest. It will slowly spread upwards, and eventually through the eternity of Hallownest. You must seek the heart of this infection and vanquish it, saving Hallownest from harm.

Limitations

- You are only allowed the use of perks from this jump and other Hollow Knight jumps.
- You may use any item, as long as it falls within Hallownest's technology level.

Lose Conditions

- The Lifeblood infection takes over the Capital and the Pale King's palace.
- The Lifeblood infection is not vanquished by the end of your jump.

Reward

Perfected Lifeblood Heart – *Subdued heart of a massive lifeform. Releases a weaker strand of Lifeblood that cannot take a host's control.*

You are given a giant Lifeblood Heart. On striking or puncturing it, the heart drips Lifeblood which may be imbued to provide one with Lifeblood armour while also boosting their defensive and regenerative abilities.

This particular strand of Lifeblood is not addictive and does not affect a person's mind.

Scenario Three – The Infection

In time, the Radiance grows more and more forgotten by her children. Burning with rage and jealousy, she lets free her influence among the dreams of the bugs of Hallownest. The living turn into enraged, shambling beings with eyes growing orange; Perhaps the Pale King has a solution?

Some time during your stay here – within the last three years – the Radiance will be almost forgotten by the Moth tribe. This will trigger the first waves of infection through Hallownest and lead to the birth of the Hollow Knight.

Limitations

- You may use perks from this jump and other Hollow Knight jumps. You cannot use perks from other jumps costing 400 and higher.
- You may use any item, as long as it falls within Hallownest's technology level.
- If the Drawback **A Late Arrival** is taken, this Scenario instead leads to a massive increase in infection.

Lose Conditions

- The infection fully takes over Hallownest.
- The infection fully takes over you. *In this case, your jump will end but your chain continues. You keep all your purchases but must wait for the next jump to start.*

Rewards

If taken care of in a peaceful manner, you may freely take any higher being along with you on your adventures – even if you haven't met them yet.

However, if the infection is stopped after the Hollow Knight is born – provided it does not become the Radiance's vessel – you may take it along on your adventures.

Drawbacks

Supplement Mode [FREE]
You may freely use this jump as a supplement for another Hollow Knight jump.

Weak Joints [+ 100 HP] [Incompatible with Little Nymph]
You enter this jump at a much older age than you'd chosen. As such, your shell is quite a bit weaker and your joints ache. Thankfully, enough exercise and care can remedy your condition to an extent.

Little Nymph [+ 100 HP] [Incompatible with Weak Joints]
You enter this jump at a much younger age than you'd chosen, reaching your chosen age after five years have passed. During these starting years, you are much more likely to be brushed aside by those older than you.

Picky Eater [+ 100 HP]
You are quite the picky eater now – to the extent that you can no longer physically digest the foods you dislike. Prepare for tough times in certain circles.

Hungry Knight [+ 100 HP]
You are quite voracious and must eat about thrice as much as before. Going hungry makes you miserable and weak, and there will be those who will judge you for your appetite.

Money Problems [+ 100 HP]
You are now quite careless with your money, constantly spending it on things that don't matter or losing it in a manner of different ways. There is a chance that you may overcome this habit, but it will take time and effort.

Extended Stay [+ 100 HP] [Can be bought up to five times]
For each purchase, your time here is extended by ten years. This can be bought up to five separate times.

Far too Curious [+ 200 HP]
You are much too curious for your own benefit. While some curiosity is well and good, yours is to the extent that others tend to find you annoying. Best hope you don't overhear something you're not supposed to know.

Just a Little Sarcastic [+ 200 HP]
You come across as being far more sarcastic than you intend. Prepare to anger those you didn't want to or those at a much higher standing. At least by interacting with you enough, the other party may come to realise the true meaning of your words.

Boastful! [+ 200 HP]
You tend to tell tall tales about your past adventures, often embellishing and adding details that never happened; You can't help yourself. If you were to meet the Pale King, you'd rather just boast about your strengths than to hear him out.

Sorry, but could you repeat that? [+ 200] [Can be bought up to eight times]
Generally, all bugs in Hallownest share the same language, but this drawback changes that. For each purchase you make of this perk, you may choose to give an origin other than your

own a separate language. While others understand just fine, you'll need to learn their tongue before any constructive conversation can occur.

Do No Harm [+ 300 HP]
You have taken a sacred oath to do no harm no matter what. You cannot bring yourself to hurt others or let others blindly go into danger. The only exception is if you were to hunt your own food if nothing else was available.

Ritualistic Hunter [+ 300 HP]
You have taken the hunter's oath: You may never eat the flesh of a creature you haven't hunted yourself. Fortunately, Hallownest is still crawling with mindless beasts of all kinds.

Prosthetic Limb [+ 300 HP]
One of your limbs withered away during your arrival but fortunately, it has been replaced by a mechanical prosthetic. Unfortunately, it requires a slow yet constant supply of silk to function. Prepare to ask for favours from Weavers or supply the silk yourself.

You do get three spools of silk to start with, enough to get you by for three months at least.

A Late Arrival [+ 300 HP] [Can be bought up to three times]
You have arrived later than you'd expected, and Hallownest has changed without your and your companion's actions. This drawback can be bought three times in the following manner:

- First Purchase – You arrive when the Radiance is almost forgotten by Her children. In a matter of days, the first wave of infection will start.

- Second Purchase – The infection has progressed far enough that the bugs of the Soul Sanctum have gone mad. Likewise, many fools are trying their best to combat the infection but at no apparent avail.

- Third Purchase – The Hollow Knight has sealed away the Radiance, stopping the infection for now. The Pale King is wracked by guilt at what he has done, but his kingdom is safe at least.

Outsider [+ 400 HP]
Your arrival here was not silent nor was it stealthy. While the Higher Beings' interest in you may be potent yet fleeting, there is something about you that comes across as uncanny to the common bugs.

Perhaps it is your way of speaking, how you carry yourself, or even your appearance. Hopefully, enough exposure can lessen this effect.

Soul Sickness [+ 400 HP]
You produce very little Soul, just enough that you are able to heal your shell at a snail's pace. This also hampers any ability that depends upon one's Soul.

A Truly Open Mind [+ 400 HP]
The minds of lesser bugs are always susceptible to those of Higher Beings, and now you are no different. It is remarkably easy for your mind to be swallowed into a hive-mind.

Any and all your protections against mind attacks are dampened as well.

Amnesiac [+ 400 HP]
Those arriving from the Wastes are prone to losing their memories, and you are no different. Any knowledge you had before coming to this world has been erased. Rest assured, it will be returned to you once the jump is over.

Marked by Steel [+ 400 HP]
Your arrival caused a ripple through the world of bug and beast, enough so that the Masters of Steel grew interested. Be ever vigilant, for they have sent their Steel Assassins to deal with you.

Each month will have you accosted by a small group of assassins. Each defeat strengthens their forces and perfects their tactics. You are warned.

Sealed Away [+ 600 HP]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

Ten years have passed and now, one choice remains. What shall you do now?

Adventures Await
Go forth into the unknown! There are more worlds to explore.

The Eternal Kingdom
Stay in Hallownest, the Last and Eternal Kingdom. Live the life you have chosen here.

Birthplace
Perhaps it is time for the adventures to end. You appear back in your home world, free to influence it as you wish.

Change Log

v1.0

Initial Template Creation