

Higher beings, these words are for you alone. Beyond this point you enter the land of King and Creator.

Step across this threshold and obey our laws.

Bear witness to the last and only civilization, the eternal Kingdom.

Hallownest

For the next 10 years, you shall dwell within the dying ruins of this land. You are given 1000cp to spend to prepare yourself for what lies ahead.

Spend it wisely.

SPECIES:

There are many of creatures and beings that inhabit the realm of Hallownest. Most of them are bug-like in nature, though there are a few other kinds of creatures that dwell here as well. As a stranger to this reality, you are given a chance to shed your humanity and become as once of the beings that dwell here.

Normal Bug (Free)

There are many kinds of bug that dwell in Hallownest, from tall ant-like bugs to stocky beetles. Most of them however possess a similar humanoid structure to each other. With this choice, you choose to be like one of the everyday citizen bugs. You can of course appear to look like any kind of bug; however such a choice will mostly be cosmetic in nature. Please keep in mind that this option cannot be used to emulate any of the other species provided in this list.

Steed (Free)

Of course, not all of Hallownest's intelligent denizens were upright and/or bipedal. Some, such as the Stags who dutifully ran the Stagways, possessed no arms and loped along the ground upon all limbs. You may take the form of such a creature, whether it be a stag, a long-necked creature like Willow, or any other such creatures. While you may not possess any hands, you'll find that you retain similar dexterity with your mouth, and now are able to carry greater loads than before.

Mantis (100)

The Mantises are a race of born warriors. Taller, faster, stronger than the average bug, and possessing of naturally bladed forearms, this species has held their territory against all invaders for uncountable ages.

Snail (100)

Little is known of the Snail Shamans, other than the fact that their kind have practiced and SOUL arts for as long as anyone could remember. Though their inky black bodies are soft and weak, they are naturally adept in the use of SOUL, and any SOUL Arts performed by them tend to be stronger than for most other species.

Voidborn (100)

You are a creature born of void, collected and given shape by the will and machinations of the Pale King. Perhaps you were meant to be one of the noble Kingsmould, or one of the Vessels much like the Hollow Knight and Little Ghost. Perhaps you have no outer shell and are instead solid shadows like the Siblings or the Collector. Regardless of the circumstances of your birth, you'll soon find that there are advantages to your existence. Firstly, owing to your void-born heritage you are sturdier and take a little more damage than most bugs. Further, you'll find that you are more efficient at SOUL arts that involve the power of the Void. However, keep in mind that your nature will make many people you meet uncomfortable, and some (especially those who oppose the Abyss) may go out of their way to slay you

Shrumal (100)

Deep within the depths of the Fungal Wastes live the Shrumals, a race of sapient fungi who fight off invaders and defend their young. The Shrumals are generally sturdier than most bugs, and when threatened they can release a small cloud of toxic spores to defend themselves.

Hivekin (200)

The bee-like denizens of The Hive are fast, strong, and vicious, from the small hivelings to the exemplary Hive Knight. Capable of moving at rapid speed and efficiently controlling their momentum, hivekin are natural experts at acrobatic and aerial combat.

Moth (200)

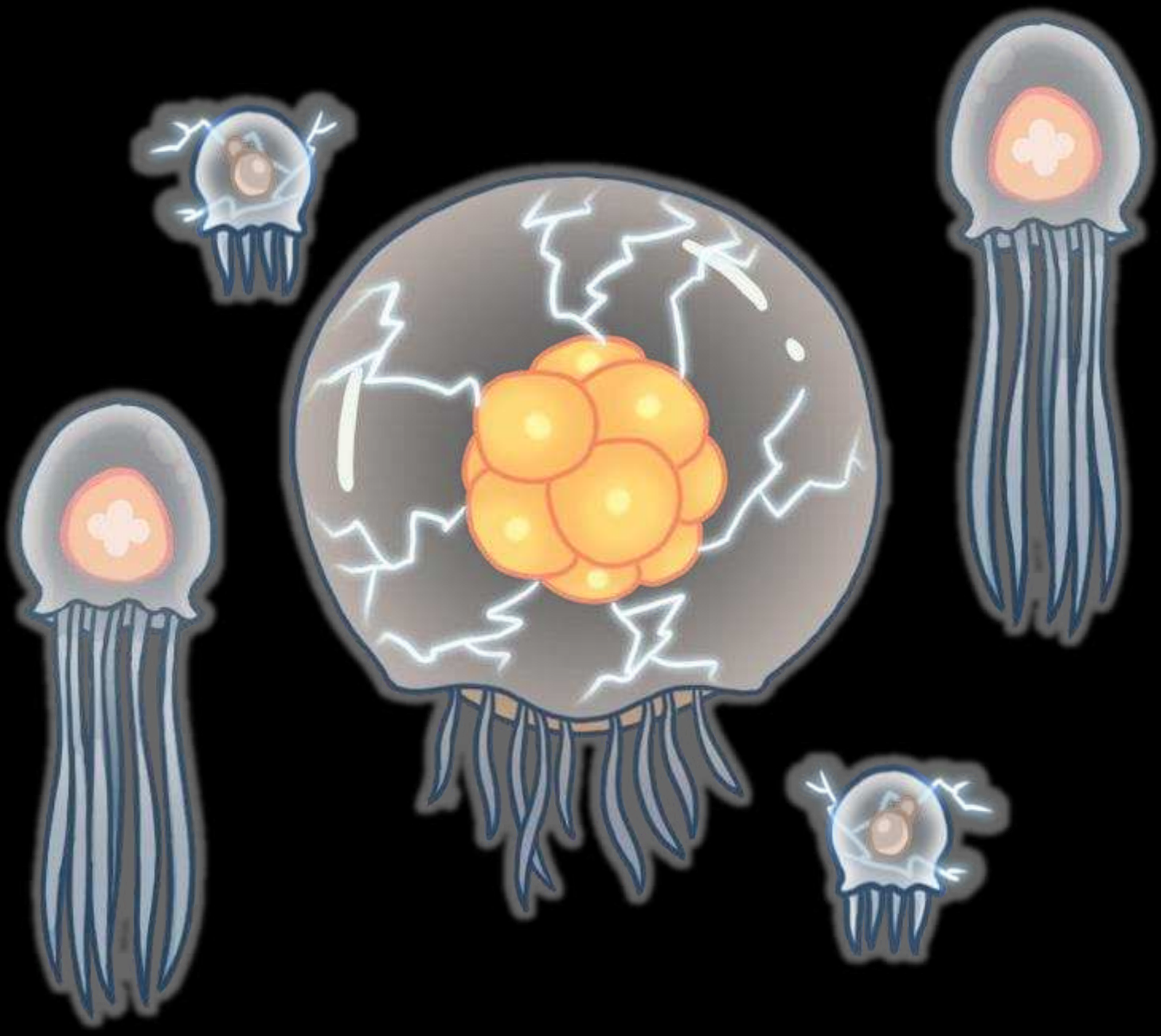
Originally created as servitors to the Radiance, the Moths were a peaceful tribe of seers and mystics who aided the Pale King in usurping the Radiance as the foremost deity of Hallownest. This winged tribe is exceptionally gifted in ways of Dreams, they are able to easily traverse the Dreaming worlds in the form of a small radiant moth and can resist the prying of others into their psyches.

Fluke (+100)

The Flukes that dwell deep in the sewers and waterways of Hallownest are a primitive lot. Soft, weak, simple, these creatures are among the least impressive of the creatures found in this land and manage to survive and thrive in the dankest corners of the kingdom through sheer breeding numbers.

Uoma (+100)

The creations of Monomon the Teacher, these small jellyfish creatures are weak and extraordinarily fragile, and possess no form of locomotion aside from a very slow hover. The only saving grace they seem to have is a capacity to occasionally produce small amounts of electrical discharge to defend themselves.





BACKGROUND:

Wanderer (Free)

Perhaps you came from a faraway land, searching for fortune and fame in the ruins of Hallownest? Or maybe you were dropped into this land with no history or memories of this world? Either option is viable, for either way you are wanderer, a vagrant soul who has only now just arrived here in Hallownest

Hallowed (Free)

You were born and raised here in the lands touched by the light of the Pale King. Whether this is a was a cosmopolitan life in the City of Tears, as a miner in the Crystal Peaks, a servant of the White Palace, or a humble shopkeeper in Dirtmouth, it matters not, only that you have lived your whole life in Hallownest and have a whole history and memory of that life here.

Feral (Free)

Not all who dwell in this land are sworn to the crown of Hallownest. Some are recluses and hermits, dwelling in the wilds and fringes of the falling kingdom, fighting each day for their own survival. You are such an individual, cutting out your own niche in this decayed land through raw grit and survival skills. Whatever reasons you have for this lifestyle are your own, but regardless of them you have lived it for a long while now.

Mantis Tribe (Free)

Required Species: Mantis

The Mantises are a proud tribe, strong and unbowed. When the Pale King rose to power, the Mantises stood strong. When the hordes of the Deepnest spilled forth, the Mantises stood strong. When assaulted by both the wrath of the Infection and the crusade of Elder Hu, the Mantises stood strong. You were born and raised in this proud tribe, learning its ways, and doing your part to hold the line against all threats and invaders.





Weaver (100)

Deep within Deepnest lies the Distant Village, the realm ruled by Herra the Beast and the Weavers. Here, the spidery weavers practice their thread arts, weaving magic, memories, and stories into threads and recording the history of their people. You were born here in the Distant Village, though your life and job here is up to you. Perhaps you were apprenticed to the weavers, learning the ways of thread magics? Or maybe you worked for the Mask Maker, making masks for the faceless bugs. Or perhaps you were one of the acolytes of the Beast's Den, working to serve the needs and desires of Herra herself.

Fool (100)

The roar of the crowds, the clash of nails, and groaning of cages and platforms. These are music to your ears. Long ago you came to Hollownest from far aware for one reason alone: The prove yourself in the Colosseum of Fools. Since then you have spent your days fighting, killing, entertaining, and growing as you fought match after match. Perhaps there was once a reason for you to pursue this strength? Or maybe you forgotten all you once were, your memories long washed away in a sea of violence and applause. Either way the one thing that is clear is this: you are a fool.



Hivebrood (100, Free Hivekin)

At the edge of Hallownest lies another small kingdom, a hive once ruled by a vespid queen. Insular and (usually) peaceful, the denizens of the Hive live secluded, barred away from the outside world. All is not well however, the Hive Queen Vespa has fallen into the cold sleep of death, leaving only her colossal corpse and a consigned specter behind, though despite this her children still defend her body and the Hive with all their might, hoping that their queen may someday return to them.

Hollow Vessel (Free)

Required Species: Voidborn

Born of the Pale King and White Lady, thrown to the abyss and filled with the Void, your earliest memories are of crawling from that hole of darkness, alone and forsaken. Your body is not one that is wholly natural, as you are merely a hollow shell, filled with shadow given animated force. Since your creation, you have dwelled in Hallownest and have borne witness to its collapse since the vain sacrifice of your sibling the Hollow Knight.





Grimmkin (200)

Long ago the realm of dreams was split in two, and the Gods of it separated. Since then, the Nightmare King has sought to extend the life of his realm and his spirit by consuming the last dying memories and dreams of crumbling kingdoms in a great semi-suicidal rite of pomp and grandeur. This is the life of the Nightmare King, and it is your duty as one of his "kin", his mortal servants of the troupe, to serve him and aid in this process. From the simple beasts that carry the troupe's tents and supplies across the realms, to the musicians, acrobats, and other performers who entertain him, and even to the acolytes who search for kingdoms to light the Nightmare Lanterns and gather the Flames. This is your life, so do your best to serve Lord Grimm and his grim Troupe

Godseeker (200)

Long ago the Gods of the Land of Storms left, leaving behind a ruined kingdom and a forlorn people. Whether this disappearance was by choice or force, few left alive can say, however this has not stopped the survivors of that forgotten land from fleeing into the dreaming realms and trying to find some replacements. You are a member of this forsaken tribe, known now as the Godseekers. You were sent to the kingdom of Hallownest to try and aid your people's goal of finding a new god to worship, one worthy to unite the great sea of minds of your tribe into one perfect unity. Perhaps you shall find it here…or maybe it is closer than you had once thought?



STARTING LOCATIONS

The Land of Hallownest is expansive and varied, filled with many unique locales and landscapes. You may choose where in this land to start your journey, either by rolling 1d12, or by paying 50cp. Each Background may also give you a free choice of location as well, if you so wish.

1. Dirtmouth – A small fading town at the edge of the kingdom. Not many people still live here, as most have either left or succumbed to the plague. Wanderer's may start here for free, finding yourself coming from the road leading into town

2. Greenpath – Once a part of the realm of the god Unn, the Queen of Hallownest had this place converted into a path to her garden estates. Now though, in the twilight days of the city, it has become overrun with rampant greenery and creatures of both shell and leaf. Ferals may start here for free in a small and secluded clearing in the greenery next to a comfortable bench.

3. Howling Cliffs – On the edge of the kingdom lies a steep and dangerous cliff face, buffeted by the winds of the vast desert wasteland that stretches beyond Hallownest's reach. Beyond these cliffs lies nothing, and most dare not cross them, lest they lose the intelligent minds granted to them by king and kingdom. Grimmkin may start here for free, awaking from sleep in a small cavern where rests the Nightmare Lantern.

4. City of Tears – The eerily beautiful heart of Hallownest, The City of Tears, named so for the constant deluge coming from the reservoir above, was once the cosmopolitan center of Hallownest before its people were taken by the plague. Now it is a serene and haunted shell of its past, though some can still be found dwelling in its ruins. Those who are Hallowed may start their journey here, in their own small apartment in one of the city's many towers.

5. Royal Waterways – The nature of the aforementioned city necessitated the construction of a vast sewage system to prevent over flooding, as such the King commissioned the construction of the Royal Waterways. With no workers to maintain it, the waterways have since become choked with all manner of debris and feral bug. Godseekers may start their journey here, or rather deep below in the Junk Pit, popping out of a cramped box here among the city's refuse.

6. Fungal Wastes – Here is neither the domain of bugs or plants, but rather is the demesne of the Shroomals and other various fungi. The mushrooms have grown to consume this nigh untamable land, though those with the skill and grit can survive and thrive here. If you are a member of the Mantis Tribe, you may start in your home village here for free, waking up in your bed here in the village.

7. Deepnest – Deep, dark, secluded, claustrophobic, and filled with chittering things wanting to kill you. Not many people would wish to willingly set foot in this wholly inhospitable hole, where even the Pale King abandoned his notions of expansion, yet you find yourself in this warren in a dark and secluded tunnel. Weavers however are an exception to this and may freely start their adventure in the Weaver's Den, finding themselves crawling out of a derelict cocoon lying on the ground.

8. Kingdom's Edge – The bookend to the Howling Cliffs to the east, the western edge of the kingdom is a place of humbling quiet and serene beauty, where the molt of the last of the Wyrms blankets the land like snow. A place of quiet introspection, save for the Colosseum of Fools which rests atop it, where Fools may start their adventure for free, rolling out of a hammock in the competitor's barracks.

9. The Hive – A sprawling structure of stone and waxen combs, the hive is a grand sight to see, hidden away in the rocks near the kingdom's edge. Here, the various bee-like hivebrood live and toil away, in mindless servitude to the lifeless body of their queen. Being their home, those of the Hivebrood may start here for free, crawling out of a small comb chamber into the main

10. Ancient Basin – The deepest depths of Hallownest. While the City of Tears may have been the center of the kingdom's citizenry, here is where the true heart of the kingdom lies, darkened and forgotten. It is here where the White Palace once stood before being spirited away, and deeper still lies the dark heart of the kingdom itself: The Abyss. Just outside the closed gates of the Abyss is where a Hollow Vessel may start their journey for free, having just crawled their way out of their deathly cradle.

11. Resting Grounds – A sacred place, a burial ground for those who have passed, where the spirits of the dead linger still. Here is where the last memories and monoliths to Hallownests's glory lie, and where recorded are the imprints and memories of those who dreamed of impossible dreams.

12. Free Choice – How lucky for you to have rolled this option. You may now freely choose from any of the aforementioned locations for free. Your reasons for being there, and what you do from here on out though are up to you, however.



PERKS

Each perk is discounted at 50% off for those with their associated background, save for the 100cp perk, which is free for their associated backgrounds.

Undiscounted

SOUL (Free)



The power of the SOUL, native and essential to all life within the lands of Hallownest and beyond. As a new denizen of this world you shall be blessed with a small reservoir of SOUL, along with some basic usage of it. You may use it to FOCUS to heal yourself, expend it quickly to perform a damaging blast, or perform the infamous Desolate Dive maneuver. After it is expended, SOUL can be recovered a few different ways, usually either by striking and damaging foes, using SOUL Totems, recovering SOUL Cashes, or resting in a hotspring.

Large Shell (50 each, max x6)



Many of Hallownest's denizens come in various sizes, from the small workers to the massive guards, each of them having important jobs and places in society. With each purchase of this perk, you increase in size to twice, thrice, and all the way up to six times your starting size, with your physical strength and durability growing alongside it. Due keep in mind though, that while most of Hallownest's architecture will accommodate you, much of the untamed parts of the land may not be so open.

Mossy (100)



The Greenpath is a part of Hallownest inhabited by strange creatures, beings who are at once bug and plant. You may now count yourself as one of those creatures, being now covered in a layer of leaves, moss, and other plant matter. This is no garment, but rather a symbiotic relationship, as the plants that cover you provide you with sustenance from the sun, and slowly recharge your SOUL. Further, they can aid you in disguising yourself as background topiary when sitting completely still.





Winged (200)

From the flying guards of the City of Tears, to the simple Aspid, many bugs in Hallownest possess the power of Flight, as do you now. Your form now possesses insectile wings that let you fly under your own power, and even allow you to hover in place much like many bugs do.

Innate Quality (200)

Not all bugs are simple creatures almost analogous to us humans. Some have diverse and unique physical characteristics of their own. This perk allows you to possess any physical trait (aside from flight) associated with the type of bug you are. Perhaps you are a crustacean with strong claws, a scorpion with a stinging tail, or a humble vinegarroon with weak acetic acid sprayers. If you already possess wings, you may also take a trait that is associated with said wings, such as perhaps wing mounted infrared-receptors of a fire-beetle.

HIGHER BEING (600)

Pale King, White Lady, Radiance, Nightmare King, Unn, and the Shadelord. These are the Higher Beings of Hallownest, living gods of great power and influence. You may now count yourself among their number, becoming a being of great might and worthy of worship.

This status confers upon you some benefits, most ostensibly being the ability to uplift and grant minds to promising beings of animal intellect, though whether you grant them their own sapience, make them a part of your own hivemind, or something in between is up to you. Next, you have some influence on the realm of dreams, allowing you to create your own small private dreamworld. Further, your own control over your SOUL becomes more refined, making your abilities twice as powerful and allowing you to more easily shape its powers.

Finally, any 600cp perks you possess are improved upon, as described in each one.



Wanderer

Relic Seeker (100)

You have a certain intuition when it comes to various relics and artifacts. You can often tell the archeological, and more importantly economical, value of such an item often with no more than a few minutes' worth of observation. Further you seem to be instinctually drawn to locations where you may find such objects of values

Map Maker (200)

Your sense of direction and orientation is extraordinary. You always seem to know where you are in relation to where you've been, and your memory regarding such things is flawless. Given nothing more than some parchment and a quill and you could easily construct highly detailed and easy to decipher maps

Quick as a Quirrell (400)

You have found an interesting use for your SOUL, and that is enhancing your movement abilities. The more SOUL to pump into yourself, the faster and more freely you can move and dash about, and the quicker and deadlier your own attacks become. This empowerment also applies to any other forms of movement you possess, such as flight, swimming, and burrowing.

Essential Emptiness (600)

There is power to be had in the artifacts and relics of this realm, it is just a matter of tapping into that power. You now possess the means to consume the power of mystical objects and incorporating some of their might into yourself. Whether it be consuming the crystal heart of an excavator to gain a mighty dash or ingesting a tear-like fruit to gain immunity to acidic waters, this process will grant you some ability based on the relic's nature, though at the cost of destroying, consuming, or otherwise depowering the item in question.

If you are a Higher Being, this ability allows you to absorb the power of great beings that you slay as well. The power in question will depend on the strength of the being, with negligible cannon-fodder providing no benefit. Perhaps you should try to consume a God and see what happens?



Hallowed

A Busy Bug (100)

Hallownest was once a great civilization in every sense of the word. In its walls thousands of bugs lived their lives pursuing many various jobs, from porters to bankers to musicians. You too were once such a worker, and it shows. Select any one standard occupation which a city would need, you now have the basic skillsets required of such a job, at least enough to make a modest living plying your trade.

Trained by Masters (200)

Were you were taught by the Nailmasters or Nailsage themselves? Or maybe you learned in the thick of the battlefield? Or perhaps under the tutelage of one of the Five Knights of Hallownest? Either way, you are skilled in the arts of combat and are deadly enough to face most any bug in combat. Choose one type of weapon set, whether it be a great nail, a nail-lance, a mighty club or hammer, dung balls, or any other weapon. You are now trained in its use and are skilled enough with it slay all but the most dangerous of foes. With time, you may even develop your own unique techniques and arts for your style of combat, and can learn to perform them faster and more efficiently

Science of the SOUL (400)

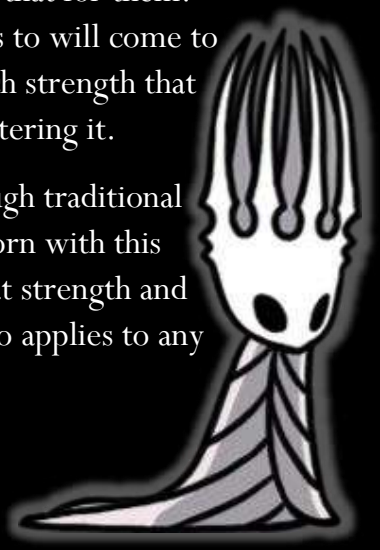
Hallownest was a kingdom of great knowledge, learning, and scientific advancement, and one such field of study that saw development was that of the SOUL arts. You too have studied and are privy to the knowledge dug up by Hallownest's greatest minds, such as Monomon, Lurien, and the Soul Master, and know of the SOUL arts they've studied and developed such as teleportation, electrokinesis, homing blasts, and floating masses of SOUL energy. The strength and potency of your Desolate Dive is also improved.



A Magnificent Father (600)

What is a king but the great father of this nation? What is a queen but the caring mother of her people? With this perk, you have a supernatural awareness of the needs, hopes, and desires of those that live under you banner, whether it be your kingdom, your squad, or merely just your clan or family. You know what it is that they need or are lacking in, and possess great insight into trying to decide how to provide that for them. In return, those subordinates whom you care for and provide your boons to will come to view you as a grand patriarch, and their love and loyalty will grow to such strength that only a grand betrayal of their expectations could even come close to shattering it.

For higher beings, this father like quality becomes literal. Whether through traditional means or via more direct creation, those that you sire will not only be born with this love and loyalty already present in their hearts, but will also born to great strength and capability, inheriting some of your might, power, and grandeur. This also applies to any beings that you uplift through your power as a higher being.



Feral

Life on the Edge (100)

It can be hard to live, much less thrive, out in the wilderness. Yet regardless you have developed the skills to do so. You are now adept at the basics of wilderness survival, such as tracking, trapmaking, pathfinding, and bushcraft. Further, you are also much hardier now, and can survive off of half as much food and water as most civilized folk.

The Hunter (200)

Yet it is not enough to be able to merely survive the wilderness, but to truly thrive you must out your niche with tooth and claw. Your ability to stalk prey quietly through the brush is almost supernatural, and every time you slay your quarry your skill and strength against beings of the same kind improves more and more.



Caustic SOUL (400)

From the humble aspid to the monstrous mawlek, it seems that acid is the most common means of defence and killing amongst Hallownest's various wildlife. You yourself have now gained the ability to turn your SOUL into acidic projectiles of the same kind. You are able to spit forth viscous globs of burning acid that cling to objects and easily eats through carapace. The more SOUL you invest in this attack, the farther the loogie flies, the longer it'll persist, and the more caustic the acid becomes. With time, you may even learn to apply these qualities to any other SOUL Arts that you know of.

God Tamer (600)

As the undisputed master of the wilds, it is only befitting that the beasts should be drawn to you and follow your command. With but a mighty roar you may summon animals and beasts to come and aid you, and they will be compelled so follow the simple orders and grunts you use to direct them. These creatures though are transient and may choose to flee should their life be in too great a peril to risk earning your ire.

Where this perk truly shines though is not in the command of simple beasts, but in the taming of a select few. Creatures that you take the time to train, raise, and keep will find themselves not only strengthened by their bond to you, but will become linked to you in mind and soul, allowing the two of you to act together as one.

Higher beings may take this a step further. Creatures bonded to you become great beasts of mythical proportion, growing in strength and power alongside you and taking on traits and powers that are lesser reflections of your own.



Mantis Tribe

Wall Climber (100)

As most members of the Mantis Tribe, you have quite the gift for climbing and clinging. You are able to grip and hold onto most surfaces, whether it be a cliff face or sheer wall. You are even able to hang upside down from ceilings, should your physical strength be sufficient enough. Further, you excel at swiftly climbing and jumping from such surfaces.

Our Vigil Holds (200)

For years, the Mantis Tribe has fought and held back the grey tide of Deepnest's beasts and monsters, and for years they have not given a single inch of their line. You now have this strength within you as well. When standing your ground against an enemy that outmatches you in either strength or numbers, you find your willpower and resolve hardens, and your strength and endurance surges to meet the difference. So long as you continue to hold the line, you will always find within yourself just that bit more ounce of strength needed to push the enemy horde back.

Wave of Claws (400)

When the Traitor Lord left the tribe, he took with him practitioners of a special art, one which you now possess. By infusing some SOUL into your attacks, you're able to launch shockwaves and projectiles that extend the reach of said attack. The more SOUL you invest in such an attack, the farther it travels and the larger the wave shall be, though the strength of the blow will still be dependent on your own physical strength.

Mantis Lord (600)

The Mantis Lords, that is the three sisters who stayed firm to lead their tribe, are some of the most skilled warriors in all of Hallownest. Their greatest strength however is not in their individual ability, but their skill in fighting together as a single cohesive unit. You now share in their skill in teamwork and coordination, having an impeccable ability to adapt to the combat skills of your comrades and integrating their movements flawlessly into your own fighting style. What would normally take a lifetime of training and camaraderie to fight in perfect unison will instead take you merely a few minutes at most.

As a Higher Being, this skill goes beyond simple skill and observation. You may infuse your divine might into your comrades around you, linking your minds together and allowing unparalleled cooperation and prescience for all your allies.

Weaver

Deepdweller (100)

Those who dwell in the deep and dark stretches of the Deepnest must take care to sharpen their skills and instincts, less they become food for the unsavory monsters of the depths. To facilitate this, you have been given near-perfect darkvision and your sense of direction whilst underground is significantly improved



A Web of Lies (200)

Sometimes it is necessary to deceive others to ensure your own survival, and no one is better at deceit than you. You know just the right words and gestures to use to make someone drop their guard, allowing you to perform all manner of devious trick such as tricking some rube into sitting on a web-covered bench, getting a morsel to come closer so you can have a bite, or just getting someone to look close at a hole before kicking them down it.

Weaversong (400)

In silvery strands did the weavers once spin their spells and records of old. As a student of the Weaver's ways, you have learned to emulate some of their arts. Using SOUL, you are able to create strands of magical silk that will move and shape to your will, allowing you to create traps, bonds, grappling ropes, and other rope-like structures. The more SOUL you pour into the creation of your string, the stronger and more durable they become.

Seal of Binding (600)

The great magic art of the weavers, the creation of seals of binding. These seals are magical inscriptions (usually made from silk) made using your SOUL, and are used to preserve and protect objects (and even beings) from the damages of time and assault. The strength of a seal is variable and based on how power you place in them.

Higher Beings who have this power are able to create even greater seals, ones capable of sealing away minds, dreams, and even other gods. With a strong enough seal, a Higher Being could even seal away the mind of another higher being into the mind of another living being. At least for a time.



Fool

Crowd Pleaser (100)

The role of a fool is to fight and die for the amusement of the audience. Luckily for you you're adept at doing the former instead of the latter. You have proficiency and training in the use of many different gladiatorial weapons, especially those found in the Coliseum of Fools, though any weapon that can be found in whichever arena you find yourself can also benefit from this. Further, you've become adept in fighting in such a way that it wows and titillates the excitement and approval of spectators to your battles.

Foolhardy (200)

In the arena, a weak fool will quickly find themselves to be a dead fool, and a fragile fool even more so. With this perk you'll find yourself more durable than the average bug, able to take more hits, ignore your pain, and still fight despite grievous injury. Further, you'll find that any injuries of yours that heal will be more likely to develop tough and sturdy scar tissue, making future injuries less likely to happen.

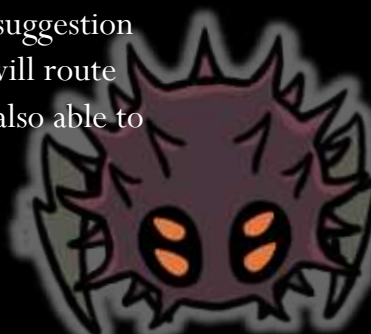
Fools Rush In (400)



In the colosseum, a single second wasted can determine the difference between a fool and a dead fool, which is what makes it hard to effectively use the SOUL arts in most trials and matches in the arena. To compensate for this, you have drilled, practiced, and trained yourself to be more efficient and expedient in your SOUL abilities. You now require less than half the time you would normally need to FOCUS your SOUL to heal yourself, and said healing is much more effective. Further, all your other spells and arts are also quicker, and you can more easily use them in pitched combat.

King Fool (600)

The warriors of the arena are infected; their ochre blood makes that quite apparent. Yet they are still able to fight, plan, and coordinate with all of their faculties, and when dreamnailed they show to still possess their own minds still. How is this possible? Possibly it might be because of the masks and helms they wear, or it may simply be that they are too foolishly focused on their fights to fall prey to such influence, as you are now. Whilst in pitch combat no manner of mental control, domination, or suggestion can hope to affect you. No illusions will break your focus, no compulsions will route you, you are far too much of a fool to be distracted from the fight. You are also able to



shield yourself for a short time outside of combat and can extend this protection so long as your thoughts are focused on combat and preparing for it.
As a Higher Being, this protection is absolute and can shield you even without combat to focus on you. Further, you are able to expand this effect in a radius around you, affecting an area the size of a reasonably large colosseum, protecting the minds of all those within its reach.



Hivebrood

Sting Like A Bee (100)

Any natural weapons you possess now have a peculiar quality to them. When attacking with them, you can charge up the attack to improve their penetration based on how long the charge up is. Further, should you possess a stinger like that of a bee or wasp, when charging and attacking the stinger seems to spin and pierce like a drill. This drill effect can be toggled off if you wish, though I don't see why you would.

Charge of the Bumblebee (200)

When you get going, there's not much that can stop you. When charging forward in a straight line, you find there's very little at all that can slow your momentum, and you can now easily smash your way through weak structures and bowl right through enemies. If you should come upon a wall strong enough to withstand your might, instead of smashing flat against it you can instead bounce off the wall in the other direction, with virtually no loss of momentum from the impact.

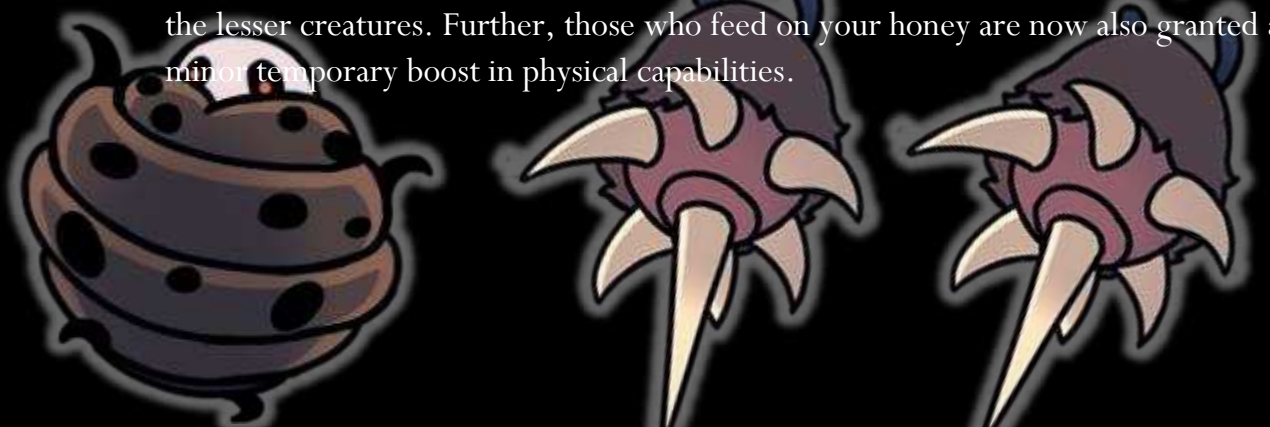


Honey Honey (400)

A strange SOUL art to be sure, this perk allows you to create a fluid similar to honey using your SOUL. This substance is thick, sticky, and hardens into a solid mass after a few seconds. While this can be useful for ensnaring foes, you can also detonate the hardened mass, allowing you to launch out anything currently within the solid glob. Excellent for creating mines with some honey and spines.

Hiveblood (600)

The SOUL infused honey of the Hive is now suffused through your whole body, flowing through your flesh and bones like blood. This provides several benefits for you, such as granting fast regenerative and healing qualities for yourself and any who partake of your honey (which you may secrete along with your other bodily fluids, such as saliva, if you so wish), and improving your physical growth, development, and improvement. Higher Beings who take this perk will also find other benefits. The honey also improves your physical size, allowing you to grow to titanic sizes over time, while also allowing you to create a mental projection of any size smaller, for when you wish to interact with the lesser creatures. Further, those who feed on your honey are now also granted a minor temporary boost in physical capabilities.



Hollow Vessel

An Empty Vessel (100)

Well, not literally. There is a great void within your mind, one hungering to be filled with knowledge and experience. Your capacity for picking up and learning new skills is greatly improved, and you'll find yourself mastering new skill sets in half the time it would take your average practitioner of the skill.



Serene Stillness (200)

The Vessels were made for one specific purpose, be the used to seal away the Radiance and save Hallownest from her plague. For that purpose the vessels needed to be truly empty, possessing neither a mind to corrupt, will to break, or voice to cry out suffering. While not truly empty, you do have one trait that allows you to get close enough. You are able to control and suppress your own emotions and passions, allowing you to think and act objectively without any emotional interference. This doesn't remove your emotions, not entirely, but even if you know how you would react emotionally to something, you are able to ignore it for as long as you need to.

A Vast Darkness (400)

Not content to merely ply with simple SOUL arts, your spells are now enhanced with the power of the Abyss. Your magics are now stronger, heavier, and have more substance, being blackened and infused with the power of Void. Further, you may spend SOUL to apply the nature of Void to yourself, allowing you to turn into a living intangible shadow for a brief period of time.

Lord of Shades (600)

Within you, your Soul has truly become one with the Void, and as such it has gained a greater permanence. Upon the destruction of your physical form, you will not experience true death, instead you will leave behind a lingering shade of your soul, which shall await you in the place where you fell. Soon after you will find your physical body shall regenerate itself in the last place where you safely rested, alive though slightly weakened by the experience. Should you be able to return to the place of your death without dying a second time, you will be able to reclaim your Shade and absorb it back

into you, allowing you to be able to cheat death once again. Should you expire a second time without regaining your shade, however, then you will truly die, unless of course you have powers from other Jumps to prevent this as normal.

A Higher Being, however, is even greater than this, and can unite void unto one purpose. As a Higher Being, you are Void itself, all creatures of Void shall bow before you, and will arise from the abyss itself to answer your call whenever you command it. You may even drape yourself in the Void itself, casting off your mortal shell to become a living Abyss, having united all the Void into your singular being.
After this Jump, you even gain your own personal Abyss, tucked away within your personal Dreamworld, which you may call upon to empower you.



Grimmkin

The Troupe (100)

The Troupe favor projection over truth, hiding their intentions under the gaudy veneer of a traveling circus. To aid in this, you've gained a skillset uniquely suited for life in the circus. Select one circus job or duty, such as being a musician, beast tamer, acrobat, clown, etc. Your skill in this field is enough to make a modest and comfortable living off of it, even should you not be part of a large circus. You also have an excellent sense of showmanship, and are capable of flourishing your speech with exquisitely crafted rhymes and turns of phrase.

Charming (200)

Charms are such fascinating objects, aren't they? Few people know how to make them, and most of them are born from the death and lingering will of a passionate soul. Just like Divine, Sulubra, and Leg-Eater, you yourself now know the esoteric art of crafting Charms, both normal and fragile. The more powerful a charm, the more notches it will take up and the more unique the materials you'll need to make them. Further, when you are close to a corpse that has died somewhat recently, should they have been of stout spirit and passed on with lingering regrets, you can easily take those regrets and craft a suitable charm based off of them. You can also craft new notches yourself, though the process is intensive and take around 10 years to make a new notch.

Dancing Flames (400)

The Nightmare Flame burns bright within you, staining your SOUL with its crimson light. You are now able to conjure and shape magical flames with your SOUL arts. In addition to being able to make mundane fire, you can also create Nightmare Flame, which phases through solid objects and allows you to burn and damage a person's very SOUL.

Grimmchild (600)

Dance and die and live forever, silent voices shout and sing. Now you too shall be able to live and die forever in the same way the Troupe does. You are now able to create your own Grimmchild, a small larval creature crafted in your own image. Nourish and feed it, and it will grow strong until it becomes a proper vessel for your spirit. Should you then die henceforth, your heart and soul will be reborn within the child, who shall soon after grow to your full former glory.



Higher Beings shall find themselves emulating not only this aspect of Grimm, but will soon become as unto the Nightmare King himself. You may now consume the memories and dreams of others (often taking the form of flames), leaving naught but shadows and nightmares in your wake. Doing can sustain you the same as any food or drink can, and you grow in power the more dreams you eat. Further, your Grimmchilde can also consume dreams as well, allowing it to grow to full strength at a significantly faster rate and granting them access to your own powers and abilities, though somewhat reduced.

Godseeker

Shared Mind (Free, Mandatory and Exclusive to Godseeker, 200)

The Godseekers have a shared mind amongst themselves, a hivemind where their minds gather together in. As a Godseeker your mind is also a part of this great collective, and you are able to access the collective conscious of the Godseekers and their shared realm of Godhome. Don't worry though, even though you are a part of their collective, you still are able to maintain your own ego. For an additional undiscounted 200cp, you are able to keep your connection to Godhome in future jumps.

Forsaken Refugee (100)

The Godseeker left his home Land of Storms when the Gods of Rain and Storm disappeared, carrying the hopes of all his tribe with him, and traveled a long ways before finally arriving in the land of Hallownest. To make such a journey is a difficult feat, but you are able to do so if you must. You possess a great level of endurance when it comes to traversing long distances and are adept at hiding yourself from predation along the way. As long as you have a purpose or destination in mind, you will find your journeys relatively safe and peaceful, even if they may take an exceedingly long time.

Seek Seek Lest (200)

The Godseeker found his way to Hollownest because of the afterglow of the Pale King lingering over the land, long after the god himself disappeared. You too are now able to detect or "feel" the glowing presence of godly beings, even from a far-off distance. This allows you to tell where you may find a divine being, or at the very least give you a clue as to said being's influence is its strongest, with the strength of the "glow" increasing with both proximity and the power of said godly being.



Godly Focus (400)

It is through Godly Focus that the Godseekers seek to ascend, both themselves and the gods, until they reach communion with God of Gods. This is not that kind of focus, but it is inspired by the same idea. By focusing your SOUL, you may use it to grant benefits unto those around you, healing and empowering them based on how much SOUL you spend doing so.



The Great Pantheon (600)

The great achievement of the Godseekers is the ability to construct the Hall of Gods, a mental landscape where the history of the Gods and their power is stored, and the creation of the process of Attunement. Through either combat or extended exposure, you are able to attune your mind to beings of great strength, allowing you to link to them and their memories. When such a connection is made, you will be able to summon a copy of such a being while within your dreams, allowing you to converse or combat them once more. Creatures that are dead will merely by copies, while still living beings will be connected and an aspect of them summoned. Keep in mind, however, that unless they have a particularly strong mind that they will probably not be lucid and will view the encounter as but a dream. You may also make minor changes to such encounters if you desire to spice up your combat.

Higher Beings that take this feat will become the new masters of the Godhome and the Godseekers, being the one being they had sought after all this time. This will give you full control of Godhome as your own dreamrealm and will grant you the Godseekers as your fanatically loyal subjects. This will make them extremely happy, as now with your connection their minds will no longer feel empty and alone, and they will do anything and everything to keep their connection to you secured.

ITEMS

Below are some items for you to purchase and choose from. Unlike perks, most items do not have any background-based discounts, instead you may take any one 100cp item for free, and can gain a discount for any one 200, 400, and 600cp option each. You cannot use more than one discount on any one item, though if the item can be upgraded you can spend different discounts on different upgrades.



Charms (Special, 50cp per notch)

Charms are accessories that bestow upon the bearer various fantastical benefits. You may purchase any in game charm here (with the exception of the Grimmchild, Kingsoul, and Voidheart), with each Charm costing 50cp per notch that it normally takes up in the game. You may purchase multiple charms, but each charm must be bought separately. While there is "technically" no limit as to how many charms you can use, using too many causes extensive magical interference. Using more than three causes this interference to spill over to you, weakening you and diminishing your vitality the more you use in excess of this limit.

A Nail (100)

A simple nail weapon of a size and shape of your choice, such as either a simple nail sword, greatsword, or lance. In the land of Hallownest its dangerous to go alone, so take this.

- Custom Tools (100)

Perhaps a normal nail is simply too boring for you? With this you can customize your nail with a single modification. Perhaps your nail is hooked for disarming weapons and shields? Or maybe it has a loop on its pommel where some thread can fit? Or it could be weighted and shaped in just the right way to be thrown like a boomerang. This upgrade can be bought multiple times, each time it adds a different modification to your nail.

- Life Ender (200)

Don't let the pompous name fool you, this quality is not that impressive. You may now imbue your nail with the same quality as Zote's infamous weapon: non-lethality. You may, with a mere flick of the wrist, change your nail to be incapable of dealing lethal harm to those you hit with it, and can change it back to normal with another simple motion.



Map & Quill (100)

This leather case contains a blank map and a quill pen. The pen never runs out of ink and is always able to write, and the map is virtually indestructible. With these two together, you can make your own maps of places you visit, with the quill gliding in your hand to help you draw out the places you've visited. Each jump, you get a new map for the case, and your old map is placed in a container in your warehouse for you to look at again when you're feeling nostalgic.

- Pins (100)

In addition to the map and quill, you now have access to several different pins color-coded which you can use to help mark locations of interest on your map. Please note that these pins will only attach themselves to you map, and no other surface.



Lumafly Lantern (100)

A crystal lantern that contains a single Lumafly within it. This lantern is small enough to be attacked to a belt, yet bright enough to effectively illuminate one's surroundings. The little bug lives for a long time, and requires not food, but should your lantern be destroyed or the bug die, you'll find a new one next to you the next time you wake up from sleep.

- Charged Lumaflies (200)

In addition to your single lantern, you now have a large crystal tank, roughly the size of a small shipping container, which contains a small colony of charged lumaflies. These little critters are usually content to float around, though they will occasionally swarm together and produce a strong surge of electricity. With the right knowledge and skills, you might be able to use them as a sustainable source of electricity, and perhaps even raise more of them. Or you could just keep them as exotic pets, it's up to you.

Delicate Flower (200)

A single white flower, delicate and cut at just the right length. Despite its incredible fragility, this flower's radiant beauty makes it an excellent heartfelt gift to those you give it, allowing the recipient to fully understand your feelings for them. What other mystic qualities this flower has is yet to be seen, however you are only allowed one such flower per jump, with a new flower appearing in your warehouse at the beginning of each jump to replace any one you lost.

- Delicate Bush (400)

Instead of just one cut flower, instead you've been given a thorny bush that grows them. Under optimal conditions, the bush shall produce a new flower once every week, with a maximum of six flowers present on the bush at any time.

Hunter's Journal (200)

A simple leather-bound journal, this book will record every single creature you've ever encountered and give a basic description of the creature. The more you encounter the same kind of critter, the more information the book will present on it over time.

- Hunter's Mark (200)

But who wants to wait to get vital information on a creature? With this mark inscribed on your Journal, you instead just need a single clash with a creature to be able to collect information on all their current strengths, weaknesses, behaviors, qualities, and other pertinent information

Dream Nail (200)



This simple bauble, in the shape of a dreamcatcher or a mirror, is much more valuable that it would appear to be. When held out it produces an ethereal blade called a Dream Nail that allows you to read the surface thoughts of those you strike with it. You can also use it to read the lingering thoughts and impressions imprinted on objects of significance and can use it on a sleeping person to enter into their dreams. This doesn't work on everyone, however. Those with strong mental fortitude and protections can still force you out of their mind and even obfuscate your readings of them. Can also be used to collect "essence" from memories, minds, and restless spirits, but what use such essence would have is not yet apparent.

Dream Gate - (200)

Your dream nail has been granted a new power. With it you can now spend essence to create and use a Dream Gate. This allows you to mark a singular location with the dream nail. Hence forth, you may now expend some essence from your dream nail to return back to that one point in a near instant. You may also use this place make new gate points whenever, though making a now point erases the previously existing one, so be mindful of that. Also, please note that not all locations can have gates placed on them, as places where the strength of dreams and magic is too weak may not allow a new gateway to be placed there.

Awakened Nail - (200)

Your dream nail has been enhanced to its highest level. With an awakened dream nail you can now enter and penetrate even the deepest and most heavily buried dreams and minds. Those with great mental strength can still detect when you're doing so, but unless they make a conscious effort to control their surface thoughts, they can no longer keep you from reading their thoughts like a book.



King's Mould (400)

Void is a dangerous substance to most bugs. It is not stagnant, but rather it appears to have a will of its own and can consume the minds of lesser bugs. The Pale King, however, once discovered a way to give Void shape, to bind it into different forms and be given commands and purpose. You too now have the tools needed to create such beings. You now have some basic magical moulds and a workshop, for simple constructs like Kingsmould and Wingmould, that can be used to create your own constructs from Void, plus a small reservoir of inert void. The reservoir slowly refills itself, and at peak efficiency can be used to create a new Kingsmould or two Wingmoulds around once every two weeks. You may attach this workshop to any properties you own, including your warehouse.

Godtuner (400)

A small device used by the Godseekers in their search for a grand and worthy god. This trinket allows you to "attune" to powerful beings you meet throughout your travels, recording them and giving you a slight connection to them. Though this isn't that useful in the waking world, if you sleep and dream whilst baring this device, you'll be able to meet, talk to, and perhaps fight them once more within your dreams, even should they be long dead. Though keep in mind that unless they are particularly strong of mind, they may not be completely lucid whilst within the dream.

Godseekers may not find this item to be too useful at first. However, this item can be used to draw other people not part of the shared mind into Godhome instead.



SOUL Spring (400)

You have been given access to a peaceful hotspring. While it can be enjoyed as a single place to bathe and relax, its true nature is much less mundane. The waters of the spring are imbued with SOUL, allowing one to mend their wound, gradually overcome illness, regain vigor, and even recharge their SOUL reserves by merely resting for a time in its waters. Upon purchase, and at the beginning of every subsequent jump, you may choose to gain this hotspring as either a warehouse attachment, add it to any other property you own, or import it in an appropriate location in the world.

Mask-Maker's Kit (600)

It is a tragedy to be born without a face, and for that a mask does provide. This kit contains ten blank masks and a pot of void ink, both of which will refill every month. These masks are special, when placed over a creature's face it fuses with them and grants them a new mind and personality, overriding the previous one that existed. This new masked person is, for all intents and purposes, an entirely separate entity from the previous person, with neither of them sharing any memories or knowledge of each other. The masked persona exists for as long as the mask is affixed to the person, should the mask ever be removed for some reason, it will shatter, and the masked persona will be no more. This can also be used to grant sapience to an otherwise unintelligent beast, following the same rules as mentioned before.

Black Egg (600)

A large black egg the size of a bank vault. This great vessel is good at containing supernatural forces inside of it and preventing their detection from outside. While it does have a locked door, you can also secure it further with a ritual and applies a strong seal over it. The ritual requires the willing participation of strong-willed individuals, who's sleeping psyche will be used to power the seal. With at least 3 such individuals powering a seal, you could even seal away a god for some time before it begins the gradually weaken. Having more participants and using more powerful beings will increase the strength of the seal, but regardless those who participate in the ritual must be consigned to slumber to keep the seal active.



Lifeblood Core (600)

This room, covered in vines with blue butterfly-flowers, has a massive 100-gallon lifeblood core in its center. This core can be harvested for Lifeblood, a mysterious blue fluid that heals and fortifies the body, granting improved health and renewing one's life and youth. You can either harvested bit-by-bit with the provided tap, or you may burst it open all at once, causing the lifeblood to exit the core as a bunch of lifeseed critters, which you can either crush to grant Lifeblood to yourself or use to plant and spread lifeblood to new places. The Core refills at a rate of 1 gallon per day. Upon purchase, and at the beginning of every subsequent jump, you may choose to gain this chamber as either a warehouse attachment, add it to any other property you own, or import it in an appropriate location in the world.



COMPANIONS

Hallownest can be a cruel and lonely place for a single bug. Below are some options for those who wish to have companionship in this desolate kingdom's grave.

Jumping Troupe (50 per/200)

For 50cp each you may import one of your companions, or create a new one, with a budget of 600cp to spend for themselves on perks, items, and their background. They may not take any drawbacks of their own. You may also instead choose to pay 200cp to create/import up to 8 companions this way.

Canon Companion (50 per/400 per)

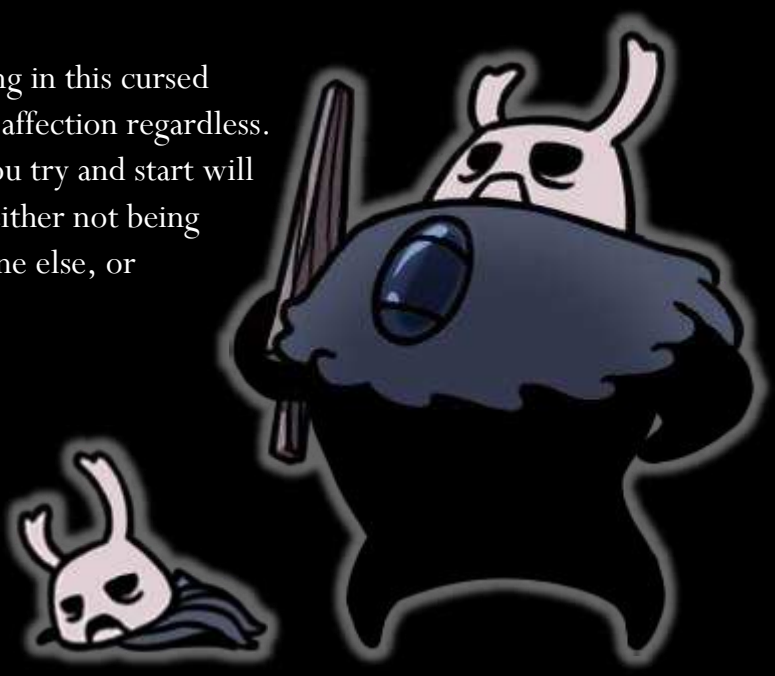
Perhaps you wish spare one of the locals from having to live in this drab land? If you can convince them to come with you, you may bring one of the canon characters with you on your chain. Most every character you'll meet will cost 50cp for you to companion, with the exception of beings classified as Higher Beings (such as the White Lady, Radiance, and Unn), who will instead cost 400cp each.

DRAWBACKS

Perhaps this land is not dangerous enough to test your resolve? Or maybe you are willing to pay the price for more power? Below are listed various drawbacks which you can take in exchange for extra CP.

Grey Prince (100)

Finding love and companionship is a hard thing in this cursed land, yet there are those who manage to find affection regardless. Sadly, that is not for you. Any relationship you try and start will end terribly, with your prospective interest either not being interested in you, abandoning you for someone else, or meeting an untimely end.



Jumper the Mighty (100)

You've become quite the insufferable fool, haven't you? With this drawback, you will be compelled to follow all of the 57 Precepts of Zote. It should be mentioned that Zote himself is kind of a prick who himself is not at all aware of his own foibles, and his precepts are just as flawed as he.

Grossly Odiferous (100)

Let's be honest, you stink. Terribly. You are constantly surrounded by a cloying miasma of stench, one which can never be removed no matter how much your try and cleanse yourself. Most people will refuse to get close to you, some shopkeepers will refuse you service, and worse still this smell tends to attract the ire of beasts, who will be able to track down your pungent aroma with ease. At least the Dung Defender will find you pleasant smelling though.

Warrior's Dream (200)

Your corporeal form has been lost to you for some time now. You are no longer a living being of flesh, you are merely a lingering Warrior's Dream, a ghost of a strong being. Your spectral body is bound to a single location, your final resting place, based on your starting position, preventing you from moving away from your spot. You cannot interact with the physical world directly (save for the items that were on your person), and you are invisible to most people, though you can interact with beings that have access to a Dreamnail or similar item or power.





Tisowned (200)

You think yourself a champion? I think not. No matter how hard you try, something unfortunate happens every time you try and engage in a serious fight. Perhaps you'll get attack while unaware by a third party, or maybe your colosseum match will be the worst matchup for you. Regardless, expect every major fight you're in to turn out poorly, with the chances of being grievously harmed really high. You better hope that someone will be around to bail you out if things become too dire.



Pain in the Aspid (200)

The Primal Aspid is considered by many to be one of the most dangerously frustrating creatures to exist. Now there's more of them. Expect to see these acid spewing wretches everywhere, not just in the Kingdom's Edge, ready to make your day terrible whether it be at the Crossroads, in Deepnest, or nesting on balconies in the City of Tears.



Ghostless (400)

Normally, you wouldn't need to be too concerned with the main plot, as the Vessel would still come to Hollownest and complete the events of the game. With this drawback, however, the Vessel never escaped from the Abyss. With no Vessel, there will be no one to stop the Radiance from consuming all of Hollownest in her hivemind…not unless you try to do something yourself. Good luck champ, you'll need it.

Precious Mind (400)

Hallownest is more than a kingdom, more than a land. It was a beacon created by the Wyrm, calling bugs to it, granting them minds, yet also ensnaring them. You cannot leave the borders of Hallownest. Any attempt to do so will see your mind and consciousness forfeited from you resulting in your ego death.

Hunted (400)

The Hunter has taken a fancy to you and has decided to make you his quarry. He is a dangerous creature, possessing create speed, strength, cunning, and is deceptively stealthy for one so large. He will stalk and observe you, learning your strengths, weaknesses, and patterns, and will strike swiftly and decisively when he thinks he has a sporting chance of taking you down. Should you kill The Hunter in one of his attacks, then another hunter, stronger than the last, will arrive some time later to take his place.

Steel Soul (600)

Trust not in the borrowed powers of realms past, and instead place faith in your own iron soul and steel strength. For the duration of this jump, you will not have access to any of your powers, perks, or items from your previous jumps, nor can you access your warehouse. Instead, you must rely on your own skills, and the things purchased from this jump.

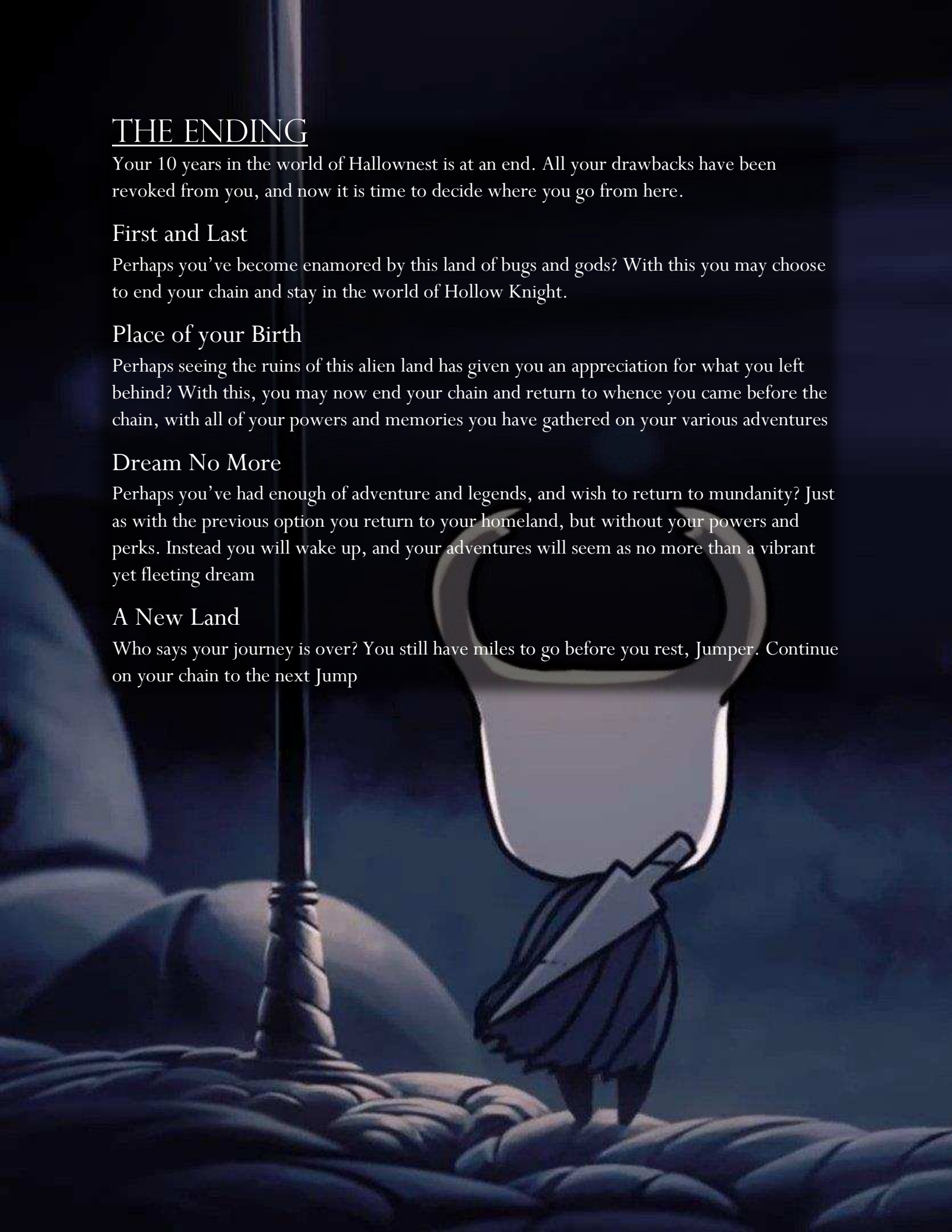
A New Face (600)

Your face has been replaced with a new mask. You will have no memories from outside of this jump, and even worse, the mask will have replaced your mind with a completely new personality, having its own desires and memories as appropriate to your background. At the end of this jump, should you have survived and not failed your chain, you will have the option to either keep this new personality as an alter-ego you can switch between, or as a new companion possessing all the perks purchased in this jump.

Infected (600)

Deep within your mind, a malevolence force stirs. The infection has taken root in your psyche, worming its way into you, whispering dark temptations and clouding your mind with promises, wishes, and fears. As you travel on and fight, its voice will call to you from within, offering you strength, peace, unity, your very dreams. The price? To give in, to allow your self to be consumed by this illness and abandon your individuality. The effects will strengthen while you sleep and dream, as the force of the infection will try to rush forth and consume your unconscious mind, as such you will need a strong will and sense of self to fight it off, whether whilst awake or asleep. Do not think this will end should the Radiance be destroyed. It has left an imprint in your very soul, and will try to use you as a catalyst for its own rebirth.





THE ENDING

Your 10 years in the world of Hallownest is at an end. All your drawbacks have been revoked from you, and now it is time to decide where you go from here.

First and Last

Perhaps you've become enamored by this land of bugs and gods? With this you may choose to end your chain and stay in the world of Hollow Knight.

Place of your Birth

Perhaps seeing the ruins of this alien land has given you an appreciation for what you left behind? With this, you may now end your chain and return to whence you came before the chain, with all of your powers and memories you have gathered on your various adventures

Dream No More

Perhaps you've had enough of adventure and legends, and wish to return to mundanity? Just as with the previous option you return to your homeland, but without your powers and perks. Instead you will wake up, and your adventures will seem as no more than a vibrant yet fleeting dream

A New Land

Who says your journey is over? You still have miles to go before you rest, Jumper. Continue on your chain to the next Jump

NOTES

Questions, answers, and other things in regards to the jump.

Do I need to play the game to understand what's going on?

Yes. Or failing that watching a full LP. Still, this is an excellent game, and at only $15 its an absolute steal. Hollow Knight is an absolutely enjoyable and breathtaking metroidvania and this jumpmaker highly recommends it to anyone

How big are the bugs?

Though they may be bugs, and they call their weapons nails, there is nothing that suggests that the bugs in this universe are the same size as the ones in our universe. As such, it the suggestion of this jumpmaker to treat them as human-sized, using Elderbug as a reference to the size of an average elderly human male.

What about Silksong?

As of the time of this Jump's creation, Silksong has not come out and there is little outside of speculation about it. Once Silksong is released, I will have to play it fully and learn about it myself to decide whether I need to update this jump or make a new jump for Silksong

Mantis Lord + Higher Being?

If it was unclear, basically imagine it as Combat Meditation from Star Wars.

Is Hornet Void?

No, the is 100% bae.

I Played Hollow Knight, but don't understand anything!

If you want to learn more about the story and lore of Hollow Knight, both the Lore section of the wiki, and the youtuber "mossbag" are excellent sources to learn more. The latter though is much better and more enjoyable though, and the wiki tends to not delve too deeply into speculating about the environmental clues.

Precious Mind + Warehouse?

For the purposes of this drawback, your Warehouse does not count as outside of Hallownest, so long as you access it from within Hallownest. Your various structures attached to your warehouse likewise don't count, so long as they aren't attached to any place outside of Hallownest.