

By: Echoanon
With help from: Anons

Hello stranger, welcome to Dirtmouth! Sorry if the place seems a bit abandoned, most of the citizens seem to have wandered off into the tunnels below. Hmm? Oh, yes, I did say tunnels. History says Dirtmouth sits atop one of the entrances to the legendary City of Tears, capital of the Kingdom of Hollownest, long since destroyed by calamity.

More than one foolhardy adventurer has ventured into the tunnels, hoping to claim some of the treasures, secrets, and artifacts of power said to rest in the City, and disappeared, never to be seen again. Perhaps you will be different?

Origins

Before we get started, choose one real-life insect. You will gain an adorable altform based on it to better blend in with with locals. You also gain some abilities based on whatever you chose, for example, a spider will be able to shoot webbing, insects cable of flight can still do so, or a mantis can fight someone without having to use a Nail.

Feel free to choose your own age, and your gender is the same as whatever it was last jump, though the latter can be changed for 50CP.

Drop-in (Free): You drop onto a stone platform in one of the smaller caverns of Hollownest, a raised statue overlooking you. You have no history in this new bug-filled world.

Hollow Knight (100CP, Mandatory drawback: Hollow Vessel): Finally, after many years, you've returned to your home. Well, the surface of it at least. You begin on one of the many cliffs overlooking the town of Dirtmouth.

Shopkeep (100CP): Hmm? How did you get down here? You begin in one of the small tunnels near the surface. It would probably be best if you hurry back to your shop before something finds you. Don't want to be dirty if a customer gets there before you!

Perks

General

Soul (Free): A magical energy gained by the infliction of harm upon enemies, soul can be used for many things, from healing to launching magical blasts. Free for the duration of the jump, 100CP to keep afterwards.

Cavern Rhythms (100CP): The ancient caves of Hollownest echo with a music all their own. You gain the Hollow Knight soundtrack. It even comes with some personalized themes in the same style for you and your companions. These songs will play in the background, changing as the situation does. No one else can hear these songs unless you decide otherwise.

Long Lived (100CP): Like Eternal Emilitia, aging doesn't seem to affect you all that much. You're guaranteed to be able to live for at least a couple centuries before you have to worry about the effects of aging, and even then, you'll always be a little bit more spry than the other elderly folks.

Drop-in

Worship the Fluff (100CP, Free for Drop-in): You find that societies of the mystical persuasion are more inclined to like and remember you, and with some small acts of kindness, even begin to worship you.

Weapon Projection (200CP, Discount for Drop-in): An almost unique ability, you have attained the mystical power to create energy projections in the form of nails that you may launch at your foes, or even generate spears, which surge forth from the ground beneath your foes feet in an attempt to skewer them.

Stay out of range and switch up your attack patterns and you will be a difficult foe, however, this ability lacks effectiveness when your opponent is directly in your face. Quick wit and tactics are your ally.

Rage of Eternities (400CP, Discount for Drop-in): Even if you were imprisoned within an almost inescapable prison, nothing would stop you from getting out even if it took dozens or hundreds of years. You are simply too angry and determined to ever stop.

Radiant (600CP, Discount for Drop-in): Oh, uh, your appearance seems to have changed a bit, jumper. Your chosen bug form now resembles a heavily mutated, though still adorable, moth.

You gain the ability to fire very damaging laser beams made out of light, generate homing orbs made of light, and any light based attacks you have gain a boost.

You can also enlarge any bugs in the vicinity, with most growing to the height of your average human, and larger ones growing taller. With the tallest reaching seven to eight feet tall. You can either grant these bugs sentience, in which case they'll be very loyal, or link them in a hivemind, with you at the head.

Hollow Knight

Basic Nailsmanship (100CP, Free for Hollow Knight): Unlike a certain Grey Prince, you know there's more to handling a nail than swinging it in the enemy's general direction and rolling everywhere. You gain a basic competency in your ability to handle nails and swords alike.

Power Tactics (200CP, Discount for Hollow Knight): Seems like during your travels, you gained an aptitude for knowing to what uses your powers could be applied. You quickly learn what your powers could be applied for. For example, telekinesis being used to pick objects up could also pick you up, and function as flight. Or that object you picked up which rockets you in a direction's speed could pass as a handy bludgeoning instrument for enemies.

Shade (400CP, Discount for Hollow Knight): Other bugs might have to fear death, but not you. If you were to be struck down in battle, you would find yourself returned to the last place you rested at, with some minor injuries and your Soul capacity cut down by 1/3. If you were to return to the place you died, you would find a black shade, with a similar appearance to you.

Vanquish it, and you will find all injuries healed and your full soul capacity restored. So long as you manage to vanquish the Shade each time, you can continue to respawn like this for the rest of the jump. Afterwards, this only works once per jump, or once every ten years.

Hollow Reprisal (600CP, Discount for Hollow Knight): ....Are you really sure you want to buy this? ….Very well then. Upon facing a monstrous threat that you would otherwise be unable to handle, you can call upon the shades of your brothers and sisters, and indeed, the might of the Void itself, to drag the abomination down. With this, even Gods might be brought low.

This power has a price, however. To activate this perk, you must sacrifice your mortal shell, and become one with the Void, putting your individuality at risk. Needless to say, losing it would mean the end of your chain.

Shopkeep

Mapmaker's Confidence (100CP, Free for Shopkeep): Like a certain adventurous bug, you don't seem to be afraid of anything. Wastes full of bugs infected by some sort of parasitic fungus? Bring it on! Tribe of xenophobic and hostile mantis people? Oh *please*. It would take dark caves

full of crawling writhing worms, spiders, and abominations forgotten by bug-kind to faze you, thought you would still be able to soldier on to complete your mission.

Nailsmith (200CP, Discount for Shopkeep): You've spent most of your life in these caverns crafting weapons, and it shows. You're a master blacksmith, capable of creating wide varieties of nail weapons, and even, with the proper materials, enhancing them to the point that they would prove a valuable ally in a fight against a god.

Mask Maker (400CP, Discount for Shopkeep): You are the only other person in Hollownest learned in the ways of mask-making, and this makes you a very sought after person indeed. You see, not everyone, or thing, in Hollownest is blessed with a face. When they need one, they come to you, or to your compatriot in the Deepnest.

Masks also give form and intelligence to those that do not have it. Be careful giving masks to those who already possess faces. While concealing one face within another is great protection, it also destroys the minds of all but the strongest willed.

Great Nailsage (600CP, Discount for Shopkeep): How long have you trained with a Nail, Jumper!? You seem to have gained a level of skill that can only come with years of practice and training. You're now leagues better at handling a Nail, enough so that only a couple people around will be able to match you in skill.

You're also quite adept at using the three known Nail Arts. The first is the Great Slash, a powerful two-handed slash strong enough to slice clean through a boulder. The second is the Dashing Slice, where the user dashes forwards, and slashes at the enemy, cutting them in two. The final one is the Cyclone Slash, where the user spins forward, unleashing attacks on all sides.

Items

Delicate Flower (100CP, Free for Drop-in): A small, lavender colored flower. Give this to a loved one, or a prospective one, and you'll fall in love all over again. Also, the sight of it will remind them of all the attention you give them, even if you don't give them that much.

Lumafly Lantern (200CP, Discount for Drop-in): A small lantern which contains a Lumafly, basically an extraordinarily bright firefly. The lantern is bright enough to light up the darkest caverns and could probably blind someone if used in the right circumstances. The Lumafly is immortal in the "will never die to aging" sense, and if the lantern were to brake or the Lumafly to die, a new lantern with a new fly would show up the next morning.

Hunter's Journal (400CP, Discount for Drop-in): A journal created by the mysterious, and more than a little bloodthirsty, being known as the Hunter. Defeating opponents, note that this does

not necessarily mean killing them, will create a page in the journal for that enemy detailing the Hunter's thoughts on them and tips on beating them again. The more you defeat them, the more information.

Black Egg (600CP, Discount for Drop-in): A large egg-shaped structure made out of an unknown black material, this is a prison designed to keep all but the mightiest beings locked away. By designating three willing beings as "Dreamers", seals, anything weaker than a god will find it impossible to escape, and even gods will find it difficult.

Ancient Nail (100CP, Free for Hollow Knight): An old rusted, and chipped nail. It's admirably lethal despite all that, but you should still see about upgrading as soon as possible.

Stay-on Cloak (200CP, Discount for Hollow Knight): You're quite fortunate to have gotten this. Unless manipulated by an enemy to do so, it never impedes your movements, and manages to keep you warm in even the coldest and/or windiest weather.

King's Brand (400CP, Discount for Hollow Knight): How lucky for you Jumper, you seem to have come across a copy of the King's Brand. Perhaps the King created it for his arboreal Queen? Anyways, while in this jump using this allows you to access a sealed location and marks you as a person to be respected. In future jumps, this will allow you to open up areas otherwise forbidden and marks you as a person of authority.

Dream Nail (600CP, Discount for Hollow Knight): An ethereal Nail given to you by a strange moth, this allows you to read the thoughts of the living, and the last thoughts of the dead with a quick swipe, and combat the spirits of the dead. You can also use this to teleport! Just set a place you're at as a "dreamgate", and you'll be able to teleport back there anytime!

Map & Quill (100CP, Free Shopkeep): Hmm, it seems as if Cornifer has given you a special map. It automatically draws any room you enter, notes points of interest, and can even point you towards critical objectives!

Shop (200CP, Discount for Shopkeep): A small building made out of the shell of some long-forgotten insect. Any products you make or items you own can be sold here, and the shop makes enough of a profit to give you a comfortable lifestyle. This building follows you to future jumps.

Pale Ore (400CP, Discount for Shopkeep): A box containing the titular pale ore and capable of sharpening nails and other bladed weapons beyond belief. Additionally, the ore, and any weapons refined with it, is extremely chilly, so be careful.

Crystal Spire (600CP, Discount for Shopkeep): A tall spire of crystal taken from the mines of Crystal Peak, and quite special. It is said that, long ago, the crystals absorbed the light emitted

by a god, which is still discharged violently to this day, and this spire still retains those properties.

These crystals will absorb any mystical energy if around it for long enough, and begin generating this energy on their own in the form of attacks. What happens with it from there is up to you. Also, the Spire regenerates from having its crystals chipped away fast enough that you need never fear running out.

Companions

Import (50CP): Every 50CP spent on this origin will allow you to import one existing companion or create a new one. They gain a free origin, any associated freebies and discounts, and 600CP to spend on whatever you choose.

Canon Companion (200CP): Did you run into a character that you particularly liked? Perhaps Quirrel, the wandering amnesiac? Or maybe Cloth, the hero trying to find her own courage? Maybe Hornet, the character who actually seems to know whats going on? By purchasing this, you'll get the chance to recruit them. You'll have to convince them to come along yourself, though.

Drawbacks

Egotistical (+100CP): You possess an ego almost unmatched. You'll continually get yourself into situations you are in no way prepared for, decline any help, and face foes you cannot beat.

Lovestruck (+100CP): Oh, that lovely White Knight has rescued you! You can't help but obsess over one of the locals, writing stories about a romance between you and them, and getting distracted at the worst times.

Amnesia'd (+200CP): Jumper? Who's that? You're just a normal bug who's wandered into Hollownest in search of your past. Unfortunately, like an certain insect named after an archery implement, you appear to have lost all your memories, and only finding artifacts and items scattered across the Kingdom will begin to restore them.

Fanboy/girl (+200CP): Oh boy. Seems rescuing that one person has slightly backfired on you. They now follow you everywhere, even into battles, and somehow bypass any obstacles you put in their way. Even death doesn't seem to stop them, for their spirit will continue to haunt you and talk about rather carnal activities the two of you should do.

Hollow Vessel (+400CP, Mandatory for Hollow Knight): Like most of your Siblings, you have no emotions, which will obviously prove a bit of a challenge when you're trying to understand and convince others to help you.

The Jumping Fool (+600CP): Have you heard of the Colosseum of Fools? No? Well, imagine an entire arena run by the last remaining sane warriors of Hollownest, and they're all sadistic assholes with a knack for engineering. They've long since outfitted the Colosseum with every trick and trap they could think of. Unfortunately for you, someone seems to have signed you up, and you'll have to run the gauntlet fairly. No using any perks to interfere with the machinery, and you'll be about as durable as the average bug.

Like a moth to a….(+600CP): You've been infected by the plague that has ravaged Hollownest for the last century or so. You've got about 6 years to find a way to cure yourself before you descend into the near mindlessness all it's victims fall to. All the while, you'll feel increasingly harder to resist urges to kill the Knight and worship the light.

Outro

Your ten years are up, and once again, it's time to make the decision.

Go Home:
Ah, the centuries, they do so wear on, don't they? Nobody will blame you for giving up. You've accomplished so much, made so many friends, and witnessed death on grand scales. You return home, with all perks, items, and any companions.

Stay Here:
You could just stay here, alternatively. With the Pale King having seemingly disappeared, the citizens need someone capable of taking charge and able to fend off any of the various threats that surround the kingdom. You stay here, with all perks, items, and companions.

Travel On:
Stay here? Go home!? Why would you do that when there are so many things left to do or explore? You continue on your journey with all perks, items, and companions.

Notes

Currently on version 0.9.

Changelog:
0.3
Improved the intro a little.
Added Radiance perk info.
Added Basic Nailsmanship.
Added Power Tactics.
Added Nailsmith and Mask Maker.

0.4
Edited Radiant
Edited and named Weapon Projection. (Someone please suggest a better name)
Edited Shade.
Clarified that Basic Nailsmanship was indeed free for its origin.
Added Worship the Fluff.
Added Cavern Rhythm.
Added Shop
Added Bretta Drawback
Added King's Brand.

0.5
Added Ancient Nail
Added Stick-on Cloak
Added Pale Ore
Added Crystal Spire
Added Hunter's Journal
Added Lumafly Lantern, Black Egg, and Delicate Flower.
Finished texts for Origins.
Finished outro.

0.6
Added credits section.
Added Anon's suggestion for Weapon Projection, and corrected some grammar errors.

0.7
Corrected spelling and grammar errors.
Removed the pricing for Soul.
Clarified King's Brand's ability.
Swapped King's Brand and Dream Nail.
Added the description of "Like a Moth" to the drawback, instead of placing it in the Notes.
Updated Pale Ore's description.
Got rid of the learning boost mentioned in Power Tactics description.

0.8
Added a description of the Nail Arts to Great Nailsage.
Edited Shop.

0.9
Rewrote Canon Companion.
Added teleportation function to Dream Nail
Added Long Lived