Hollow Knight Hornet's Thorax Adventure

V 1.0 By Apocbox



Hornet, the daughter of Herrah the Beast, the queen of the spider tribe of Deepnest, and the Pale King, the ruler of the great kingdom of Hollownest. To most, she is a fearsome warrior. And although it is true, she also harbors a secret lustful side. You arrive a bit before she decides to visit some tentacles.
Take this 1000 points to spend. You will stay here for 10 years.

ORIGINS

Choose your age and sex for free. All origins can be taken as a drop in and your new body will become an altform after the jump.

Horny Princess

It seems Herrah got more than one child from the Pale King, with you being Hornet's full-blooded sibling. Whether a younger, older, or twin is up to you.

Helpful Tentacles

Your body is a mass of red or pink tentacles, with them being both your limbs used for locomotion, daily use, fighting as well as being reproductive organs.

Empty Sibling

One of Hornet's many half-siblings. Born from the Pale King and the White Lady, your egg was bathed in Void before you were born, changing you deeply. Whether you were chosen instead of the Hollow Knight as the Pure Vessel or were discarded as a failure and later escaped the abyss to freedom like the Knight, it is your choice.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free Perks are optional.

General

It's Not A Thorax Though? – Free

Even if biology should say otherwise, you can now use pretty much any of your orifices as a sex organ, from your ass to your mouth,

from your ears to your spinneret, as long as it is what you wish. The penetration will be pleasurable, and your hole will be able to stretch quite a bit more. Also applies to those you fuck as well.

Hollow Basics – Free
You possess a reserve of supernatural energy called 'soul' or, alternatively, 'silk', that you can use to heal yourself and perform a couple of supernatural moves. It can be restored through damaging enemies or through prolonged resting.

No Lamp Here – Free/300
Your body and mind cannot be changed, mutated, controlled, altered or otherwise manipulated against your will. Whether it's an ordinary yet deadly disease or a divine moth trying to take over, you will withstand them without trouble. This perk is free for the duration of the jump but needs to be paid for to be retained afterwards as well as gaining the ability to share it with others through sex.

Horny Princess
Fuck The Bug – 100
There's just something about you and your beauty. It's not just that you look good, and you do, but your appeal somehow transcends gender, sex, race, and any other factor, making pretty much anyone and everyone at least a little bit turned on by you.

Warrior Princess – 200
It seems, just like Hornet, you were trained in the art of combat by the Hive Queen Vespa, making you an extremely capable combatant. The fighting style that you were taught was an extremely agile one, focusing on speed and sudden precision strikes, as well as teaching you to utilize your surroundings and abilities, both from this jump, previous ones and the ones you will gain in the future, to maximise your effectiveness in battle.

Silk Production – 400
It seems you've been busy. Have you been to Pharloom and gotten all the Silk Hearts already? Got all the Charms and the Salubra's Blessing? No? Weird. Well, whatever the case, it seems that any and all of your supernatural energies now restore extremely quickly, quicker when you rest and straight-up astronomically fast whenever you engage in sexual activities.

Perfect Parent – 600
Whenever you are impregnated, both the usual kind and in more unorthodox ways, like having tentacles lay eggs inside of one of your holes not meant for reproduction, the children will be guaranteed to grow strong and be born safely. Hell, fate itself seems to guide dangers away from your children. You can also control your fertility and freely choose what your children will look like and what race they will be. what powers, abilities, perks, and so on they will inherit from you and the other parent. Finally, you can share this perk with anyone you impregnate for the duration of the pregnancy.

Helpful Tentacles
Sexual Relief – 100
When a person that you are attracted to and who knows of you becomes horny, they will receive an idea of what level of pleasure you can bring them and are far more likely to act on this information to seek you out for a mingle.

Craved For More – 200
Your ability to bring others to orgasm is unmatched, being able to satisfy even the most experienced or insensitive of partners. The Godseekers, when they arrive, will most likely proclaim you the God Of Sex for your sheer prowess in bed. You are also capable of impregnating anything at night, even if it wouldn't normally make any

sense, like using the wrong hole or your partner being the wrong sex.

How Did She Find Us? – 400

Your kind always lived in tight, hidden places, to the point that today most inhabitants of Hollownest wouldn't even know that you exist, with only the Pale King and his daughter knowing of you, and you will probably like to keep it that way with the whole plague that will probably start soon. You are a master of stealth, being able to hide effortlessly from both the mundane and supernatural senses and means of detection. Any place that you call home will also start to become harder and harder to find the more time you spend in it, as long as it is what you want.

Protector→ – 600

Oooh look at your little helmet! So cute! Well, the giant axe is far less so and is more badass or cool. You possess an interesting quality where your sexual and fighting skills are intrinsically tied together, as the better you are at one, the better you are at the other. Being able to bring people to unconsciousness-inducing orgasms will make you quite the fighter, and being able to slay hordes of monsters will make you incredible in bed.

Empty Sibling

Help Me Step Bro, It's Throbbing – 100

It's generally a taboo to lust after your family, but it seems it is not the case for you. Quite the opposite, actually, as now any members of your family, be they blood-related, step, or in-law, find you both far more attractive and do not see anything wrong with engaging in sexual and romantic relationships with you, with other people also not seeing anything wrong with it.

What's This? – 200

Well, aren't you an attentive fella? Not only do you have a great eye for detail, but you almost have a sense for when others are hiding something, especially if it's something sex-related. You also know when you can push someone for sex with them actually being okay with it afterwards and when they would very much dislike it.

Emptiness Within – 400

You aren't just some bug. You were bathed in void, and it changed you. At will, you can turn anything under your shell/skin into pure void, eliminating any weak points and allowing great survivability, because as long as at least a quarter of your insides remain, you can eventually heal to perfect health. And if it's just your shell that breaks, you can still exist as a Shade and eventually regrow it. You also have control over this void, giving you some shapeshifting abilities like altering your appearance somewhat or even pouring it on the outside in the form of tentacles, whips, spikes, blades an so on.

Impure Vessel – 600

The sole purpose of your and your siblings' existence. The reason for all their death and suffering. It was to contain the Radiance. For it required a pure vessel to be sealed in. You, on the other hand, are something stranger. Any being you fuck into an orgasmic mess you can depower, gaining all of their powers, skills, abilities, and so on, leaving any negative side effects or unwanted aspects to them.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free

items costing 50 after first purchase. You can combine compatible items like Red Cloak and Black Cloak.

General

Sharp Point – Free/100/200/300/400

One needs to be able to stand up for themself and be able to put an end to their enemies if they want to survive in this cruel world. To this end you have a weapon. Maybe a nail or a needle, or maybe something else. For free, it's a basic one, old and weathered yet still usable. For 100 it has been sharpened and some of it's power has been restored. For 200 it was channeled, shining with hidden might. For 300 it was improved further, whether coiled or restored to an original state, showing its hivesteel material. For 400, it was remade using Pale Ore, transforming it into a pure form.

Horny Princess

Red Cloak – 100

An elegant and comfortable red garment lined with white feathers on the inside. It provides great resistance to cold, allowing one to walk even in the most frigid of places, as well as the ability to jump in the air, glide, and rise with the air currents.

Crest Collection – 200

A collection of several small items that can dramatically alter your fighting style. You can only use one at a time but can switch them instantly as long as they are on your person.

Beautiful Song – 400

This silk string is capable of temporarily transforming any of your weapons into a musical instrument in a moment, making it capable of doing a great many things, from stunning enemies and forcing people to sing, giving you

some of their secrets, to showing ghosts, and many more things.

Truly Eternal – 600
This flower is an antithesis to everything related to darkness, void, and abyss. Just holding it is enough to make you both immune to anything related to those things, be they a living enemy, an item, or a location. It is indestructible and never deteriorates. You can sacrifice it to perfectly seal any one being related to those concepts away in the Dream Realm, in which case you will gain a new one after a year.

Helpful Tentacles
Little Helmet – 100
Somewhat beaten-up piece of head armor that is too small for you to properly fit. Not that you need to, since it offers your whole body a level of protection comparable to a full set of steel plate armor by just having it on your person.

Not-So-Little-Axe – 200
Masterfully crafted weapon in perfect condition. It is capable of doing far more damage than it is supposed to as long as you are defending someone, and the more invested you are in them staying safe, the more damage it deals.

Place To Rest – 400
This out-of-the-way cave system is extremely hard to find unless one has already been there. It is full of tunnels of different sizes as well as having a natural hot spring that makes it possible to regenerate any sort of supernatural energies, even if someone couldn't before, as well as greatly accelerating such a process. It's also a great place to rest in general.

Dream Home – 600

It is possible to travel to and from the dream realm and even send things there permanently. Even extremely large things like the royal castle. You have your own personal piece of said realm that only those that you allow can enter. It's contants are up to you and it's size is about the same the the White Palace.

Empty Sibling

Black Cloak – 100

As if sewn out of the void itself, this garment allows one to dash extremely quickly for short distances as well as become completely intangible while doing so.

Charm Collection – 200

A collection of various pins that can have a variety of effects when put on you, from making you aware of your position on any map you look at to increasing the power of your spells to making you find more money on the defeated enemies and many more effects. You can only put so many, as each takes a certain number of 'slots.'

Glowing Handle – 400

A sacred relic capable of manifesting a blade made out of Essence that can cut the veil between the dream and the waking worlds. You can use it to read the minds of people, to teleport, to enter the Dream Realm and similar worlds in future jumps, to take energies from living enemies and spirits of the dead, and many more things.

Void Heart – 600

A unique charm that can fuse and unfuse with your very being, not taking any space from other charms or artefacts. It makes any entities aligned with the darkness, void and abyss see you in a highly positive way, with even the most aggressive of the sorts refusing to attack you unless you do so first. It also provides a steady, if small,

supply of any and all supernatural energies you have access to.

Companions

Companions can't take drawbacks.

Original/Import - 50 for 1, 200 for 8

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon - 100

Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Verse + Free

You can choose what is canon around here. Is it just the first part without any DLCs? Did the events of the Quirrel comic happen? Your choice.

Entry Point + Free

Do you want to skip ahead? You can change the starting point from the standard one, happening some time before the start of the first game, to the start of Silksong.

Crossover – Free

You can use this jump with any other Hollow Knight jump, fusing the worlds together in any way you want. Points are kept separate.

Supplement - Free

You can use this jump as a supplement to any other Hollow Knight jump. Points are kept separate.

Fanfic Toggle - Free
Whether it's another Hollow Knight comic from a different author or a regular fanfiction, you can choose to appear in a different world from this one, as long as it's based on the original story.

Self-Insert - Free
You can take the place of one of the canon characters, either by replacing them in the story or by taking over their body. You gain their abilities and skills for the duration of the jump but lose them afterwards.

Cursed Crest + Free/200/300
Your body has been infested with a parasite, which greatly limits pools of soul, silk, and any other supernatural energy you have, prevents you from using many of your abilities, and forbids you from using Crests. Taken for free, this drawback can be cured through a specific set of actions and instead transformed into a Witch Crest, granting you control over it. For 200, you can still cure it but will not get the Crest. For 300 it is uncurable, and you will be in such a condition for your entire stay here.

Extended Stay + 100 per
Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

SHAW! HEGALE! EDEEDO! + 100
Everyone has a set of a few words and noises that they constantly repeat instead of talking normally with you, somehow managing to mostly translate what they mean. It is highly annoying.

Stick Figures + 100
Noooo, where are the sexy bugs?! Well fuck, everything now looks like it did in the games. This will most likely make sex a far less interesting affair.

It's An Abdomen + 100
On the plus side, you are rather knowledgeable on the biology of insects. On the other hand, everyone around you is consistently saying utterly wrong shit about it. Hope you have a lot of patience.

Constant Throbbing + 200
To call you lustful is an understatement. You could get railed by a pile of extremely enthusiastic tentacles and just as you are about to leave, get horny again. You'll need to constantly get fucked into unconsciousness to be able to operate anywhere close to full capacity.

Attack Patterns + 200
Did you learn to fight by your lonesome, or was your teacher just plain shit? You have a few moves that you use in combat, and that's about it. You are extremely shit at adapting on the fly, and you should get used to enemies figuring you out rather quickly.

This Things +200
It seems that there isn't anyone really interested in fucking you around here, with everyone finding you more suspicious and dangerous. There would be quite a lot of fighting for you.

Do not think... Do not speak... Do not hope... Do not... + 200
You are an empty existence. You lack emotions, wants, and goals, sort of just drifting from place to place and doing what people tell you to do. You are not suicidal and will not just let them kill you, but that's about it.

Accursed Platforming +200
So you want to take a shit? Well, the toilet is just behind a few giant buzzsaws, a pit of spikes you need to pogo jump through, and a few floating platforms. And it's like this

everywhere you go, with everything of any importance requiring extensive parkouring to get to.

Seal Designation + 300
Whether you are a Dreamer or a Vessel or just a prisoner, you are extremely tightly locked up and have no way of escaping. If you don't want to stay in your cell for your entire stay here, you will need help from the outside to get out. Which is complicated by the fact that your cell is hidden in an ass end of nowhere with no one knowing where it is. There are some clues, but it's still an incredibly complicated job to find you.

Full To The Brim + 300
Whether it's your ass, spinneret, abdomen, stomach, or other place, it is full of eggs that will never hatch nor can you get rid of. It makes your movement slower and fighting a lot harder to engage in. Not to mention hurting a lot if they get hit.

Crawling Infection + 300/600
It seems that the Radiance is ahead of schedule, with the entire kingdom starting to succumb to the infection far quicker than it should. If you can't stop it within a few days, the entire kingdom is doomed. For an additional 300 points you are susceptible to the infection, and the Radiance takes an interest in you, trying to hold you off from reaching it by constantly sending enemies from the entire kingdom your way. Good luck.

The Final Choice
First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy sexy versions of all the named characters from the games for free.

Now Choose

Stay Here
Don't want to leave? Sure, good luck and have fun. Here take additional 1000 to spend here

Go Home
Feeling sore? It's okay; it happens to everyone. Here, take 500 to spend here before you retire.

Next Jump
That's what we're talking about! Here take this set of eggs that can hatch into some tentacles if left in moist tight space.

Notes
Crest Collection gives you access to all the crests besides the cursed and witch ones.
Charm Collection gives you access to all the charms except the Kingsoul, Void Heart and Grimmchild.
Beautiful Song and Glowing Handle are the maxed-out versions of the Needolin and Dream Nail, respectively.

Changelog
V 1.0 Release


?
horny.
...that's not my name.
don't call me that.