# Silksong Jumpchain
# By Sentry342

Welcome to Silksong, a tale taking place in the far off kingdom of Pharloom. Once a mighty empire the kingdom is now a shadow of its former self. The bindings holding Grand Mother Silk are slowly breaking and soon Hornet will be brought to Pharloom like the rest of the Weavers. Then fate shall be spun once more as the clash of gods occurs.

This is the world in which you'll be arriving. Perhaps you'll be an ally to the Princess of Hallownest, a servant of the Queen of Silk, or something else entirely. Only time will tell what path you take. Take these **1000 Choice Points**; they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.

# Table of Contents


- Table of Contents
- Location
- Time
- Age and Gender
- Origins
- Bug Builder
- Skills and Perks
  - General Perks
  - Prisoner
  - Pilgrim
  - Silk Born
  - Choir Caste
  - Weaver
  - Flea Caravan
  - Shaman
  - Crafter Extraordinaire
  - Coral Forged
  - Skarr Tribe
  - Keeper of Nature
  - Verdanian
  - Voidborne
  - Burning Bug
  - Pinstress
  - Grand Performer
- Items
  - General Items
  - Prisoner
  - Pilgrim
  - Silk Born
  - Choir Caste
  - Weaver
  - Flea Caravan
  - Shaman
  - Crafter Extraordinaire
  - Coral Forged
  - Skarr Tribe
  - Keeper of Nature
  - Verdanian
  - Voidborne

- Burning Bug
- Pinstress
- Grand Performer

Tools

- Crests
- Red Tools
- Blue Tools
- Yellow Tools
- Synergies

Companions

Drawbacks

Scenarios

Ending

Notes

# Location

You can either choose one of the locations below or roll D10 and receive +100 CP to let the whims of fate decide your path.

**1.) Bone Bottom**
A humble pilgrim settlement nestled in the mossy lowlands of Pharloom, Bone Bottom is the first town Hornet encounters. Its tents and simple dwellings serve as a hub for travelers seeking entry into the deeper reaches of the kingdom. Warm fires, a bench, and the first Wishwall await you here, and pilgrims share tales (and quests) of the trials that lie ahead.

**2.) Deep Docks**
An expansive industrial forge region built by the Citadel, Deep Docks is a crucible of molten metal, chains, and laboring machinery. Lava flows through massive chasms while machinery groans in the background. Workers long since fallen to the Haunting left tools abandoned, platforms to explore, and dangerous foes to confront. Interestingly the being known as Lace and the Forge Daughter can be encountered here, providing a challenge and boon.

**3.) Hunter's March**
A sprawling expanse of bone forests and hunting grounds claimed by the Skarr. The land echoes with battle cries and the clash of steel, as strength is the only law that truly matters. Starting here throws you into a brutal but honest culture where reputation is earned through victory. Survive the March, and few will question your right to walk Pharloom.

**4.) Greymoor**
One of Pharloom's largest and most diverse regions, Greymoor blends open moorland with intricate subterranean pathways. Its sprawling environment feels wild and ancient, filled with flora and fauna, secrets and hazards alike. Venturing here places you amid sprawling ecosystems and deeper mysteries, making it ideal for those who prefer exploration

and discovery before climbing toward greater trials.

**5.) Bellhart**
A bell-themed town at the edge of the wilderness, Bellhart is one of Pharloom's last bastions of community before the Citadel's shadow looms overhead. Once eerie and abandoned, its bells still ring with influence, and completing local wishes could help reshape the town from a haunted settlement into a living refuge. Once some citizens, vendors, and the Wishwall this can once again become a central point tied to the faith of the kingdom.

**6.) The Citadel**
From afar, the Citadel gleams with holy purpose, the pinnacle of Pharloom's religious and political hierarchy. Ascending its vast spires requires ringing ancient bells across the land to unlock its gates. Starting at the Citadel plunges you into intrigue, ceremony, and the seat of power for Grand Mother Silk herself. Beneath the gilded halls lie perilous trials, ceremonial guardians, and echoes of belief woven into the very stone.

**7.) Bilewater**
A searing, suffocating region of industrial runoff and toxic waters, Bilewater is defined by bitter bile pools that slow or choke explorers. Navigating its vertical shafts and pipes demands care and precise timing, and enemies here are as relentless as the environment itself. It's a hazardous yet essential crossroads between multiple biomes, perfect for a gritty, survival-oriented beginning. At least assuming you don't get consumed by the disguising waters and parasites within them.

**8.) The Kingdoms**
While Pharloom is the dominant force here it isn't the only kingdom. At least it didn't used to be. Rather than starting in Pharloom you'll be starting out at the site of a fallen kingdom. This could be the Sands of Karak, what's now become Hunter's March, the dilapidated form of Shellwood, or the ruins of Verdania.

**9.) The Void +100 CP**
Oh dear, this could be quite complicated. You really shouldn't be here, somehow you managed to find your way into the Void beneath Pharloom. There is nothing here expect the various life-forms infused by the Void's energy. I would suggest you get out of here

as soon as you can and be sure to not fall into the Void pools. You'll probably die or be corrupted if you do. Thankfully there appears to be an exit within sight, so hop to it and run.

**10.) Free Choice**
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive outside of Pharloom itself or head back to Hallownest if you want.

**Time**

You will be starting out a few days before the main plot of the story begins. Perhaps if you move quickly you may be able to intercept the convoy transporting Hornet yourself.

**Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, but you may change it if you wish.

# Origins

You may choose one Origin below to represent your history in this world. All Origins are Free unless explicitly stated otherwise.

## Prisoner

Interesting it seems like Hornet herself, you have been captured and brought to Pharloom against your will. You are a foreign presence in this land, unrecorded by its histories and unclaimed by its factions. Whatever your past, it lies beyond the kingdom's reach. You may consider this the  Drop-In option. You begin with no established ties, no obligations, and no expectations. Finally, if you wish, you may arrive in the same convoy as Hornet, awaiting your chance to break free and carve your own path through a land that does not yet know your name.

## Pilgrim

You are one of the countless Pilgrims who journeyed to Pharloom, drawn by rumors of the Citadel, its wonders, and the promise of purpose or glory. Like Sherma and the others, you have walked long roads, endured hardship, and pressed onward where many turned back. Whether your pilgrimage was born of faith, curiosity, desperation, or hope is up to you to decide. What matters is that you arrived and in doing so, you've become part of the great movement shaping Pharloom's fate. The path behind you is long, but the one ahead may be even longer.

## Silk Born

You are a child of the Citadel, woven into its structure and shaped by its will. Grand Mother Silk is your sovereign, though your loyalty may lie with one of her daughters, or with the remnants of the Citadel itself as it stands on the brink of collapse. You were raised among silk and steel, order and obedience. Time will tell if you remain one of the mindless cogs serving it or if you become one of the few who don't blindly obey.

## Choir Caste

The Choir serves as the mighty arm of the Citadel through both military strength and fanatical service. You are one of the truly devoted amongst the Citadel's ranks amongst their ranks. You might be one of the Pilgrims amongst the disciplines, a warrior risen to the ranks of the Maestros, or something else entirely.

## Weaver

You are a member of the Weaver Tribe, inheritor of an ancient and secretive legacy. Perhaps you are one of the few Weavers who remained in Pharloom, or one of the contingencies who fled to distant lands such as Hallownest, preserving your people's arts in exile. The Weavers were never merely servants or craftsmen. They were planners, creators, and architects of fate, their silk binding together more than just structures. Though your people are scattered or diminished, their potential still lies within you.

## Flea Caravan

You are one of the Fleas, a traveler of the great Caravan that roamed Pharloom in search of safety and belonging. Regardless of whether you served as a guard, caretaker, scout, or simply another flea seeking a place to rest, the Caravan is your home. So grab some Fleabrew and go help Mooshka out.

## Shaman

You are one of the illustrious shamans. By default you may have been trained by the Snail Tribe, but perhaps you learned the arts from another group. Regardless, you are one of the rare true users of Silk and Soul. You have the potential to weave spells, craft rituals, and so much more. Only time will tell what you may accomplish, just try not to accidentally summon another crazed Higher Being.

## Crafter Extraordinaire

Ah, how refreshing to meet another who values creation over destruction. You are a master craftsbug, trained in the forges and workshops of Pharloom. But where did your talents take shape? Perhaps you hail from the forges of the Deep Docks, where machinery and silk intertwine. Perhaps you are a keeper of Citadel craft, preserving techniques long after their makers fell. Or perhaps you are something rarer still: a survivor or inheritor of the Architects' lost legacy. Regardless of wherever you learned your trade, you possess the mindset of a true creator. You see not just what is, but what could be, and you have the hands to make it real.

## Coral Forged

You are one of the last remaining children of Karak, forged in crimson coral and sworn to the rule of Crust King Khan. Your homeland was a kingdom of living reef and unyielding will, and though it ultimately fell, it did not do so quietly. You were shaped by coral that lived and moved, hardened by war against the Citadel, and bound by loyalty that endured even in defeat. Karak may be shattered, but its legacy lives on through you.

### Skarr Tribe

You are a hunter of the Skarr, the ant kingdom that served Skarrsinger Karmelita. From birth, your kind was trained for battle, hunting, and defense, forging a society where every member was a warrior. You learned to fight not for glory, but for survival. You fought for the queen, for the hive, and for the song that bound your people together. Even after your kingdom's fall, that discipline and unity remain etched into you. You are Skarr, and you do not break easily.

### Shellwood Tribe

You are a member of the Shellwood grove, once under the gentle guidance of Nyleth, the life-giver. Whether you served as a warrior, caretaker, or simple inhabitant, the forest was your home, It was a place of balance, patience, and quiet strength. If you came later, perhaps your allegiance lies with Sister Splinter, practicing a harsher, more aggressive interpretation of Shellwood's ideals. Either way, the grove shaped you into what you are now.

### Verdanian

So the Green Prince is not the last of Verdania after all. You are a survivor of his fallen kingdom, one who endured imprisonment, scattering, or exile while your prince was taken from the world. If you were to seek him out, the knowledge that even one of his people still lives would surely bring him some measure of peace, however small. Verdania may be broken, but it is not forgotten, and neither are you. Whether you stand as a remnant of what was, or a seed for what might be rebuilt, remains to be seen.

### Voidborne

You are a life touched by the Void or perhaps born from it. To most, your kind are omens: harbingers of endings, dissolution, and quiet annihilation. Yet the Void does not choose sides; it reflects the will of those who wield or embody it. By default, you may be a Void-infused creature, or something akin to the Vessels once created by the Pale King of distant Hallownest. Whether you exist to seal away greater evils, consume what remains, or carve your own meaning from nothingness is a question only your actions can answer. The Void watches, awaiting to see what path its newest child follows.

### Burning Bugs

You are one of the Burning Bugs, a many-legged devotee bound to flame, fervor, and the ecstatic call of immolation. Your kind revered fire, worshipping the Father of the Flame and guiding blazing Wisps drawn from the Wisp Thicket. To burn is to be purified; to be consumed is to ascend.

## Pinstress

So another of your order yet lives. You are a Pinstress, a master of the needle and one of the Citadel's most feared martial traditions. Perhaps you are a survivor of the old guard, hunted but unbroken, or a new apprentice who has taken up the call in a world that no longer welcomes your kind. Your sisters were slain or scattered, their craft nearly erased. Whether you walk the same doomed path or forge a new fate for the Pinstresses remains uncertain. But so long as you draw breath, the art of the needle endures. Lastly, if you are male then you're likely a close ally of the order rather than an actual member.

## Grand Performer

Ah, it's heartening to see someone who still believes the world deserves beauty. In an age of crumbling kingdoms and sealed gods, you have chosen not only to survive, but to perform. Perhaps you trained beneath Trobbio's tutelage, wandered as a dancer or storyteller, or came to test your voice against the Citadel's famed Choir. Whatever your past, you understand a truth many forget: stories shape reality, and those who can command an audience can change the course of a dying world.

# Bug Builder

This section allows you to specify which species you belong to and to acquire some specific traits if you wish. You'll receive **1000 Bug Bodies (BB)** to customize your body. You can convert CP to BB at a 1:2 ratio (50 CP = 100 BB) Though you may forgo this section if you wish directly picking one of the standard bug forms from Hallownest or Pharloom.

**I Can Swim! - Free**
This is exactly what it sounds like, you can now swim and won't sink or immediately drown if you happen to step into water. Your movements are graceful and controlled, allowing you to navigate underwater obstacles and currents without issue.

**Exoskeleton - 100 BB**
You possess a naturally thickened exoskeleton, providing superior protection from physical harm and environmental hazards. Your armor is both resilient and flexible, allowing for combat mobility while defending against blunt or piercing attacks.

**Jump Mastery - 100 BB**
Your legs are powerfully built, allowing for incredible leaps and midair maneuvers. You can scale cliffs, clear gaps, and evade enemies with natural acrobatics. Plus it turns out kicking someone really hard tends to hurt.

**Silk Spinning - 100 BB**
You can produce silk from specialized glands, using it to climb, trap enemies, or craft tools and weapons. Your silk is strong, versatile, and responsive to your intent.

**Sensory Enhancement - 100 BB**
Your senses are heightened beyond the normal bug, allowing you to detect hidden threats, track targets, and navigate with precision. Some may even develop echolocation, thermal perception, or an uncanny awareness of magical energies. You may purchase additional special senses or boosts if you wish.

**Horned or Spined - 100 BB**
You possess decorative or functional horns, spines, or barbs protrude from your body. These can intimidate foes or deal additional piercing damage when charging or striking.

**Fungal Symbiosis - 100 BB**
Your body coexists with beneficial fungal colonies. These organisms filter toxins, bolster immunity, and can rapidly break down foreign contaminants. In damp or dark environments, your regeneration and stamina improve noticeably.

**Thermal Shell - 100 BB**
Your exoskeleton naturally regulates heat. Extreme cold or heat affects you far less than normal, and you can briefly withstand environmental hazards like magma air currents, frost caverns, or volatile biomes without additional protection.

**Bioluminescent Organs - 100 BB**
You possess natural light-producing structures that respond to emotion or intent. These lights can be dim and comforting or sharp and blinding. Allies find the glow reassuring, while predators may hesitate or misjudge your position.

**Pheromone Presence - 100 BB**
Your body naturally produces subtle pheromones that influence attraction, trust, and emotional receptiveness. These scents are not mind control, but they make others more inclined to notice you, linger near you, and view you favorably, especially potential mates.

**Swarm Rapport - 100 BB**
You instinctively understand group dynamics. In coordinated efforts, allies unconsciously sync timing and positioning around you, reducing friendly interference and improving group efficiency. This occurs due to a combination of pheromones and posture.

**Chitin Claws - 100/200 BB**
Your appendages are naturally sharp and reinforced, allowing for deadly melee attacks and climbing with precision. If needed you may retract your appendages at will. For an additional 100 BB your claws can be sharpened allowing you to cut through armor and needles with ease.

**Longevity - 200 BB**
Your lifespan is greatly extended beyond that of normal bugs. Aging slows to a crawl after maturity, allowing you to live for centuries or longer without loss of vitality. You remain physically and mentally prime for the vast majority of your life.

**Grapple Hooks - 200 BB**
You possess specialized appendages or silk tendrils that let you latch onto surfaces, swing, or pull enemies toward you. Useful for mobility, traversal, and creative combat setups.

**Wings - 200 BB**
You have functional wings that allow you to fly regardless of your size and weight. You may design the wings and choose how many pairs you possess. These wings will generally have a tough exterior with a thinner membrane.

**Mimicry - 200 BB**
You can blend seamlessly with your surroundings. Camouflage works in both natural and artificial environments, allowing stealthy infiltration or escape.

**Burrowing - 200 BB**
Your body is adapted for life beneath the surface. Hardened claws, reinforced limbs, and an instinctive sense for earth and stone allow you to dig through soil, roots, and even packed rock with ease. You can create tunnels quickly and move through them fluidly, sensing vibrations and movement above you. With sufficient mastery, your burrowing becomes almost silent, letting you emerge unexpectedly or vanish from battle in moments.

**Broodmother - 200 BB**
You can produce minions or young versions of your species, either through eggs, live birth, or other biologically appropriate methods. Your offspring are capable of assisting in combat, labor, or exploration, reflecting your traits and training.

**Adaptive Crossbreeding - 200 BB**
Your physiology is unusually compatible with other species. You can successfully reproduce with a wide range of compatible beings, producing viable offspring that inherit traits from both parents without instability. Such hybrids tend to be hardier and more adaptable than normal.

**Size - 100/200/400 BB**
Bugs throughout the kingdom tend to vary in size, so let's see how big you are. For 100 BB you are either a very small bug or an above average one. Yarnaby and Shakra are good respective examples in comparison to Hornet. For 200 BB instead, you can grow to around as large as the Bell Beast. You will be significantly larger than most bugs with this upgrade. Lastly, for 400 BB you can become a bug of truly immense size. Examples

of this size include Bardoon, Unn, or the Shade Lords true body. Only the absolute largest of Pharloom's creatures, Ike the Bell Eater will still outclass you in size.

**Venom Glands - 100/200/400 BB**
You can secrete or inject venom through bites, stings, or other methods. Your toxin can incapacitate, weaken, or deter foes depending on its potency. For 100 BB this is a relatively minor toxin, but still one of use. It could cause effects such as numbing, be pain-inducing, or weaken your target slightly. For 200 BB this is a notable or exotic toxin. Some possible effects include hallucinogens, sleep-inducing, or full-on paralysis. Lastly, for 400 BB this can be a severe toxin. Some examples include being lethal to virtually any bug, soul shredding, or even healing toxins as paradoxical as it might seem.

**Regeneration - 200/400 BB**
Your body can heal naturally from injury, closing wounds quickly and recovering stamina. In extreme cases, you may even regrow lost limbs or restore damaged tissues. This however, will take days to months depending on the limb in question. For an additional 200 BB totaling 400 BB you can acquire a stronger regeneration factor allowing you to regrow large limbs over hours and smaller limbs at a visible rate.

**Crystal Physiology - 400 BB**
Crystalline growths have fused with your body, refracting energy through your flesh like living prisms. These crystals store and channel power, allowing you to emit focused beams of destructive energy, most commonly as concentrated laser-like blasts. Over time, the crystals can grow, branch, or reconfigure, increasing output, range, or control.

**Dream Affinity - 400 BB**
Like the Moth Tribe, your mind naturally exists close to the Dream Realm. You can perceive dreams, lingering memories, and emotional echoes left in places or beings. With training, you may enter dreamscapes voluntarily, influence sleeping minds, or interact with dream-anchored entities without specialized tools.

# Skills and Perks

All perks are discounted to their origins and the 100 CP perks are free to their origin.

## General Perks

**Soul and Silk - Free**
Silk is a unique form of energy utilized by the inhabitants of Pharloom. It holds many similarities to its counterpart Soul, however, it is capable of powering machines and certain life forms. Naturally as a new inhabitant of the realm you now possess the ability to wield both of these fascinating energies. You will gain access to an internal reservoir capable of holding the energy. It will start off average for your build, but can be modified by Perks and grow over time. Additionally, like a muscle you can train it through intense activity. You will be able to generate both energies by striking something in combat or by utilizing special techniques.

**What Bug Be Thy - Free**
While your exact species is chosen in the species section,  you will gain the body of an anthropomorphic bug in this world upon arrival. You could be a powerful mantis warrior, a wise snail, or perhaps something else entirely. Either way, each choice will come with certain advantages and disadvantages. Post-Jump this will become an alt-form that you can transform into at will.

**The Pointy End Goes That Way - Free**
Pharloom may not be the most overtly lethal realm, but danger lurks everywhere all the same. Like nearly every bug that survives here, you possess a baseline competence with a needle or similar weapon. You can handle basic threats without embarrassment and, more importantly, you have the capacity to grow. With experience, your combat instincts, situational awareness, and ability to exploit terrain and enemy mistakes will steadily improve, allowing you to fight smarter as well as harder.

**From Hallownest to Pharloom - Free**
Each land and notable being in this realm is blessed with a unique melody. Some of these are somber tunes that haunt your soul. Others are rousing beats that fill your heart with valor. Obviously you're going to get one such theme for yourself as a Jumper. This Perk gives you a unique theme along with the ability to play it at will. The music will shift based on the situation so that it's always fitting. By default you'll be the only one

capable of hearing it, but you can share it with others if you wish. Lastly, you will gain access to all of the music related to Hollow Knight be it official or fan-made. So enjoy your favorite beats as you continue your travels. Should you already have a similar perk you may combine the two without issue.

**Get Up That Hill - Free**
You are naturally agile and sure-footed, capable of climbing, vaulting, and traversing the twisting environments of Pharloom with relative ease. Basic platforming challenges, uneven terrain, and environmental hazards pose little trouble to you, letting exploration feel fluid rather than frustrating.

**Needolin - 100 CP**
The Needolin is a subtle Weaver art, designed not for war but for connection. By infusing silk with your own energy, you can draw forth melodies that resonate directly with the listener's instincts and emotions. When played, your music causes those who hear it to hesitate. They will come to a halt, their aggression will falter, and they will be enthralled by the melody. This makes it an excellent tool to soothe those panicking or provide others a moment of relief. In combat, it can buy you precious seconds as foes pause or falter, their instincts momentarily overridden by the pull of your melody. This ability is effective on any being it can resonate with be they normal bugs, mechanical life forms, or even some Higher Beings.

**Sprint Master - 100 CP**
Sprintmaster Swift is renowned not merely for his speed, but for his relentless pursuit of improvement. Always running, always testing, always searching for someone who might keep up. You are one of those rare few. Your movement speed is dramatically enhanced, allowing you to sprint, dash, and reposition with ease far beyond ordinary limits. Your reaction time sharpens alongside it, letting you respond to threats, openings, and sudden changes almost instinctively. Whether dodging attacks, navigating terrain, or chasing prey, your body seems built for motion. You however, are not Swift's equal in body, but in mind as well. You have the drive needed to push yourself further and should you gain momentum it will be much easier for you to maintain.

**Treasure Seeker - 100 CP**
Pharloom is riddled with concealed chambers, forgotten paths, and secrets deliberately hidden from the unwary. You possess an uncanny sense for such things. Subtle inconsistencies, false walls, suspicious silence, and unnatural geometry draw your attention almost instinctively. While this does not reveal secrets outright, it dramatically shortens the time needed to discover hidden rooms, shortcuts, caches, and optional content. This will allow you to uncover what others might wander past forever.

**Innate Battle Instincts - 100 CP**
You were born for conflict. Like the Mantises of the Village or the disciplined Ants of the Skarr, your body and mind move in perfect harmony under pressure. You instinctively read enemy posture, timing, and intent, reacting before conscious thought can intervene. In battle, your movements are efficient and deliberate, conserving energy while exploiting openings.

**Tool Synergy - 100 CP**
Tools are not meant to stand alone. By experimenting with their interactions, you can combine multiple Tools to produce enhanced or emergent effects beyond their original design. A defensive coating might bleed into your weaponry, a movement tool could empower your attacks, or a utility effect may become offensive. Tools native to Pharloom will automatically harmonize under your use, while items and equipment from other worlds can now be integrated into these synergies with practice. The more creative and thematically aligned the combination, the stronger and more stable the result.

**Taste of Pharloom - 200 CP**
Most bugs don't require food though they still enjoy it. Which is exactly where you come in. You are one of the only chefs aside from Loyal Mergwin and Disgraced Chef Lugoli. You know how to prepare a wide variety of dishes. Your skills would allow you to serve anyone a satisfactory meal be they a lost pilgrim or a proud Higher Being.

**Cocooned Essence - 200 CP**
Death does not claim you so easily. When slain, your essence retreats into a silken cocoon, leaving behind a Shade infused with your power. By reclaiming this Shade, you can avert a truly permanent death and recover what was lost upon your fall. While this does not make you immortal, it grants you a second chance. So long as you are willing and able to return to where you fell. This is technically a reusable 1-Up as long as your Shade is not slain or you die a second time before you reclaim it.

**A Mother's Love - 200 CP**
"Motherhood is an instinct that can push creatures beyond what seems their normal limits. It turns even weaker beasts like these into formidable foes." This truth is woven deeply into Pharloom, and you have learned it well. When defending a child or those you have accepted into your care, your strength surges dramatically. Physical power, resilience, speed, and will all rise in direct proportion to the danger they face and the depth of your resolve. This power is not permanent, nor is it gentle, but it is profound. For a brief moment, you may stand against foes far beyond your normal limits, buying

time where none should exist. Should you be the final barrier between your charge and annihilation, you may even find yourself able to resist a relentless god long enough for them to escape.

**Sylphsong - 200 CP**
Sylphsong is a sacred blessing bestowed upon you by Eva herself. Judging you worthy, she has gifted you a fragment of her soul and the strength bound within it. This blessing greatly enhances your vitality and dramatically accelerates the recovery of your energy reserves. You can recover swiftly going from fully depleted to topped out reserves in under a minute. Essentially, you can fight longer, recover faster, and press forward when others would falter.

**Prescient Princess - 200 CP**
The Pale King supposedly had many powers, but a unique one was his foresight into the future. Some believe that Hornet and Ghost inherited this ability allowing them to dream at benches until they were slain. This would guide them to safe futures where they'd be victorious. While we may never know if that was true for them, it is in your case. By finding a place to rest you can enter a dream-like state allowing you to glimpse into possible futures. Should you be slain in these visions you will be forced out awakening without having been harmed.

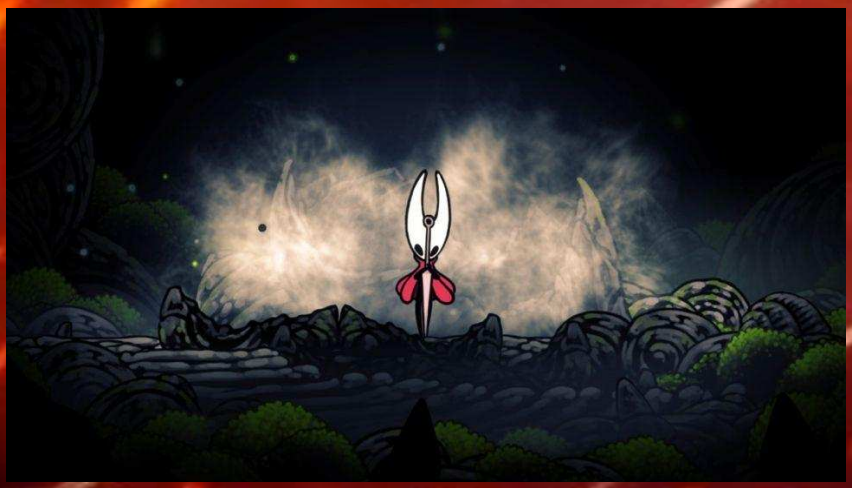
**Born of Greatness - 300 CP**
The greatest powers of this world belong to the Higher Beings. These are entities who shaped kingdoms, bent reality, or ruled entire aspects of existence through sheer presence. You are the offspring of such a being, born with a spark of that same overwhelming potential. Your physical and spiritual capabilities vastly exceed those of ordinary bugs. Strength, resilience, perception, and presence all scale far beyond natural limits, and your growth curve is steeper than almost any other. More importantly, your lineage amplifies what you already possess: all perks, powers, and abilities you wield are subtly but significantly reinforced by your heritage. Most notably, this inheritance unlocks the true heights of your power. All **600 CP Capstone perks** purchased in this Jump gain access to their **Born of Greatness** enhancements providing a significant boost to your capabilities. You are not yet a Higher Being, but you carry the potential of you within you.

## Prisoner

**Silk-Shaken Survivor - 100 CP**
Imprisonment did not break Hornet, it refined her. Bound, hunted, and tested from her earliest moments, she survived not through brute force, but through relentless adaptability. Like the Princess of Hallownest hardship, captivity, and hostile conditions temper you rather than diminish you. Physical restraint, deprivation, and pursuit sharpen your instincts and resolve, allowing you to recover quickly and function effectively even when wounded, exhausted, or disadvantaged. The harsher the circumstances, the more efficiently you endure them. Just like your voiceless siblings, your will is unbreakable.

**Bound by Choice - 200 CP**
Throughout her journey Hornet was imprisoned, tested, and constrained. She however never faltered even while bound in silk and sealed behind bars, her will remained her own. What restrained her body never touched her purpose. She however, would go onto make binding vows that would alter the fate of Pharloom itself. You have a similar form of strength. By willingly placing restrictions on yourself you may devote your strength to where it is needed. Perhaps you have a vow limiting your spells which boosts the strength of your sword arm. Additionally, should you make a vow with others they will be bound to their word in turn.

**Crest Bearer - 400 CP**
Crests are not mere trophies. They are crystallized echoes of power, forged through the absorption of another being's essence, a process that often risks eroding the self. You alone are uniquely suited to bear them safely. When you absorb the spirit or essence of another, you may shape it into a Crest, gaining fragments of their strength, skill, or instinct without fear of losing your identity. A warrior's discipline, a hunter's awareness, a ruler's authority, these influences enhance you without overwriting who you are. You may create a Crest by absorbing the spirit of another being or by claiming their corpse. Similarly should you be



infected or at risk of corruption you can invert the process turning your parasite into a new source of power.

**Child of Three Queens - 600 CP**
Hornet was shaped by three queens: born of Herrah, nurtured by the White Lady, and trained by Queen Vespa. Each imparted a different legacy: will, growth, and martial purpose. All to ensure she would rise not as a pawn, but as a peer to powers far greater than herself. So too with you. You are the product of multiple sovereign lineages, whether literal or symbolic, and their influence has forged you into something exceptional. Your physical prowess, mental discipline, and spiritual resilience are all elevated beyond mortal limits. At the start of the Jump you may choose any three beings to gain such relationships with. You shall receive their powers, skill, and their very legacies. Though time will tell if you prove yourself worthy of them.

- **Born for Greatness:** The legacy within you has fully awakened. The sovereign's influence no longer merely supports you, it has elevated you. You have inherited the full might of your forebears and risen even higher than they imagined. Should you have received the inheritance of a Weaver like Herrah then now your powers may stand equal to Grand Mother Silk herself. Take the legacies you were given and show that now they are your own.

## Pilgrim

**Long Have We Tread - 100 CP**
The Great Pilgrimage is not a journey meant for the swift or the mighty, but for those who endure. Many who set foot upon its paths were never meant to survive them. Yet they did, one step at a time. So too with you. Regardless of your size, strength, or origin, you possess a quiet resilience that refuses to fail. Endless roads, hostile environments, and years of travel wear at you far less than they should. You recover swiftly from fatigue, adapt steadily to unfamiliar terrain, and remain standing long after others would falter. No matter how long the road stretches, you will endure it. You are not fast, but you are unyielding.

**Map Maker - 200 CP**
Like Shakra, you possess an intuitive understanding of paths, landmarks, and hidden connections. You can chart complex routes with ease, recording not only geography but meaning: dangers, safe havens, forgotten shortcuts, and places of quiet significance. Your maps are more than records, they guide. Others who follow them find travel safer, clearer, and less taxing, as if the land itself acknowledges your work. Even in shifting, decaying, or deliberately obscured regions, you can reconstruct reliable paths given enough time. So long as something can be traversed, you can map it and once mapped, it will not be lost again.

**Gentle Hands, Steady Heart - 400 CP**
Sherma was never a warrior, yet his presence eased suffering wherever the pilgrimage passed. He could not stop disasters, but he ensured they did not consume everything. You possess a similar gift. When calamity looms, be it natural, political, or supernatural you instinctively nudge events toward survivable outcomes. Evacuations happen in time. Warnings are heeded. Heroes arrive wounded but alive. Even the worst horrors unfold in ways that leave room for recovery. This does not prevent tragedy, nor does it erase consequence. Instead, it ensures that hope survives the impact. The world may yet break, but never beyond repair.

**Trail Blazer - 600 CP**
Every pilgrimage begins with a first step, and you are one who takes it. When entering unexplored, forbidden, or perilous paths, you find resistance lessened. Hidden routes reveal themselves, ancient mechanisms respond, and sealed roads grow passable under your passage. As you walk, you may subtly shape the trail behind you either smoothing it for those who follow, or twisting it into obscurity to keep others out.

Additionally, when paths have been lost entirely, you possess an uncanny knack for rediscovering them. Forgotten temples, sealed sanctuaries, abandoned doctrines, and hidden techniques all leave faint traces that you can follow. If something was once walked, you can find its beginning again. You are not merely a traveler of roads, you define which paths endure.

- **Born for Greatness:** Your influence over paths transcends the physical. Roads are no longer just stone and soil, but narrative inevitability. You may now blaze paths through concepts as easily as terrain. Open routes through sealed destinies, impossible circumstances, and long-dead legacies. If something can be reached in principle, you can create a way toward it. Likewise, you may close such paths entirely, burying secrets, endings, or threats so deeply that only you or those you explicitly permit may ever find them again. When you walk first, history follows. Pilgrimages form around your steps, and futures reshape themselves to accommodate the road you choose to make.

## Silk Born

**Webbed Upbringing - 100 CP**
Having been raised in the Citadel's winding halls, you've developed an instinctive understanding of verticality, tension, and the terrain. As a result you'll never lose your footing, as you traverse complex environments with ease. It doesn't matter if its walls, ceilings, suspended structures, or a saw infused parkour nightmare like the Path of Pain. Furthermore due to your experience your senses will naturally identify optimal routes, defensive positions, and handholds letting you keep up your momentum.

**Mother's Mandate - 200 CP**
Grand Mother Silk did not rule through fear alone. Her children obeyed because they belonged to her. Your authority carries a similar weight. Those who recognize you as kin, leader, or protector feel a powerful instinct to trust and follow your direction. Orders framed as guidance, protection, or necessity are rarely questioned, especially by those who already depend on you or see you as family. This is not domination, it is a twisted loyalty shaped by affection, obligation, and belief. No matter how far you fall neither your children nor your progenitor will abandon you.

**Living Bastion - 400 CP**
The Citadel was never merely a fortress. It was a body, and its champions were only the most visible organs. When Grand Mother Silk began to reawaken, her strands spread through every corridor and chamber, binding the Citadel into a single, unified will. You possess the same capability. By integrating your power into your surroundings, you can extend your influence throughout a territory you control. Structures, defenses, constructs, and systems within your domain may function as extensions of your awareness and intent, responding to your will as naturally as your own limbs. Doors seal, pathways shift, mechanisms awaken, and guardians move without the need for direct command. Those who dwell within your domain are not puppets, but coordination comes easily. Orders flow without confusion, resistance falters, and your presence is felt everywhere at once. Your kingdom may be made of many parts, but under you, it moves as one.

**Grand Mother's Embrace - 600 CP**
You are not a servant of Grand Mother Silk, you are one of her children. Like Lace and Phantom, you were shaped directly by her hand, infused with her silk and bound to her will through something vaguely resembling love. As a result you can generate and command vast, near-endless quantities of silk. Flood battlefields with these binding

strands, crush the masses, and turn the kingdom itself into a puppet dancing to your strings. The silk will move as an extension of your body, obeying without delay or degradation no matter how much time passes. You are one of the Citadel's true heirs crafted, tentatively cherished, and now unleashed.

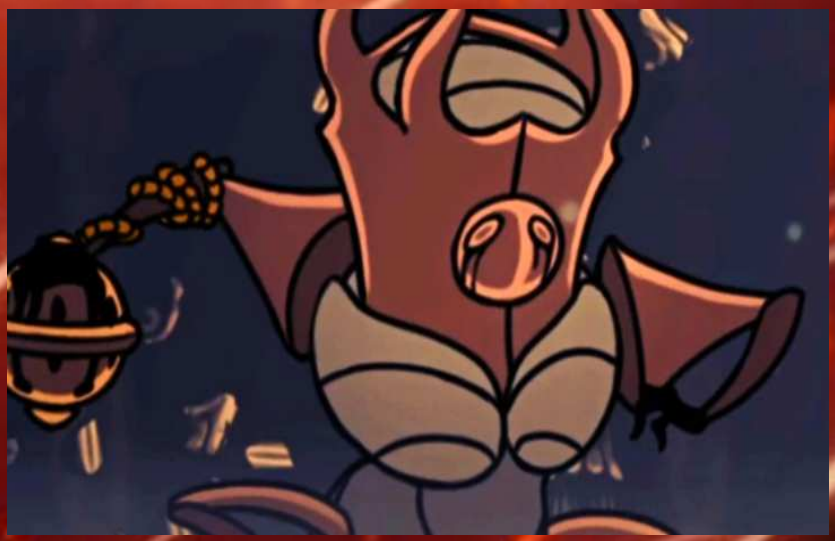
- **Born of Greatness:** You were not merely one of her discarded children, no you were her masterpiece. Your silk has evolved becoming self-sustaining and self-reinforcing. Your strands spread, repair, and adapt without conscious effort. Those caught within it feel its influence seep beyond the physical, dulling resistance and eroding autonomy over time—not through cruelty, but through comfort and containment. Unlike Grand Mother Silk, you are not consumed by excess. You remain lucid, centered, and in control, no matter how far your dominion expands. Where she burned herself out to protect her children, you will endure. Lace and Phantom were her legacy. You are her perfect dream made manifest.

## Choir Caste

**Eternal Faith - 100 CP**
The Choir was made up of “sinless individuals” who devoted themselves entirely, body and soul. Like these members you possess an exceptionally pure and focused faith. This causes any power, ritual, miracle, or ability that draws strength from faith to become far more potent in your hands. Additionally, those capable of sensing faith such as priests, prophets, gods, or Higher Beings will immediately recognize you as a fervent believer. This however, does not actually compel you to worship, alter your values, or mentally alter you. It merely increases the value you hold to these groups while greatly amplifying the previously mentioned abilities.

**Silver Tongue - 200 CP**
The faithful know how to speak softly when needed, and with terrible conviction when required. As a member of the Choir you’re naturally persuasive and disarmingly sincere. Others find it easier to trust you, listen to you, and will reconsider their positions when you speak. You’re not brainwashing them, but your sheer charisma has a way of worming itself into their hearts and minds. Your words are particularly effective when appealing to ideals, morality, or shared purpose. Finally, when speaking on matters of faith, higher meaning, your words will carry additional weight.

**Judge - 400 CP**
As a Judge you can perceive moral weight, guilt, corruption, and transgression as a kind of spiritual stain. This sense does not rely on your personal values, but rather the internal contradictions and unresolved sins of others. Those burdened by hypocrisy, cruelty, or betrayal register more strongly to you. Against such individuals, your actions carry greater force. Your strikes find weakness, your words cut deeper, and your judgments land with unsettling accuracy. The more severe and unrepentant the wrongdoing, the more pronounced this advantage becomes. Those who are innocent, sincere, or genuinely penitent are unaffected.



**Our Great Mother - 600 CP**

It is one thing to believe in a faith, but it's another thing entirely to build it from the ground up. You however, are an individual capable of such. You possess an instinctive understanding of how faith is formed, structured, and sustained. You know how to give belief shape: how to define doctrine without fracturing it, how to bind communities together, and most importantly how to create lasting foundations. With time and opportunity, you could raise a fledgling belief into a dominant faith, even in lands already claimed by gods or Higher Beings. Lastly, gods and Higher Beings will instinctively recognize you as an irreplaceable asset, and a veritable living keystone capable of anchoring belief in a way few mortals ever could.

- **Born to Greatness:** You are no longer a favored choice, you are the inevitable one. To the faithful of your chosen god, you are indistinguishable from an avatar or living embodiment rather than a mere worshipper. You may perform miracles, hear and answer the prayers of your flock, and speak with the unquestioned authority of your lord's voice. Should the unthinkable occur and your god fall, the faith does not collapse. Instead, it will pass onto you. You shall inherit their domain, authority, and divine power in full. Whether this ascension is the highest honor a believer could receive or a burden no soul was meant to bear is yours alone to decide.

## Weaver

**Deeper Spool - 100 CP**
Ultimately the Weavers' most basic art was manipulating Silk. It is their simplest rite of passage, but also their most important one. You may not necessarily have been blessed with immense talent for the art, but your spools are much greater. If a normal Weaver's webs are thin strands then you can produce bulky ropes. Should you possess any other forms of energy you'll find your output and reserves swelling with equally impressive boons.

**Unclaimed Thread - 200 CP**
The Weavers feared domination above all else. They left Hallownest rather than allow their skills to become tools of another's will. You are highly resistant to mind control, possession, emotional manipulation, and foreign influence over your thoughts or identity. Attempts to overwrite your will unravel upon contact, reduced to frayed threads rather than binding commands. Even subtle long-term corruption will find it impossible to take root in you. Your mind will remain your own no matter who pulls at the strings.

**Woven Legacy - 400 CP**
The Weaver's skills were never meant to die with their bearers. To ensure that the next generation would retain them the Weavers crafted a method to pass down these legacies. You have learned this art allowing you to deliberately pass portions of your abilities, techniques, or refined instincts to others. Doing so does not affect or sacrifice your own skill. You may do so through teaching, ritual, or crafted implements. Those who inherit your legacy gain stable, self-sustaining versions of the skills, never becoming dependent on you nor at risk of being subsumed by your influence. Moreover, skills you pass on continue to evolve independently, and as they do so the insights gained by your students will subtly return to you refining your own mastery. Spread your legacy far enough and you will gain the knowledge of a whole world seeking more.

**God Forging - 600 CP**
In order to combat a Higher Being the Weavers once sought to do the unthinkable. They attempted to create one who would supplant Grand Mother Silk.You possess the knowledge and capability to shape beings of immense potential, effectively making proto–Higher Beings through silk, ritual, and refinement. Like Eva, these creations are powerful, adaptive, and capable of growth. Without guidance however, they may remain incomplete or unstable.

Furthermore, this power may also be turned inward or outward: you can awaken dormant potential in others, accelerating their growth, evolution, or mastery beyond their

natural limits. This does not create power from nothing; rather, it draws forth what already exists, allowing it to bloom into something greater. Caution is required however, as forcing growth too quickly risks overwhelming the subject's essence, causing it to fracture or collapse. Even Eva, for all her might, could only awaken Hornet's Crest once she herself had gathered sufficient strength.

- **Born of Greatness:** Despite the Weaver's best efforts, even their greatest creation fell short. Your understanding however has reached the final step they could not grasp. You now possess the true capacity to forge Higher Beings with stable identities, complete ascension, and fully realized potential. Your creations no longer collapse beneath their own growth, nor do they require endless correction to endure. Likewise, when awakening others, the risk of shattering them is removed. Their potential unfolds cleanly, harmoniously, and permanently. Crests evolve beyond their former limits, lineages deepen and strengthen, and champions rise past ceilings once thought absolute. You do not force ascension. You make it possible.

## Flea Caravan

**Caravan Sense - 100 CP**
Life on the road teaches awareness. Having been on the road for many years you've developed an instinctive sixth sense for the condition of those you consider allies. You can feel when they are injured, panicked, restrained, or nearing death, along with a general sense of their distance and direction relative to you. The stronger your bond, the clearer the impression. This sense does not reveal exact thoughts, but it will not lie. No caravan mates will ever disappear without you knowing something is wrong.

**Never Left Behind - 200 CP**
The Flea Caravan managed to not only survive, but grow due to them refusing to abandon none of their people lightly. You receive a similar fortune whenever an ally would be lost due to misfortune, ambush, or environmental danger. Their circumstances will subtly shift to give them a fighting chance. A rope might snap after they grab it. A path might open just long enough for escape or perhaps a certain red cloaked princess will arrive just in time to rescue them. This does not guarantee survival, but it ensures they always have a chance.

**Stuff the Wagons - 400 CP**
Fleas carry more than they should, and lose less than expected. Particularly as evident when they stuffed their carts to the very brim. Having been taught their ways you can transport, conceal, or safeguard supplies with mind-boggling efficiency. It doesn't matter if you're transporting tools, relics, or even people, it will be done with the utmost grace. Your caravans move faster, suffer fewer losses, and are far less vulnerable to theft, decay, or environmental hazards. When dealing with even the worst of conditions, your most important cargo will arrive intact if a bit scuffed up.

**Fleatopia Awaits - 600 CP**
Knowing that their strength of arms was lacking, the Fleas survived by moving only when a true refuge could be found. Fleamaster Mooshka safeguarded his people not with blades, but with foresight, patience, and the promise of safety beyond the next road. You have learned this lesson well. Wherever you choose to stop, safety follows. You can establish temporary sanctuaries be they camps, caravans, hidden enclaves, or safehouses. These locations are hard to locate, even harder to infiltrate, and far more resilient than they have any right to be. Those within instinctively feel at ease. Anyone panicking will calm, their spirits will remain steady, and exhaustion lifts more quickly

than normal. So long as you remain with them, your people will always have somewhere to endure.

- **Born to Greatness:** What the Flea Caravan sought was never merely survival. It was a place where no cage could reach, no predator could follow, and no song of ruin could drown out the quiet persistence of life. Against all odds, Fleatopia was found. You can do more than create shelter, you can establish havens that last. When you choose to settle, your refuge may grow into a true utopia: a stable, self-sustaining community protected not only from immediate danger, but from famine, collapse, despair, and slow decay. Resources renew just enough to meet need, violence struggles to take hold, and those who arrive in good faith are far more likely to find belonging than harm. Even as kingdoms fall and Higher Beings rage, your sanctuary will remain overlooked,  or bypassed. You are not a conqueror, nor a god. You are the one who led them home.

## Shaman

**Whispers Beyond the Veil - 100 CP**
The Shamans of Pharloom listened to what lingered beyond sight: dreams, echoes, and the residue of divine interference. You can sense magical workings, sealed places, dream-bound phenomena, and the spiritual weight of powerful beings or events. You will know when something is more than it appears, even if its true nature remains hidden.

**Overflowing Soul - 200 CP**
Obviously if you want to become a skilled Shaman you need to practice. Now what's the most important requirement to practice magic, well it's having the energy to do so. You have incredibly large reserves of Soul and magic compared to your peers at least three times over at the least. You can cast spells more frequently, sustain rituals for extended periods, and recover from magical exertion far faster than most. While not infinite, your capacity allows for sustained spell work and a nightmare in prolonged combat.

**Spell Weaver - 400 CP**
You have mastered the Shamanic magical tradition of Pharloom, blending Soul, silk, and ritual into a cohesive art. You are proficient in spells such as Threadstorm, Pale Nail, Vengeful Spirit, and all of the other spells developed by the tribe. Furthermore, you understand how to adapt, combine, and refine them. For example, with practice you could learn to safely infuse Void energy into your spells. Additionally, you are a ritualist, capable of performing complex rites. These are spells that require a grander set-up, but offer higher tiers of power. One of the more notable rituals is Elegy of the Deep which allows the user to enter the memories. Doing so allows the user to interact with the dreams, claim physical items, and to seize the hearts of others.

**Despoil the Divine - 600 CP**
When Grand Mother Silk could not be defeated through conventional means, the Shamans devised rites meant to bind and seal away the Higher Being permanently, regardless of the cost. You have mastered these rites yourself. This allows you to craft powerful bindings, seals, and containment rituals capable of restraining entities vastly stronger than yourself, particularly godlike beings or those sustained by metaphysical forces. With sufficient preparation, you can lock such entities away, suppress their influence, or anchor them to controlled states. Keep in mind though playing with godlike forces can have catastrophic consequences if not done with the utmost care.

- **Born for Greatness:** Your understanding of divine bindings has surpassed that of Pharloom's Shamans. When you seal or bind a powerful entity, you may do so with greater stability and intent. This allows the formation of permanent seals, more powerful arrays, and most importantly a significantly lower risk of bringing ruin. Were you the one to seal away Grand Mother Silk, she would never have managed to free herself even after a millions years passed by.

## Crafter Extraordinaire

**That Will Work Nicely - 100 CP**
Even the greatest craft is limited by the materials at hand, but you have a talent for ensuring that problem rarely applies to you. You possess an uncanny knack for identifying, sourcing, and “coincidentally” acquiring materials of exceptional quality. Rare ores, forgotten components, and unique reagents have a habit of finding their way into your possession at just the right moment.

A wandering traveler may arrive at your workshop carrying Pale Ore, or a discarded ruin might yield exactly the component you need. This does not create resources from nothing, nor does it guarantee immediate access to the rarest materials, but over time, you will find yourself with more opportunities than most, enough to make any of your peers envious.

**It’s Gonna Blow! - 200 CP**
While you’re far less likely to face any threats than an explorer, the forge holds its own dangers. Explosions, corrosive reagents, volatile energies, and unstable substances are simply part of the process. Fortunately, they no longer threaten you. So long as you are engaged in legitimate crafting, forging, or experimentation, you are immune to the harmful side effects of your materials and tools. Explosive reactions will not injure you, corruptive substances can be handled safely, and unstable energies will not backfire catastrophically. Oh and this will also protect your assistants and the workstation itself. After all, replacing those can be quite tedious.

**Pinmaster - 400 CP**
The Pinmasters were elite smiths entrusted with the creation and refinement of the needles wielded by Pharloom’s greatest warriors, including the Pinstresses. Their craft demanded not only technical mastery, but an understanding of balance, intent, and the bond between weapon and wielder. You are the last Pinmaster aside from Pinmaster Plinney. Your training allows you to forge true

masterworks given appropriate materials, and just as  importantly, elevate existing tools. A common needle could be refined into something extraordinary particularly if it carried meaning or history for its wielder.

**The 13th Architect - 600 CP**

The Architects were the pinnacle of Pharloom's craft: masters of mechanical construction, silk engineering, and monumental design. With the fall of her people, the Twelfth Architect was the last survivor, but she has chosen you as her apprentice. You are now the sole inheritor of their ancient knowledge. She has taught you how to create, maintain, and improve the constructs employed by the Architects. You have the ability to restore fallen titans such as the Fourth Chorus, repair ancient mechanisms thought beyond saving, and refine complex systems others barely comprehend. The most important of which is the Silk systems, the Cogwork mechanisms, and the vast array of tools employed by their people.

- **Born of Greatness:** You are a walking legacy of the Architects. You have mastered every art ever used or created by the Architects, the surrounding Kingdoms, and Pharloom itself. You can craft wonders such as the Chorus, the Sentinels, and more. Your only true limitation is the quality and quantity of the resources available to you. Pharloom once built wonders that shaped history. Through you, it may do so again.

## Coral Forged

**Pressure-Hardened - 100 CP**
Living within the Sands of Karak made the Karakians a hard people even before their Great War with the Citadel. As a result their bodies developed resistance and endurance as core aspects of their being. Your shell is as tough as the coral of your homeland. Even lacking training you are a rather tough bug holding quite a bit of potential for physical arts. Should you bother training you'll find yourself rapidly getting stronger and more durable.

**We Stand With You - 200 CP**
Crust King Kahn may have ruled with an iron claw, but his people stood by him even as their kingdom crumpled. Something of that same commanding presence burns within you. Those who fight alongside you will feel an instinctive loyalty, pushing forward no matter how dire the odds. Like your king, your armies will never stray from your side, choosing to stand firm, and to follow you into the jaws of death if needed. As long as you lead them, your forces will never falter standing together.

**Orogenic Might - 400 CP**
Strength is the birthright of the Karak, and their monarch was a force of nature in his own right. Your body possesses the same deep power, granting you overwhelming physical might that echoes seismic force. The earth will shudder under your steps, leaps will carry you across canyons, and every blow you unleash will carry shockwaves with it. You are not a mere fragile bug, but a living fragment of the Karak's strength.

**Crust King - 600 CP**
Crust King Kahn's greatest strength was his absolute sovereignty over the crimson coral that formed the body and soul of Karak. Its living mass bent to his will as if it were simply another set of limbs. Now, that same authority flows through you. Any patch of crimson coral responds instantly to your command. You may grow it, harden it, shape it, or break it with a thought. You can form bladed growths, launch spires that erupt beneath an enemy's feet, or mold entire walls and battlements in moments. With time and effort, you can even produce intricate or moving structures, such as gates, towers, or coral engines. The coral grows rapidly in your presence and reshapes itself to match your intent, letting you build, defend, and wage war just as your king once did. You are not merely a child of Karak; you have inherited the throne and the kingdom's oldest power, the same power that defied a Higher Being and its empire for years.

- **Born of Greatness:** The coral no longer answers to you; now it reveres you. You become a living embodiment of the crimson reef, a sovereign so complete that the coral's song echoes through your very soul. With a gesture, you can conjure colossal constructs, flood battlefields in rising oceans of living coral, or raise fortress-cities from bare stone. Your control is no longer limited by effort or complexity: if you can imagine a structure, weapon, or formation, the coral will shape it instantly and flawlessly. If before you were a steady stream now you are a crimson tide. You do not merely command the coral, you are its will made flesh, a divine successor to the legacy of your kingdom. You stand not as a warrior or even a monarch of Karak, but as its heart and god. You're now a Higher Being of coral whose power can shake kingdoms and drown armies beneath your crimson domain.

## Skarr Tribe

**Born Warrior - 100 CP**
Every Skarr is raised in the shadow of war, molded from childhood into a fighter of terrifying skill. You possess that same instinctive mastery, handling Curvesickles and the iconic hook-bladed weapons of your people as if born with them in your claws. Your training is not limited to ancestral tools though. Any weapon placed in your hands becomes familiar within days, and true mastery follows swiftly afterward. Your stance, reflexes, and killing precision mark you unmistakably as a child of the hive.

**Great Hunter - 200 CP**
The Skarr have long been feared as hunters without peer, able to stalk even the most elusive prey across their vast hive domain. You have inherited their lethal craft: an intuitive talent for tracking, stealth, and designing traps so ingenious that even experienced scouts struggle to avoid them. More impressively, you possess a natural territorial sense. This comes in the form of an instinctive awareness whenever someone trespasses within an area you claim as “yours.” Whether it is a single footstep or an army of intruders, nothing escapes your notice, and nothing slips past your snares.

**Last Claws - 400 CP**
The Last Claws were the elite hunters who served as the last line of defense for their mother queen. You are one such warrior having proven yourself. Your physical strength, size, and skill are a match for the Skarr’s greatest warriors. You are on a level where even Karmelita herself might consider you a peer in pure martial prowess. You fight with a fluid, insectile coordination that allows you to track and strike multiple foes at once with impossible precision. Most importantly, your power surges when you stand in defense of another. When someone is under your protection, your blows grow heavier, your guard becomes impenetrable, and your awareness sharpens to a razor’s edge. As long as you draw breath, no enemy will bypass you to reach your charge. You are not merely a warrior; you are the Last Claw upon which danger shatters.

**Skarrsinger - 600 CP**
Skarsinger Karmelita was more than a queen; she was the heart of her people. Her voice carried strength, courage, and unity. Her might was grand enough to defy Grand Mother Silk herself until age drained her power. That same gift now awakens within you. Your voice carries a resonant, soul-stirring magic that empowers all who hear it. Allies fight harder, strike truer, and recover from fatigue with impossible speed so long as your song continues. Even those who waver or despair feel hope rekindled by your melody. You are Karmelita’s heir, bearing the same vast potential she once held.

- **Born for Greatness:** It seems you have already unleashed your potential. Your voice has blossomed into its full divine majesty, matching, and perhaps surpassing Karmelita in her prime. Your songs can shield entire ranks from harm, bolster their bodies and spirits, or send them surging forward with unstoppable fury. More profoundly, your voice carries freedom. Those enthralled, enchanted, or bound by another's power may break their chains upon hearing your song. Even silk-bound puppets of the Citadel may hesitate, awaken, or rebel. You are no longer merely the Skarr's protector. You are their liberator, their hope, and their new Skarsinger Queen, a Higher Being of song and sovereignty.

## Keeper of Nature

**Rooted Resilience - 100 CP**
As a child of Shellwood, your body is intertwined with the vitality of the forest itself. You have inherited the endurance and fortitude of your people, gaining natural resistance to fatigue, toxins, and minor wounds. Exhaustion barely slows you, poisons barely faze you, and even in harsh or hostile environments, your connection to the land allows you to adapt quickly and draw strength directly from the earth. Should sustenance be scarce, the world itself provides for you, nourishing your body and stabilizing your vitality. You are rooted in nature, and it sustains you in ways ordinary creatures cannot comprehend.

**Honored Keeper - 200 CP**
Nyleth's wisdom and restraint earned her a rare and uneasy respect from the Citadel. Rather than risk the consequences of provoking her, they chose negotiation, agreeing to leave Shellwood undisturbed so long as she remained neutral. You carry that same quiet authority. As long as you do not openly take sides in a conflict, most factions will hesitate to move against you, choosing instead to leave you in peace. In many cases, they may even act to protect you, recognizing your value as a stabilizing presence. The more essential you become, to the land, to life, or to the balance of power; the stronger this unspoken protection grows.

**I Don't Want to Fight - 400 CP**
Seth, guardian of Nyleth's shrine, carried no love for needless bloodshed, even as duty forced his claws to strike. Sometimes though a new path can emerge if you grasp the opportunity. Whenever you are on the brink of violent conflict, you are granted a fleeting opportunity to divert events toward a more peaceful outcome. This does not guarantee success, but it ensures that a viable path exists. Through words, timing, or subtle influence, you may steer the situation toward a resolution where all parties emerge at least partially satisfied. The greater the hostility or stakes involved, the more effort and care this redirection demands. Violence remains possible, but it is no longer inevitable.

**Heir of the Green - 600 CP**
Nyleth was a life-giver rather than a fearsome predator, her power flowing through the forests she tended. Like the Queen of Shellwood you have an immense life force and wield mastery over nature. Plants, animals, and all living things flourish in your presence, responding to your commands and nurturing your allies. You can accelerate growth, restore blighted land, and nurture life even in barren or corrupted regions. Those under your protection gain heightened vitality, resilience, and endurance, flourishing far beyond their natural limits.

- **Born for Greatness:** Your connection to life has reached its full potential. Wherever you tread, barren lands become fertile, forests flourish in your presence, and life itself bends to your will. Those under your care grow stronger, faster, and more resilient than they could naturally achieve. Your presence alone revitalizes the environment, and your influence ensures that every living creature under your protection thrives. You are not merely Nyleth's heir. You are a guardian of life itself, a living embodiment of the forest's enduring vitality.

## Verdanian

**I Miss You - 100 CP**
When the Green Prince vanished, Verdania was left vulnerable, and his partner chose sacrifice. They offered themselves to the Citadel in the hope that their homeland might be spared. It was a desperate act, born of love, and one that ultimately failed. That is not a fate you must repeat. Those you genuinely care for will not perish simply because you are absent, imprisoned, or removed from the board. They may suffer hardship, struggle, or loss, but they will not meet sudden death nor be subjected to truly irreparable horrors as a consequence of your disappearance alone. Fate bends gently around them, ensuring survival even in your absence. You may walk away or be taken away without condemning those you love to ruin.

**You're Free - 200 CP**
Like the Green Prince himself, freedom seems to find you when all hope appears lost. When imprisoned, restrained, or otherwise trapped, chance tilts subtly in your favor. A guard may hesitate, a lock may be left unsecured, or a sympathetic soul may intervene at just the right moment. These escapes are never guaranteed, nor do they defy logic outright. However, when a plausible path to freedom exists, you are far more likely to stumble upon it than anyone else. Luck can only carry you so far, but it often carries you just far enough.

**We Were Never Alone - 400 CP**
A lone dancer may captivate an audience, but Verdania was built on shared motion. Trained in the traditions of the ancient kingdom, you learned to fight not as an isolated force, but as part of a living whole. When acting alongside allies, your movements align effortlessly with theirs. Your timing sharpens, your positioning becomes instinctive, and you find yourself intercepting threats or opening paths without conscious thought. The more familiar and trusting your allies are, the stronger this synchronization becomes, allowing groups under your coordination to act with remarkable unity. You are not meant to stand alone. At your best, you are one step in a greater dance. Each movement is enhanced by those beside you.

**Dance With Me - 600 CP**
You can call forth a spectral echo of someone with whom you share a meaningful bond. This spirit reflects the depth of your connection: a recent ally manifests as a faint and limited presence, while a lifelong companion may appear with strength rivaling perhaps even surpassing their living self. These echoes cannot be harmed, though they also cannot defend you directly. Instead, they fight alongside you, executing instinctive maneuvers unless actively directed. Commanding them precisely requires focus and

awareness, making this power most effective for those capable of balancing mind and motion in battle.

- **Born for Greatness:** It would seem you've managed to take your abilities a step further. The spectral echoes you summon become fully sentient, capable of independent judgment, adaptive tactics, and meaningful interaction. Alternatively, you may call forth multiple echoes at once, weaving them together in a living choreography of memory and connection. These spirits grow stronger as your relationships deepen, persisting longer and acting with increasing autonomy. Wherever you stand, you are never alone. Those who walked beside you continue to do so, their strength living on through you.

## Voidborne

**Child of the Abyss - 100 CP**
The Void remembers those within its influence. Your nature allows you to perceive lingering impressions left behind by strong emotions, deaths, or abyssal phenomena. These echoes manifest as fleeting sensations, distorted whispers, or intuitive flashes. Though with enough practice they may start to manifest as clear visions. While generally unreliable for precise information, these echoes can warn you of danger. In places saturated with Void or other unique energies, these impressions will become more coherent.

**Void Infusion - 200 CP**
The Void consumes…but it also transforms. You can deliberately transfer portions of your energy into others, awakening Void-adjacent potential within them. This does not overwrite their powers; instead, it will expand what they already possess. For instance, a swordsman might manifest abyssal sword beams, while a warrior might develop Void-hardened flesh. These manifestations will reflect the recipient's nature and talents rather than copying your own abilities. Just keep in mind overuse or reckless infusion may strain the recipient. Though unlike most Void exposure, your touch will not automatically harm them. Lastly, should you possess other forms of energy you may perform a similar process utilizing it instead.

**No Light Escapes - 400 CP**
The Void's greatest terror was never its darkness, but its hunger. Even the Higher Beings feared the Void, not daring to go near it. As all that fell within its touch would be subsumed. You've inherited this trait allowing you to safety absorb foreign energies. It could be Grand Mother Silk's essence, the haunting flames of the Nightmare Heart, or perhaps even something like conceptual destruction if you encountered it. Once absorbed you may convert the energy directly into raw power, refine it into a usable ability, or internalize its properties, expanding the nature of your being.

**Lost Jumper - 600 CP**

There are a surprising number of beings born from the Void, but some stand above the rest. You are one such being have somehow merged with the Void essence becoming one with it. The most direct manifestation of this power is your Lost form. By calling upon the Void, your body will turn an abyssal black, all of your attacks will unleash the Void's energy, and you gain the ability to sprout Void tendrils. Beyond this, you possess the ability to gift fragments of your Void nature to others, creating Lost children bound to your influence. They will gain access to their respective Lost forms with the potential to grow stronger as you do.

- **Born for Greatness:** No…this is something else entirely. You are not simply Voidborn, you are a nascent Lord of Shades. Though your power currently pales beside Ghost at his peak, with time you may prove worthy of the title God of Gods as he did. Your gift of the Void deepens as well. Where once you could create Lost servants, you now possess the potential to birth true abyssal scions forming a new pantheon of gods.

# Burning Bug

**Blessed by Flame - 100 CP**
Fire does not harm what it has claimed. Your faith has rewarded you making you completely immune to fire, heat, smoke, and combustion-based hazards. It doesn't matter if they're mundane or supernatural. Lava will not scorch your shell, embers do not cling, and suffocating heat becomes no more oppressive than warm air. Lesser flames may even bend away from you instinctively, recognizing you as kin rather than prey. This protection extends naturally to ritual spaces and tools you personally maintain, such as lanterns, altars, or pyres.

**Wisp Father - 200 CP**
The Burning Bugs did not merely wield fire, they raised it. You possess the rites and instincts needed to create Wisps, living embers born of devotion and flame. By sanctifying a  lantern, brazier, or similar vessel, you may birth these fire-spirits. Once born you can command them as scouts, guardians, or weapons. The Wisps respond eagerly to your will, swarming foes, igniting targets, or simply hovering protectively around your allies. Their strength and number scale naturally with your own power and the intensity of belief or emotion fueling them. Though I wonder what they might become if you had access to a truly powerful flame.

**Cleansing Pyre - 400 CP**
Not all things are meant to burn forever. Your flames instinctively seek corruption, curses, void-taint, parasitic influence, and spiritual rot. When unleashed your fire prioritizes these impurities first, burning them away while sparing what remains healthy. This allows you to cleanse infested lands, possessed beings, or corrupted artifacts instead of simply burning it to the ground. Though particularly deep corruption will require a sustained cleansing or a stronger fuel to burn from.

**Father of the Flame - 600 CP**
When the Burning Bugs gathered in their final hours, fire answered their devotion with incarnation. You can assume the form of a Flame Titan, mirroring the Father of Flame that once dwelled within the Wisp Thicket. In this state, you rival a Chorus in sheer size. Your body is composed of roaring fire, molten chitin, and living embers. You may unleash barrages of fireballs, cover battlefields with flames, or summon huge swarms of Wisps against your foes. Lastly, your innate power over flames grants you a strong kinship with other elemental spirits particularly those of fire.

- **Born of Greatness:** This form is not borrowed, it is a true transformation. You are a nascent Higher Being, born not from lineage, but from worship, belief, and flame. Devotion directed toward you strengthens your power, stabilizes your titan form, and allows your flames to burn significantly hotter. Over time, you may cultivate a domain of fire, birth unique flame-spirits, or inspire cults, orders, or civilizations that unknowingly fuel your ascension. You are not merely blessed by flame, you are the flame itself.

## Pinstress

**Warrior's Proud in Battle's Midst- 100 CP**
The Pinstresses were not merely killers; they were warriors of dignity, discipline, and unmistakable presence. You carry yourself with the unmistakable bearing of a true martial elite. Other warriors, soldiers, and combatants instinctively recognize your legitimacy, treating you with respect even across enemy lines. Challenges are offered honestly, betrayals are rarer, and cowardly tactics are less likely to be used against you unless desperation demands it. This respect does not make you untouchable, but it ensures that when blades are drawn, they are drawn in earnest.

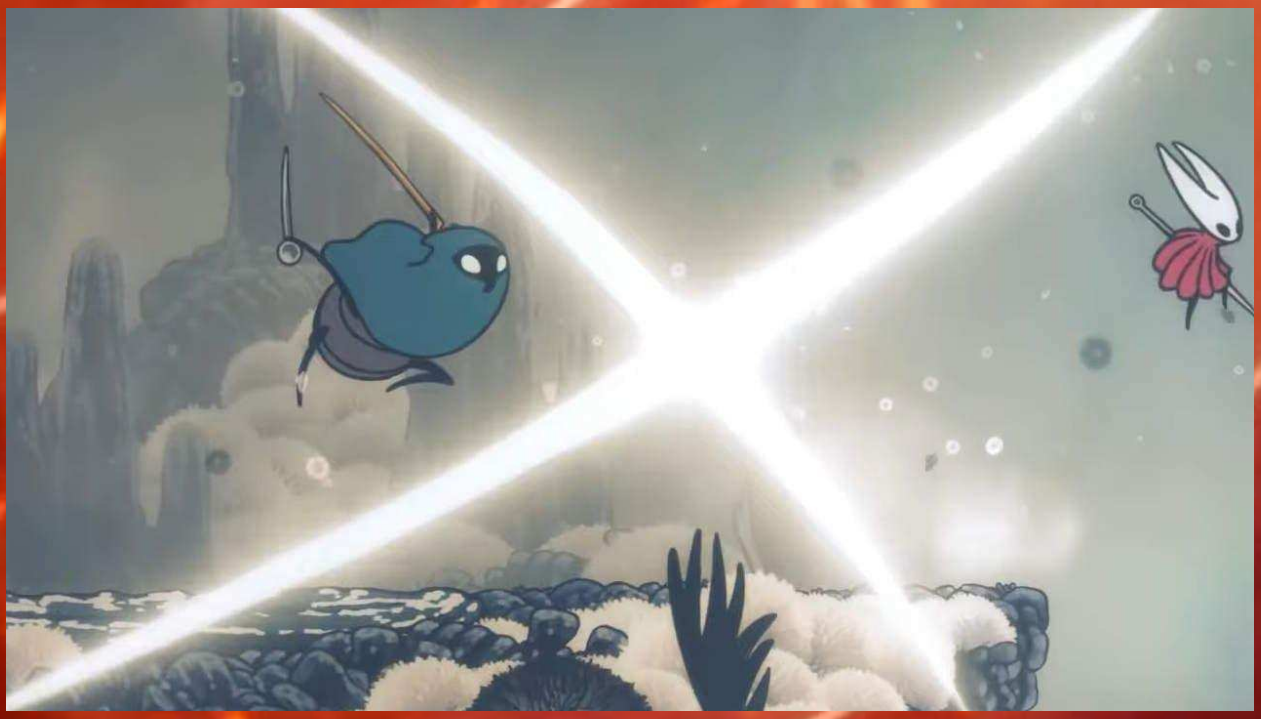
**Flurried Dance of Blades - 200 CP**
A Pinstress does not beg for battle. She invites it. When you formally declare a duel be it through word, gesture, or simply raw intent your opponent will feel an overwhelming compulsion to answer personally. This urge will become overwhelming even affecting those who are normally rational or otherwise unlikely to accept such a duel. Furthermore, all around you, be they ally or enemy will step back. None will interfere until the challenge's conditions have been completed. This however, also means your allies won't save you should you start losing a duel to the death. So try not to become too hot-headed.

**An Order Lost of Maidens Fair - 400 CP**
The Pinstresses were hunted, scattered, and nearly erased. Yet their art did not vanish. You possess an exceptional ability to disappear without truly being lost. When being pursued or operating in hostile territory, you easily vanish. You do this by shedding trails, vanishing into crowds, or otherwise avoiding detection in ways that defy others' understanding of stealth. Even dedicated hunters will struggle to track you for long. More than survival, you embody endurance. Even if you lose everything you shall retain the knowledge and resolve to rebuild. Given time, you can restore lost techniques, train successors, or reestablish an order from nothing but memory and will. As long as you live so too will the legacies you carry and their potential to return.

**Lethal Talents Beyond Compare - 600 CP**
The greatest Pinstresses were not defined by brute strength, but by flawless execution. Your sheer talent in combat once in a generation. Regardless of whether its weapon skill, reaction speed, spatial awareness, or tactical judgment all of which are exceptional. Other warriors will be amazed by your precision, speed, and lethality. This talent has allowed you to master the Needle Arts, a special form of unique and devastating attacks. Most importantly, you can learn through combat itself. Prolonged

engagement with an opponent allows you to intuit their style, habits, and weaknesses, steadily refining your responses until they can no longer surprise you.

- **Born for Greatness:** Your growth is no longer restricted by mere rest or reflection. It now happens in the midst of battle. By observing or dueling a skilled opponent for long enough, you can begin to internalize their techniques, mastering the principles behind their style and adapting them to your own. The stronger or more refined the opponent, the greater the insight you'll gain. Fight a master long enough and you'll blossom from a rookie to their equal by the end of the fight.



## Grand Performer

**Behold Jumper - 100 CP**
There is something about the way you move, speak, or even simply exist that draws the eye. You can instinctively frame moments as performances, turning ordinary actions into scenes worth watching. Whether you are fighting, speaking, crafting, or simply walking through a ruined street, others cannot help but notice you. This does not require a stage or an audience. Your presence alone carries theatrical weight. Enemies hesitate, allies feel emboldened, and observers remember you long after the moment has passed. Even creatures unfamiliar with art or culture will respond to the rhythm of your movements and the intent behind them.

**The Curtain Call - 200 CP**
Every great performance lives or dies by timing, and yours is impeccable. You possess an intuitive understanding of when to step forward, when to withdraw, and when to let silence speak louder than action. This sense extends beyond the stage into every aspect of life. You instinctively recognize pivotal moments.

When a speech should end, when a duel should conclude, when to press an advantage or fade from the spotlight. You are far less likely to miss openings, overextend yourself, or remain present once your role in a scene has been fulfilled. Even in unfamiliar situations, you can feel when events are reaching a turning point, allowing you to act decisively or leave behind a lasting impression at exactly the right moment.

**I Will Raise You Up - 400 CP**
Trobbio believed that Pharloom did not need another tyrant or god, it needed hope. You carry that belief in your art. Through performance, shared creation, or even heartfelt words delivered with sincerity, you can rekindle resolve in others. Those who witness your work find their despair dulled and their determination renewed. Exhaustion eases, morale stabilizes, and broken spirits find the strength to take one more step forward. This effect spreads most strongly among those who feel forgotten, trapped, or overwhelmed by the world's decay. Your art does not erase suffering or undo tragedy, but it gives others the will to endure it

**Tormented Jumporio - 600 CP**
You are not a mere entertainer, nor someone who simply learned a few tricks of song and dance. You are a true maestro of the performing arts. Song, dance, movement, rhythm, and expression come to you with near-effortless precision. You understand performance as both craft and language, capable of conveying meaning, emotion, and

intent without a single spoken word. Like Trobbio, you understand that performance is not just spectacle, but power made manifest.

Through precise movement, momentum, and will, you can translate your art directly into force. Your dances can summon whirling violet tempests, capable of lifting enemies, and tearing through terrain. Furthermore, when faced with overwhelming despair, pressure, or a world teetering on collapse, your mindset may shift into a Tormented state. This is not a transformation of the body, but a sharpening of focus and resolve. In this state, your movements grow faster, your rhythm more intense, and your performances far more dangerous. Techniques you already possess such as your tornadoes, your strikes, and your presence will expand in scale and ferocity.

- **Born for Greatness:** Your mastery reaches a mythic threshold. While Tormented, your art no longer merely inspires, it reshapes momentum itself. Allies draw strength from your presence while enemies falter under the weight of your performance. Even fate itself seems hesitant to interrupt your final act. Furthermore, you are no longer at the mercy of this tormented focus. You may enter or exit it at will, maintaining clarity rather than losing yourself to obsession. You are not a tragic footnote, you are a living legend, a performer whose final bow may one day echo across kingdoms.

# Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

## General Items

**Mask - Free**
Virtually all bugs wear some form of mask, and you are no exception. This is a unique mask forged by the Mask Maker himself, tailored specifically for you. It subtly reflects your nature and presence, changing slightly over time as you do. You are not required to wear the mask, and removing it carries no negative consequences. Whether worn or set aside, it remains bound to you and will never be lost or damaged beyond repair.

**Silksong Jumper Edition - Free/100**
This is a copy of the hit game Silksong (all DLC included). It will allow you to play through any events that occurred throughout the game and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

**Needle - Free/100 CP**
While a good portion of Pharloom's population lacks weapons, virtually all travelers will equip one in some form. This is a standard Needle similar to the one wielded by Hornet. The spear-like blade is more than capable of bringing great foes low, but it could do with some upgrades. That problem, however, can be dealt with if you pay 100 CP here. Doing so will upgrade your Needle into a Pale Steel Needle. This is the ultimate Needle and one that typically would only be wielded by royalty or the highest echelon of individuals. Lastly, if you happen to already have a favored weapon you may import it here for Free giving it an alt-form and merging their properties.

**Silk Spool - 100 CP**
In order to hold Silk most individuals will utilize a Silk Spool. These items allow the user to hold onto larger amounts of Silk. By default everyone possesses at least one Free complete spool, but it's also possible to expand your supply by gathering spool

fragments. If you're willing to spend a pristine 100 CP here you can receive a second complete spool ready to be absorbed into your being. Keep in mind this is more of a spiritual expansion rather than being given a literal spool. Lastly, if you wish you may keep purchasing additional spools for another 100 CP.

**Hunter's Journal - 100 CP**
A well-worn tome reminiscent of the journals kept by the greatest hunters of Hallownest and Pharloom. Whenever you face a new being, the journal will record their behaviors, strengths, weaknesses, resistances, and combat patterns. The more you observe or battle the subject, the more detailed the entry becomes. Eventually the journal will even grant you tactical insights and optimal strategies. Particularly esoteric or godlike entities may take time to fully catalogue, but nothing will escape your notice forever. Post-Jump, the journal adapts to local fauna, enemies, and supernatural forces as you encounter them.

**Growstone - 100 CP**
The Growstone is a special rock supposedly broken off from a mighty spear in a far off land. This relic was gifted to you by Steel Seer Zi. It can be broken into Shell Shards to construct tools. The unique feature of the stone however, is that it will regrow over time making it a limitless source of Shell Shards. Albeit one that takes time to harvest continuously.

**Cogwork Dancers - 100 CP**
The Cogwork Dancers are elegant automatons forged by the Citadel, designed in imitation of the Prince of Verdania. Precision-crafted and unnervingly graceful, they fight exclusively in synchronized pairs, their movements resembling a choreographed performance as much as an execution.

Each engagement is a lethal dance. Spins become strikes, flourishes become fatal blows, leaving little distinction between art and violence. By default, these automatons mirror the original Dancers in form and style, but you may choose to have them modeled after another individual or being, altering their appearance and fighting motifs accordingly.

**Lifeblood Reservoir - 200 CP**
Plasmium, also known as Lifeblood, is a volatile and forbidden substance capable of extraordinary regeneration at the cost of horrific mutation. Somehow you've managed to safely contain a lake of Plasmium by connecting it to your Warehouse. This fully isolated the lake from the outside world making it impossible for the corruptive fluid to escape.

You may safely experiment, study, or harvest Plasmium here without risk of outbreak or mutation.

**Thief's Emporium - 200 CP**
Welcome to the Thief's Emporium. It is run by a grinning, many-legged merchant whose morals are…flexible. The emporium is packed with rare trinkets, stolen relics, forgotten tools, and curiosities from across Pharloom. Much like Grindle, its proprietor has an uncanny knack for acquiring exactly the sort of item you didn't know you needed. Prices are steep but fair, often payable in rosaries, favors, or unusual treasures. Where the goods come from is best left unasked. Post-Jump, the Emporium updates its stock to reflect the setting, just don't be surprised if a rare treasure happens to be in the shop.

**Pale Oil Supply - 200 CP**
Pale Oil is a strange yet invaluable substance for craftsmen. You have been blessed with a renewable supply of Pale Oil, a rare substance capable of awakening the latent potential within crafted objects. By carefully infusing Pale Oil into a weapon, tool, or relic, you may draw out its inner strength over time, eventually elevating it into a Pale version of itself.

Pale items are stronger, more refined, and often gain subtle supernatural properties appropriate to their nature. Doing so however, requires patience and a certain level of craftsmanship. Additionally, while the oil will replenish itself every three days, it will always be sufficient for personal projects and long-term refinement.

**Relic Collector - 200 CP**
This traveling shop is managed by a history-obsessed millipede scholar who values the past above all else. Ancient weapons, broken idols, lost crests, ruined banners, and forgotten scriptures all find eager appraisal here. In exchange for genuine historical relics, the Collector offers generous payment in rosaries, rare materials, or unique artifacts. The rarer or more significant the relic, the greater the reward. Post-Jump they will attach themselves to your Warehouse offering their continued service eager to see the history of new worlds.

**Surgical Station - 200 CP**
To remove the parasite afflicting Hornet, Yarnaby employed a strange and unsettling surgical device. This item is an improved and stabilized version of that same station. The Surgical Station is capable of safely identifying, isolating, and removing any parasite or foreign presence embedded within a body. This includes biological infestations, mechanical implants, arcane curses, and even spiritual or conceptual

infections. The process is painless to the subject and does not cause lasting harm, though particularly powerful entities may require time or preparation before removal.

**Bell Beast Stations - 200 CP**
Bell Beasts are rare and specialized creatures capable of navigating the vast tunnel networks hidden beneath Pharloom. Purchasing this option allows you to establish a permanent system of Bell Beast tunnels linking all properties and territories you possess, regardless of distance or terrain. Each connected location gains its own Bell Station, allowing for rapid and reliable transit. In addition, you acquire access to a unique recall signal. When activated, a juvenile Bell Beast will arrive to retrieve you, carrying you swiftly and safely back to the last Bell Station you traveled from.

**Liberated Troupe - 300 CP**
Once bound to an endless ritual of destruction and rebirth, the Grimm Troupe has changed. Upon sensing the ascension of a new Nightmare King, one freed from blind adherence to the old cycle, the Troupe reformed itself by choice rather than compulsion. This is the Nightmare Carnival, led by senior members of the Troupe who now serve willingly rather than bound through the ritual. They retain their mastery over dreamflame, performance-based magic, illusion, and ritual summoning. Their purpose however has shifted from sustaining an endless cycle to serving their King or a chosen patron with loyalty and intent.

- **This item is Free is you possess Nightmare Heir**

**Jumper's Heart - 300 CP**
Jumper's Heart is a manifestation of your very being and spiritual essence. It acts as the ultimate bond to your existence, amplifying your connection to the world around you. This heart serves as a source of immense power and can be used to forge or strengthen bonds connected to you. Its final trait is that it functions as a capstone booster for all 600 CP items, elevating their abilities immensely and granting them effects that transcend their normal limits.

## Prisoner

**Travel Satchel - 100 CP**
Given that you're going to be going through some rough conditions, you'll need some tough gear. Luckily that's exactly what this is meant for. This satchel is a small bag capable of holding an abnormally large amount of items. Even though it's a bit smaller than your normal backpack you could fit dozens of supplies, weapons, tools, and much more inside. The bag will expand when placing an item inside allowing you to store significantly larger gear than you might expect. Best of all the bag is indestructible and will reappear on your person within a minute if lost.

**Faydown Cloak - 200 CP**
Woven from the feathers of a Fayhorn and reinforced with Seamstress silk, this cloak is a gift from a mysterious spirit. When worn, it allows the user to generate faint spectral wings, enabling a second jump while airborne. It grants full immunity to extreme cold and negates fall damage entirely, allowing you to drift safely from even immense heights. With practice, the cloak can be used to subtly redirect momentum midair, lending itself perfectly to agile, acrobatic combat styles. Of course, should you already have any favored clothing you may import and combine them.

**Silk Hearts - 400 CP**
Silk Hearts are a mysterious item that allows their user to naturally generate Silk. Each additional heart allows the generation of more Silk. Purchasing this grants you three Silk Hearts which you may either absorb or gift to someone else. Moreover purchasing this option here will have a unique effect allowing so-called Bosses in future worlds to drop a Silk Heart when defeated. So with enough time you may potentially greatly expand your Silk production.

**Everbloom - 600 CP**
The Everbloom is a flower thought lost, capable of resisting even the encroaching hunger of the Void. Somehow, you possess not just one, but a living garden of them. When carried or worn, Everbloom petals grant immunity to corruptive forces of any kind, including Void, mind-warping influences, parasitic energies, and hostile transformations. This protection extends gently to nearby allies, shielding them from gradual corruption so long as they remain close. Just remember each Everbloom can only resist so much before it begins to burn through its light dissolving.

- **Jumper's Heart:** The Everbloom's light has been significantly strengthened by your heart. The flowers now actively purges corruption and parasitic energy, converting it into restorative energy for you and your allies. Even the God of Gods would reel back physically repelled by its presence. Finally, its effect now radiates over a larger area allowing you to protect groups rather than a single person.

## Pilgrim

**Chest of Rosaries - 100 CP**
This is a large chest filled to the brim with rosaries. In total the chest probably has around twenty thousand rosaries. More than enough for a bug to set up shop and enjoy their life if managed properly. Post-Jump, this item adapts to local culture, providing an equivalently impressive stockpile of low-denomination devotional goods or currency, ensuring you always have a reliable rainy-day fund wherever you travel.

**Courier Service - 200 CP**
It seems the brothers Tipp and Pill somehow found out about your nature Jumper. Rather than getting afraid, they decided this was an amazing business opportunity. They've decided to offer their services to you exclusively: fast, discreet, and remarkably reliable delivery across the region. Packages entrusted to them are rarely delayed, almost never lost, and tend to arrive even when roads collapse or borders close. Should you ever choose to work alongside them, expect generous bonuses, glowing reviews, and doors opening wherever pilgrims still walk.

**Pilgrim's Atlas - 400 CP**
As you continue your pilgrimage you're likely going to travel to a variety of locations. Given this it's important to keep track of what you encounter. This is a simple map that has a few special properties. The map will automatically fill in as you explore. It will include the area itself, tunnels, lifts, and shortcuts providing a detailed overview of the environment without you having to use your quill. Areas of interest such as settlements, travel stations, powerful enemies, and anything else notable will be marked using special pins. Post-jump the map will expand starting off with just your starting area. It however, will grow alongside you as you continue your journey once more.

**Budding Town - 600 CP**
As more and more pilgrims arrived in Bellheart and the Citadel they realized they needed more room to stay. The end result was a simple rest stop turning into a sanctuary and eventually a small town. This is a similar location equal in size to Bellheart. It houses a few dozen residents, multiple merchant stalls, communal prayer spaces, and a comfortable private dwelling reserved for you. Pilgrims are naturally drawn here for rest, trade, and quiet reflection.

- **Jumper's Heart:** The Budding Town's growth is accelerated and reinforced by your essence. It becomes a bastion nearly impossible to assault, with defenses, traps, and loyal residents infused with your will. Its structures have been vastly expanded and adapted to the needs of your people. Furthermore, the entire town radiates protective energy, turning it into a self-sustaining sanctuary that rivals any of the lesser Kingdoms in Pharloom. Moreover, the city's population now numbers in the thousands and has multiple elite protectors. While not as strong as the Citadel itself, even they would hesitate before making a foe of you.

## Silk Born

**Silk-Sewn Regalia - 100 CP**
It wouldn't be fitting for the servants of the Citadel to be found in a drab outfit would it? This is an outfit woven from Grand Mother Silk's threads, made by the queen of Pharloom herself. It automatically repairs itself, resists tearing, and subtly reinforces the wearer's movements. You'll find your balance, agility, and poise being a fair bit better than normal as a result. Lastly, when worn within silk-infused domains such as Pharloom, it will synchronize with the environment, making you feel instinctively aware of the area.

**Sentinel Guard - 200 CP**
The Sentinels were a force of mechanical warriors meant to replace the Pinstresses. They safeguarded the Pilgrims escorting them to the Citadel. This is a squad of Grand Reeds led by an automaton on par with the Second Sentinel. They follow your commands without hesitation, excel at defensive warfare, and may be stationed to guard key locations or accompany you as a disciplined force. Furthermore, you'll receive a copy of the blueprints needed to create more of the elite automatons.

**Silk Eater Nest - 400 CP**
Silk Eaters are strange, grub-like creatures native to Pharloom, uniquely attuned to the presence of silk. This item grants you a thriving nest overseen by a devoted caretaker bug who reveres you as their lord or mistress. The Silk Eaters can sense silk across vast distances, locating hidden caches, damaged structures, or lingering strands left behind by powerful beings. With proper direction, they can retrieve, recycle, or refine silk for your use. The nest produces up to two dozen new Silk Eaters per day, ensuring a constant supply.

**Daughter's Loom - 600 CP**
Rather than being born each of Grand Mother Silk's daughters were weaved into existence. To do this she utilized this golden loom. Anything woven into being using this device may be imbued with great power, loyalty, or your unique lineage. Creations made on this loom will possess an unbreakable loyalty to you and a powerful affinity for Silk. Additionally, should you lack the Silk needed yourself this loom will generate its own supply. Though gaining enough to make a being on par with Lace or Phantom will take around six months.

- **Jumper's Heart:** The loom now channels your very essence, instantly imbuing creations with immense strength, intelligence, and unwavering devotion. Silk flows endlessly from the loom, allowing you to craft multiple elite beings at a fraction of the normal time or to make them even more powerful. Additionally, each creation now carries subtle fragments of your consciousness, granting them instinctive coordination with your will and the ability to act autonomously with near-perfect judgment. Your creations will always know you are with them, no matter what.

## Choir Caste

**Choir Cloak - 100 CP**
These pristine cloaks are bestowed upon those formally admitted into the Choir, marking them as faithful servants of the Citadel. Woven with sanctified materials, each cloak provides modest protection, functioning as light armor while remaining flexible and ceremonial. The fabric is exceptionally resistant to violent winds and biting cold, allowing the wearer to endure inhospitable environments with ease. You receive a dozen such cloaks, suitable for yourself and trusted followers. Should any be lost or damaged, replacements will manifest within twenty-four hours.

**Songclave - 200 CP**
Songclave is a sacred gathering place, home to the First Shrine and its resident Snail Shaman. Faithful pilgrims, initiates, and seekers regularly pass through its halls, and even after long absences, new faces will always be found within. Interestingly, lessons taught here carry more weight. Your words will resonate deeper, imprinting themselves upon listeners and shaping belief far more strongly than elsewhere. Post-Jump you may turn this location into a warehouse attachment and insert it into future settings.

**Legion of the Faithful - 400 CP**
The Choir served as both the spiritual backbone and the military arm of the Citadel, fielding disciplined forces whose devotion rivaled their martial skill. For reasons of faith, favor, or necessity, you have been entrusted with a formidable detachment from their ranks. This force consists of roughly one hundred devoted disciples, supported by a dozen Choir Clappers, and led by several Maestros who coordinate doctrine and battle alike.

- Should you also purchase **Conductor** this force will expand to include all remaining Choir forces.

**Conductor - 600 CP**

As the Choir's numbers dwindled and the Citadel fell into decay, the burden of leadership grew too heavy for Ballador alone. At last, he has relinquished his role, naming you as his successor—the final Conductor of the Choir. You now stand as the supreme authority over the Citadel's religious and military structures, and given the state of the kingdom, its de facto ruler as well. Your words carry doctrinal weight, your commands shape doctrine and deployment alike, and the faithful look to you as the living axis of order and belief. Post-Jump you may take up a similar position, allowing you to assume an equivalent role within established religious or ideological hierarchies. For example, in Warhammer 40K you could become the Ecclesiarch of the Adeptus Ministorum.

- **Jumper's Heart:** Your authority extends beyond mere command. The Choir's hidden reserves have been awakened by your call. Armies long kept in stasis, relics of divine power, and networks of spies and operatives ready to execute your will. The Citadel itself becomes a living instrument of your control, reacting dynamically to threats and opportunities. Post-Jump your forces will similarly expand if applicable.

## Weaver

**Silk Chamber - 100 CP**
Silk is the lifeblood of the Weavers in both their daily duties and combat. To ensure that you always have a stable supply of Silk on hand you've been gifted this Silk Chamber. It is a special device that you can absorb, capable of holding onto excess Silk. The device will automatically collect any Silk you generate should your body be at its maximum capacity. It doesn't contain a limit though you must supply the extra Silk yourself beforehand if you wish to utilize the chamber in an emergency.

**Ancestral Loom - 200 CP**
Often to pass down their knowledge the Weavers would imprint the knowledge onto these looms. They contain impressions left behind from previous users allowing the loom to "remember" the skills woven upon it. This particular version contains all of the Silk Skills and Ancestral Arts used by the Weavers. Though you'll still need to learn them yourself. Additionally Post-Jump you may select one lineage or tribe to gain the skills of every time you enter a new Jump. For example, you could choose a Clan from Naruto or a specific House from Harry Potter. Similarly the loom will contain impressions from this new lineage. Lastly, should you purchase multiple Looms you may claim multiple lineages from these lands and throughout your travels in the future.

**Weavernest - 400 CP**
The Weavers created a number of safehavens both to act as gathering places and back-up plans after the clash with Grand Mother Silk. This is one such colony that the Weavers established. Weavernest functions as a small city possessing dwellings, silk farms, and training halls, Its inhabitants are all skilled Weavers capable of maintaining the colony independently. Should the population ever be lost, the Nest will slowly repopulate with Weaver constructs and descendants over time. Post-Jump, Weavernest may manifest as a hidden settlement or become a Warehouse attachment.

**Nascent Divinity - 600 CP**
Eva was a being born from the Weavers' attempt to overcome their curse and their attempt at creating divinity. This purchase grants you a similar entity, either a reconstructed echo of that project or a new creation shaped to your design. The entity is immensely powerful, adaptive, and capable of growth, yet incomplete at the moment. Left unattended, she may stagnate, destabilize, or develop unintended traits. If properly supported, however, she can evolve, refine others, and even awaken latent Crests or lineages, much as the original Eva once did for Hornet. Lastly, purchasing this will also grant you the research needed to recreate the creation process.

- **Jumper's Heart:** Your heart resonates directly with the nascent divinity, stabilizing her existence from the moment of creation. She no longer risks stagnation or collapse, instead growing steadily even without constant oversight. Her adaptive capabilities are magnified, allowing her to refine others with precision rather than trial and error. Crest awakenings become safer, stronger, and more permanent. Additionally, her own development toward true godhood is accelerated. In time, she may evolve into a divinity uniquely aligned with you. Finally, as you examined the entity you realized beside her were two more sealed beings. Younger, but just as full of potential.

## Flea Caravan

**Certificate of Authenticity - 100 CP**
Being a trader gets you through quite a bit of doors, but that doesn't mean that you're automatically trustworthy. No, that comes as a result of this trusty certificate. This certificate provides proof to any guards, officials, and anyone else that would need to provide you with approval. This also lets you bypass blockades and road checks as a trustworthy source. Just remember, it will only get you through the gate, if you do something illegal you'll probably still get arrested.

**Flea's Ledger - 200 CP**
Strangers met on the road are more inclined to offer help, especially if they recognize you as a wandering merchant. This is a well-kept journal recording favors owed, kindnesses given, and the paths you utilized. Essentially this is the ultimate travel log monitoring literally everything that you might care about. It may seem unassuming, but accurate records, perfect recall, and an honest accounting of goodwill have built entire safe routes and saved countless lives.

**Flea Caravan - 400 CP**
You have been granted the honor of commanding your own traveling caravan. This is a mobile community of flea merchants, guards, scouts, and caretakers. While smaller than Fleamaster Mooshka's full procession, it is sturdy, adaptable, and capable of long-distance travel through hostile territory. The caravan includes wagons, tents, supplies, and a loyal crew who understand the rhythms of migration and trade. Given

time and some success, it will grow drawing in new members. Eventually as you expand your reach, you may become a recognized presence wherever roads still exist.

**Fleatopia - 600 CP**
This is it, this is Fleatopia itself a safe haven for your kind. This sanctuary has been sought by the Flea Caravan and believed unreachable until it was finally found. Hidden, self-sustaining, and remarkably resilient, Fleatopia is a true haven where your people can live free from cages, predators, and collapse. Trade flourishes, morale remains high, and even in times of widespread disaster, the settlement endures.

- **Jumper's Heart:** Fleatopia has become fully mobile, its infrastructure reinforced and compacted through your essence. Entire districts, markets, and living quarters can be loaded, transported, and redeployed alongside the Flea Caravan without loss or degradation. Despite this mobility, the city remains capable of withstanding prolonged sieges and large-scale invasions. Additionally, Fleatopia gains several powerful defenders. These guardians are comparable to elite warriors such as Vog or Seth. Each deeply loyal and optimized for rapid deployment and urban defense. While it lacks the overwhelming fortification the Kingdom possesses, Fleatopia's adaptability and mobility make it one of the most versatile strongholds you can possess.

## Shaman

**Snail Staff - 100 CP**
While many Silk users are capable of utilizing their magic without a catalyst, the items still boost the user's power. This is one such tool forged by the Shamans. This may take the form of a charm-studded staff, a carved shell talisman, or a rune-etched conduit. When in use the focus boosts your control over Soul-based abilities significantly, your spells are more precise, rituals are less prone to backlash, and accidental overcasting is far less likely. It may not be a true masterforged relic, but this tool may give you some aid.

**Shaman Hut - 200 CP**
This humble abode serves as both your home and place of study. It was designed to mirror the secluded dwellings of the Snail Shamans. While inside, your Soul and magical energies regenerate at an accelerated rate. Additionally, all research, experimentation, and study related to magic, rituals, or metaphysical forces progress at roughly three times the normal speed. The hut subtly insulates against magical interference, making it ideal for dangerous rites. If you already possess a comparable laboratory or tower the two may be merged seamlessly.

**Exiled Tribe - 400 CP**
While the power of the Shaman's is respected their actions have earned them scorn from many. Many were driven into isolation, forming hidden enclaves far from prying eyes. You hold stewardship over one such enclave, housing roughly a dozen veteran Shamans. Each is a survivor of failed rites, god-binding attempts, or forbidden experiments. More importantly, all are willing to teach you in exchange for protection and discretion. Their collective knowledge spans battlefield sorcery, soul manipulation, sealing techniques, dream-entry rituals, and the catastrophic rites once used against Grand Mother Silk. These Shamans will not serve as soldiers, but as mentors and advisors of the highest caliber.

**Soul Snare - 600 CP**
The Soul Snare was a trap forged by the Snail Shamans capable of binding Grand Mother Silk. This version has been refined, removing the flaws that once limited it. When properly deployed, the Soul Snare can bind and permanently imprison a Higher Being. It however, is equally effective on gods or entities of comparable metaphysical weight. Escape is impossible without external intervention or catastrophic failure of the seal itself. Just as important is the snare's ability to siphon magic from the being. This

ensures they never gain the ability to break out and provides you with a nigh-limitless font of divine energy. Lastly, should you have need of it you'll receive detailed instructions on how to recreate the relic.

- **Jumper's Heart:** The Soul Snare synchronizes with your essence, becoming fully modular and responsive. It may be shrunken for storage, expanded for deployment, or reshaped to suit the target. Rather than a single prison, it now functions as a scalable containment system capable of holding multiple divine beings simultaneously. Even the most powerful gods, ancient wyrms, or conceptual entities may be sealed without risk of overload. The siphoned energy is refined through your heart, converting raw divinity into stable power you can safely wield, store, or distribute.

## Crafter Extraordinaire

**Materium - 100 CP**
The Materium is a venerable Architect relic designed to catalogue, analyze, and preserve knowledge of materials both mundane and esoteric. The construct is a lattice of tubes, lenses, and silk-lined receptacles that allows it to accept samples ranging from raw ore to divine residue. Once scanned, the Materium can identify the material's properties, ideal uses, structural limits, and any notable interactions with exotic energies it may have. It can also recognize relics, recording how they were forged and their unique traits.

**Craftmetal - 200 CP**
Craftmetal is a rare and invaluable substance born from Pharloom's bedrock. The silver metal is prized for its adaptability, resilience, and affinity for both mechanical and silk-based construction. You have received access to a sealed vault containing a near-limitless reserve of refined Craftmetal. There will always be enough to complete any personal project, with surplus available for trusted assistants or apprentices. Should the supply ever be depleted, the vault replenishes itself within twenty-four hours.

**Chorus - 400 CP**
The Chorus are colossal, bug-shaped constructs forged by the Architects to hunt and suppress the Pinstresses. You possess one such titan. Standing like a living fortress, the Chorus is equipped with two massive pairs of arms capable of devastating sweeping attacks, precision grappling, and structural devastation. Despite its size, it's capable of moving with startling agility. The titan is capable of repositioning, leaping, and engaging multiple targets simultaneously. The Chorus functions autonomously but will recognize you as its master, responding instinctively to your commands. This is a weapon meant to be sent out against armies or equally titanic threats.

**The Cauldron - 600 CP**

The Cauldron is the pinnacle of Architect design. This is an immaculate, world-class workstation created to support feats of craftsmanship beyond mortal scale. This vast forge-complex contains virtually every device, apparatus, and auxiliary system required for advanced mechanical forging you could desire. Moreover the forge's chambers are immense in scale, capable of accommodating titanic projects such as the Chorus. In essence this is the ultimate workstation for both a stumbling student and master Architect alike.

- **Jumper's Heart:** Your essence transforms the Cauldron from a masterwork forge into a full industrial foundry complex capable of sustaining an empire. This facility alone could have supplied the Citadel at its height, producing arms, constructs, infrastructure, and war engines without pause. Dozens of master workers now staff the Cauldron, each possessing skill and insight rivaling the Twelfth Architect herself. They require minimal supervision, executing your directives with precision and initiative. Under your command, the Cauldron becomes a force multiplier for any kingdom you rule, capable of reshaping entire eras through industry alone.

## Coral Forged

**Coral Armor - 100 CP**
While the Karaka were naturally powerful warriors they bolstered their might using coral armor. The coral subtly adapts to your fighting style, sharpening edges, reinforcing weak points, and repairing minor damage over time. While not indestructible, it responds loyally to its bearer, growing stronger the longer it is used by the same hand. If you have a preferred set of weapons or armor you may import them into this equipment for Free as well.

**Coral Seeds - 200 CP**
Coral was the foundation of Karak. While primarily seen through the lens of their military, coral is also an excellent building material. This is a container holding dormant coral seeds once reserved for Karak's artisans and engineers. When planted or fed energy, these seeds rapidly grow into usable coral structures. This can include walls, platforms, weapons, or tools depending on how much control you possess. While the coral cannot act independently without your guidance, it grows far faster than natural coral and remains receptive to shaping for several days after sprouting. So it's ideal for fortifications, emergency defenses, or rebuilding lost ground.

**Watchers at the Edge - 400 CP**
When Karak fell, a handful of its sentinels remained behind, not to reclaim the kingdom, but to ensure its enemies never went unobserved. You hold command over a small cadre of Coral Watchers. This includes vigilant constructs and surviving warriors partially fused with coral. They are stationed at the borders of your territory or stronghold. They do not sleep, do not abandon their posts, and will silently alert you to approaching threats. Even after destruction, replacements slowly reform from residual coral, ensuring your borders are never truly unguarded.

**Coral Palace - 600 CP**
Once the seat of Crust King Khan himself, the Coral Palace stands as the living heart of Karak's power. This immense fortress is grown from colossal masses of crimson coral, its halls shifting subtly in response to your presence and intent. The palace is both defensible and capable of adaptation. When under siege the walls will thicken, spires rise to block aerial threats, and passages rearrange to confound intruders. As its master, you may command the palace to grow outward over time, forming new districts and defenses. Of course, you also have authority over the army of Karakian warriors staffing

the palace. Lastly, this castle is self-sustaining due to ample preparations and the facilities it holds.

- **Jumper's Heart:** You inherit not merely the Coral Palace, but the entirety of Karak's capital. Tens of thousands of loyal bugs dwell within its expanded districts, forming a thriving metropolis rather than a lone fortress. Your armies swell to ten times their former size, bolstered by infrastructure designed to support constant readiness and rapid mobilization. Standing watch over the capital is a champion nearly as powerful as the Crust King himself. He is a living symbol of your authority and a powerful defender. With your heart bound to the city, Karak is not just just a stronghold, but a dominant power capable of reshaping regional balance once more.

## Skarr Tribe

**Jumper's Grand Display - 100 CP**
Deep within Hunter's March stands a colossal statue of Skarrsinger Karmelita, raised not merely as art, but as a declaration of strength. All who gaze upon it feel the weight of her presence and the pride of her people. This item grants you a similar monument bearing your likeness, carved or constructed in a style appropriate to the land it stands in. Warriors, hunters, and proud peoples instinctively recognize it as a symbol of legitimacy and strength. Over time the statue will cultivate respect, loyalty, and a willingness to test themselves against you or stand at your side.

**Trophy Hall - 200 CP**
The Skarr do not forget their victories. This vast hall displays trophies, carvings, and records of every notable hunt, duel, and conquest you have achieved. You may find a blade wielded by a formidable foe, the stuffed body of a beast, or perhaps something simpler for other feats. Each display subtly reinforces your reputation. Visitors will instinctively understand the danger and prestige associated with your name as they witness your tales. As your saga grows then so too will this hall supplying proof of your victories.

**March of the Last Claws - 400 CP**
When the Skarr started to lose ground against Grand Mother Silk, it was the Last Claws who stood until the end. They were the elite hunters who fought not for survival, but for honor. You have been assigned a cadre of Skarr elite warriors trained in coordinated combat, ambush tactics, and relentless pursuit. They fight best when protecting a leader, or hunting a designated foe. Even if slain, their tradition does not end: over time, new warriors rise to inherit their roles, trained by surviving members and guided by the legacy you embody. The march may falter, but it never truly ends.

**The Queen's Stage - 600 CP**
This is the grand arena where Skarrsinger Karmelita demonstrated her might, not only through combat, but through song. The Queen's Stage is both a battlefield and sacred ground. When you fight, sing, or make declarations here, your presence is magnified: allies gain strength, resolve, and coordination, while foes feel the oppressive weight of being judged before a people who respect only power. This arena will expand depending on the nature of the challenge. It can become a closed hall for duels, an immense stage for mass battles, or even an elegant stage for ritual performances. This stage is where legends are forged and where your reign is proven supreme.

- **Jumper's Heart:** Bound to your heart and fueled by the Skarr's endless thirst for battle, the Queen's Stage evolves beyond an arena into the ultimate crucible of growth. It becomes a comprehensive training and refinement ground for both you and your forces. The stage can now simulate threats far beyond your current experience. This includes legendary foes, hypothetical enemies, and entities you have yet to encounter. Combatants who train here emerge hardened, disciplined, and elevated, gaining insight and instinct that would normally take lifetimes to develop. Within this space, your armies do not merely practice, they are forged into true warriors.

## Keeper of Nature

**Verdant Token - 100 CP**
A simple charm grown from living bark and shellwood resin, traditionally given to those recognized by Nyleth's grove. When worn, animals and lesser creatures instinctively recognize you as a protector rather than a threat. Hostile wildlife hesitates before attacking, plants subtly shift to clear your path, and natural environments become easier to traverse without damage or disturbance. The token also marks you as "under the grove's protection," discouraging casual hostility from those who respect ancient pacts and sacred places.

**Caretaker's Grove - 200 CP**
This is a modest, but thriving grove tied to your essence, similar to the one Nyleth once tended. This location acts as a sanctuary for life. Wounded creatures recover more quickly, plants grow healthier and stronger, and corruption or slowed dramatically within its bounds. While not an aggressive defense, the grove will subtly resist invasion. The terrain will grow uncooperative to intruders, and any possessing violent intent will be unwelcome. Post-Jump, this grove may be placed into future worlds, adapting to local flora while retaining its restorative nature.

**Covenant of Shellwood - 400 CP**
While Seth was the first defender of the Shellwood Shrine he was not alone. Those who chose to defend the grove etched their names into this bark and stone tablet. The table allowed the formation of a covenant to protect Shellwood. Individuals who willingly bind themselves will gain heightened resilience, accelerated recovery, and an instinctive awareness of threats to their domain. Additionally, should the marked territory come under attack it may summon them bringing the defenders home before returning them to their original site. Lastly, as the number of bonds grows strengthening the covenant so too will the covenant blessing form a symbiotic loop.

**Heart of the Grove - 600 CP**
The Heart of the Grove is a living nexus of life force, once mirrored in Nyleth herself. This immense, ancient organism anchors the entire ecosystem, stabilizing climates, purifying corruption, and allowing life to flourish even in hostile conditions. Under your guidance, deserts may bloom, poisoned soil heals, and exhausted populations recover. You may choose to remain physically bound to the Heart or act as its mobile champion, carrying its influence with you. Post-Jump, the Heart can be relocated as a Warehouse

attachment and be seeded into new worlds. Upon doing so it will become the foundation of future sanctuaries.

- **Jumper's Heart:** Your heart and the Grove's Heart now beat in perfect synchrony, producing a seemingly limitless wellspring of life force. This power does not merely restore, it evolves. Lands under its influence grow stronger and more resilient with time, populations surpass natural limitations, and sickness, blight, and weakness are systematically erased. Additionally, your people are no longer simply healed; they evolve. Strength, vitality, and longevity become the norm rather than the exception, and entire ecosystems adapt to better support intelligent life.

## Verdanian

**Spore Mantle - 100 CP**
Even though Verdania was thick with choking spores and blooming growths, its hunters moved unimpeded. One of the main factors was this mantle. The Spore Mantle is grown from treated fungal fibers and chitin plates. It filters harmful spores, poisons, and airborne hazards while subtly masking your scent. Predatory creatures are slower to notice you, mistaking you for part of the environment unless you act aggressively.

**Amberbound Armament - 200 CP**
Weapons forged in Verdania were often reinforced with hardened amber-resin and fungal bones. These materials enhanced the weapons, increasing their durability, added a self-repair mechanic, and the ability to secrete a corrosive acid that breaks down armor. Additionally, while it takes a while the amber will restore the equipment as it seeps out. Should you happen to have a preferred weapon you may import it for Free giving it this item's traits.

**Palestag - 400 CP**
The Palestag is a figure of Verdanian myth, a “stag touched pale” said to be the first Cloverstag of Verdania’s wilds. The Palestag is a towering, antlered creature wreathed in pale foliage. She is capable of commanding grass, roots, and leaves to aid her in battle. She is extraordinarily resilient as her body is partially phantasmal and partially living. She will not obey commands blindly. Instead, she responds to resolve, purpose, and mutual respect, much as the Green Prince’s legendary hunt required not strength alone but worthiness. While not limitless, her regeneration allows her to recover so long as she remains in the living wilds or verdant decay.

**Verdania Reborn - 600 CP**

When the Green Prince left Verdania, it was believed the kingdom fell with him. That belief was wrong. Unbeknownst to their ruler, a portion of Verdania's people retreated deep into the wilds into the root-choked caverns where nature swallowed all traces of civilization. There they endured, and over generations their refuge allowed their kingdom to rise again as Verdania Reborn. You are the steward of this nascent kingdom. Its population is made up of thousands of bugs sustained by their hidden enclave. While not quite a match for Verdania at its peak, this city has the potential to reach and even surpass those heights. Post-Jump the settlement may be turned into a Warehouse attachment and inserted into future Jumps.

- **Jumper's Heart:** Bound to your heart, Verdania Reborn surpasses its predecessor in every meaningful way. The land itself has awakened. Its forests grow with purpose, roots form natural fortifications, and the caverns expand intelligently to support growth without collapse. The kingdom's population has flourished without strain, producing leaders, warriors, and sages of exceptional quality. Where old Verdania relied upon a singular ruler, Verdania Reborn became self-sustaining, capable of thriving even in your absence. Should the Green Prince ever return, he will find a kingdom that would have been ready to fight off the Citadel rather than fall.

## Voidborne

**Void Brand - 100 CP**
You have a mark of the Void branded onto your shell. This mark may take whatever form you wish, but it is more than just a special aesthetic. This brand signals to others your origins as a spawn of the Void. Anyone who sees it will instinctively recognize this giving you a certain degree of respect or fear depending on the source. It however, also causes any dark aligned or abyssal beings to feel a close kinship with you, making them friendly unless you move against them. Here this would include Void-infused beings, but in other worlds this might include Devils, shadow entities, or Cursed Spirits. Lastly, should you wish you may conceal the brand suppressing its aura.

**Gargant Gloom - 200 CP**
Gargant Glooms are massive Void-infused beasts that effectively function as living hives. This creature is capable of carrying a veritable lake of Void energy within itself which can be sprayed at its foes. Additionally, the Gloom is capable of spawning lesser Void entities like Gloomsacs. Purchasing this grants you a set of three Gargant Glooms that will obey you without question. Moreover should any be slain they will be reborn within your Warehouse after a full day passes.

**Relic of the Ancients - 400 CP**
Long ago there was an Ancient Civilization that was said to have worshipped the Void. Little is known about them aside from their relics they left behind. The main relic in question is the Arcane Eggs that contain etchings about the kingdom. This is one such egg, but it is unique. This is due to this egg being complete and larger than normal. Within lies a complete archive of all knowledge ever utilized by the Ancient Civilization: rituals, philosophies, technologies, and Void-based arcana. However, the information is encoded in layered symbolic systems that must be deciphered piece by piece. This however, represents a grand opportunity potentially allowing you to learn arcane secrets that could shake the entire world.

**Path of the Abyss - 600 CP**

The Abyss is an entrance to the Void, a place where form, will, and identity are consumed. Somehow, you have torn away a fragment of this infinite darkness and claimed it as your own. This personal Void-realm is a living expanse of shadow, tendrils, and shifting terrain. It grows slowly over time and may spawn Void-infused creatures loyal to you. The realm responds to your presence, reshaping itself to reflect your will, emotions, or nature. You may retreat to this domain at any time, and hostile beings find it nearly impossible to invade. Even powerful Higher Beings instinctively recoil from entering, sensing the Void's devouring hunger turned inward. One final trait of interest is that this realm is capable of adapting and integrating similar spaces. Dark realms, abyssal domains, and extradimensional spaces can be absorbed letting your Void realm gain their unique traits.

- **Jumper's Heart:** Your heart has become the true core of the Abyss. The Void no longer merely answers your will, it actively aligns with your existence. Identity loss within the realm is no longer a concern for any, but your foes. Additionally, the Abyss now actively devours hostile concepts it encounters as well. Matter, corruption, imposed divinity, and external control will weaken and unravel the longer they persist within your domain. Higher Beings are no longer merely repelled; they are truly devoured. Should you choose, the Abyss may be carried with you as a moving shadow-domain, bleeding into reality during battle or crisis as an extension of your soul.

# Burning Bug

**Burning Staff - 100 CP**
This is a ritual staff carved from fire-hardened chitin and inlaid with ember-veins. It is designed specifically to channel the pyromantic arts practiced by the Burning Bugs. When wielded, the energy cost of fire-based abilities is significantly reduced, and flames conjured through it burn hotter, longer, and with greater stability. The staff cannot create flames on its own, but it is a powerful tool to magnify its wielder's devotion.

**Effigy of Flame - 200 CP**
The Effigies are small totems meant to strengthen the followers faith. This is one such small devotional idol depicting the Father of Flame in abstract form. The surface of the effigy is warm to the touch and faintly glows in darkness. When placed and honored, the effigy acts as a focus for ritual fire magic. Flames ignited nearby become easier to shape, Wisps form more readily, and fire-based constructs resist dissipation. Additionally, resting near the effigy accelerates recovery of fire-aligned energy and calms volatile flames that might otherwise spiral out of control.

**The Congregation - 400 CP**
You are followed by a devoted congregation of Burning Bugs. They are zealous worshippers who have pledged themselves to the Father of Flame and, by extension, to you. This force numbers in the dozens and includes seasoned flame-bearers, Wisp-callers, and ritual attendants. Each member possesses rudimentary pyromancy, the ability to create Wisps or tend Wispfire Lanterns, and bodies tempered against heat and ash. While not an army capable of toppling kingdoms, they are a disciplined, fanatical force able to hold territory, conduct rituals, and overwhelm lesser foes through coordinated firestorms. Their loyalty is absolute so long as the flame continues to burn.

**Totem of Flame - 600 CP**
The Totem of Flame is a monumental structure erected by the Burning Bugs to honor their god. It takes the form of a towering, six-armed effigy with a blazing heart and four Wispfire Lanterns embedded within its arms. Though largely immobile, the totem is far

from defenseless. When activated, it can unleash sweeping waves of flame, summon vast swarms of Wisps, and project searing heat across a wide area, turning its surroundings into a sanctified inferno. The Totem also acts as a spiritual anchor, amplifying nearby fire magic and strengthening Burning Bug followers who fight in its presence. So long as the Totem stands and burns, the Father of Flame's influence cannot be fully extinguished.

- **Jumper's Heart:** With your heart bound to the Totem, it has ceased to be a relic of worship. Now it has become a true divine engine. The flames it produces are no longer merely destructive. They are capable of carrying out judgment and purification. Enemies caught within its inferno find their regeneration suppressed, resistances burned away, and willpower eroded. Additionally, the Totem can now relocate itself slowly, carving scorched pilgrimage paths through the land, and Burning Bug followers bound to it grow stronger over time, evolving into elite champions. Even if the Father of Flame were erased entirely, the Totem would continue to burn with its divinity sustained by your heart alone.

## Pinstress

**Pinstress Raiments - 100 CP**
Traditionally, when one joined the Pinstress Order they were given a refined cloak meant for combat with built in light armor. This cloak belongs to you representing your bond with the order. The cloak is meant more for mobility rather than outright defense. Though it is capable of resisting most types of damage. Additionally, the cloak will not restrict your movements while also providing you with a degree of aerial control. Finally, it also happens to be rather stylish should you have to attend a more formal setting or enter the company of warriors.

**Needle Arts Manual - 200 CP**
Needle Arts are techniques allowing you to draw out the true might of your Crest and the very essence of your combat style. This is a preserved collection of Needle Arts forms, footwork diagrams, and duel philosophies passed down before the order's fall. While not a substitute for a living master, it allows structured self-training and refinement. Over time, it enables you (or students) to safely develop advanced techniques such as chained lunges, aerial thrusts, and reactive counters.

**The Challenger's Circle - 400 CP**
As an order of warriors the Pinstress would settle their differences through combat. To allow this while avoiding senseless slaughter the order constructed this circle. The circle or more accurately arena allows the individuals to fight at their full power with risk. While inside the circle's boundaries it is impossible for anyone to be slain. The challengers will still feel pain and can be injured, but no permanent blows will land. Should a bet or challenge have been declared the arena will side with the victor once a killing blow has been struck. Then upon completion all parties will be healed and allowed to leave. Outside of this the circle is an excellent sparring facility or a great way to let combat junkies vent.

**Hall of the Fallen - 600 CP**
When the Order was betrayed many of their strongholds fell alongside their members. This however, is a hidden sanctuary containing memorials, training spaces, and relics of the Pinstresses who were hunted down. Within these halls, practice is safer and more effective, sparring injuries are reduced, fatigue fades faster, and combat insights come more readily. Alongside yourself this Hall is home to a dozen Pinstresses who seemingly survived alongside a larger group of students they took in. Furthermore, you'll also find that the hall may also attract surviving practitioners, duelists, or would-be students seeking the old ways. If you utilize your resources properly this hall may serve as the birthplace of your order once more.

- **Jumper's Heart:** Bound to your heart, the Hall awakens as more than a sanctuary. It is now a crucible of legacy. The spirits, memories, and perfected forms of fallen Pinstresses have imprinted themselves upon the training grounds. They will care for the hundreds of students within these halls. Speaking of them, students here will learn not only faster, but deeper, inheriting instinctive understanding normally earned over decades. Techniques once lost may reemerge through practice alone, refined by the echoes of those who mastered them before. Now not only will the Pinstresses rise once more, but they will reach far greater heights.

## Grand Performer

**Beetlebright Props - 100 CP**
Every performer needs their tools. Luckily, you received one such collection of finely crafted performance implements. This consists of lightweight masks, silken ribbons, percussion tools, collapsible stage pieces, and flexible costume elements sized for bugfolk of all sizes. These props are unnaturally durable, easy to repair, and subtly self-adjusting to fit your movements and style. While simple, they enhance visual clarity and rhythm. Using them makes even modest performances easier to follow and more engaging. Additionally, in combat or dangerous environments, these props will never impede movement while also withstanding impacts that would destroy conventional stage equipment.

**Come, One And All - 200 CP**
If you are going to put on a show, the world should know. This item manifests in two complementary ways: First, upon entering a Jump, your reputation spreads naturally and believably. The scale depends on your skill and accomplishments. Novices attract curiosity, professionals gain local recognition, and true masters may find their name whispered across kingdoms. This however, will serve as an excellent starting point should you continue your performance. Second, you receive an endless supply of posters, banners, handbills, and performance notices. All pre-translated and culturally appropriate to the region you're in. These materials update themselves to reflect your current style, reputation, and upcoming performances. All together everyone will know who you are and be awaiting whatever stage you set up at.

**3, 2, 1, Action!! - 400 CP**
Trobbio did not merely dance, he announced himself to the heavens. Wanting to mimic him you've commissioned a specialized cache of theatrical fireworks. These alchemical explosives are designed for performers rather than soldiers. These pyreworks erupt in spiraling violet winds, cascading sparks, glowing sigils, and rhythmic detonations timed perfectly to music or movement. They may be launched manually such as being triggered through dance.

This allows them to be woven seamlessly into a performance. By default the displays are nonlethal. Simply providing a stunning and dazzling display to inspire awe in spectators. However, if needed they may be intensified into controlled combat effects: concussive bursts, blinding flashes, or explosive propulsion to enhance leaps and spins. Interestingly these fireworks seem to instinctively avoid allies and structures unless you will otherwise, and always  replenish between performances.

**The Center Stage - 600 CP**
Every legend needs a place where their story is told. The Center Stage is a grand, living theatre hall, capable of housing vast crowds of adoring fans. Its architecture subtly reshapes itself to suit your performances. Acoustics will sound sharp, sightlines will be clear, and the stage itself will expand or contract as needed. No seat in this house is ever truly “bad,” and even those watching from afar can still feel involved.

While in the hall you’ll enjoy some other effects as well. Your performances will feel more emotionally potent and easier to sustain. There will never be any mishaps protecting both you and the spectators. Furthermore, the audience’s collective emotions will subtly empower your performance making the show visceral. Lastly, while you’ll likely be the main act this will come with a host of assistants, showmen, sensual dancers, and everything else you need to provide a truly magnificent performance. All in all this is both a grand business to fall back on and a house where your light may always shine.

- **Jumper’s Heart:** Bound to your heart, the Center Stage has transcended entertainment and become a locus of narrative power. Performances given here do more than move audiences, they shape perception, memory, and legacy. Songs sung, battles staged, or declarations made upon this stage imprint themselves upon the collective consciousness of those who witness them. Given time your stage form transforms a culture entirely through your performances. Of course, it doesn’t hurt that your operation got expanded and you managed to recruit even more talented workers. Outside of the stage’s effects this hall will soon become the ultimate place to cultivate artistic talent as they seek out the grandest stage they can.

# Tools

Tools are special items and gadgets used for a variety of situations.

## Crests

The options below will determine the total number of Tool slots you have. You will receive the Jumper Crest for **Free**, but may unlock additional Crests costs for **50 CP** each in their fully unlocked state. Alternatively you may find the Crest within the setting unlocking it there. However, regardless of the chosen Crest you will receive: **1 Red Tool, 1 Blue Tool, and 1 Yellow Tool Slot** that are free-floating outside of the Crest Slots.

**Jumper Crest**
Given your nature as a Jumper, it's not that surprising you developed your own Crest. Due to your sheer potential you have quite a bit more slots than most of the others and who knows given time it's likely that your Crest will grow even more impressive.

- 4 Red
- 4 Blue
- 4 Yellow

**Hunter Crest**
An innate Crest carried by Hornet, Princess of Hallownest, the Hunter Crest embodies balance between precision, resilience, and adaptability. Its sigil resembles interwoven needle-threads wrapped around a sharpened core, marked by scars of countless hunts. Those who bear this Crest find their instincts sharpened and their movements deliberate, excelling equally in offense, defense, and traversal. It favors versatility above all else, rewarding skillful use of tools rather than brute force.

- 2 Red
- 2 Blue
- 2 Yellow

**Reaper Crest**
The Reaper Crest bears an unmistakable resemblance to the sigil of the Nightmare King Grimm. The sigil is jagged, symmetrical, and perpetually smoldering as if lit by unseen flame. Its presence is theatrical and ominous, announcing both elegance and annihilation in equal measure. This Crest thrives on rhythm and escalation. Combat becomes a performance, where momentum, aggression, and precise timing are rewarded.

- 2 Red
- 2 Blue
- 2 Yellow

**Wanderer Crest**
Born from the spirit of a Wanderer, this Crest bears a heavy resemblance to Ghost. Its design is stark and minimal. It holds a pale sigil etched with faint cracks, as though partially erased by time or Void. The Wanderer Crest favors exploration, survival, and quiet perseverance. It grants little in the way of raw aggression, instead empowering those who move unseen, endure hardship, and press onward regardless of isolation.

- 1 Red
- 2 Blue
- 3 Yellow

**Beast Crest**
The Beast Crest is raw and asymmetrical, resembling a clawed mark gouged into bone rather than carefully crafted. When worn, it pulses faintly, responding to rage, fear, and hunger alike. The user gains the ability to enter a berserker state where they heal through offense. Damage dealt is converted into health and all attacks are strengthened dealing more damage.

- 2 Red
- 2 Yellow

**Witch Crest**
The Witch Crest was awakened through the devouring of Greymoor's parasitic offspring, a being that possessed the potential to kill a god. Its sigil resembles a warped halo fractured by internal growths, faintly writhing as if still alive. Unlike other Crests, this one does not merely channel power, it assimilates it. The user also gains the ability to heal by draining it from others. It does so through roots that erupt from the user's body attacking nearby enemies.

- 2 Red
- 4 Blue

**Architect Crest**
The Architect Crest is rigid, symmetrical, and meticulously layered, resembling ancient blueprints etched into metal and silk. Every line has purpose; every angle implies intent. This Crest rewards planning, construction, and long-term control. Those who wield it find themselves shaping battlefields, systems, and even societies with deliberate precision. Improvisation is secondary to design.

- 3 Red
- 2 Blue
- 2 Yellow

**Shaman Crest**
The Shaman Crest is simple in form yet oppressive in presence, marked by flowing glyphs that glow faintly when Silk is drawn. Compared to other Crests, it offers little flexibility. a deliberate sacrifice. In exchange, it vastly amplifies Silk Skills and all magic-based abilities. Power flows more freely and you gain the ability to launch magic infused slashes. Those who choose this Crest abandon versatility for overwhelming arcane supremacy.

- 2 Blue

## Red Tools

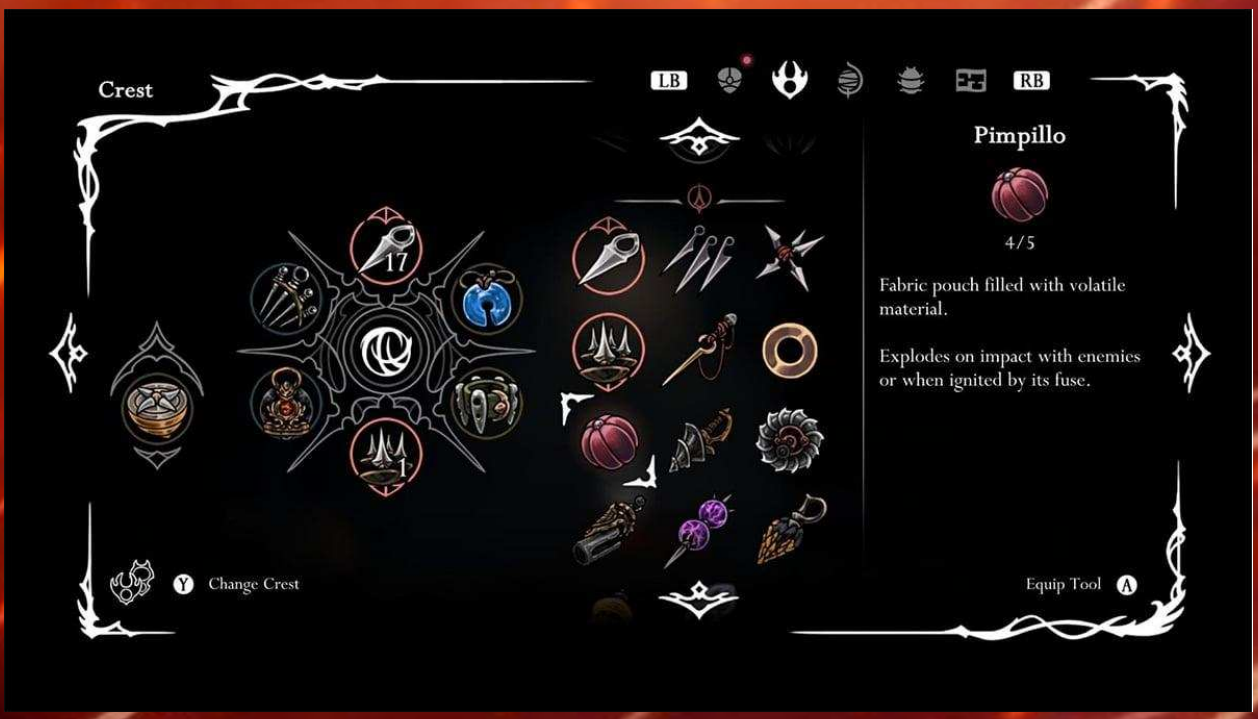
These Tools are meant to be used in combat generally to deal damage.

**Straight Pin**
A light, rapid-throwing tool designed for quick attacks. It deals modest damage but excels at spacing and interrupting foes.

**Threefold Pin**
A set of layered throwing blades released in a spread. Useful for hitting multiple enemies or covering angles in battle.

**Conchcutter**
A heavy, spiral shell weapon thrown at an angle. It can ricochet off surfaces to hit enemies from unexpected directions.

**Silkshot**
An ancient Weaver firearm that expels silk-propelled projectiles. Its variants fire single shots or bursts, offering versatile ranged damage options. You may choose which of the three variants you receive. They include the original which is effectively a railgun, the Twelfth Architect's version which uses burst fire, and Forge Daughter's which functions like a shotgun.



**Delver's Drill**
A spinning drill that drives downward through bone and rock while cutting enemies in its path. Great for vertical combat and breaking defensive lines.

**Cogwork Wheel**
A mechanical circular blade launched forward to slice through foes. It spins rapidly and continues moving until it expires, making it valuable for cutting lanes in crowded battles.

**Cogfly**
A winged clockwork companion that seeks out nearby enemies. It attacks automatically, providing persistent supplemental damage. You can automatically send out four Cogfly's at a time, but larger groups can experience issues.

**Tacks**
Throw down a handful of sharp spikes that pierce any enemy who crosses them. Excellent for area denial and setting traps.

**Curveclaw**
A curved sharpbone thrown to strike flying or agile foes. It's a hunter-built ranged blade that returns for multiple hits.

**Longpin**
A heavy, weighted throwing pin designed to penetrate tough shells and armor. It sacrifices speed for deeper impact.

**Sting Shard**
A tightly bound blade that suspends in midair, acting as a trap or bouncing off surfaces. Useful for controlling space and supporting Needle movement.

**Throwing Ring**
A hardened ring weapon that ricochets off surfaces and enemies. Its rebound logic makes it great for hitting foes around corners or in tight spaces.

**Pimpillo**
A volatile pouch packed with explosive material. It detonates on impact or when ignited, blasting nearby enemies.

**Snare Setter**
Lays a silk rune trap that ignites when enemies touch it. This allows strategic placement of hazards during fights. Anybeing trapped by it will be struck in place for a few seconds regardless of their overall power.

**Flintslate**
A sharpening slate that super-heats the user's weapon temporarily. It imbues each slash with fire damage, increasing melee lethality. Additionally, this provides a flat 50% boost to any damage your weapon deals.

**Needle Phial**
A tool that extracts and stores fluids. It's usable for piercing targets after fully charging up a powerful blow.

**Flea Brew**
An invigorating concoction from the Flea Caravan. Drinking it boosts movement, attack speed, and ability cooldowns for a short period.

**Plasmium Phial**
A phial containing rare Plasmium that, when injected, allows health to exceed its usual maximum temporarily. If a sufficient amount is used you can temporarily convert your body into Lifeblood granting you a powerful healing factor.

**Rosary Cannon**
A heavy weapon repurposed from rosary stringing machinery; it must be loaded with rosaries and fires high-impact shots. This particular version has been modified to accept any currency, but remember you're literally shooting money. Though more valuable forms of currency will also deal more damage.

## Blue Tools

The Blue Tools are primarily supportive in nature.

### Claw Mirror

A theatrical tool that emits a dazzling flash when binding, damaging nearby enemies. Great for interrupting foes while you heal or reposition.

### Druid's Eyes

An amulet formed from Mossberries that causes Silk to form when you take damage. This allows Silk Skills to recharge more smoothly in prolonged fights. Similarly any other reserves you possess will be restored when you take damage.

### Egg of Flealia

An emblem of protection passed down by the fleas. While at full health, your Silk Skills cost less Silk, letting you make powerful moves without draining reserves. This is equally effective with any other power source you possess.

### Fractured Mask

The Broken Mask is a special Tool crafted by a paranoid Skarr. Though given his fate I suppose it wasn't paranoia in the end. Regardless when equipped the Broken Mask can protect the user from one lethal strike during combat causing it to break. After which you

must leave combat and find a safe location. Once this occurs the mask will automatically repair allowing you to use it once more.

**Injector Band**
A bundle of surgical pins that increases the speed of Binding, shortening healing time. Useful for grim fights where every second counts.

**Magma Bell**
A forged iron bell that “rings” protection against extreme heat and lava. The bell reduces damage taken from fire and magma hazards. It also makes you immune to lower level fire damage allowing you to walk on lava for short periods.

**Multibinder**
An elaborate Weaver spindle that extends the healing effect of Binding, restoring more masks overall. The trade-off is a longer healing animation.

**Pin Badge**
An emblem of the Pinstress Order that reduces the charge time of Needle Strike. Great for more aggressive melee playstyles.

**Pollip Pouch**
Contains fast-acting venom drawn from flower hearts, applying poison to your equipped tools. A great way to add damage over time without extra effort.

**Quick Sling**
A mechanism that doubles the number of tools you throw, effectively increasing output for most Blue and Red Tools.

**Snitch Pick**
A hooked tool that lets you harpoon into foes, stealing Rosaries and Shell Shards while dealing extra damage. Excellent for resource gain and offense.

**Volt Filament**
A charged organ from Voltvyrm that imbues Silk Skills with electricity, adding shock damage and crowd control utility.

**Warding Bell**
A bell inscribed with protective hymn motifs that grants a shield during healing, mitigating incoming damage. Very supportive in clutch moments.

**Weavelight**
A Weaver-made device that increases the speed at which Silk regenerates, letting you use Silk Skills more frequently. This will also affect any other forms of energy you possess.

**Reserve Bind**
An ornate Citadel artifact that stores a single extra Bind's worth of Silk, usable when your natural reserves are exhausted.

**Wispfire Lantern**
A lantern containing smoldering wispfire that passively spawns damaging wisps at the cost of Silk. The Wisps are capable of offense measures and acting as distractions on the battlefield.

**Wreath of Purity**
A fragile reed and leaf hand-woven tool that repels corruptive substances. It however, can only do so, so many times before breaking. It, however, will repair itself when you rest.

**Longclaw**
A talisman fashioned from a predator's talon that increases the range of needle attacks, extending your striking distance.

## Yellow Tools

The Yellow Tools are generally meant to aid in exploration.

**Compass**
Behold, the ultimate tool, the Compass. It shows your current location on any map you're using. This will make navigating through Pharloom's sprawling regions and whatever worlds you travel to later much easier.

**Shard Pendant**
Increases the number of Shell Shards dropped by defeated foes, helping you collect currency for upgrades and refills faster. Post-Jump this will increase the drop-rate of any non-currency based loot.

**Magnetite Brooch**
Pulls nearby Rosaries toward you, saving time and effort when gathering currency after battles. It won't suck up any owned money, but loot and other sources are free game.

**Dead Bug's Purse**
This allows you to retain a portion of your Rosaries if you fall in battle, reducing the penalty of defeat. Should you die and somehow return from death it will prevent you from having lost anything.

**Barbed Bracelet**
Increases your weapon's damage at the cost of also increasing damage taken, rewarding aggressive play with higher output.

**Weighted Belt**
Reduces knockback from enemy attacks and recoil from your own strikes, helping you stay planted in combat.

**Magnetite Dice**
Lucky dice that occasionally negate incoming damage entirely, offering a chance to survive otherwise lethal blows. Additionally, the dice do boost your overall luck slightly giving you an edge in games of chance.

**Scuttlebrace**
Enhances your flexibility, allowing quick backward dodges to evade danger. When equipped you'll become as flexible as a professional contortionist. So feel free to bend however you want or unleash your inner Spider-Man.

**Silkspeed Anklets**
These Experimental anklets use your Silk to increase sprinting speed, letting you cross open spaces more quickly. By burning greater amounts of energy you'll be able to move at a faster pace. Though the default is doubling your overall speed.

**Spider Strings**
A Weaver-made tool that amplifies the effects of instruments, boosting performance-based utilities tied to Silk. While not a substitute for skill, it will help you out quite a bit.

**Ascendant's Grip**
A gilded piton that lets you cling to walls without slipping, improving vertical traversal and repositioning options.

**Thief's Mark**
Gain extra Rosaries from defeated enemies, but lose some when taking damage, a risk-and-reward tool. Post-Jump this will increase the drop-rate of any currency based loot.

**Shell Satchel**
Increases the quantity of any crafted tools you can carry, giving more capacity for utility and combat gadgets.

## Synergies

**Pollip Pouch + Cogflys:** Cogflys are laced with venom, causing their attacks to deal poison damage.

**Pollip Pouch + Tacks:** Tacks become coated in poison, inflicting poison damage on enemies they strike.

**Pollip Pouch + Flea Brew:** Your Needle attacks deal poison damage, and moving leaves behind a lingering trail of venom.

**Pollip Pouch + Flintslate:** Burning damage is converted into poison damage. Poison duration is increased, though its damage is slightly reduced, and the effect is no longer removed by water.

**Pollip Pouch + Plasmium Phial:** Activating the Phial releases clouds of venom that poison nearby enemies and renders you immune to poison.

**Multibinder + Beast Crest:** Binding restores additional Masks and briefly bolsters physical power, reinforcing the Crest's monstrous resilience during recovery.

**Multibinder + Claw Mirrors:** Completing a Bind releases two blinding flashes, damaging and staggering nearby enemies while healing is extended.

**Multibinder + Injector Band:** The increased healing of Multibinder is retained while significantly reducing the extended Bind time. Time is increased slightly faster than an ordinary bind.

**Multibinder + Plasmium Phial:** Excess healing from Binding is converted into temporary Lifeblood, allowing recovery beyond normal limits.

**Multibinder + Witch Crest:** Binding generates additional thrashing roots increasing healing and damage output.

**Void Filament + Shaman Crest:** Silk Skill damage is increased by 65%, dramatically enhancing offensive magic output.

**Magnetite Dice + Magnetite Brooch:** The delay before Rosaries are pulled toward the user is reduced by 30%, allowing currency to return almost immediately after dropping.

**Magnetite Dice + Flintslate:** The chance of triggering a lucky hit is increased by 2%, reducing the number of consecutive hits required to ignite an enemy.

**Magnetite Dice + Wanderer Crest:** The chance of landing a critical hit is multiplied by 1.1, raising the Wanderer Crest's critical modifier to 2.2%.

**Rosary Cannon + Magnetite Brooch:** Rosaries used as ammunition automatically return to you after being fired.

**Silkspeed Anklets + Flea Brew:** Movement speed is increased by 57% while Flea Brew is active.

**Silkspeed Anklets + Scuttlebrace:** Scuttle speed is increased by 26%, improving evasive mobility.

# Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

**Import/Create companion 50-400 CP**
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

**Canon Companion - 0/100 CP**
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

**The White Bug - 100 CP (Free Prisoner)**
The White Bug is a grizzled wanderer who was captured for being "unnatural." Despite their looks they're not that old, they just happen to have a nearly pure white shell. This veteran sellsword fights with ruthless efficiency, relying on preparation, oils, and situational tricks over brute force. He fights using two needle blades one made of Craftmetal, the other steel. His calm demeanor hides a deep exhaustion from his journey. Moreover, while he claims to be cold-hearted, he'll never walk away from suffering that he can stop.

**The Lightbearer - 100 CP (Free Pilgrim)**
This small, wide-eyed bug arrived in Pharloom by accident or perhaps through destiny. Carrying a softly glowing lantern cradled in both hands, the Little Lightbearer wanders the roads with gentle determination. The light they carry doesn't burn or blind, instead it offers comfort. While they aren't a fighter, danger seems reluctant to touch them. The fleas adore them, the pilgrims protect them, and even Void-infused monsters hesitate when the lantern's glow meets their eyes.

**The Gilded Seamstress - 100 CP (Free Silk Born)**
Once a revered guardian of sacred threads, the Gilded Seamstress abandoned her post after witnessing the cost of perfection. Her silk is infused with her own essence, allowing

her to harden it into blades or unravel it into mist-like veils that bleed light. When pressed, she fights with elegant brutality, each movement precise and sorrowful, as if punishing herself through combat. Though she avoids leadership, others naturally fall in step behind her, sensing both authority and regret woven into her presence.

**The Silent Penitent - 100 CP (Free Choir Caste)**
The Penitent is wordless warrior of the Choir clad in a towering silver chitin helm. This bug swore an oath so severe that even the Choir hesitates to name it. He wields a massive sanctified needle-blade wrapped in prayer silk.  His faith manifests not as miracles of light, but as relentless endurance. Wounds that should fell him only deepen his resolve, and every act of suffering becomes fuel for righteous retaliation. Though grim, he protects shrines and pilgrims without hesitation. When hymns fail, he remains.

**The Threadbound Drifter - 100 CP (Free Weaver)**
Once a pilgrim who wandered too far into forbidden looms, the Threadbound Drifter survives only through silk reinforcement and ritual stitching. Their body is laced with living thread, some stabilizing failing organs, others coiled for sudden violence. In battle, they blink across the field in silk-flash movements, severing foes before unraveling back into motion. Though their condition worsens with time, their mastery over Weaver techniques allows them to bind wounds, reinforce allies, and even reweave themselves after grievous injury. The Loom does not own them, but it has claimed its price.

**Ironstep Nomad - 100 CP (Free Flea Caravan)**
Ironstep is a scarred flea warrior whose spring-loaded legs can launch him across the battlefield in a blur. Ironstep was raised in a caravan which was destroyed by bandits. He now seeks purpose beyond vengeance having slaughtered them. He often fights barehanded or with the use of short needle blades striking fast before disengaging.

**The Stormcaller - 100 CP (Free Shaman)**
A master of elemental magic within the Snail Tribe, this Shaman channels storms, frost, and lightning through ritual and focused will. The Stormcallers presence bends natural forces to her side, letting her manipulate weather, purify corrupted areas, or enhance allies' attacks with elemental surges. Despite her immense power, she is cautious, meditative, and values balance. She will never unleash her fury indiscriminately though she can do so at a moment's notice.

**Ashframe - 100 CP (Free Crafter Extraordinare)**
Ashframe is an automaton forged from chitin-plated alloy using ancient Architect designs. Ashframe was built for a singular purpose: efficient annihilation. Its core consumes excess energy released during combat such as heat, force, soul discharge,

and even raw Void residue. It can recycle it to repair damage, overclock its limbs, or reconfigure its armaments mid-fight. Though it lacks a voice, Ashframe demonstrates an unsettling level of tactical awareness, rapidly learning enemy patterns and exploiting weaknesses with brutal precision. Some claim that beneath its machine logic lies the faint imprint of instinct, like a predator that has forgotten it was once alive.

**Tidebreaker - 100 CP (Free Coral Forged)**
Tidebreaker is a massive ashen-colored crab-beetle hybrid who wields twin coral-forged blades. The pincer-like weapons are chained to his arms allowing him to swing them at great distances. Tidebreaker once served Crust King Khan and carries immense guilt over the fall of Karak. When in combat his rage is legendary, but under his control. Though should be pushed too far his rage will shatter all in his wake.

**Red-Clawed Valkyr - 100 CP (Free Skarr Tribe)**
The Red-Clawed Valkyr was a legendary Skarr champion known for her unbroken will and unrivaled skill. Each injury she suffers sharpens her focus, allowing her to strike with increasing precision and speed. Her combat style is elegant and merciless, built around counterattacks and relentless pressure. Despite having been blinded and the loss of a leg she still fights on without issue due to the aid of multiple Craftmetal prosthetics tempered with Pale Oil.

**Ashroot Ascetic - 100 CP (Free Keeper of Nature)**
While he used to be a feared warrior this old beetle now spends his days tending to the grove. Ashroot is an elderly beetle-monk with moss growing between the plates of this shell. Using his vast experiences he enjoyed teaching younglings about the importance of balancing destruction and renewal. He is a gentle bug with a great sense of humor, who will likely offer you some tea should you encounter him. However, should any innocents be threatened in his presence he is more than willing to call upon the power that made him feared in his youth.

**Green Heir - 100 CP (Free Verdanian)**
A defiant scion of the Verdant Court, the Green Heir was never meant to survive outside his ancestral grove. Yet he refuses to remain bound to the land by an ancient spell. Agile and sharp-witted, he treats battle like a dance, weaving between strikes with practiced ease. Failure only fuels his resolve; when cast down, he returns stronger, having learned from the land itself. Plants subtly respond to his presence, roots shifting to aid his footing or vines stiffening to deflect blows. Though he masks despair with humor, his loyalty to the last remnants of his kingdom runs deep.

**The Headless Wanderer - 100 CP (Free Voidborne)**
This being is a bizarre being even by the Void's standards. Their body is made entirely out of Void, allowing them to be reborn and persist through sheer refusal to end. Its form is unstable, sometimes sleek and swift, other times jagged and feral. The only constant trait is their unbreakable will. Each defeat teaches it something new, and each rebirth sharpens its instincts further. Weapons feel almost eager in its grasp, and Void tendrils lash out instinctively to parry, strike, or pull enemies closer. Though it rarely speaks, its presence is oddly reassuring to other Void entities, as if it represents a possibility beyond mindless consumption.

**Ember Dancer - 100 CP (Free Burning Bug)**
Ember is a blazing fire-ant warrior with glowing mandibles and ember-cracked armor plating. Ember Dancer fights as though every battle is a performance, laughing in the face of danger and encouraging allies even while burning. They channel flame through sweeping, dance-like movements, generating arcs of fire that feel more like choreography than combat. Their optimism borders on reckless, but their presence dramatically bolsters morale. Ember will always stay by your side no matter the odds against you.

**Red Rose - 100 CP (Free Pinstress)**
While Hornet is often remembered as the student of the Blue Pinstress, not all threads were guided by the same hand. This child was raised beneath the watchful eye of the Red Pinstress, trained in a harsher, more aggressive style of silk and steel. Bright-eyed and irrepressibly energetic, she fights with a curved scythe nearly as large as herself, spinning silk and blade together into dazzling, reckless assaults. Though still young, her instincts are sharp and her loyalty absolute. She learns quickly, adapts eagerly, and charges headlong into danger with the unshakable confidence of someone who believes utterly that her mentor will always be there to catch her if she falls.

**The Jester - 100 CP (Free Grand Performer)**
Jester is a masked cricket imprisoned for a crime that may or may not have occurred. Jester prefers to fight with illusions, misdirection, and psychological warfare turning his foes' expectations against them. He thrives on risk and improvisation. Those behind this theatrical display he craves justice wanting to expose corruption wherever he finds it.

**Flea of Many Hugs - 100 CP**
A rare Flea whose impossibly soft orange fur seems to glow with warmth, Cloudfuzz radiates an almost contagious sense of joy. Merely being near them lightens the heart; fear dulls, pain softens, and even the most battle-worn warriors find themselves smiling despite themselves. Their fur is warm, springy, and absurdly fluffy. They are the ultimate

cuddle bug perfect for rest, recovery, and unashamed cuddling. Cloudfuzz possesses an instinctive empathic sense, responding to distress with playful affection, gentle pressure, or comforting warmth. Allies near them recover faster from fatigue, emotional strain, and lingering injuries, while negative mental effects, despair, and supernatural fear are actively suppressed. Even hostile creatures find their aggression blunted in Cloudfuzz's presence, overcome by a strange reluctance to cause harm. Despite their harmless demeanor, Cloudfuzz cannot be corrupted, possessed, or driven mad. Their joy is genuine, inexhaustible, and stubbornly resilient. Their happiness is something deeper than magic, closer to a fundamental truth of kindness that even darker powers struggle to erase.

**The Moonlit Daughter - 100 CP**
Born under omens and raised in secrecy, the Moonlit Daughter walks the boundary between growth and decay. Supposedly she was a Princess of Verdania before being taken away by a powerful Shaman. Verdanian magic bends strangely around her. Plants bloom pale and dreamlike, while roots carry whispers of the dead. She specializes in curses, bindings, and spectral summons. She particularly enjoys calling forth half-remembered spirits to harry her foes. Though her power feels quiet compared to brute force, it seeps deep, lingering long after the battle ends. She seeks not conquest, but the unraveling of ancient wrongs, one ritual at a time.

**The Carved Pilgrim - 100 CP**
A tall, hollow-bodied bug whose shell resembles fractured marble and fossilized chitin, as though sculpted rather than born. Faint fissures glow within their smooth, featureless head when Void stirs. The Carved Pilgrim excels at endurance and counterforce, able to absorb hostile energies or blows and return them with crushing ripostes. They grow stronger through hardship, learning from each impact rather than avoiding it. Their presence subtly warps the battlefield making enemies feel heavier, slower, as though the world resists them. Quiet and contemplative, the Pilgrim is deeply loyal to those who offer purpose rather than command. They do not seek destruction, only meaning in the shape they've been given.

**The Starved One - 100 CP**
A small, silent bug wrapped in a tattered silk cloak far too large for her fragile frame. Her pale shell and watchful eyes give her the look of prey. She however, moves through shadows and narrow spaces with unnerving ease. She specializes in stealth, survival, and sudden violence. When threatened, her hunger awakens, granting brief surges of strength or speed at emotional cost. This hunger grows sharper in moments of fear, quietly feeding on power left unguarded. The Starved One speaks rarely and clings

tightly to those who protect her. She will never betray you, but the Void within her is always learning.

**Lost Vessel - 100 CP**
Long ago, the King of Hallownest cast countless Vessels into the dark, seeking one strong enough to contain a god. Most were discarded, broken, or forgotten. This one survived. You however, for lack of a better word managed to yoink a Vessel bringing them to safety. Under your care, they have grown into a towering, silent warrior whose presence alone carries the weight of the Void. Their strength rivals that of the Hollow Knight, and their command of nail and soul magic is terrifyingly refined. Unlike their siblings, this Vessel is not empty. Whether shaped by your guidance or by their own quiet resolve, they possess a will and identity of their own. You may freely define their personality, appearance, and how much of the Void they embrace.

**The Crimson Princess - 100 CP**
Royal blood still stains Pharloom's soil, even if the throne itself lies shattered. The Crimson Princess stands as a living remnant of Skarr royalty. Though whether she's Karmelita's daughter, sister or chosen heir is not known for certain. She fights with the pride of a born ruler and the ferocity of a seasoned huntress, inspiring allies through presence alone. Though the throne she claims may lie empty and her tribe's future uncertain, one truth is undeniable. The legacy of the Skarr has yet to die even if Karmelita no longer wields the strength to protect her people.

**Seth - 100 CP**
Seth is a formidable warrior appointed by the Citadel to serve as the guardian of Nyleth's shrine. Silent, disciplined, and unwavering in duty, he has stood watch through countless intrusions and survived them all. As a companion, Seth is a stalwart protector and frontline combatant, excelling in direct confrontation and defensive engagements. His loyalty is absolute, and once sworn to you, he will guard his charge be it a place, person, or cause with the same unyielding resolve he once reserved for the shrine.

**Shakra - 100 CP**
Shakra is a warrior-cartographer from a proud tribe on the edge of Pharloom who has mastered both ring-based combat and the art of mapping the land. She is traveling the kingdom in search of her missing mentor, but always happy to lend a hand to those in need. As a companion, she blends combat support with unmatched exploration utility. She is adept at striking from range with lethal precision, reading the lay of the land at a glance, and guiding you through unknown territory with both sword and scroll.

**Sherma - 100 CP**
Sherma is a bright-spirited pilgrim on a heartfelt journey toward the Citadel, his path lit by song and wonder rather than violence. He carries a pair of chimes which he uses to sing at benches and along the roads, calming weary travelers and bringing solace to those who hear him. Though not a warrior by skill or inclination, Sherma embodies hope, kindness, and spiritual resilience. His cheerful optimism lifts the spirits of allies and provides a moment's peace amid the harsh trials of Pharloom.

**Black Carapace Knight - 200 CP**
Once the greatest Skarr champion to walk Hunter's March, this ant was known as Black Carapace Knight. He was consumed while battling the Void at the kingdom's edge. His dominant arm is ruined, his stance warped, yet his skill remains terrifying. He fights on through sheer will, protecting the land long after reason has faded. Alongside him is his eternal companion. Bound to the Knight since her hatchling days, the Faithful Howler is a massive spider-like beast that guards him relentlessly. Though capable of tearing apart enemies on her own, she will always prioritize defending her wounded companion, even if it costs her life. Though now that you've found the duo a spark of intelligence seems to have returned to him.

**Lace - 100/200 CP**
Lace is one of Grand Mother Silk's daughters who was spun entirely from Silk. She was created to be a loyal child who would seek out her mother's freedom. Her body was made pure yet frail intentionally having been shaped to that of a child. Lace had been tossed to the side and never having known love. As a result she considers herself broken, crude, and a waste unworthy of life. She's long since wandered the Citadel until she met Hornet. She grew jealous of her, but eventually the two became friends after she was saved in the Abyss. Now though you can be counted as her friend as well. Depending on the timeframe perhaps you befriended her before she even met Hornet.

- **Unbound - 200 CP:** At some point, Lace confronted what lurked beneath her bravado. The fractured echo of her Lost form, the feral desperation born from Void corruption. Rather than being consumed by it, she learned to master it. This upgrade grants Lace conscious control over her Lost state, allowing her to draw upon its heightened speed, strength, and Void manipulation without losing herself. Her movements become sharper, her strikes more brutal, and her presence carries a barely restrained menace. Unlike before, this is not a breakdown. It is a weapon she calls upon when the fight demands it.

**Hornet - 200 CP**
Daughter of Herrah, Princess of Hallownest, and guardian of fading thrones, Hornet needs little introduction. Swift, precise, and unwavering, she wields silk and needle with

deadly elegance, striking faster than most can react and vanishing just as quickly. Hornet is not merely a warrior, but a sentinel. She's been shaped by duty, sacrifice, and a deep understanding of what it means to protect a dying world. Her knowledge of Higher Beings, ancient seals, and the fragile balance holding kingdoms together is invaluable. Though reserved, she is fiercely loyal to those who earn her trust.

**Nightmare's Heir - 300 CP**
Once a flickering ember carried across Hallownest, the Grimmchild has grown. Raised through ritual, conflict, and the intervention of Ghost himself, this being has matured into the new Nightmare King, inheritor of flame, song, and cycle. Unlike Grimm before them, they are not a slave of the Nightmare Heart.

Ghost's influence has freed them, giving them power over their destiny. They still honor their roots within the Nightmare's purpose, but how that purpose is fulfilled is no longer set in stone. As a companion, the Grimmchild turned Nightmare Heir is both ally and living legend. They are a ruler of flame walking freely beyond the troupe's endless loop, carrying the night with them wherever they go. Oh, and I'm sure they'd love to see Hornet again.

**A New God - 500 CP**
Higher Beings shape this world in countless ways—through conquest, guardianship, sacrifice, or quiet watchfulness. Through fate, fortune, or genuine connection, you have encountered one such divine entity and earned something far rarer than fear or worship: their trust. You begin the Jump having befriended a custom Higher Being of your choosing. You may define their domain (such as flame, silk, dreams, growth, or more abstract concepts), temperament, and general role within the world. This being is not omnipotent, but they are undeniably divine. They're capable of shaping reality within their sphere and influencing the balance of power in meaningful ways.

# Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

**Supplement Mode - 0 CP**
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

**Self-Insert - 0 CP**
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

**Leave When The Story Finishes - 0 CP**
All in all while the exact amount of time is not clear, this story is not a truly long one. Optionally, you can leave when the story of the world is over. Once Hornet's tale has come to an end at least for now and Grand Mother Silk has been dealt with you can end the Jump immediately.

**A Familiar Tale - 0 CP**
Oh, you say you've been here before. I see that's why I thought you were familiar looking. If you have already gone through the Hollow Knight then you may continue from where you left off or be slotted into the timeline as appropriate. You're a bit far away from home, but Hornet will likely recognize you for better or worse.

**Extended Stay +100 CP**
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

**I Hit My Head +100 CP**
Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As

far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

**Child-Who-Jumps +100 CP**
Yes, I know you have an actual name, but I don't really care and now no one else does either. For the duration of the Jump no one will ever actually use your name. You'll either be given a dull nickname or simply be referred to as "that bug". Maybe if you do something impressive enough they'll at least consider giving you a more impressive nickname.

**So Many Perverts +100 CP**
Perhaps Hornet has more appeal than little Ghost, but she seems to be cursed with unwanted admirers as a result. Like the princess you'll find yourself frequently encountering unwanted advances. They may be allies who wish for more or simply creeps that need to be hit. Which is exactly what you should do. Most of these individuals will get the point if you give them a firm smack, but it still might get irritating over time. Should you happen to actually enjoy the company of these individuals you may take them as companions for Free.

**What About the Key +200 CP**
Progress never comes easily for you. New routes, sealed doors, and blocked passages seem to specifically resist your advance. To reach unfamiliar areas, you must either locate the appropriate key, activate some forgotten mechanism, or uncover a hidden passage that bypasses the obstacle entirely. Curiously, this inconvenience appears to apply only to you. Others can traverse the same spaces without difficulty or delay. The good news is that this obstruction is temporary. Once you successfully access an area, it will remain open to you thereafter and will not require repeated effort to traverse again. Until then, expect detours, scavenger hunts, and more than a few frustrating "almost there" moments.

**Back to Work +200 CP**
The Citadel was never gentle with its laborers, and that philosophy seems to have followed you. Rest is no longer freely given. Any bench, inn, or safe location you attempt to use for recovery now demands a modest fee of rosaries before allowing you to relax. The cost is never ruinous on its own, but over time it adds up. Especially if you rely heavily on rest to recover from injury, exhaustion, or exertion. You can still rest when you truly need to, but every pause comes with the reminder that in Pharloom, even respite has a price.

**Jumperioo!! +200 CP**
There's dramatic and then there's this. You my friend are a drama queen of unimaginable levels. Your emotions may not necessarily be any more intense than normal, but it'll be hard for anyone else to tell that. Oh you lost a spar, well now your partner is watching you collapse to the ground as you give them your last words. Of course, you do so while repeatedly lifting your head to see how they're reacting to your tragic death. I suppose the upside is that you'll probably get along great with Trobbio should you happen to find him.

**Hungry Hungry Children +200 CP**
Oh…I suppose congratulations are in order. Like Huntress, you've found yourself responsible for a growing brood. Most importantly like Huntress's brood your children require a continuous supply of fresh flesh to remain calm and healthy. Failing to feed them will drive the brood into a ravenous frenzy, at which point they will begin consuming one another or you. You could abandon them, of course…but whether you could live with the guilt is another matter entirely. If you manage to keep them properly fed until they finish growing, you may take the brood with you as a single companion slot. Individually they are modest, but together they are frighteningly effective. After all, they are essentially a coordinated horde of miniature Jumpers.

**Sustained Life +400 CP**
So they managed to create another one. Like Eva, you are an artificial being given life through science. Unfortunately you share her defects albeit to a lesser degree. You possess an iron cage which is capable of sustaining your essence and repairing your degrading essence. Unlike Eva, you can freely leave the cage, but you must return within a week or your body will begin to deteriorate. If you fail to return entirely, you will die after a month, growing steadily weaker as time passes. That said, this limitation is not necessarily absolute. With sufficient knowledge, preparation, or ingenuity, you may be able to devise alternative means of sustaining yourself while on the move.

**Dreaming Siblings +400 CP**
Where is Hornet you ask, well my friend I'm sorry but she's gone. They say that when the Vessel went to combat the Hollow Knight he lacked the strength to best the Radiance. As a result both he and Hornet were forced to become the new seals upon the wrathful goddess. So neither of our heroes will be arriving here. This is particularly problematic given that Grand Mother Silk is stirring and now there are no heroes to stand against her fury. Of course, a certain dimension hopper could fix the mess they caused.

**To The Slab +400 CP**
Oh dear, it seems on your way here you were ambushed by one of the Slab's jailer bugs. Once they managed to get you into their cage they decided to abscond with your stuff as well. Now one of the Jailor's is running around with all of your gear. They might not know how to use it, but this could potentially lead to some issues. More importantly, you're not allowed to get the items back until you hunt down the Jailor yourself. As a small mercy since they locked you up in the Slab, your target shouldn't be that far away. You just have to handle things without access to any equipment. This includes weapons, clothing, and whatever tools you have on you.

**Powers Begone +400 CP**
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Hollow Knight Jump, and any other Jump at least tangibly related to the Hollow Knight series.

**Consumed Queens +600 CP**
Oh dear…this isn't good. You've arrived far later than you should have. Hornet has already confronted Grand Mother Silk, but fate has been unkind. As she bested the monarch, she began absorbing the Higher Being's power. Now, their minds are merging, and from the remnants of both, a new, all-devouring Queen of Silk rises. All of Pharloom has already fallen to her threads, which continue to spread at an alarming rate. Your options are grim: flee or fight. Running is straightforward, avoid the Citadel and its expanding reach. Fighting, however, is no small feat: you must breach the fully consumed Citadel, overcome the mind-controlled armies, and confront this new Higher Being. Yet, deep within her consciousness lies Hornet's slumbering mind. If you manage the impossible and awaken Hornet, you may even recruit the empowered Princess as a companion for Free. Given all that has transpired, she will likely welcome a chance to leave this disaster behind.

**Parasitic Embrace +600 CP**
This is… unsettling. You've fallen victim to Greyroot's schemes and been infected by her spawn. The parasite actively suppresses healing, blocks the use of exotic energies, and generally complicates everything you try to do. For now, it remains dormant, satisfied by your power. But should it gain access to excess energy, it could erupt violently, overwhelming you. Removal is possible, but not trivial: you'll need either an expert or a particularly daring (and possibly mad) scientist willing to open you up and extract it. Rumor has it Greymoor houses such an obsessive doctor, though locating them is a task in itself.

**Kill the Squatcraw! +600 CP**
Long ago many feared the legends of the Primal Aspid, one of the most horrifying beings to roam Hallownest. Pharloom lacks these nightmares, but instead it birthed the Squatcraw. These are enigmatic raven themed warriors who utilize copper pins as their main armament. Normally they would be restricted to just Greymoor, but it seems now they can be found virtually everywhere within Pharloom. Most importantly though they seem to have declared you their priority target.

You must be cautious, as their order has adapted to each area. Their infiltrators within the Citadel have equipped themselves with silkforged gear like the guards. Those within Bilewater coat their blades with the corruptive fluid and now hide within its lakes. In order to stop their spread you will have to seek out their grandmaster the Crawmother. She has hidden away deep within Pharloom's depths after choosing to separate from the Court of Craws. Be wary though as merely reaching her will require you to fight through an army of the Craw's greatest warriors and of course the Crawmother herself is their greatest champion. Should you best her or slay her in combat then the order will be recalled.

**A Brother's Wrath +600 CP**
What became of the Ghost after his ascension is unknown. Yet despite his godhood, fragments of who he was remain. His memories, bonds, and most of all, his care for Hornet. That lingering attachment has now turned its gaze upon you. The Void has sensed your presence in Pharloom, and through it, the Ghost has judged you a threat to what remains of his family. He will not confront you immediately. At first, lesser Void entities will emerge from the shadows to test you. Each defeat only sharpens his certainty, and the servants that follow will grow stronger, more numerous, and more deliberate.

Eventually, the Ghost himself will rise from the Abyss to face you. He does not come alone. Empowered by the countless siblings bound within the Void, he wields power approaching the height of his ascension as the Void-given Focus. Though not quite at his absolute peak, he is nonetheless one of the most dangerous beings in existence. Defeating him is not required. His wrath is born of fear, not hatred. If you can survive long enough to prove your intentions or better yet secure Hornet's voice in your defense it may be possible to calm the Lord of Shades. Until then, the Void will watch, and it will test you.

# Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise**.**
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. **You will not chain-fail** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

## Born of God and Beast

Congratulations. Fate has shifted, and the role meant for another has fallen to you. You are inserted into Pharloom not as a bystander, but as its protagonist replacing Hornet, Princess of Hallownest. From the moment the Jump begins, you inherit her place in the story. The trials meant for her will instead test you, and the path she once walked is now yours to tread. This scenario lasts until you either reach the **Sister of the Void** ending or die.

Throughout the journey, you will face every challenge Hornet once did, from rival champions to Higher Beings themselves. To ensure the path is fair, you begin with all of Hornet's abilities, tools, and baseline capabilities, as well as her memories and lived experience, granting you full understanding of the world, its dangers, and her role within it. However, these borrowed gifts are not yet truly yours. You may wield them freely during the scenario, but **you will only retain them permanently if you complete the scenario**. Should you deviate from Hornet's path, fate will adapt, but the burden of success will rest entirely on you.

**Rewards:**

For completing this scenario you will receive a variety of rewards.

- First any technique, ability or item you learned/gathered through your journey will gain Fiat backing. This ensures that you can keep them and use them in future worlds without restriction.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

## Spark of Rebellion

Long ago mighty kingdoms rose against Pharloom resisting Grand Mother Silk, but we were only able to witness the aftermath. You are going to be inserted at the opening stages of the great conflict in Pharloom, when tensions between the fractured kingdoms and the Citadel finally erupt into open war. Alliances are untested, loyalties are thin, and the fate of the land has not yet been sealed. You must choose how you will walk this path. Will you lead the kingdoms against the Citadel, stand beside Grand Mother Silk as her chosen champion, or attempt the near-impossible task of ending the war before it truly begins? Your actions will shape the future of Pharloom and your reward will reflect the path you take.

Rewards

- If you side with the Kingdoms:
  - By rallying the scattered kingdoms and leading them to victory, you are recognized as the architect of their unity. The kingdoms of Pharloom will be permanently bound into a Grand Alliance under your leadership. You will gain command over a loyal multinational force, composed of elite warriors, specialists, and advisors drawn from each kingdom.
  - Additionally, all of your new territory will be combined into a Warehouse Attachment Post-Jump with its citizens becoming Followers and Companions as appropriate.
- If you side with the Citadel:
  - By siding with the Citadel and securing its dominance, you are elevated beyond mere servant or general. You are recognized as the sole authority equal to Grand Mother Silk within Pharloom, wielding her trust and mandate. The Citadel's religious, military, and administrative arms answer to you as they would to her.
  - Next, given your accomplishments, she wouldn't be opposed to you officially becoming her Consort should you desire it.
  - Lastly, having been a champion of one religion others will be inclined to treat you with a similar respect. You will easily earn the favor of powerful regimes and theocratic structures opening up doorways that would normally be impossible to access.
- If you establish peace:
  - You chose the hardest road: ending the war without allowing either side to fully triumph. Through negotiation, decisive intervention, and carefully chosen displays of strength, you force Pharloom's factions to lay down their arms and accept coexistence.
  - First, you gain the ability to mediate conflicts on a near-mythic scale. Warring factions are more willing to hear you out, even when hatred runs deep.
  - Second, once per Jump, you may prevent a large-scale war from escalating into full catastrophe, through sheer charisma even if peace should have been impossible.

- Lastly, any deals you forge have binding legitimacy. The agreements made in your presence are impossible to break, and betrayals will become unthinkable to even the vilest of deceivers.

## Life Blooms

Lifeblood is a strange and forbidden substance, capable of granting extraordinary regenerative power at the cost of horrific mutation. Its dangers were deemed so severe that it was outlawed in Hallownest. Now the world is seeing why as its corruption has begun spreading within Pharloom, consuming the Wormways and warping all it touched.

Now, in Pharloom, the source of Lifeblood stirs. Sensing Grand Mother Silk's weakening influence, a powerful Higher Being, the wellspring of Lifeblood itself, has begun to awaken. No longer content to seep quietly through hidden roots and forgotten caverns, it now spreads Lifeblood openly, infecting the land, twisting creatures, and laying the groundwork for total saturation. Should this process complete, Pharloom will be irrevocably transformed into a writhing, regenerative nightmare where death itself loses meaning.

Worse still, the Being has noticed you. Whether through curiosity, hunger, or recognition of kinship, it has developed an obsessive interest in you. As the scenario progresses, its influence will grow stronger shaping events around you: Lifeblood outbreaks become more frequent, mutated servants emerge to bar your path, and the Being's presence will press closer, seeking either to assimilate or convert you.

You must prevent the Lifeblood Higher Being from fully awakening and overwhelming Pharloom before its too late. You could reenact Ghost's feat of godslaying, mimic Hornet's attempts at sealing Grand Mother Silk, or even somehow peacefully pacify the being. Regardless you're on the clock as the mutations through Pharloom will grow at an exponential rate enveloping the kingdom within a year if nothing is done.

Rewards:
So you have done the impossible, and bested a god of life. Your victory grants several rewards, along with a unique boon depending on how you resolved the crisis.

- **General Rewards:**
  - **Lifeblood Mastery:** You gain complete control over Lifeblood's regenerative properties, allowing you to harness its healing without suffering mutation. You may generate, shape, or suppress Lifeblood at will.
  - **Immutable Vitality:** Lifeblood and similar corruptive regenerative forces can no longer forcibly mutate or override your body or essence.
  - **The Bloom Denied:** In future worlds, you instinctively sense runaway regenerative, mutagenic, or self-propagating phenomena. Most importantly you'll know how to stop them before they spiral out of control.

- **Kill or Seal:** By destroying the Lifeblood Higher Being outright or binding it so completely that it can never awaken again, you have denied its influence utterly.
    - You gain the Perk **Dominion of Severance**, allowing you to permanently shut down regeneration, resurrection, or uncontrolled biological growth within an area or target of your choosing. Additionally, your attacks and bindings are especially effective against gods, immortals, and self-sustaining entities.
- **Pacify:** Rather than destroying it, you found a way to calm, redirect, or reconcile the Lifeblood Higher Being, preventing catastrophe without a fight.
    - You gain the Perk **Harmonized Vitality**, allowing regenerative forces to coexist peacefully with existing ecosystems, cultures, or bodies. Additionally, you may stabilize corrupted regions, curing mutation while preserving beneficial adaptations. Lastly, Higher Beings and similarly vast entities are more receptive to negotiation, understanding, or compromise when you are involved.
    - Second, as you resolved this peacefully you may take the Higher Being tentatively named That Which Blooms with you as a Companion. Having been calmed they wish to accompany you on your journey and have sworn to obey you completely.

## Pantheon of Pharloom

Pharloom is a land shaped by struggle, faith, and silk-bound ambition. To master it fully, one must face not only its champions, but the ideals they embody. Hidden deep within forgotten sanctuaries and sealed arenas are the Pantheons of Pharloom. These are ritualized trials where history's greatest warriors, monsters, and Higher Beings are reenacted in combat. These are not mere illusions, but perfected echoes drawn from memory, belief, and Silk itself.

To conquer Pharloom, you must conquer its legends. The Pantheon of Pharloom is divided into four escalating trials, each more demanding than the last. You may attempt them in order at any time during the Jump, but failure forces a restart of that Pantheon. You will only be given one or two opportunities to rest during each challenge with the exception of the final Pantheon. This however, is not the end as the final and true Panethon of Pharloom will only be unlocked with completion of the first four pantheons. Only then will you receive the privilege of challenging Pharloom at its very peak. Each Pantheon has a distinct reward, with the final trial offering a truly exceptional boon.

**Rewards:**

**Pantheon I - Pantheon of the Blade**

- Red Tools (Combat)
    - **Straight Pin:** Attack speed increases and pins pierce through multiple enemies in a line.
    - **Threefold Pin:** Spread widened slightly and each pin now deals extra damage.

    - **Conchcutter:** Damage increases with each consecutive bounce and bounces longer
    - **Silkshot:** The Silkshot can now switch between all three variants and fires 40% faster.
    - **Flea Brew:** Speed, attack, and cooldown boosts increased by an additional 20% and the effect lasts slightly longer.
- Blue Tools (Support)
    - **Claw Mirror:** Flash radius increased and briefly blinds enemies for 1–2 seconds.
    - **Druid's Eyes:** Silk generation on taking damage doubled and lasts slightly longer.
    - **Egg of Flealia:** Reduction of Silk cost for all abilities increased from 33% to 50% while at full health.
    - **Wispfire Lantern:** Wisps now deal greater damage and two are spawned instead of one. They can also now shield you from attacks while active. You may choose whether you want offensive or defensive Wisps to spawn.
    - **Wreath of Purity:** Can now repel more corruptive effects before breaking, and automatically regenerates uses while active at a slow rate. Additionally, it grants a minor protective aura to nearby allies, slightly reducing negative status effects.
- Yellow Tools (Exploration)
    - **Compass:** Now displays an arrow toward key objectives and provides a passive danger sense.
    - **Barbed Bracelet:** Increases weapon damage further while now granting temporary bonus armor after dealing a combo of hits, partially offsetting the increased damage taken. Aggressive play is even more rewarding without leaving you completely exposed.
    - **Ascendant's Grip:** Now allows vertical wall running and clinging to ceilings. Adhesion is now effective on any surface regardless of texture or properties.
    - **Shell Satchel:** Tool carrying capacity further increased and also allows you to stack certain consumables up to two extra times.

**Pantheon II - Pantheon of the Faith**

- Red Tools (Combat)
    - **Cogwork Wheel:** Now spins faster, hits twice per rotation, and leaves a small lingering trail that damages enemies over time.
    - **Longpin:** Damage increased by 50% and pins explode after piercing shattering enemy armor.
    - **Sting Shard:** Blade now rebounds twice instead of once, and Silk strands bind struck opponents immobilizing them.
    - **Curveclaw:** Returns faster and applies a small stagger with each hit, making it easier to hit agile foes.
- Blue Tools (Support)

    - **Quick Sling:** Throws now double tools **and** slightly increases the power of thrown Red Tools for a short time.
    - **Pollip Pouch:** Poison applied now deals 50% more damage over time, and stacks if multiple tools hit
    - **Volt Filament:** Electrical attacks now chain to a small number of nearby enemies, dealing extra damage and briefly paralyzing them.
    - **Weavelight:** Silk regeneration speed doubled and grants a minor passive shield while regenerating.
    - **Longclaw:** Attack extension increased from 27% lengthwise and 7.5% widthwise to 55% lengthwise and 15% widthwise. Extension also now applies to all weapons and powers rather than just melee weapons.
- Yellow Tools (Exploration)
    - **Weighted Belt:** Reduces knockback by 50% instead of the base 30%, and slightly reduces stun duration.
    - **Silkspeed Anklets:** Sprint speed quadrupled now, and short bursts now leave behind a trail of Silk that slows enemies.
    - **Thief's Mark:** Extra Rosary bonus increased, and now you gain a small bonus to loot-based Tools and crafted items.

**Pantheon III - Pantheon of the Regents**

- Red Tools (Combat)
    - **Delver's Drill:** Drill now spins faster and size is increased by 60%, hitting multiple enemies in its path.
    - **Rosary Cannon:** Now has increased projectile speed, slightly pierces armor, and has a 30% chance of non-consuming currency.
    - **Cogfly:** Attack power of each Cogfly doubled, and it now automatically targets the nearest elite or high-threat enemy.
    - **Tacks:** Spikes now last 50% longer and pierce more armor, applying a minor bleed effect to enemies.
    - **Needle Phial:** Phial now drains any substance as well as stamina instead of just liquids and total drain doubles allowing greater harvest.
- Blue Tools (Support)
    - **Fractured Mask:** The mask now protects against two lethal strikes instead of one. Upon breaking, it automatically teleports you a short distance to safety instead of requiring you to leave combat manually. The repair process is now instant, allowing continuous use in long fights.
    - **Injector Band:** Binding speed is further increased, reducing Silk cost as well. Additionally, any healing effects from Binding are now slightly amplified and can extend to nearby allies in combat situations.
    - **Magma Bell:** Now provides fire and lava resistance to all nearby allies, and significantly reduces damage from fire-based attacks. Additionally, prolonged exposure to heat sources no longer depletes your stamina or Silk reserves.
    - **Multibinder:** The healing effect of Binding now restores even more Masks and additional Silk. The longer animation is now optional, letting you

choose between fast, moderate, or maximum healing depending on combat needs.

- Yellow Tools (Exploration)
    - **Magnetite Brooch:** Pulls in Rosaries and other small loot faster, now with a small radius boost.
    - **Dead Bug's Purse:** Retains 50% more Rosaries on death and also provides a minor temporary Lifeblood shield on revival.
    - **Spider Strings:** Boost to Silk-based performance and abilities further enhanced, also slightly increases duration of Silk-affecting buffs.

**Pantheon IV - Pantheon of the Mother**

- Red Tools (Combat)
    - **Throwing Ring:** Now ricochets up to 3 times and slightly homes in on nearby enemies.
    - **Pimpillo:** Explosion radius increased by 25% and applies a minor burn effect over time.
    - **Snare Setter:** Trap duration increased by 50%, and trapped enemies now take extra damage from Silk Skills.
    - **Flintslate:** Length of burning effect increased by 40% and now stacks. Damage boost increased from 50% to 100% while active.
    - **Plasmium Phial:** Injection now grants three Plasmium on use instead of one. Phial storage volume increased by 30%.
- Blue Tools (Support)
    - **Pin Badge:** Needle Strike charge time reduced even further, and every successful strike now adds a small boost to your next attack, stacking up to 3 times. Great for aggressive chaining of melee combos.
    - **Snitch Pick:** Can now harpoon multiple targets at once (up to 2 additional enemies) and steals equipped items. Additionally, a successful harpoon slightly slows enemies hit for a few seconds, giving a mild crowd control effect.
    - **Reserve Bind:** Now stores two extra Binds' worth of Silk and can automatically trigger when you run out of Silk. Additionally, it now passively restores at a slow rate around one hour per bind.
    - **Warding Bell:** Shield size increased by 50%, and shield can withstand two hits before shattering
- Yellow Tools (Exploration)
    - **Shard Pendant:** Shell Shard drops doubled, and also increases the chance of rare loot from enemies.
    - **Magnetite Dice:** Chance to negate incoming damage increased, and now increases critical hit chance by 10%.
    - **Scuttlebrace:** Backwards dodges and acrobatic maneuvers now grant invincibility for a short duration after use.

**Pantheon V - Pantheon of Pharloom**

- You have triumphed over the Pantheon leaving all in awe of your prowess. As such you shall receive your due rewards:

- First, you shall receive the **Weavers of Records:** You have succeeded in accomplishing the ancient Weaver's greatest dreams. Now Those who maintained the Pantheon, chronicled its trials, and bound its rites now turn their craft toward you. This collective of ancient attendants, archivists, and ritualists swear themselves to your service, not as worshippers, but as stewards of your legend. Linked by silk-memory and shared purpose, they possess immense coordination, rapid learning, and near-perfect recall of rituals, histories, and methods of empowerment.
- Second, you have claimed the **Writ Upon War:** Your triumph has altered how Pharloom itself responds to you. Struggle sharpens rather than erodes you; prolonged battles refine your instincts instead of dulling them. Powers you wield grow more cohesive the longer they are tested, harmonizing rather than conflicting. In essence conflict will hone your edge rather than breaking it and the greater the battle the higher you shall rise.
- Third, you shall ascend as **The Unbound Monarch:** By defeating the Absolute Mother of Silk, you may claim her unleashed essence and redefine it as your own. This is not simple absorption, but succession. You ascend as a true divine sovereign, your power no longer contingent upon worship, sealing, or external anchors. Your chosen domain be it silk, void, labor, creation, memory, or something entirely your own answers directly to your will. Realms may form around you, legacies may persist beyond your presence, and beings of godlike stature must contend with you as their superior.

## The Drums of War

Hallownest stands whole once more, guided by the Pale King at the height of his vision. Across the sea of silk and bone, Pharloom is likewise unified, Grand Mother Silk no longer constrained, her influence stretched across every bell and thread of the land. For a time, both realms looked inward. But that peace was broken by revelation.

Each kingdom has learned of the other's true nature. Not as distant lands, but as rival seats of divine authority. The Pale King will not tolerate a realm ruled by a Higher Being whose dominion is absolute control. Grand Mother Silk, in turn, cannot allow another god-king to exist beyond her grasp. Armies mobilize. Bells toll. Old enemies choose sides.

The Radiance stirs, sensing either a rival to eclipse or an ally to wield. The lesser kingdoms of Pharloom the Skarr, Verdania, and Karak are being dragged into the coming storm. They see an opportunity to throw off their chains or fury at a foreign power intervening. Gods, champions, and legends prepare to march. You arrive in the final moments before war erupts. The drums are already beating. You may choose one of four paths:

- Defend Hallownest against an invading god and her legions.
- Expand the Citadel's dominion, breaking Hallownest beneath silk and bell.
- Carve your own path, ending the war through force, guile, or unity.

- Or attempt the impossible and end the war without conquest.

The conflict will not wait. If you do nothing, the war will proceed without you… and the world will bleed for it.

**Rewards**

**Primary Reward - Risen Kingdom:** You actually did it, you brought the conflict to a halt. The armies have set down their weapons and peace has been established. For this grand deed you will receive dominion over the kingdoms whose fall was averted by your hand. Both kingdoms have been restored to their prime strength, their devastation undone. Their champions have chosen to swear fealty, not as slaves, but as sworn allies. You gain stewardship over your vast legions of new citizens who welcome you with open arms. And of course, these realms will follow you as territories attached to your Warehouse. They may be merged into a single domain, or remain independent under your protection. You will be remembered as the one who silenced the drums.

**Hallowfall - Conquest of Hallownest:** Hallownest falls, and with it the Pale King's long dominion comes to an end. His light is not merely extinguished, but claimed, its final echo carried in the beating heart of the Pale Wyrm itself.

- For your loyalty and triumph, Grand Mother Silk has invited you into her cradle and offers a gift never meant for mortal hands. She took the Pale King's heart and infused it with her purest Silk. She bound the Pale Light and absolute control into a single, terrible inheritance. Through it, you gain dominion over souls, minds, and domination. The power to uplift minds, strengthen spirits, and enforce unity with divine precision. Order follows where you tread, not through persuasion, but inevitability.
- In addition, beside her are three children. They are Silk Daughters created using Grand Mother Silk's threads, the remnant power of the Pale King, and your own overflowing might. Born of conquest and union, they are loyal to you above all else and eager to grow beneath your gaze. Only time will tell what heights such beings may reach, forged from gods and crowned by your will.

**Silk Severed - Liberation of Pharloom:** The web is torn apart. Grand Mother Silk falls, and the bells of Pharloom ring not in obedience, but in release. Her dominion collapses, yet the land does not. Spared annihilation by your hand, its people step into a future unbound by divine tyranny. Upon returning you are welcomed by the Pale King and interestingly Herrah, Queen of the Weavers within Hallownest, each offering their own reward.

- The Pale King, having studied your victory, shares the culmination of his greatest discovery. Through this insight, you have gained the rare ability to sever divine influence without destroying the world it shaped, to dismantle imposed systems of control while preserving what lies beneath. Gods will find themselves weakened if not powerless in your presence and none will be harmed should you slay them.
- Herrah and the Weavers collected the remnants of Grand Mother Silk's threads and now offer them to you. The purified threads will fuse with your being granting

you GMS's power over creation, control, and a near limitless Silk reserve within you.

- Lastly, as the rite concludes, a representative of Pharloom's kingdoms steps forward. They offer a masterwork set of armor and weaponry forged from Pale Oil, Craftmetal, and Coral, shaped by the Kings and Queens themselves. The armaments are infused with the regents strength bolstering you while wielding them.

**War No More - Peace Secured:** Somehow, you convince them. Not through conquest, and not through submission, but through will, insight, and an understanding neither side expected you to possess. The Pale King and Grand Mother Silk set down their arms, forced to acknowledge a truth neither wished to face. That the war would not grant them supremacy, only ruin. Even the Radiance hesitates, sensing a finality it cannot easily overcome. In the wake of this decision, each Higher Being offers tribute, not out of obligation, but respect.

- The Pale King grants you the authority of a true sovereign without chains. Wherever you rule, your legitimacy is self-evident. Your laws will hold, structures endure, and people pure. Civilizations formed under your guidance will be unnaturally resistant to decay, rebellion, or divine interference. Your reign does not require constant vigilance; they shall be sustained so long as you remain at their helm.
- Grand Mother Silk seeing your opposition to her control gifts you with a method to shatter bindings. You have gained the ability to see the threads that connect all things and more importantly the ability to cleave them. You can utilize this to severe connections between beings, forces, and other aspects of note.
- The Radiance, having found a ruler worthy of her acknowledgment, abandons her vengeance. She offers you dominion over her Dreamrealm, the power to ensnare or uplift minds within sleep and vision, and a fragment of her essence containing her light. In time, this fragment will mature into a core of its own, granting you a sovereign domain over light matching her own.
- Lastly, having realized that you are not of this world the Higher Beings are curious to learn more. Should you accept, they will each accompany you as Companions. They will still wield their full might no matter which would you travel to.

# Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

# Notes

All perks that have active and passive effects may be freely toggled on and off.

## Image Links

- Title - Silksong Poster
- Greymoor - Silksong Greymoor
- Verdania - Lost Verdania
- Crestbearer - Hornet Claiming Crest
- Judge - How to beat the Hollow Knight Silksong Last Judge - PCGamesN
- Shaman - Epic Snail Shaman Art
- Pinmaster - Pinmaster Working
- Nyleth - Nyleth Silksong Boss
- Void - Ghost flexing on everyone
- Burning Bugs - Hornet vs Father of Flame
- Pinstress - Hollow Knight: Silksong - Pin Badge Location & Use - TheGameSlayer
- Faydown Cloak - Ancestral Art - Faydown Cloak
- Pilgrim - Brothers Tipp and Pill
- Silkborne - Styx and his Nest
- Choir - High Halls Gauntlet
- Weaver - Hornet and Eva
- Flea - Flea Caravan Guide | Hollow Knight Silksong Wiki
- Crafter - Craftmetal Cart
- Skarr - Last Claw - Hollow Knight Silksong Wiki - FextraLife
- Palestag - Palestag of Verdania
- Arcane Egg - Arcane Egg (Silksong)
- The Congregation - Burning Bugs Congregation
- Crests - Silksong - All Crest
- Red Tool - Red Tool Combat Focus
- Blue Tool - Blue Tool Support Focus
- Pervert Slap - Silksong Hornet Slap
- Parasite - Silksong - Parasite taking Root

## Arcane Egg

- As mentioned in the description no one knows much about the Ancient Civilization. They however, did create the Soul totems, Arcane Eggs, and the Void Idol. At minimum the egg will contain info on every item they created and

likely secrets about Soul/Silk that would create a new golden age for the kingdoms if they could use it.

## Expy Companions Identites

- The White Bug - Geralt of Rivia (Witcher)
- The Lightbearer - Niko (OneShot)
- The Gilded Seamstress - Lady Maria (Bloodborne)
- The Silent Penitent - Penitent One (Blasphamous)
- The Threadbound Drifter - The Drifter (Hyper Light Drifter)
- Ironstep Nomad - Thorfinn (Vinland Saga)
- Ashframe - V1 (Ultrakill)
- Tidebreaker - Kratos (God of War)
- Red-Clawed Valkyr - Malenia (Elden Ring)
- Ashroot Ascetic - Uncle Iroh (Avatar)
- Ember Dancer - Kyojuro Rengoku (Demon Slayer)
- Green Heir - Zagreus (Hades)
- The Headless Wanderer - The Beheaded (Dead Cells)
- Red Rose - Ruby Rose (RWBY)
- The Jester - Joker (Persona)
- The Moonlit Daughter - Melinoë (Hades II)
- The Carved One - Chiseled (Grime)
- The Starved One - Six (Little Nightmare)
- Black Carapace Knight - Knight Artorias and Sif (Dark Souls)

## Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
  - **Perks**
    - General
      - All Free Perks
      - Sprint Master
      - Treasure Seeker
      - Innate Battle Instincts
      - Tool Synergy
      - Cocooned Essence
      - Prescient Princess
      - Born of Greatness
    - Prisoner
      - ALL Prisoner Perks

        - Weaver
            - Deeper Spool
        - Skarr
            - Born Warrior
        - Pinstress
            - Lethal Talents Beyond Compare
    - **Items**
        - Needle (Free)
        - Mask
    - **Tools**
        - Hunter Crest (Unevolved)
- **Scenario End Boons**
    - **Perks**
        - General
            - Needolin
            - Sylphsong
        - Weaver
            - Unclaimed Thread
            - Woven Legacy
        - Crafter Extraordinaire
            - That Will Work Nicely
    - **Items**
        - General
            - Needle (100 CP)
            - Silk Spool
            - Hunter's Journal
            - Growstone
            - Bell Beast Stations
        - Prisoner
            - All Prisoner Items
        - Pilgrim
            - Pilgrim's Atlas
            - Budding Town
        - Silk Born
            - Silk Eater Nest
        - Crafter Extraordinaire
            - Materium
            - Craftmetal
        - Pinstress
            - Needle Arts Manuel

- **Tools**
  - ALL Tools
  - ALL Crest
- **Companions**
  - Canon Companions
    - Fleas
  - Seth
  - Shakra
  - Sherma
  - Lace

**Changelog**

- Jump in Progress
- Jump V1 completed
- fixed Some location descriptions
- edited Silk and Soul to clarify what Silk is
- added Flea of Many Hugs companion