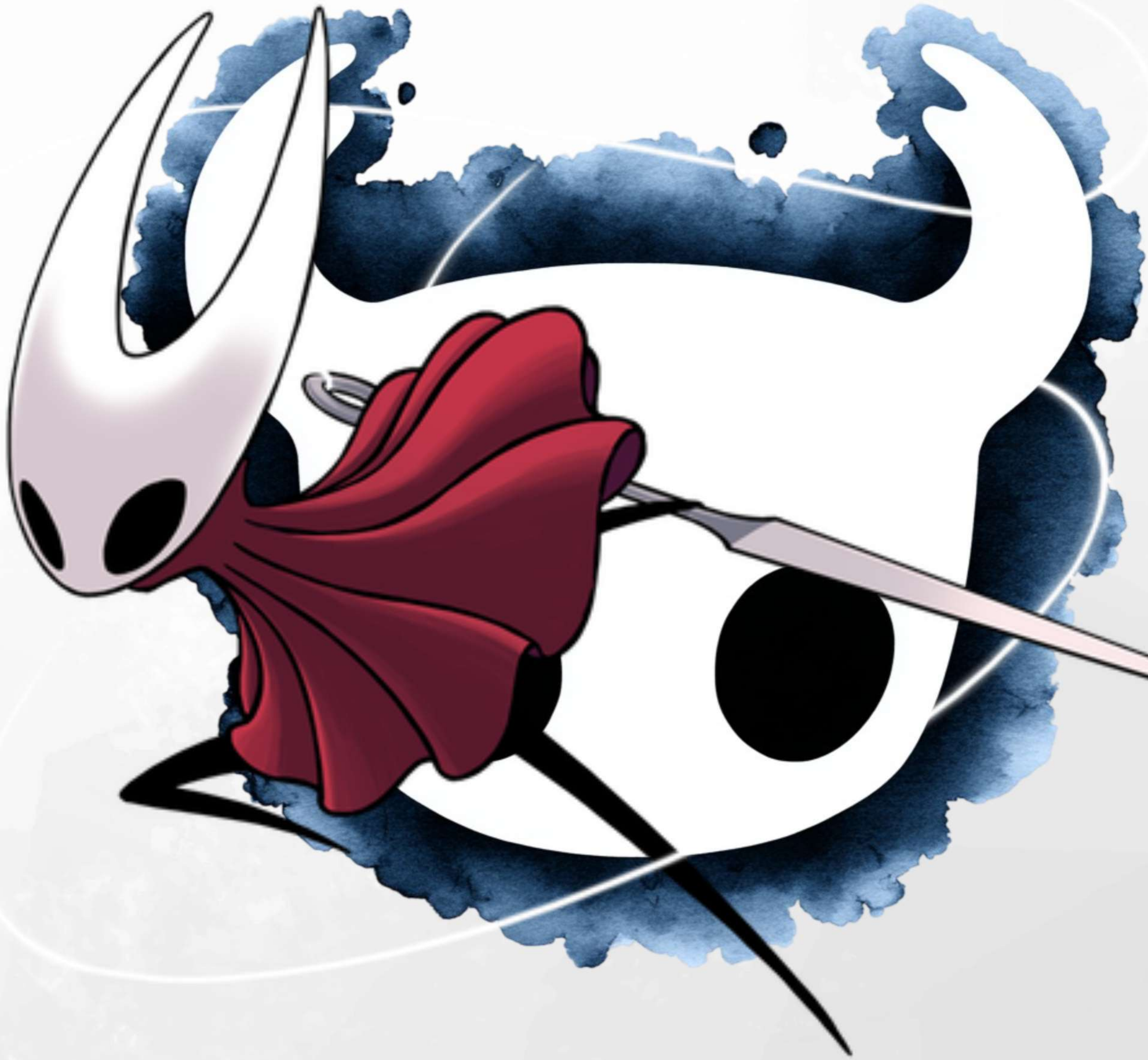
DUALINK

Hornet

BBEG



Hollow Knight Edition

Hornet

Medium humanoid (mystical), lawful neutral

Armor Class 16

Hit Points 136 (16d8 + 64)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14	20	18	12	16	14
(+2)	(+5)	(+4)	(+1)	(+3)	(+2)

Saving Throws Dex +9, Con +8, Wis +7

Skills Acrobatics +9, Perception +7, Insight +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan

Challenge 9 (5,000 XP)

Sentinel's Tempo. Hornet has two reactions per round, but she can use only one reaction per triggering creature.

Momentum. Hornet enters a state of Momentum when she hits two or more attacks in a single turn, scores a critical hit, reduces a creature to 0 hit points, or successfully evades an attack using a Dexterity saving throw.

While Hornet has Momentum, she gains the following benefits:

- She has an additional 2 AC.
- She can make three attacks as part of her Multiattack, in any combination.
- Once, per turn, anytime, Hornet can immediately reposition up to 25 feet without provoking opportunity attacks. This reposition does not count against her movement speed.
- Whenever a creature enters

Hornet's melee range, she can immediately make a Needle attack against that creature.

Hornet loses Momentum if:

- She takes damage.
- Ends her turn without moving or attacking.
- Becomes stunned, restrained, paralyzed, or incapacitated.

Threaded Arena. Difficult terrain created by Hornet's abilities does not affect her. Additionally, whenever Hornet creates difficult terrain, that terrain persists until the end of her next turn, even if the originating effect would normally end earlier.

Actions

Multiattack. Hornet makes two attacks in any combination from the following options.

Needle. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target *Hit:* 11 (1d8 + 7) piercing damage. If Hornet moved at least 15 feet before making this attack, the damage increases to 15 (2d8 + 6) piercing damage.

Dash Needle. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target *Hit:* 13 (1d12 + 6) piercing damage. Hornet then moves up to 20 feet without provoking opportunity attacks.

Silk Snare (Recharge 4–6). Hornet hurls enchanted silk at a point she can see within 30 feet, creating a 10-foot-radius snare zone until the end of Hornet's next turn.

- The area is difficult terrain.
- The first time a creature enters

the area or starts its turn there, it must succeed on a DC 16 Dexterity saving throw or have its speed reduced to 0 until the end of its turn.

Pinpoint Lunge (Recharge 5–6). Hornet vaults high into the air, vanishing for a split second before striking with lethal precision. Choose one creature that Hornet can see within 40 feet. The target must make a DC 16 Dexterity saving throw. On a failure, the target takes 27 (6d8) piercing damage, and the target is knocked prone. On a success, it takes half damage and is not knocked prone.

Hornet lands in an unoccupied space within 5 feet of the target.

Reactions

Silk Parry. When a creature Hornet can see hits her with a melee attack, Hornet reduces the damage by 10, then moves up to 10 feet.

Threaded Riposte. When a creature misses Hornet with a melee attack, Hornet makes a Needle attack against that creature.

Skirmisher's Vault. When a creature enters Hornet's reach, Hornet moves up to 15 feet without provoking opportunity attacks.

Legendary Actions

Hornet has 2 legendary actions, regaining them at the start of her turn.

Dash Needle. Hornet uses Dash Needle.

Reposition. Hornet moves up to 20 feet without provoking opportunity

attacks.

Special Weakness

Broken Tempo. Hornet's greatest strength, constant motion, is also her vulnerability.

Discovery Mechanism. A creature that observes Hornet for 1 round and succeeds on a DC 15 Wisdom (Insight) check learns the following Hornet fights by maintaining tempo, chaining movement and reactions into a flowing rhythm. If that rhythm is disrupted, she visibly falters.

Triggering Mechanism. Once the party understands Hornet's reliance on tempo, they can deliberately exploit it. Hornet becomes Off-Balance when, within a single round, either of the following occurs:

- She uses both of her reactions, or
- She is prevented from moving voluntarily before the start of her next turn (grappled, restrained, speed reduced to 0, or similar effects)

Off-Balance (Condition). Hornet suffers the following effects for 1 round (or 2 rounds, DM's choice for a more forgiving encounter):

- Hornet has only one reaction
- Hornet cannot use Skirmisher's Vault
- Hornet's speed is reduced by 10 feet
- The first attack made against Hornet each round has advantage

At the end of the duration, Hornet regains her footing and resumes her fluid style.