

A Nailsmith's Obsession RewardUpgrades of The NailTrophy/AchievementLocationCity of TearsPrerequisiteFind and speak to the Nailsmith.A Nailsmith's Obsession is a Quest in Hollow Knight. Quests can provide rewards from items, unlocking Trophies/Achievements, and uncovering more information to the lore. Quests can only be activated by speaking to NPCs.A Nailsmith's Obsession ObjectivesFind the Nailsmith.Upgrade the Old Nail to the Sharpened Nail.Upgrade the Sharpened Nail to the Channelled Nail.Upgrade the Channelled Nail to the Coiled Nail.Upgrade the Coiled Nail to the Pure Nail.Decide between killing him or to spare his life.A Nailsmith's Obsession LocationsCity of TearsA Nailsmith's Obsession WalkthroughThe Nailsmith's location in the City of Tears.To start this quest, head to the City of Tears at the southwestern side of the area to find the Nailsmith's hut.Speak to him and he will provide The Knight his service of upgrading The Nail to its full potential in exchange for Geo and Pale Ore.During the first encounter, he will upgrade the Old Nail into the Sharpened Nail for 250. The next upgrade he can do is the Channelled Nail which requires 800 and 1 Pale Ore.Now, you'll be left with two upgrades which are the Coiled Nail and the fully upgraded Pure Nail. The Coiled Nail requires 2000 and 2 Pale Ore, while the Pure Nail requires 4000 and 3 Pale Ore. Once you've successfully forged The Pure Nail, the Nailsmith will step outside.Head outside the hut where you'll find the Nailsmith contemplating about his existence while standing by the edge of the cliff. When you speak to him, he will mention that his work has come to an end and only wishes to see how the ultimate weapon works with his very own eyes and begs you to "cut him down" by using the nail - you are now left with the decision to spare his life and leave or to grant his request and kill him. If you choose to kill him, he will fall off the cliff and his body will be found floating in the Junk Pit, granting players with the Purity Trophy/Achievement.If you choose to let him live, he can be found at Nailmaster Sheo's in Greenpath modeling for Sheo and creating wooden figures together, this grants the players with the Happy Couple Trophy/Achievement after speaking to both of them - however, in order for the Nailsmith to appear at Sheo's, The Knight must have acquired the Great Slash Nail Art. If the Nailsmith doesn't appear at Sheo's, acquire the Nail Art first, rest at a bench and head back to Sheo's hut to find the Nailsmith along with the Nailmaster. This marks the completion of the quest.A Nailsmith's Obsession Notes & Notable Loot??QuestsBretta (Quest), Delicate Flower (Quest), Dream No More, Grubfather's Lament, Millibelle (Quest), Nailsage's Pride, Secret of the Stagways, The Grimm Troupe (Quest)

Hollow Knight NameHollow KnightRelease DateMicrosoft Windows:October 24th, 2017.macOS, Linux: April 11th, 2017.Nintendo Switch: June 12th, 2018.Playstation 4, Xbox One: September 25th, 2018.GenreSingle-Player, Action-AdventurePrice14.99 USD (Voidheart Edition)RatingEVERYONE 10+DeveloperTeam CherryPublisherTeam CherryHollow Knight is a challenging 2D action-adventure game developed and published by Team Cherry. Hollow Knight was initially released for Microsoft Windows, macOS and Linux in 2017 and was later ported for the Nintendo Switch, PlayStation 4 and Xbox One in 2018.In Hollow Knight, players will be able to take control of The Knight who has paved its way beneath the fading town of Dirtmouth - this enigmatic knight is on a quest to uncover the secrets of an ancient insect kingdom called Hallownest, where you will explore twisting caverns, encounter dangerous creatures and traps in order to solve an

ancient-long hidden mystery.Hollow Knight Gameplay Overview"Venture down into a beautiful, ruined world of insects and heroes." "Beneath the fading town of Dirtmouth sleeps an ancient, forgotten kingdom. Many are drawn beneath the surface searching for riches, or glory, or answers to old secrets. As the enigmatic Hollow Knight, you'll traverse the depths, unravel its mysteries and conquer its evils."The world of Hollow Knight is brought to life in vivid, moody detail, its caverns alive with bizarre and terrifying creatures, each animated by hand in a traditional 2D style where every new area you'll discover is beautifully unique and strange, teeming with new creatures and characters to discover.Explore vast, Inter-connected WorldsEncounter a bizarre collection of friends and foesEvolve with powerful new skills and abilitiesEvocative Hand-Drawn ArtThe world of Hollow Knight is one worth exploring just to take in the sights and discover new wonders hidden off of the beaten path.Hollow Knight PC RequirementsWindowsMinimum Specs:OS: Windows 7Processor: Intel Core 2 Duo E5200Memory: 4GB RAMGraphics:GeForce 9800GTX+ (1GB)DirectX:Version 10Storage:9 GB available spaceAdditional Notes: 1080p, 16:9 recommendedWindowsRecommended Specs:OS:Windows 10Processor:Intel Core i5Memory: 8 GB RAMGraphics:GeForce GTX 560DirectX:Version 11Storage:9 GB available spaceAdditional Notes:1080p, 16:9 recommendedMac OS X Minimum Specs:OS:Mac OS 10.7 LionProcessor:Intel Core i3Memory: 4GB RAMGraphics: GeForce GTX 470Storage:9 GB available spaceAdditional Notes: 1080p, 16:9 recommendedMac OS XRecommended Specs:OS: Mac OS 10.12 SierraProcessor:Intel Core i5Memory: 8GB RAMGraphics: GeForce GTX 570Storage:9 GB available spaceAdditional Notes: 1080p, 16:9 recommendedSteamOS + Linux Minimum Specs:OS: Ubuntu 16.04 LTS (64bit)Processor: Intel Core 2 Duo E5200Memory: 4GB RAMGraphics: GeForce 9800GTX+ (1GB)Storage:9 GB available spaceAdditional Notes: 1080p, 16:9 recommendedSteamOS + LinuxRecommended Specs:OS: Ubuntu 16.04 LTS (64bit)Processor: Intel Core i5Memory: 8GB RAMGraphics: GeForce GTX 560Storage:9 GB available spaceAdditional Notes: 1080p, 16:9 recommendedHollow Knight Key FeaturesBrave the Depths of a Forgotten KingdomAs the enigmatic Hollow Knight, traverse and pave your way through the depths of Hallownest, unravel its mysteries and conquer the evil that lies ahead.Hone your Skills and Reflexes to SurviveExplore twisted caverns, face difficult foes, and evolve with powerful skills and abilities as you venture deep into the story.A Strange yet Beautiful World Brought to LifeExperience the world of Hollow Knight that has been animated by hand in a traditional 2D Style, where one can immerse in a simple yet bizarre atmosphere.A Memorable, Orchestral ScoreComposed and Produced by Christopher Larkin, Hollow Knight's epic score brings out a melancholic vibe of a once noble civilization that has been forgotten.

Abyss Shriek Blast foes with screaming SOUL and Shadow.The Wraiths require SOUL to be conjured. Strike enemies to gather SOUL.
FunctionDamageLocationThe AbyssAbyss Shriekis a Spellin Hollow Knight.Spells are magical active skills that complement The Knight's offensive and defensive capabilities. Each Spell is powered by SOULand has a base cost of 33 required to cast.Abyss Shriek is the upgraded form of Howling Wraithswhich releases a blast of souls upwards, damaging foes above and around the Knight.Abyss Shriek has a much larger hit box, deals more damage and hits more times.Hollow Knight Abyss Shriek Function & UsageJust as with the Howling Wraithsspell,Abyss Shriekreleases a burst ofenergyupwards in a large, cloud-like formation, damaging opponents

above and around the knight. It is performed by pressing the Focus/Cast or Quick Cast while holding Upon the D-Pad. Abyss Shriek retains all the properties of Howling Wraiths, but now releases Shadows along with Souls resulting in a much more devastating attack which covers a larger area above the Knight. The spell now deals four instances of damage in rapid succession, with each hit dealing a base damage of 20. The spell can now deal a total of up to 80 damage. Abyss Shriek has a massive hitbox which is narrower at the base, but much wider in the middle and top of the cloud. In order to hit enemies with all four instances, it is best to release the spell on an enemy directly above the Knight.

How to Obtain the Abyss Shriek Spell in Hollow Knight

The Abyss Shriek spell can be obtained from a small room in the left-most section at the very bottom of The Abyss. In this room is a pedestal surrounded by stone statues depicting screaming faces, much like that of the Howling Wraiths.

Cast Howling Wraiths while standing on the pedestal

The Knight will float into the air, enveloped by and absorbing the shadows in the room. This upgrades Howling Wraiths into the Abyss Shriek spell.

Hollow Knight Abyss Shriek Spell Modifiers

The Abyss Shriek spell can be modified by the following Charms:

- Shaman Stone - Improves Abyss Shriek's damage by ~50%, increasing each hit's damage from 20 to 30 and raising the spell's total damage to 120 for all four hits.
- Spell Twister - Reduces the SOUL cost to 24 per cast.

Hollow Knight Abyss Shriek Notes & Tips

The faces around the room with the pedestal can be struck with the Dream Nail which hints at how to obtain the Abyss Shriek spell. The line of dream dialogue reads "...Our voices... will cry out... again..."

All Spells in Hollow Knight

Descending Dark, Desolate Dive, Focus, Howling Wraiths, Shade Soul, Vengeful Spirit

Aluba Location

Lake of Unn

Queen's Gardens

Health 1 Drops

N/A

Aluba is an enemy in Hollow Knight.

The enemies are creatures that have succumbed to The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.

Passive glider that prefers to dwell near acid waters.

What careless a life led drifting above us all. If one ever comes too close to the ground though...

Aluba Location

Lake of Unn

Queen's Gardens

Aluba Rewards

N/A

Aluba Notes & Tips

These beings respawn upon leaving and re-entering the area. An Aluba is a harmless being that floats back and forth, dealing damage upon contact.

Enemies

Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis

Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Ambloom Location Fungal Core Fungal Wastes Health 12 Drops 2 Ambloom is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Simple-minded crawling fungus. Its cap is covered in a layer of hardened spikes. Lie on your belly, open your maw and let this tasty morsel stroll straight into your stomach. Ambloom Location Fungal Core Fungal Wastes Ambloom Rewards 2 Ambloom Notes & Tips These beings respawn upon leaving and re-entering the area. An Ambloom crawls back and forth quickly and will deal damage upon contact. Their appearance makes it difficult to notice since they are able to blend into the environment's background. Enemies Aluba, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Ancestral Mound is a Location in Hollow Knight. Please see Walkthrough for other areas. Ancestral Mound is a sub-area found in the Forgotten Crossroads where a shaman resides. General Information Previous: Forgotten Crossroads Next: Greenpath Bosses: N/A Video Walkthrough [video goes here] Map NPCs in the area Snail Shaman Bosses N/A Items Materials &

ConsumablesGeoEquipment & UpgradesSoul CatcherVengeful SpiritKey
 ItemsN/AEnemiesTiktikBaldurVengeflyElder BaldurWandering HuskAncestral
 Mound WalkthroughMeet the Snail ShamanUpon defeating the False Knight, a
 path that leads to a sub-area called the Ancestral Mound will be
 unlocked. Follow the path with the torches until you reach the top that
 leads to the Ancestral Mound. Here, you'll encounter an NPC called Snail
 Shaman, speak to her and she will provide you with the Vengeful
 Spiritspell - upon consuming it, The Knight will lose consciousness and
 you'll be locked in.Once you've awakened, speak to the Snail Shaman who
 is resting behind the locked gate to your left. She will ask you a task
 in exchange for the gift she provided which is to kill a beast that is
 found deeper in the area. Continue going west until you reach the end
 then head to the top left side part of the area.As you continue through
 the path, you'll eventually come across a wooden barricade that you can
 break. Destroy it to enter another part of the area where you can find a
 Soul Totem that you can recover SOUL from. Continue heading left where
 you'll be heading clockwise where you'll find a Lifeblood Cocoon at the
 top, strike it and the blobs it secretes to obtain 2x Lifeblood Mask.The
 Elder BaldurAfter collecting the Lifeblood blobs, continue going right
 and break the wooden platforms that will lead you to the beast the Snail
 Shaman mentioned. This isn't a boss battle but just a strong enemy which
 is anElder Baldur. To defeat it, you'll have to walk up a bit and wait
 for it to stand back up from it's curled position and then attack it
 using the Vengeful Spiritspell. If you stand too close it will curl back
 into a ball making it invulnerable to all of your attacks. It'll take
 about 4 hits from the Vengeful Spirit for it to die. If you run out of
 SOUL, wait for the Baldur to spit out a smaller enemy, which you can hit
 to regain SOUL.Once you've killed the beast, continue going left where
 you can obtain the Soul Catcher charm. Now jump on the wooden platform
 and destroy it to drop back down to where the Snail Shaman is, talk to
 her and the gate will open.Leave the Ancestral Mound and head back to the
 central area of the Forgotten Crossroadsand head to the mid-top-left side
 of the section which will lead you to the next location, Greenpath.
 You'll know it's the entrance to the area since there are bushes
 surrounding it.Video[video goes here]MapClick on the image to enlarge the
 map.Trivia & Notes: Trivia and notes go here Hollow Knight Locations
 ListAncient Basin,Birthplace,City of Tears,Colosseum of Fools,Crystal
 Peak,Crystalised Mound,Deepnest,Dirtmouth,Fog Canyon,Forgotten
 Crossroads,Fungal Wastes,Godhome,Greenpath,Hallownest,Howling
 Cliffs,Isma's Grove,King's Pass,Kingdom's Edge,Mantis Village,Queen's
 Gardens,Resting Grounds,Royal Waterways,Soul Sanctum,Teacher's
 Archives,Temple of the Black Egg,The Abyss,The Hive,Trial of the
 Conqueror,Trial of the Fool,Trial of the Warrior,White Palace

Ancient Basin is aLocation in Hollow Knight. Please see Walkthroughfor
 other areas. The Ancient Basin is an area found deep within the kingdom
 of Hallownest. It was originally the location of the White Palacewhich is
 the home of The Pale Kingalongside his associates and guards.General
 InformationPrevious: Isma's GroveNext: DeepnestBosses: Broken VesselVideo
 Walkthrough[video goes here]MapNPCs in the areaCorniferBossesBroken
 VesselItemsMaterials & Consumables1x Wanderer's JournalEquipment &
 Upgrades1x Pale OreMonarch WingsKey Items1x Simple
 KeyEnemiesMawlurkLightseedHusk BullyHusk SentryLance SentryAspid
 HunterWinged SentryLesser MawlekHusk HornheadShadow CreeperInfected

BalloonWandering HuskAncient Basin WalkthroughHeading into the Ancient BasinTo get to the Ancient Basin, retrace your course back to the arena of the Dung Defenderat the Royal Waterways towards the lever that was activated to drain the acid water. From here, you'll want to enter the next section to your right then drop all the way to the bottom where you'll find a broken lift. Be careful going down since you'll come across platforms that have spikes, so be sure to use jump onto the platforms one at a time and always look down to check your surroundings. Once you've reached the bottom part of the room, you can find a Whispering Root tree to extract Essence which inside a secret room to your right and the next section you'll have to enter to your left - upon entering the next section,drop down under the bridge, slide down the pillar and then use Crystal Heartto fly across the other end to find 1x Wanderer's Journalnext to a corpse of a bug.Free a Grub, Acquire a Pale OreAfter acquiring the Wanderer's Journal, continue heading west by using the elevated platforms to get across. Fight your way through the Winged Sentry and Lance Sentryuntil you reach the southwest end side of the room where you'll find an opening that will take you into the tram station. Once you've arrived at the station, continue heading west and then drop down into the hole leading into the next section.You'll now encounter a new enemy called a Lesser Mawlek, these creatures are tricky since they spit out infected blobs and strike by swinging their legs forward. After killing the enemy, drop down into the gap and use Desolate Dive/Descending Darkto break the shaking floor below you. There will be another Lesser Mawlekguarding a trapped Grub. Now, you'll have to acquire a Pale Ore.At the far west tunnel of the tram system leading to Deep Nest, Cloth can be found by killing all the enemies. She willcome from under the ground and thank you.Climb back up after rescuing the grub until you reach the top then head west until you come across a path that has Infected Balloonsappearing at the background and through the path. Follow the path until you reach a small arena where you'll encounter 2x Lesser Mawlek, you'll need to kill both of it to proceed further. Once that's dealt with, continue heading to your left where you can find 1x Pale Orenext to a broken shell.Finding CorniferAfter you've acquired the Pale Oreand have freed the Grub, head back to the tram station and drop down into the next section beside the toll machine where you'll respectively arrive at the Ancient Basin. As you head down, you'll find a room with a fountain to your right. If you drop 3,000 Geo into the fountain, you can acquire 1xVessel Fragmentas a reward.You'll also hear Corniferhumming as you head down, and you can find him just below the room with the fountain. Once you find him, you can purchase a copy of the map for 112 Geo. From here there are two paths that can take you to a sub-area and another location. If you head down southeast from where Cornifer is, you can find a path going up that leads to a sub-area called the Palace Groundswhich requires the Monarch Wingsability to reach it while the southern end can take you to The Abysswhich requires the King's Brandkey to unlock the gate. So for now, the only way you can go to is southwest of Cornifer's location where you can find a toll machine that requires 150 Geo to unlock a bench. Pay the amount and rest on the bench to save the game and update your map - when you're done, continue going west by using theCrystal Heartability to get across until you reach the next section.Acquiring a Simple KeyUpon entering the next section,jump down into the first passage you see to your left and again down into a passage that has spikes protruding from the walls. You'll know you're on

the right track when you see the Lightseeds run away from you when you land. Before you continue to drop down into the next section, go up one level to find a cluster of geo that's at the top left. When you're in the next section, follow the path where you'll encounter another enemy called a Mawlurk. These creatures are immobile and can be found either on the ground or ceiling continuously spitting out infected blobs upon contact. As you encounter the third Mawlurk that is on the ceiling above the small platforms and spiked pits, cross the path and then drop down the next passage where you'll find a large dead creature that looks like a Mawlurk - you can go inside its mouth to find a secret room where you'll find 1x Simple Key next to a corpse of a bug. From there, you'll want to head back up and head west where you'll work your way around back to the previous section. Once you're back, head west, then climb up to the top and continue going west until you reach the main boss of this location which is the Broken Vessel. You'll know you're on the right path once you see infected balloons at the background which indicates you're near the arena of the boss. If you go right of the arena, there is a wall that can be broken, unlocking a shortcut, making the walk back to the boss much easier. Boss Battle, Broken Vessel Upon entering the arena, walk by the corpse of the Broken Vessel and the gates will close. The arena will then begin to shake and multiple Lifeseeds will emerge and rush in to fill the broken shell which forms a large bulb protruding out and causing the corpse to reanimate in order to attack The Knight. You can click [here](#) to learn more about the strategies on how to defeat this boss. Once you've defeated the Broken Vessel, the blobs covering the left side of the arena will burst, allowing you to enter the path leading to the Monarch Wings. Simply follow the path going west until you reach the end where you can consume the Monarch Wings ability that allows The Knight to perform a double jump. Rescue a Grub Once you've acquired the ability, head back to the entrance by going east until you reach the column that is too high for you to reach. You can unlock a shortcut by going east from the Broken Vessel's arena and by breaking the wall. With the Monarch Wings consumed, you can now reach the higher part of the room with the help of the newly acquired ability. When you arrive at the top, go west until you reach a corner filled with spikes. The Grub can be found at the top left corner of the area, and in order for you to reach it, you'll have to simultaneously jump, dash, and cling onto the walls to reach it. After rescuing the Grub, you can head back down and retrace your course back to the bench. Hidden Stag Station From the bench, go east until you reach the intersection that can take you to either the Palace Grounds or The Abyss. With the Monarch Wings consumed, you can now reach the higher part of the section that leads to the Palace Grounds. Upon arriving at the Palace Grounds, continue heading east until you reach a dead end. You can break the wall to reveal a secret room that leads to another sub-area called the Hidden Station. You can unlock the stag station by paying 300 Geo at the toll machine, you can also find a bench that you can use at the right-hand side of the area - up next, Deepnest. [Video](#) [\[video goes here\]](#) [Map](#) [Click on the image to enlarge the map.](#) Trivia & Notes: Trivia and notes go [here](#) Hollow Knight Locations List Ancestral Mound, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's

Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Arcane Egg Mysterious stone egg from before the birth of Hallownest. Relic from Hallownest's past. This item now holds little value except for those dedicated to the kingdom's history. Arcane Egg is a Trade Item in Hollow Knight. It is a stone egg that according to Relic Seeker Lemm, contains a variety of knowledge and records within its layers - it originated from a civilization that even existed before the rise of the Kingdom of Hallownest. Arcane Egg Usage This can be traded with Relic Seeker Lemm for 1200. How to Find Arcane Egg Location: The Abyss 1 directly west of where Shade Cloak is acquired 1 in the south part of the Birthplace (requires Kingsoul) 1 located below the room where Lifeblood Core is located. Location: Resting Grounds Collect and give 1200 Essence to the Seer. Arcane Egg Notes & Tips There are four Arcane Eggs that can be found in the game. Items Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Luma-fly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Armoured Squit Location Colosseum of Fools Health 40 Drops N/A Armoured Squit is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Hardened squit, bred for battle in the Colosseum of Fools. Tougher and more aggressive than its wild ancestor. Strong and quick! When they rear back, either move out of the way or prepare to strike back! Armoured Squit Location Colosseum of Fools Trial of the Fool Trial of the Conqueror Summoned by The Collector. Armoured Squit Rewards N/A Armoured Squit Notes & Tips A Dream Nail can be used on this enemy, revealing what is in their mind. Armoured Squits moves similar to a Squit. They have increased health and will only lunge in on The Knight within its range. Enemies Aluba, Ambloom, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma-fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow

Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Aspid Hatchling Location
Appears with the Aspid Mother.
Health 5 Drops N/A
Aspid Hatchling is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Recently birthed, these young aspid instinctively swarm around intruders. These hatchlings are born with an instinct to kill! They are still only infants though, and you can crush them between your fangs without thinking. Just don't let them overwhelm you with numbers.
Aspid Hatchling Location
Spawns through an Aspid Mother.
Aspid Hatchling Rewards N/A
Aspid Hatchling Notes & Tips
A Dream Nail can be used on this enemy, revealing what is in their mind. These hatchlings are spawned by the Aspid Mother. Upon killing the Aspid Mother, two more will appear to try and attack The Knight.
Enemies
Aluba, Ambloom, Armoured Squit, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Aspid Hunter Location
Ancient Basin
Forgotten Crossroads
Health 15 Drops 6
Aspid Hunter is an enemy in Hollow Knight. Aspid Hunters bests its prey by spitting corrosive liquid. Often hunts in packs. Cunning predators that will try to pick you off from a distance. Don't give them any space, just charge in and cut them down! You'll find they're not so cunning once they are dead. The enemies are creatures that

have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Bests its prey by spitting corrosive liquid. Often hunts in packs. Cunning predators that will try to pick you off from a distance. Don't give them any space, just charge in and cut them down! You'll find they're not so cunning once they are dead.

Aspid Hunter Location Ancient Basin
Forgotten Crossroads
Summoned by The Collector
Aspid Hunter Rewards 6 Aspid Hunter Notes & Tips
 These beings respawn upon leaving and re-entering the area. Aspid Hunters will hover in the air and will start to attack The Knight by shooting its liquids once you are in its range.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Aspid Mother Location Forgotten Crossroads
Health 20
Drops 10
 Aspid Mother is an enemy in Hollow Knight. Aspid Mother carries the eggs of its young inside its belly. They can hatch and birth its young as needed to deal with intruders. Shamelessly uses its own young as a weapon against its foes! Appalling, yes, but I do admire its resourcefulness. Good hunters do not always make good parents. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Carries the eggs of its young inside its belly. Can hatch and birth its young as needed to deal with intruders. Shamelessly uses its own young as a weapon against its foes! Appalling, yes, but I do admire its resourcefulness. Good hunters do not always make good parents.

Aspid Mother Location Forgotten Crossroads
Aspid Mother Rewards 10 Aspid Mother

Notes & Tips
 A Dream Nail can be used on this enemy, revealing what is in their mind. A large corpse of an Aspid Mother can be found where the Glowing Womb can be found. An Aspid Mother spawns one hatchling over a period of time up to a maximum of 4 hatchlings. Upon its defeat, she will spawn two more.
 Enemies
 Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Awoken Dream Nail Allows the wielder to cut through the veil between dreams and waking. Can be used to reveal hidden dreams or open gateways. The power of the Dream Nail has fully woken, allowing entry into certain protected memories. Function
 Retains all Dream Nail functions and allows entry into the White Palace.
 Location
 Resting Grounds
 Awoken Dream Nail is an Ability in Hollow Knight. Abilities are upgrades which impart various effects and skills that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before being available for use again. The Awoken Dream Nail is the upgraded form of the Dream Nail, obtained after collecting 1,800 Essence. With it, the Knight can gain entry into the White Palace.
 Hollow Knight Awoken Dream Nail Function & Usage
 The Awoken Dream Nail can be activated by pressing down the DREAM NAIL button for The Knight to charge it before swinging it. Similar to the Dream Nail, it is used to collect Essence, to enter dreams, and much more. However, it can now be used on the corpse of the Kingsmould located in the Palace Grounds to gain access to the White Palace. This also allows players to unlock more dialogues from the Shade Cloak in The Abyss.
 How to Obtain the Awoken Dream Nail in Hollow Knight
 Collect 1800 Essence and speak to the Seer to upgrade the ability.
 Hollow Knight Awoken Dream Nail Notes & Tips
 The Awoken Dream Nail does not inflict damage but can be used to push back most of the enemies. This can be used to instantly kill the Knight's Shade and Siblings. All Abilities in Hollow Knight
 Crystal Heart, Dream Nail, Dreamgate, Isma's Tear, Mantis Claw, Monarch Wings, Mothwing Cloak, Shade Cloak, World Sense

Baldur Location Multiple Locations Health 15 Drops 4 Baldur is an enemy in Hollow Knight. A Baldur rolls into a ball and propels itself at intruders who wander into its territory. Aggressive even when newly born. Younger hunters delight in catching these creatures and rolling them around for sport. I encourage you to indulge yourself if the fancy strikes you. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Rolls into a ball and propels itself at intruders who wander into its territory. Aggressive even when newly born. Younger hunters delight in catching these creatures and rolling them around for sport. I encourage you to indulge yourself if the fancy strikes you. Baldur Location Howling Cliffs Ancestral Mound Crystallised Mound Summoned by The Collector. Summoned by the Elder Baldur. Baldur Rewards 4 Baldur Notes & Tips A Dream Nail can be used on this enemy, revealing what is in their mind. A Baldur immediately rolls into a ball and will launch itself towards The Knight, allowing it to bounce off walls and other Baldurs. However, it will come out of its shell after a period of time to try and attack The Knight. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Baldur Shell Cost: Geo: N/A Location: Howling Cliffs Effect: Protects its bearer from taking any damage while using Focus. Baldur Shell in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Baldur Shell Information "Protects its bearer with a hard shell while focusing SOUL." Baldur Shell protects The Knight from taking

any incoming enemy attacks while using FOCUS. It can only take up to four attacks before it breaks and temporarily becomes unusable. This charm is useful against enemies and bosses that have attacks that are difficult to dodge, and it is also a life-saver in the event of being in a critical condition, however, it has a limit that a player must be mindful of when receiving more than four attacks before it completely breaks - in order to repair this charm, players must locate and rest at a bench for its effect to reactivate.

Baldur Shell Acquisition Location: Howling Cliffs
Acquisition: In order to acquire this charm, you will need to find a chest located in the southwest area of Howling Cliffs - jump down into the chest where it will take you to a cave that is guarded by two Elder Baldur. Eliminate both enemies in order to pass through a tunnel that is filled with corpses of Elder Baldurs. Head inside and follow the path where you will eventually locate the charm.

Baldur Shell Notes
 Charms can only be equipped and unequipped by using a bench. Baldur Shell can only absorb four attacks before it breaks, but it can be repaired by resting at a bench. A small image of a blue shell can be found below the SOUL Meter, cracks will appear around the image as an indication of the shell's durability.

Charms
 Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Bardoon Location
 Kingdom's Edge
 Bardoon is an NPC in Hollow Knight. Bardoon is an enormous grub-like caterpillar that climbed the top of Kingdom's Edge to escape the plague of The Infection.

Bardoon Information
 Bardoon is a giant caterpillar- or grub-like bug that is first found sleeping in Kingdom's Edge. He has a humongous body, large enough to where it can be seen from the background. He mentions to The Knight that he doesn't mind if you hit his tail; striking it will cause him to laugh. Bardoon is an intelligent and very wise, kindhearted bug who prefers to avoid any trouble. He was able to escape The Infection and avoid the hostile bugs by climbing the top of Kingdom's edge.

Location:
 Bardoon Can be found at Kingdom's Edge

Combat: Players may not kill Bardoon.

Associated Quests
 N/A

Dialogue
 Ohrm... Tiny thing. You climb high. Seek then knowledge of these lands? This ashen place is grave of Wyrms. Once told, it came to die. But what is death for that ancient being? More transformation methinks. This failed kingdom is product of the being spawned from that event.

Notes & Tips
 Bardoon can take a hit from the Nail without taking damage. His massive round tail can be struck, to which he can be heard laughing as he is tickled. He will mention this, asking the Knight if they are the one bothering his tail, and say that he doesn't mind. He is also one of the NPCs that become aware if players try to strike him with a Dream Nail.

NPCs
 Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask

Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Battle Obble LocationColosseum of FoolsHealth70DropsN/ABattle Obble is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter." A Battle Obble was raised in the Colosseum. Although trained for combat, its movements and attacks are still haphazard. They have crafted a tiny mask for it! Is such an extravagance practical I wonder? Battle Obble LocationColosseum of FoolsTrial of the FoolTrial of the Conqueror Battle Obble RewardsN/ABattle Obble Notes & TipsADream Nail can be used on this enemy, revealing what is in their mind. Battle Obbles have increased health compared to an Obble; these beings fly around the room freely and simultaneously releases four fire blobs in an X shaped arrangement. EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Beast's Den Main LocationDeepnestBeast's Den is a Sub-Area Location in Hollow Knight. Beast's Den can be found within Deepnest. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Beast's Den InformationBeast's Den can be found within Deepnest. The Beast's Den serves as the place of slumber for one of the

Dreamers, Herrah the Beast. When the Knight first enters the building, they are encouraged by a group of Distant Villagers to sit on the Bench, after which they become trapped in webbing and taken to a labyrinth further inside. Hornet appears next to her mother's bedside once Herrah has been defeated, provided that Hornet Sentinel was defeated at Kingdom's Edge prior to Herrah's death. In the west part of Beast's Den, there is a shrine-like room with a being strung up. The purpose of this mysterious room is unknown. Using a Spell on this being causes a seal to appear. Items Found in Beast's Den: 1 Grub, 1 Rancid Egg, 1 Geo Deposit, 1 Hallownest Seal. Characters in Beast's Den: Hornet, Distant Villagers, Herrah the Beast, Enemies and Bosses in Beast's Den: Corpse Creeper, Deephunter, Deepling, Little Weaver, Stalking Devout. Beast's Den Notes, Trivia and Notable Loot: Other notes, tips, and trivia. Hollow Knight Sub-Area Locations: Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Belfly Location: Multiple Locations. Health: 5. Drops: 2. Belfly is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Thin wings hide a highly volatile belly. Will give its own life to protect its territory. An angry creature with no regard for its own life. A creature without fear... can it truly be called "prey"? Belfly Location: City of Tears, Ancient Basin, Tower of Love, Kingdom's Edge, Resting Grounds, Royal Waterways, Colosseum of Fools, Trial of the Fool, Trial of the Conqueror. Belfly Rewards: 2. Belfly Notes & Tips: A Dream Nail can be used on this enemy, revealing what is in its mind. These enemies deal two masks of damage upon successfully hitting The Knight. Belflies are creatures that hang from ceilings like bats. They hide in dark areas making it difficult to spot them. A Belfly will let out a shriek once it sees The Knight, revealing its glowing belly, and flies towards The Knight, exploding upon contact. Enemies: Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Bluggsac, Boofly, Carver Hatcher, Charged Luma, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale

Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Bench Bench checkpoints are needed to equip/unequip various Charms or regain health. The following are the actions that can be done at a bench and the events that occur on benches. Benches are the checkpoint areas in Hollow Knight. They are found throughout the areas of Hallownest and act as the spawn points when The Knight dies. Bench Usage Benches are needed for making adjustments to your Charm build, regaining Health Masks, autosave, and more. The effects of "benching" are the following: Autosave Death spawn point Modify Charm build Replenish health Update Map (requires Map and Quill) Respawn Enemies Respawn Lifeblood Cocoons Refill depleted Soul Totems How to Find Bench in Hollow Knight Benches are scattered throughout the game's Locations (see individual location pages for details). On average almost every area you visit will have at least two benches. You can purchase a Bench Pin from Iselda in Dirtmouth. Her shop will be closed until you've spoken to her husband Cornifer, beaten False Knight or progressed into the next area after Crossroads. With this pin, once you've sat on a bench, its location will be automatically displayed on your map. Some benches can only be accessed by paying a toll. Keep a small amount of Geo on your person while exploring new areas in case you find a toll machine. Two benches in Hollow Knight are tied to specific conditions: one at Crystal Peak, where you will need to defeat a boss to bench, and one in Distant Village, where sitting on the bench transports you to Beast's Den. Bench Notes & Tips The appearance of benches varies based on the area you're in! Despite this you're unlikely to miss one, as whenever you approach a bench, a sign will helpfully prompt you to sit down. The trap bench found in Distant Village has the same appearance as the one in Colosseum of Fools (minus the webbing). This type of bench texture is not used anywhere else in the game. While it may be pure coincidence, it could also be hinting at the way Colosseum acquires its combatants when there's a shortage of volunteers. The Knight never gets trapped in the Colosseum, but Zote the Mighty does. Items Arcane Egg, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Birthplace is a Location in Hollow Knight. Please see Walkthrough for other areas. The Birthplace is a sub-area of The Abyss and is located deep within and is the "birthplace" of The Knight and the Vessel siblings, which are now reduced to shade form. General Information Previous: N/A Next: N/A Bosses: N/A Video Walkthrough [video goes here] Map [map goes here] NPCs in the area (Memory) The Pale King (Memory) Hollow Knight Bosses N/A Items Materials & Consumables N/A Equipment & Upgrades Void Heart Key Items Void Heart Enemies Sibling Birthplace Walkthrough The Birthplace The Birthplace is an area that is located deep within The

Abyss. Its entrance can be found at the bottom west side of The Abyss and can only be accessed if The Knight has acquired both pieces of the Kingsoulcharm to form it into one. The Kingsoulcharm is broken into two pieces, half is held by The White Lady, and the other half is with The Pale King. Acquiring the Kingsoul Charm You'll most likely run into The White Lady first and you'll acquire the first half of the charm. The White Lady is located in the Queen's Gardens where you'll have to face and defeat the Traitor Lord first to gain access into her hiding place. To get the other half will be quite challenging since you'll need to grind and obtain 1,800 Essence in order to upgrade the Dream Nail into the Awoken Dream Nail. You'll automatically acquire the Dream Nail once you arrive at the Resting Grounds and when you first encounter the Dream World. You'll then meet Seer who is a merchant that will trade items with you in exchange for Essence. The only difference with the Seer is that you won't be able to view the inventory but instead, you'll have to collect the required number of Essence for each item until the Seer requests for essence in exchange for the Awoken Dream Nail. Gaining Essence is the challenge since there are only two ways that you can collect essence. First, is by challenging the Warrior Dreams, they are scattered around the map but you can learn more about their information in their individual pages here. Not only can you challenge Warrior Dreams, but you can also fight some bosses that have their dream variations like Zote the Mighty, the False Knight, the Broken Vessel, the Dung Defender, and the Soul Master. You can challenge their dream variations by heading to the current location or last known location of these bosses and strike them with the Dream Nail to enter the dream world. And the second way to acquire essence is by looking for Whispering Root trees that are scattered around the map. Striking these trees with the Dream Nail will cause it to burst out a few essence that you can collect. Once you have enough essence and have acquired the Awoken Dream Nail, you'll have to travel to the east side of the Ancient Basin where you will find the Palace Grounds. There isn't much that you can find there, but only a corpse of a King's mould. You'll have to dream nail the corpse with the Awoken Dream Nail in order to transport yourself into the White Palace inside the dream world. From there, you'll have to work your way to the throne room where you'll find the corpse of The Pale King- strike his body multiple times to acquire the second half of the Kingsoulcharm. His body will mysteriously vanish afterward. Upon combining both pieces, you can now travel back to The Abyss and open up the path leading to The Birthplace. A series of events will then happen and at the end will result into The Knight absorbing The Void and acquiring the Void Heartcharm which is an essential charm that you'll need if you want to achieve the Dream No More Ending. Video [video goes here] Map [map goes here] Trivia & Notes: Trivia and notes go here

Hollow Knight Locations

List

Ancestral Mound, Ancient Basin, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Blue Lake Main Location

Resting Grounds

Blue Lake is a Sub-Area Location in Hollow Knight. Blue Lake can be found within the Resting Grounds. The

various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey.

Blue Lake Information Blue Lake can be found within the Resting Grounds. The Blue Lake is a calm, large lake which reflects the blue minerals around it, giving the lake its incandescent blue colour. Its water seeps through the ground to create the rain in the City of Tears, and ultimately fills the pipes and drains in the Royal Waterways.

Quirrel can be found in this area after Monomon has been killed, and Tiso can be encountered here after meeting him in the Forgotten Crossroads. This area is also the last time the Knight encounters Quirrel, who disappears after a final moment is spent with him, granting the Witness trophy/achievement.

Resting Grounds Map Items Found in Blue Lake x1 Rancid Egg

Characters in Blue Lake Tiso, Quirrel

Enemies and Bosses in Blue Lake Tiktik, Crawlid, Vengefly

Blue Lake Notes, Trivia and Notable Loot Other notes, tips, and trivia.

Hollow Knight Sub-Area Locations Beast's Den, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Bluggsac Location Multiple Locations

Health 20

Drops Rancid Egg

Bluggsac is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.

Placid but putrid creature. Holds rancid eggs within its gut. Easily tracked down if you have a sense of smell. I strongly suggest you do not eat its eggs.

Bluggsac Location Deepnest, Blue Lake, Crystal Peak, City of Tears, Kingdom's Edge, Queen's Gardens, Royal Waterways

Bluggsac Rewards Rancid Egg

Bluggsac Notes & Tips Bluggsacs is a source of infinite SOUL only if a Dream Nail is used to strike them. A Bluggsac is a creature that does not strike back upon hitting it, nor do they deal with any damage upon contact.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Boofly, Carver Hatcher, Charged Luma, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale

Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Boofly Location Kingdom's Edge Health 40 Drops 8 Boofly is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Large, docile creature that peacefully buzzes around in the caverns of Kingdom's Edge. Too slow to escape you and too large to hide from you. This prey will not challenge you, but sometimes it is good to take things easy. Boofly Location Kingdom's Edge Boofly Rewards 8 Boofly Notes & Tips A Dream Nail can be used on this enemy, revealing what is in their mind. They can be used as a way to traverse the area by performing a down attack, allow you to pogo off their bodies. Booflies are insects that float in the air and only attack when you strike it. Upon killing it, their bodies will fall onto the ground and will explode after a brief moment. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Carver Hatcher, Charged Luma-fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Bosses in Hollow Knight are characterized in the game as Enemies that have a higher amount of health and does more damage, unlike the normal enemies that wander around the map. These Bosses are special and important since some are needed to be defeated in order to progress through the main game, to complete a Quest or to clear an area, while some drop important Items. Below is a list of the known Bosses along with its alternate

versions, Warrior Dreams, and bosses that have been added in DLCs. You may also check ourNPCs pageto learn more about the inhabitants of the forgotten kingdom.

Hollow Knight Bosses

Broken Vessel"...Brooding Mawlek"...Alone...Alone..."The Collector"A safe space, for you! And you! And you!"Crystal Guardian"...Die...Leave...Die..."Dung Defender (Boss)"...For thehonourof Hallownest!"False Knight"This great shell...It belongs to me!"Flukemarm"...Breed..."God Tamer"I'll kill you!"Gruz Mother"...Danger...Tired...Kill..."Hollow Knight"...No mind, the usurper...Only strength..."Hornet (Boss)"Come no closer, ghost."Mantis Lords"...At last a true challenger..."Massive Moss Charger"...Hungry...Hungry..."Nosk"...Oblobble"...Hurt...Kill...Hurt...Kill..."The Radiance"...I DO NOT FEAR YOU..."Soul Master"The King falls, but I live forever!"SoulTyrant"Did their souls bring me closer to the light?"Soul Warrior"...This power...What did it cost?"Traitor Lord"...Intruder...Destroy..."Uumuu"...DO NOT DESPAIR..."Vengefly King"...Defend...Kill..."Watcher Knight"Defend...Seal..."Zote the Mighty (Boss)❖Begone! Lest I draw my nail❖❖Grey Prince Zote❖My Queen❖ I do it all for you!❖Failed Champion❖I❖m braver than all of you!❖White Defender"Your Majesty... Have faith in me!"Lost KinHollow Knight DLC Bosses

Brothers Oro and Mato"Brothers always fight together!"Great Nailsage Sly"Point your nail at the thing you seek!"Paintmaster Sheo"What is a god, if not an artist?"Troupe Master Grimm (Boss)"Well met, my friend. Well met. I am Grimm, master of this troupe."Hive Knight"When you wake... the Hive..."Nightmare King Grimm

Winged Nosk

Hollow Knight Warrior Dreams

Warrior Dreamsin Hollow Knightare unique bosses that The Knight can locate and challenge by using the Dream Nail. Eliminating a Warrior Dream will grant you a large amount of Essence as a reward - Dream Nailing a Warrior Dream will automatically start the battle. Dream Warriors are scattered around the map, and purchasing a Warrior's Grave PinfromIseldawill allow you to locate the area of a Warrior Dream via the Map.

Elder Hu"Beware dreams of glory, child. Turn back, and do not return."Galien"So then... shall we do battle? Let us test our strength in joyful combat!"Gorb"Bow! Bow bow bow bow to Gorb!"Markoth"You have come a long way, just to die here at the edge of the world."Marmu"Shall we wait together, stranger? Shall we play together?"No Eyes"My child... can you still see? Please, don't hurt me!"Xero"Cursed are those who turn against the King."

Bretta

Location

Dirtmouth

Fungal Wastes

Bretta is an NPC in Hollow Knight. Bretta is a lonely beetle and a hopeless romantic.

Bretta

Information

Bretta is a lonely young beetle who, after being rescued and found at theFungal Wastes by the Knight, will move to her house inDirtmouth. Inside her house, players will learn that she has fallen in love with the Knight and will also find countless materials depicting the Knight, such as paintings, dolls, and even romantic diary entries about them. However, if players choose to saveZote the Mightytwice and then defeat him at theColosseum of Fools, Zote will move to Ditmouth where the two will meet. Bretta then grows fond of Zote, changing and showing all her dedications to Zote instead of the Knight. Bretta imagines Zote to be a mighty, invincible warrior, who she dreams up asGrey Prince Zote, which the Knight can defeat in her dreams, granting an achievement.

Location:

Bretta Can be found at the Fungal Wastes, southeast of Mantis Village, past the Dashmaster statue and through difficult parkour.

Progression:

Bretta moves to her house in Dirtmouth, and falls in love with the Knight

for saving her. However, after you defeat Zote the Mighty in the Colosseum of Fools, he goes back to Dirtmouth, and Bretta falls in love with him. A secret room beneath her house will then become accessible, where you can fight a dream battle with her fantasy of Zote, known as Grey Prince Zote. When you defeat Grey Prince Zote, Bretta loses confidence in the real Zote, and eventually she leaves Dirtmouth, never to return.

Combat: Players may not kill Bretta.

Rewards: Finding and speaking to her unlocks her house in Dirtmouth and a Mask Shard, in addition to what might be her diary.

Associated Quests
Bretta (Quest): After you find and rescue her at the Fungal Wastes, she will head back to Dirtmouth and stay in her house. Inside her house, players will find dedications to the Knight, as she has grown fond of them after being rescued.

Related NPCs: Zote the Mighty (Grey Prince Zote)

Endings impact: None, but her fate can be influenced by your actions. Choosing to save and defeat Zote the Mighty at the Colosseum of Fools will cause Bretta to show her infatuation to Zote instead of the Knight. This unlocks a basement with a statue of Zote in her house. If the Knight hits the statue with the Dream Nail and defeats Grey Prince Zote 4 times, Bretta decides to set out on her own and leaves Hallowest.

Dialogue
Ohhh... please... don't leave me behind! You... forgot about me...? I knew you would... everyone always forgets about me... Oh?! Who are you? Your face... you're so... so... I-I'm sorry. I got lost, I don't know how I ended up here. I... you came here to rescue me, Bretta? The girl that everyone just... ignores? Sorry, when I look at your face I can hardly... I just can't believe you came all the way down here to rescue me. I didn't think anybody... Sorry... I mean, thank you. I'd better go. Back to town I mean. I'd better get home. Thank you.

Notes & Tips
Bretta and Sly are the only two bugs who are able to stop The Infection from consuming their mind and body on their own after the Knight interacts with them.

NPCs
Bardoon, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Bretta **Reward** Mask Shard **Location** Dirtmouth Fungal Wastes

Prerequisite Rescue Bretta. Bretta is a Quest in Hollow Knight. Quests can provide rewards from items, unlocking Trophies/Achievements, and uncovering more information to the lore. Quests can only be activated by speaking to NPCs.

Bretta Objectives
Rescue Bretta. Defeat and rescue Zote the Mighty at the Colosseum of Fools.
Defeat Grey Prince Zote 4 times. Bretta

Locations
Dirtmouth Fungal Wastes
Bretta Walkthrough
To start things off, you will need to rescue Bretta from succumbing to the infection. She can be located in the southern area of Fungal Wastes near the Royal Waterways. The area is quite challenging to traverse, so you will need to acquire Mantis Claw and Mothwing Cloak to aid you with reaching Bretta's location. Once you've reached the platform, similar to Sly, you'll find an almost infected Bretta, whose sanity comes back once you speak to her. She will thank you and return to her home in Dirtmouth. Bretta's house is

the one at the farthest right. Now you'll be able to unlock the inside of her house. You will find her sleeping, a Mask Shard as a reward, her diary for you to read, and at the background trinkets resembling The Knight, which implies that she has grown fond of The Knight for rescuing her and shows it by making figures and paintings of The Knight. Sometimes she will show up on the Dirtmouth bench outside. She will make a little "oh!" sound as you approach. You can sit next to her, and she will blush. This unlocks a new entry in her diary. It may look like the quest has ended, but it doesn't stop there. As you continue your journey, you will encounter Zote the Mighty twice in Greenpath and Deepnest who seems to be caught up in the middle of danger. You'll encounter him almost being eaten and trapped, and you must save him twice before encountering him at the Colosseum of Fools. At the Colosseum of Fools, he will be the final boss at the Trial of the Warrior - all you have to do is defeat him to advance the quest. After the most difficult battle, having defeated Zote the Mighty, head back to Dirtmouth where you'll find a mesmerized Bretta listening to the ever-mighty Zote. Listen in on the conversation, and you will learn Zote has appropriated your victory at the Colosseum. Once you're done listening to the conversation, head back to Bretta's house where you'll find all the trinkets created in the image of The Knight have now been replaced with portraits and entries of Zote the Mighty. It may look like her obsession stops there. Inspect the middle part of her house to head down into the basement where you'll find a reimagined statue of Zote, the Grey Prince Zote. At this point, make sure you have the Dream Nail - as hitting the statue with the Dream Nail transports you into the dream world and the boss arena of Grey Prince Zote. Come prepared, as he is a very tough boss (unironically this time). To close this quest, defeat Grey Prince Zote 4 times. This will cause Bretta to leave Dirtmouth. Elderbug mentions that Bretta has left town to overcome her problem of obsession and worshipping heroes and wishes to discover herself. Although he also mentions that she headed into the Howling Cliffs, Bretta cannot be found in that area. Bretta Notes & Notable Loot Mask Shard - once you save her and come back to Dirtmouth. Defeating Grey Prince Zote awards 300 Essence, but only on the first kill. Quests A Nailsmith's Obsession, Delicate Flower (Quest), Dream No More, Grubfather's Lament, Millibelle (Quest), Nailsage's Pride, Secret of the Stagways, The Grimm Troupe (Quest)

Broken Vessel Location Godhome Ancient Basin Health 525 Reward Monarch Wings Broken Vessel is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Shattered corpse, reanimated by infected parasites. The shape of this creature... I have seen something like it before. More than once, perhaps. It looks a little like the bugs of Hallownest, but not quite the same. Where did these empty little wanderers come from? - Hunter's Journal entry on Broken Vessel
Broken Vessel Location Godhome (Mini-boss) Main Location: Ancient Basin, at the west end

of the area. This boss is optional and does not need to be defeated to advance the story. Broken Vessel Rewards: Monarch Wings, Broken Vessel Strategies. Strategy Writeup: This boss is aggressive since most of the time it will lock onto The Knight, will have mix-ups with its attacks, and will most likely have most of the area spawned with annoying Infected Balloons. So the first thing to keep in mind is to have the right Charms, Spells, and Nail Art equipped before heading into battle. Charms: First you would want to consider having Quick Focus equipped as it will help you recover your health quickly while trying to avoid and close in for attacks. Second, having a defensive charm such as Thorns of Agony, Defender's Crest, or Spore Shroom will work so that you can inflict damage even when taking damage, by running and jumping inside the arena, or by using FOCUS. And finally, the Grub Song charm. Since it is most likely that you will take damage from its annoying spawn ability, it would be better to have the Grub Song charm equipped so that you can recover SOUL while taking damage. Spells and Abilities: Whichever Spell you have acquired will help you with inflicting more damage on this boss. Spells like Vengeful Spirit or Shade Soul will definitely work with dealing damage from a distance especially if The Broken Vessel will perform an attack that requires it to channel or concentrate first. Desolate Dive is also a helpful spell where you can inflict damage while avoiding any projectile attack it has such as the constant spawn or releasing of Infected Balloons. And of course, the Mothwing Cloak or Shade Cloak ability will be your best friend in terms of constantly dashing and avoiding this boss' attacks. Note: if you are focused on using your Spells more rather than The Nail, make sure you have the Shaman Stone and Spell Twister charms equipped which will strengthen the damage of spells and reduce the SOUL cost of casting spells. Melee Attacks: The Broken Vessel has an increased length of The Nail making it easier to inflict damage even from a distance. So having a charm equipped such as Long Nail or Mark of Pride will make the battle fair, providing The Knight an increased range of the slash attack coming from The Nail. Stagger: At some point, after landing a couple of attacks, you will hear a more prominent slash attack where it will cause the boss to stagger. The Broken Vessel will get knocked back and will become motionless with their head tilted back, allowing you to follow up with an even stronger attack. The Broken Vessel will recover from either not attacking after a brief moment or after hitting them with whichever attack you choose to do so. Attacks & Counters. Attack Counter Phase 1: Leap Attack. This attack is where the Broken Vessel will try to jump over and land on The Knight, dealing damage upon contact. Simply use Mothwing Cloak or Shade Cloak to avoid where it lands. Aerial Dash Slash. The Broken Vessel will jump and charge mid-air and follow up with a dash attack with the Nail towards The Knight's direction. You can avoid this by composing yourself while it charges mid-air followed by jumping over it to perform a downward strike. Overhead Attack. This attack is quite tricky as it will start up similar to a leap attack, the only difference is after charging in place, it will look up before it begins to attack. The Broken Vessel will stay in its position only to swing its Nail from left to right in an overhead direction for times. It's best to keep your distance and use ranged attacks to continuously deal damage. Aerial Slam. While staying in a spot for a brief moment, The Broken Vessel will jump high on top of The Knight, stops, and will slam straight down onto the ground with its Nail following up with releasing four balloons of infection that will slowly float from underneath the ground. It's best to dash before it

slams down, and following it up with attacking from above it to also avoid the floating projectiles. Ground Dash Slash Similar to the Aerial Dash Slash, instead of jumping, charging mid-air, and dashing to attack, The Broken Vessel will instead charge on the ground and will follow up with a dash attack with its weapon towards The Knight. You can simply keep your distance before jumping over it to counter it with a downward attack. Spawn Ability While The Broken Vessel keeps you busy with avoiding its attacks, it will also spawn Infected Balloons that will slowly float towards The Knight's direction. You will notice that it starts to spawn one when you see an orange goo start to form in the air, these beings will appear randomly at any point of the battle. It is recommended to prioritize taking these balloons out first before The Broken Vessel in order to focus on the greater threat. Rapids of Infected Balloons This attack consists of The Broken Vessel violently banging its head to release rapid waves of Infected Balloons. These balloons will come from underneath the ground and float into the air causing it to almost fill the area with these blobs. It is highly recommended to keep your distance and watch the movement of the balloons in order to avoid it. Broken Vessel Lore The Broken Vessel was once a vessel just like The Knight who was created by The Pale King and The White Lady. There are many broken vessels that can be found in The Abyss. Vessels were created to perform one task, which is to contain The Infection, however, many vessels have failed and have perished or broken due to it being unpure to contain its power- in order to contain The Infection, the vessel must be pure, it must be completely hollow, which implies that a vessel must have been filled with the Void in order to be pure and hollow. Upon encountering the Broken Vessel, it may seem like an ordinary corpse of a vessel with a broken head. But as soon as you walk in the arena, the path you walked in will close, the ground will start to shake and will be filled with dust, and Lightseeds will appear and will start to gather into the vessel's broken head that will soon become the Broken Vessel. Once you've defeated the Broken Vessel, the large blob of infection blocking the next area at the right-hand side will unlock where you will find the Monarch Wings- the corpse of the Broken Vessel will remain on the ground where you can use the Dream Nail on to trigger a Dream Boss Battle, Lost Kin, another variant of the Broken Vessel. Broken Vessel Notes & Trivia Defeating the Broken Vessel unlocks the "Release" Trophy/Achievement. Bosses Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Brooding Mawlek Location Godhome Colosseum of Fools Forgotten Crossroads Health 300 Reward Mask Shard Brooding Mawlek is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on

the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Ferocious but extremely social creature. Becomes aggressive if not able to mingle with its own kind. I hear this beast crying out sometimes as I prowl the caverns, although I've never actually laid eyes on it. Who or what is it calling for? As far as I can tell, its voice is never answered.

Brooding Mawlek Location Godhome (Mini-boss) Colosseum of Fools (Mini-boss) Trial of the Fool Main Location: Forgotten Crossroads, located at the farther left part on the map of this area.

Brooding Mawlek Rewards Mask Shard

Brooding Mawlek Strategies Strategy Writeup

The Brooding Mawlek is a difficult boss to deal with. As it remains in the middle of the arena, moving left and right while executing its attacks - it constantly shoots out blobs of infection, has a melee attack using its claws if you get too close and later gets aggressive by mixing up its attacks by leaping and covering the area with more projectiles. A couple of Charms can help with defeating this boss and increasing your survivability. Charms like Quick Focus will help you recover health quickly, Thorns of Agony will allow you to inflict damage after taking a hit, as well as the Grub Song charm that is also helpful as you regain SOUL from taking damage. It is also important that you try to keep your distance to avoid any damage, so having the Long Nail or Mark of Pride charm can make it easier to land your strikes while keeping a safe distance. For the Spells and Abilities, Desolate Dive is a useful spell as you can both avoid any attacks and deal damage at the same time. Vengeful Spirit and Shade Soul can also be used if you want to maximize the distance and still inflict damage. So be mindful that if you are coming into battle with using your Spells more, be sure to have the Shaman Stone and Spell Twister charms equipped to elevate the effectiveness of your spells. As for how to approach this tricky boss, make sure to have the Mothwing Cloak or Shade Cloak abilities as you will be frequently dashing and avoiding the blobs it spits out. While it performs its spitting attack, always maintain a safe distance and strike using The Nail or Spells to still be able to get a reach of the boss (we will assume you have the Long Nail or Mark of Pride charms equipped). ALWAYS keep your distance since it is useless to stand close to it, as you will definitely take damage from its claws. Once it starts to become aggressive, it will begin to switch up its attack with a leaping attack and a vomiting attack - this is where the dash abilities will come in handy. For the leaping attack, always remember that the first leap will jump towards The Knight's direction, and the second leap will have it jump back onto the middle platform. So always dash towards the middle during the first leap and dash out towards the left or right side of the arena during its second leap. The vomit will be the most difficult part to avoid since it will cover most of the part of the arena with blobs of whichever The Knight is standing on. To avoid this, you can simply jump and dash towards the opposite area before this creature vomits the cluster of blobs. You will have a brief window of doing this since the Brooding Mawlek will need to charge up before it releases the blobs. Also, be sure to have The Nail upgraded by speaking to the Nailsmith in order to gain a permanent increase of damage to The Knight's primary weapon.

Attacks & Counters Attack Counter Phase 1 Downward Slash Attack

The Brooding Mawlek has a melee attack where if The Knight is quite close to the boss' claws, it will raise its claw to perform a downward almost forward-like attack. It can execute this attack while performing other

attacks at the same time. It is recommended to keep a fair distance from the boss to avoid any extra damage.

Spitting InfectionThis attack is the primary attack of the boss where it constantly spits out blobs of infected balloons that shoots towards whichever direction The Knight is standing on. It doesn't lock onto the player, but only pops out and lands on The Knight's direction.

Leaping MawlekThe Brooding Mawlek will lock onto The Knight and leap twice towards its direction. To identify if it will start to leap, it will stop moving from side to side and will stay in place for a brief moment before leaping in for the attack.

Multiple VomitThe last attack consists of a projectile attack where the Brooding Mawlek will focus for a brief moment and follow up with vomiting a large cluster of infected blobs. These do not lock onto The Knight but covers a huge area of whichever The Knight is standing on of the arena.

Brooding Mawlek LoreThe Brooding Mawlek as per The Hunter is a ferocious yet sociable creature who is able to mingle with its own kind. It is the last of its kind, so it constantly cries out hoping for another of its kind will answer and reunite. However, there are different variations that can be found such as the Lesser Mawlek or the Mawlurk, it still is unknown if they are different stages of growth for its species or are different from one another.

This boss battle will begin where once you step inside the arena, its paths will be locked and the Brooding Mawlek will jump in from the background. Defeating it implies that you have killed the last of its kind and are extinct - you will be rewarded with a Mask Shard after the battle.

Brooding Mawlek Notes & TriviaA smaller Brooding Mawlek can be fought in the Colosseum of Fools. It may be killed by the Brooding Mawlek in the Colosseum of Fools.

BossesBroken Vessel, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Umuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Brothers Oro and Mato LocationGodhome

Health2100

Reward??

Brothers Oro and Mato is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Brothers of the nail, trained in combat by the Great Nailsage. "Gods by toil and nail bound, Brothers sworn to guard the weak, Masters of the sacred ground, Help Us find the God We seek!" - Prayer to the Masters

Brothers Oro and Mato LocationGodhome

Last boss in the Pantheon of the MasterBrothers Oro and Mato

RewardsRewards ??

Brothers Oro and Mato StrategiesStrategy Writeup

The brothers are fought in Godhome and appear as the final boss in the Pantheon of the Master. Once you start the battle, you'll first face off with Oro - Oro fights with three of his attacks, the Double Slash, Leap Attack, and his signature Nail Art: Dash Slash.

Fighting Oro alone is quite easy since you can dodge most of his attacks and you can predict where he will land whenever he performs the leap attack. Just be careful of his Dash Slash because this attack allows him to dash towards The Knight where he covers most of the arena, so always remember to time your jumps or dash/phase through him. After dealing with 400 damage, Mato jumps in the arena and fights alongside his brother. This is where it gets tricky, Mato's attacks are similar to Oro, the only difference is that Mato uses his own signature move, Cyclone Slash, and has a shorter cooldown allowing him to quickly recover and telegraph another attack. Another thing to take note of is that they also fight defensively where they block The Knight's basic attacks with their Nail. Timing your dodges and attacks will be a bit easy for you since most of their attacks require them to charge for a brief moment. If they perform their Nail Art attack, they have about a second before they actually release the attack. If they try to jump for a leap attack, they stop midair allowing you to predict where they will land and also giving you the window to dodge or perfect your spacing to dodge and attack at the same time. Being aggressive here is also a fun tactic since the brothers tend to stick to each other, you can spam them with your Spells by using Shade Soul or Vengeful Spirit allowing you to attack both of them. If they try to leap into the air an assurance of landing damage can be dealt with by using Abyss Shriek or Howling Wraiths- just be mindful that if you plan on using your Spells more often to equip Shaman Stone and Spell Twist to increase the effectiveness of your spells. At some point, there will be moments in the battle where you get cornered and the only way to dodge is to dash. If you have the Shade Cloak or Mothwing Cloak ability, be sure to have Sharp Shadow equipped so that you can deal damage and evade at the same time.

Attacks & Counters

Attack Counter Phase 1

Double Slash Similar to the Watcher Knight, both Oro or Mato will swing their Nail twice. First, in a backhand swing followed by an overhead swing, you will need to be mindful since this attack has a good range where it can reach The Knight. It can also be performed individually, simultaneously or at the same time by the brothers. Just be sure to not get in between them and if you are cornered, dash away using the Mothwing Cloak or Shade Cloak ability.

Leap Attack Oro and Mato can perform this attack individually, simultaneously, or at the same time. You can easily avoid this attack by dashing if you watch where they will land once they leap into the air. There is a brief moment where they will stop mid-air before dropping down, however, make sure to keep your distance since they immediately jump backward to telegraph another attack.

Dash Slash Oro executes his signature Nail Art, Dash Slash. You can jump over him twice in order to avoid his attack, assuming you have already acquired Monarch Wings. You will identify if Oro will use Dash Slash once he charges in place and you will have about a second and a half time to jump at the right time. Take note that you will have to jump on him or dash towards him since this attack covers the whole arena.

Phase 2

Brotherly Love After Oro takes 400 damage, Mato jumps in to aid his brother in battle. Mato has the same basic attacks similar to Oro but instead performs his signature Nail Art in between the battle - both brothers mix-up their attacks by either attacking simultaneously, individually or at the same time. One of them also blocks your basic attacks.

Cyclone Slash As soon as Oro is defeated at the first encounter, Mato jumps in to aid his brother. Mato performs his signature Nail Art, Cyclone Slash. This attack covers most of the arena and allows Mato to land a hit on The Knight because of

the range and movement. There are a couple of ways to avoid this attack, if there is enough space for you to move around, always dash towards Mato since his attack starts off with him spinning above the ground and later spins back down, so dash towards him if you can to get underneath him. If you are cornered and he starts to spin, you can climb up the wall and jump away to avoid it - you can also pogo off Mato while he spins by doing a downward slash in mid-air.

Brothers Oro and Mato Lore
 Brothers Oro and Mato are Nailmasters that have been trained by Sly, the great Nailsage, alongside their third brother Nailmaster Sheo. Each one of them specializes in a Nail Art. When encountered in the main game, they will bestow their skills and knowledge upon The Knight. While the three brothers seem to have had a falling out in their relationship due to an unknown and unfinished business that happened in the past, these two seem to still have a tight bond and help each other in the battlefield.

Brothers Oro and Mato Notes & Trivia
 The "Brotherhood" Trophy/Achievement can be obtained after defeating them. Originally, Team Cherry wanted players to fight the Nailmasters individually in order to learn a Nail Art.

Bosses
 Broken Vessel, Brooding Mawlek, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Brumm Location: Dirtmouth Howling Cliffs Distant Village
 Brumm is an NPC added in the DLC of Hollow Knight, The Grimm Troupe. Brumm is a member of The Grimm Troupe who plays the accordion.

Brumm Information
 Brumm is a strange bug, an accordionist, and can be found just inside Grimm's tent. He is the most loyal member in the troupe and seems to care very much about Grimm, but later starts to question the harmless ritual of fiery rebirth made by his master, even though it does no harm to anyone and is part of a natural life-cycle. Brumm's rebellious thoughts lead him to believing falsehoods and becoming prideful. Eventually, Brumm becomes a traitor to Grimm and tempts The Knight banish The Grimm Troupe from Hallownest if players choose to join him.

Location: Brumm can be found at Dirtmouth, inside the Grimm Troupe's tent.

Progression: Brumm moves to the Distant Village if you choose to meet him and join him in his act of rebellion.

Combat: Players may not kill Brumm.

Rewards: Unlocks the Banishment Achievement/Trophy if you ask him to aid you in casting out the Troupe.

Associated Quests
 Brumm appears with The Grimm Troupe, and gives the Knight advice throughout your journey to collect flames for the Grimm child. When collecting flames from highest ranking Grimmkin, Brumm can be found in the Distant Village, with a free flame. When you take it, he says that he wants to banish the Grimm Troupe, revealing that he has become a traitor, and if you want to help him, then you can go back to Howling Cliffs. If you assist him in banishing the Troupe from Hallownest, when you go back to Dirtmouth, the Grimm Troupe will not be there, and you can find an NPC called Nymm (who is obviously the traitor Brumm in disguise) in the town, playing the Dirtmouth theme on his accordion.

Dialogue...
 Mrmm. Very good. The child burns with flame. Master... is waiting for you. Mrmm.

Notes & Tips
 The accordion Brumm plays resembles

some kind of worm-like larva.NPCsBardoon,Bretta,Charm Lover
Salubra,Cloth,Confessor Jiji,Cornifer,Distant
Villagers,Divine,Dreamers,Dung Defender,Elderbug,Eternal Emilitia,Fluke
Hermit,Godseeker,Grey Mourner,Grimmsteed,Grub,Grubfather,Herrah the
Beast,Hornet,Iselda,Leg Eater,Little Fool,Lurien the Watcher,Mask
Maker,Midwife,Mister Mushroom,Monomon the Teacher,Moss
Prophet,Moth,Myla,Nailmaster Mato,Nailmaster Oro,Nailmaster
Sheo,Nailsmith,Nymm,PoggyThorax,Quirrel,Relic Seeker Lemm,Seer,Sly,Snail
Shaman,Songstress Marissa,Steel Soul Jinn,The Hunter,The Last Stag,The
Nightmare's Heart,The Pale King,The White Lady,Tiso,Troupe Master
Grimm,Tuk,Unn,Vessel,Willoh,Zote the Mighty

Carefree Melody Cost:Geo:N/ALocation:DirtmouthEffect:Contains a song
of protection that may defend the bearer from damage.CarefreeMelodyin
Hollow Knight is one out of the 45 Charms that is found in the game.
These charms are special items that provide The Knight buffs that will
help with both traversing Hallownest and battling its foes. Charms
require Notches and can only be equipped and unequipped while having The
Knight sit on a bench.Carefree Melody Information"Token commemorating the
start of a friendship."Carefree Melody is a charm that contains a song
that protects The Knight from any damage after receiving a number of
hits. This effects of this charm will also work with certain charms like
Thorns of Agony, Stalwart Shell, and Hiveblood.After the charm is
activated, a percentage of it to reactivate will depend on the number of
hits The Knight receives:0 Hits - 0%1 Hit - 10%2 Hits - 20%3 Hits - 30%4
Hits - 40%5 Hits - 50%6 Hits - 60%7 Hits and more - 90%Carefree Melody
AcquisitionLocation:DirtmouthAcquisition: To obtain this charm, speak to
Nymmafter banishing the Grimm Troupe.Carefree Melody NotesThis charm is
available in the DLC: The Grimm TroupeCharms can only be equipped and
unequipped by using a bench.Equipping the Thorns of Agony charm along
with Carefree Melody will allow The Knight to release the thorns while
negating any received damage.The effects of charms like Stalwart Shell,
Baldur Shell, and Hiveblood will still work while Carefree Melody negates
any damage taken.Carefree Melody's effect does not prevent the Delicate
Flowerfrom being destroyed and becoming the Ruined Flower.CharmsBaldur
Shell,Dashmaster,Deep Focus,Defender's Crest,Dream
Wielder,Dreamshield,Flukenest,Fragile Greed,Fragile Heart,Fragile
Strength,Fury of the Fallen,Gathering Swarm,Glowing
Womb,Grimmchild,Grubberfly's Elegy,Grubsong,Heavy Blow,Hiveblood,Joni's
Blessing,Kingsoul,Lifeblood Core,Lifeblood Heart,Longnail,Mark of
Pride,Nailmaster's Glory,Quick Focus,Quick Slash,Shaman Stone,Shape of
Unn,Sharp Shadow,Soul Catcher,Soul Eater,Spell Twister,Spore
Shroom,Sprintmaster,Stalwart Shell,Steady Body,Thorns of
Agony,Unbreakable Greed,Unbreakable Heart,Unbreakable Strength,Void
Heart,Wayward Compass,Weaversong

Carver Hatcher LocationFailed TramwayHealth35Drops25Carver Hatcher is an
enemy in Hollow Knight.The enemies are creatures that have succumbed into
The Infection and has turned them into hostile beings who are determined
to kill anyone who crosses their path. Acquiring the Hunter's
Journalallows The Knight to acquire additional notes on an encountered
and defeated enemy such as bits and pieces of lore, information on how to
deal with the enemy, and information on The Hunter.Flying creature that
fires out dirtcarvers from its body when potential prey comes close.Are

these creatures the mothers of the dirtcarvers? They appear only loosely related. But then how do the dirtcarvers get inside of the hatcher? A confusing situation.

Carver Hatcher Location
Failed Tramway
Carver Hatcher Rewards
25 Carver Hatcher Notes & Tips
 These beings spawn up to 5 Dirtcarvers that deal damage upon contact. Immediately after spawning, it will fly in to try and attack The Knight.

Enemies
 Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Cast-Off Shell Main Location
Kingdom's Edge
Cast-Off Shell is a Sub-Area Location in Hollow Knight. Cast-Off Shell can be found within Kingdom's Edge. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey.

Cast-Off Shell Information
Cast-Off Shell can be found within Kingdom's Edge. **Cast-Off Shell** is a sub-area within Kingdom's Edge and can be located at the very east of the area. The place is the decaying shell of the Pale King's Wyrn form which is causing the perpetual ash blanketing Kingdom's Edge. **Hornet** can also be fought here, you'll find her guarding access to the King's Brand. You'll find the King's Brand at the end of Wyrn's carcass inside a pale broken egg.

Kingdom's Edge Map
Items Found in Cast-Off Shell
King's Brand
Characters in Cast-Off Shell
Enemies and Bosses in Cast-Off Shell
Hornet
Cast-Off Shell Notes, Trivia and Notable Loot
Other notes, tips, and trivia.
Hollow Knight Sub-Area Locations
Beast's Den, **Blue Lake**, **Crystallised Mound**, **Distant Village**, **Failed Tramway**, **Fungal Core**, **Hallownest's Crown**, **Hidden Station**, **Joni's Repose**, **Junk Pit**, **King's Station**, **Lake of Unn**, **Land of Storms**, **Overgrown Mound**, **Palace Grounds**, **Path of Pain**, **Pleasure House**, **Queen's Station**, **Shrine of Believers**, **Spirits' Glade**, **Stag Nest**, **Stone Sanctuary**, **Tower of Love**, **Watcher's Spire**, **Weaver's Den**

Channelled Nail **Damage:**13 **Requirements:**800, 1 Pale Ore
Channelled Nail in Hollow Knight is an upgraded form of the Nail, which is the weapon used by

The Knight. The Nail is the primary means of dealing damage to Enemies and Bosses, and can be upgraded a total of 4 times. The Channelled Nail is the second of four upgrades that can be obtained for the Knight's Nail, sporting more than double its base form's damage. See the Nail page for an overview of combat mechanics and moves pertaining to the Channelled Nail. A cleft weapon of Hollow Knight. The blade is exquisitely balanced. Hollow Knight Channelled Nail Information The Channelled Nail has a base damage value of 13 which is used in the calculation for total damage dealt for attacks and effects that take Nail Damage into account. Nail Damage is affected by the following charms: Fragile Strength/Unbreakable Strength Fury of the Fallen Nail Damage also affects the damage dealt by Nail Arts. How to get the Channelled Nail in Hollow Knight The Channelled Nail is the second upgrade available for the Nail and is forged by the Nailsmith from the Sharpened Nail after providing him with the following resources: Geox 800 Pale Ore x 1 Pale Ore is a rare material used to upgrade the Nail. Starting from the Channelled Nail, all subsequent Nail upgrades require 1 or more Pale Ore in addition to Geo. There are a total of 6 pieces of Pale Ore that can be found throughout Hollow Knight and finding them is not an easy task. See the Pale Ore page for all locations and instructions on how to obtain this resource. How to Upgrade the Channelled Nail in Hollow Knight The Channelled Nail can be upgraded by the Nailsmith into the Coiled Nail. Upgrading into the Coiled Nail increases its base damage to 17 and requires the following: Geox 2,000 Pale Ore x 2 Hollow Knight Channelled Nail Notes & Tips Nails are bladed weapons akin to swords and are used in a similar fashion, with slashing strikes forming the basis of their attacks. Nails are prevalent in Hollow Knight and are used by its guards, soldiers and other warriors. Nails can be seen wielded by various Enemies, Bosses and NPC's that The Knight encounters. The denizens of Hollow Knight also wield other weapons that appear to be variations of the Nail such as the Mantis Lords' spears and Hornet's Needle. The "channel" in Channelled Nail refers to the grooves cut into the blade's face where it meets the handle, visible in the equipment menu. Also known as fullers in traditional blacksmithing, these grooves aid in making blades lighter, which is reflected in the Channelled Nail's description of being well-balanced. Note that this property does not actually affect the weapon's swing-speed and is simply stated for flavor. While Nail appearances change in the menu as you upgrade them, these changes are not visible on The Knight's sprite when wielding the weapon. All Nails in Hollow Knight Coiled Nail, Old Nail, Pure Nail, Sharpened Nail

Charged Luma fly Location Multiple Locations. Health-Drops N/A Charged Luma fly is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. When threatened they cluster together, generating electricity. They usually drift about peacefully, but sometimes they cluster together and spit out a sharp, crackling flash that will stun and burn even large beasts like myself. Watch closely for an opening and move past them quickly. Charged Luma fly Location Greenpath Fog Canyon Teacher's Archives Charged Luma fly Rewards N/A Charged Luma fly Notes & Tips These

beings cannot be killed and emit an electric attack. A journal regarding this being can be found at the Teacher's Archives in Fog Canyon, where a cluster can be found inside a tank used for experiments.

Enemies: Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Charm Lover Salubra Location: Forgotten Crossroads

Charm Lover Salubra is an NPC in Hollow Knight. Charm Lover Salubra is a merchant who handles a Charm store. Charm Lover Salubra Information: Charm Lover Salubra is a slug who seems to be unaware of the events happening outside of her shop. She believes that all the residents are still alive and that the Kingdom of Hallownest is still standing tall. She is one of the game's merchants who sell Charms and Notches. In order to find her, players will need to head southeast of the Forgotten Crossroads, defeat the boss Gruz Mother and acquire the Abilities Mothwing Cloak or Mantis Claw, this will allow you to close in on the gap to reach her shop.

Location: Charm Lover Salubra

Can be found at the South-Eastern side of the Forgotten Crossroads

Combat: Players may not kill Charm Lover Salubra.

Rewards: After collecting 40 Charms, she will sell the Salubra's Blessing Charm for 800.

Associated Quests: N/A

Collect 40 Charms to unlock the last item in her shop, Salubra's Blessing.

Charm Lover Salubra's Shop

Item	Price (Geo)
Lifeblood	250
Heart	250
Longnail	300
Steady Body	120
Shaman Stone	220
Quick Focus	800
1st Notch (after obtaining 5 charms)	120
2nd Notch (after obtaining 10 charms)	500
3rd Notch (after obtaining 18 charms)	900
4th Notch (after obtaining 25 charms)	1400

Acquire 40 Charms

Salubra's Blessing 800

Dialogue: Oooooooooooooohhhhhhhh, you surprised me! Hello, hello! Come in, sweetling! Come in and make yourself at home. I'm Salubra, and this is my cozy little Charm store. Did the townsfolk out there tell you to come and visit me? Mmm, yes! This is a lovely little village isn't it? Warm and intimate and full of life.

Notes & Tips: While resting at a bench, Salubra's Blessing activates. After a few seconds, players will see Salubra's spirit floating above The Knight. Salubra's shop can be accessed

earlier than intended by deliberately dying nearby, then luring the Shade over and using a downward strike to bounce off it up to the ledge. NPCs: Bardeen, Bretta, Brumm, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogg Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Charms in Hollow Knight are special Equipment items that provide The Knight with buffs, which will help with both traversing Hallownest and battling its foes. All charms have a Notch Cost, and The Knight will have a Notch Limit which gradually increases throughout the game. Charms can only be equipped and unequipped while The Knight is resting on a Bench. There are a total of 45 different Charms available in Hollow Knight, including the Charms from the following DLC: Hidden Dreams, The Grimm Troupe, Lifeblood and Godmaster. 5 of the Charms in Hollow Knight later turn into a different Charm, thus there are only 40 slots for Charms in The Knight's inventory. You are not required to complete the game multiple times in order to get the "Blessed" achievement; filling up all the Charm slots in your inventory is enough. Hollow Knight Charm Tier List

Best Charms in Hollow Knight

The 45 Charms of Hollow Knight are not all equal in effectiveness or worth the Notch Cost they have. There are many Charms in the game that are mostly useless unless synergised with other Charms, and some Charms are a must have for most of the playthrough. This Charm Tier List is opinion based but is generally in line with how the community feels about each Charm. It also takes into account personal experiences and various aspects of the game, such as defeating Pantheon 5 (Pantheon of Hallownest) or getting all the Endings. This list is based on how useful each Charm is individually, the context of how many situations it is effective in, and how they measure up to their Notch Cost. The Charms in each tier are not presented in any specific ranking order. However, Unbreakable Strength could very well be the best Charm in the game. Unbreakable Strength is a Charm that will simply make your Nail do more damage. The Nail is the source for the majority of your damage output, meaning this Charm is helpful in a large variety of situations with consistent results. The Exploration tier is for Charms that are helpful for getting familiar with Hollow Knight. Their use is individual; some people have a worse sense of direction so they need a Wayward Compass, and some people like to explore faster so they equip Sprintmaster. These Charms are difficult to rate as they have no real combat usage, they are just "convenient".

Note that Fragile versions of Charms bought from Leg Eater are not included in this list; only unbreakable Charms. If you do not mind paying the Geo to repair a Fragile Charm, treat them the same as the unbreakable versions in this tier list.

S A B C D Exploration

Hollow Knight Charms and Notches

Charms in Hollow Knight are special items that provide The Knight with various buffs. There are a total of 45 Charms that can be obtained throughout the game. However, there are only 40 Charm slots in the inventory of The Knight. The remaining 5 Charms will replace their counterparts once you perform certain actions. These

Charms include Fragile Greed, Fragile Heart, Fragile Strength, Grimmchild, and Kingsoul. Notches in Hollow Knight are an item required to equip your desired Charms. Each Charm has a Notch Cost. There are a total of 11 Notches in the game. The Knight starts off with 3 Notches; the other 8 are found as you progress through the game. Some are sold by Merchants, while the others are acquired under certain conditions, such as beating a Boss or gaining an ability. Hollow Knight Overcharmed Overcharmed in Hollow Knight is a status The Knight acquires which allows them to exceed their Notch limit. When a player attempts to equip a Charm that goes beyond the maximum number of available Notches, the Charm is denied and sent back to the player's inventory. However, upon attempting to equip another Charm 5 times, the Overcharmed status will be activated. Note that if all Notches are in use, Overcharmed cannot be activated. You must have at least 1 free Notch. You will know you're Overcharmed by the purple aura around your health bar. In this status, The Knight will take double damage from ALL sources. In order to remove this effect, you must unequip your extra Charm. This mechanic is extremely helpful against the Bosses in Hollow Knight that already one-shot the player, such as in the Godmaster DLC on Radiant difficulty. For obvious reasons, it's inadvisable to explore new areas while Overcharmed.

Hollow Knight List of Charms Gallery View List View

Baldur Shell Notch Cost: Location: Howling Cliffs Protects its bearer with a hard shell while focusing SOUL. The shell is not indestructible and will shatter if it absorbs too much damage.

Dashmaster Notch Cost: Location: Fungal Wastes Bears the likeness of an eccentric bug known only as 'The Dashmaster'. The bearer will be able to dash more often as well as dash downwards. Perfect for those who want to move around as quickly as possible.

Deep Focus Notch Cost: Location: Crystal Peak Naturally formed within a crystal over a long period. Draws in SOUL from the surrounding air. The bearer will focus SOUL at a slower rate, but the healing effect will double.

Defender's Crest Notch Cost: Location: Royal Waterways Unique charm bestowed by the King of Hallownest to his most loyal knight. Scratched and dirty, but still cared for. Causes the bearer to emit a heroic odour.

Dream Wielder Notch Cost: Location: Resting Grounds Transient charm created for those who wield the Dream Nail and collect essence. Allows the bearer to charge the Dream nail faster and collect more SOUL when striking foes.

Flukeneat Notch Cost: Location: Royal Waterways Living charm born in the gut of a Flukemarm. Transforms the Vengeful Spirit into a horde of volatile baby flukes.

Fragile Greed Notch Cost: Location: Fungal Wastes Causes the bearer to find more Geo when defeating enemies. This charm is fragile and will break if its bearer is killed.

Fragile Heart Notch Cost: Location: Fungal Wastes Increases the health of the bearer, allowing them to take more damage. This charm is fragile and will break if its bearer is killed.

Fragile Strength Notch Cost: Location: Fungal Wastes Strengthens the bearer, increasing the damage they deal to enemies with their nail. This charm is fragile, and will break if its bearer is killed.

Fury of the Fallen Notch Cost: Location: King's Pass Embodies the fury and heroism that comes upon those who are about to die. When close to death, the bearer's strength will increase.

Gathering Swarm Notch Cost: Location: Dirtmouth A swarm will follow the bearer and gather up any loose Geo. Useful for those who can't bear to leave anything behind, no matter how insignificant.

Glowing Womb Notch Cost: Location: Forgotten Crossroads Drains the SOUL of its bearer and uses it to birth hatchlings. The hatchlings have no desire to eat or live and will sacrifice

themselves to protect their parent. Grubberfly's Elegy Notch Cost:Location:Forgotten Crossroads Contains the gratitude of grubs who will move to the next stage of their lives. Imbues weapon with a holy strength. When the bearer is at full health, they will fire beams of white hot energy from their nail. Grubsong Notch Cost:Location:Forgotten Crossroads Contains the gratitude of freed grubs. Gain SOUL when taking damage. Heavy Blow Notch Cost:Location:Dirtmouth Farmed from the nails of fallen warriors. Increase the force of the bearer's nail, causing enemies to recoil further when hit. Hiveblood Notch Cost:Location:The Hive Golden nugget of the Hive's precious hardened nectar. Heals the bearer's wounds over time, allowing them to regularly gain health without focusing SOUL. Joni's Blessing Notch Cost:Location:Joni's Repose Blessed by Joni, the kindly heretic. Transfigures vital fluids into blue lifeblood. The bearer will have a healthier shell and can take more damage, but they will not be able to heal themselves by focusing SOUL. Kingsoul Notch Cost:Location:Queen's Gardens and White Palace Holy charm symbolising a union between higher beings. The bearer will slowly absorb the limitless SOUL contained within. Opens the way to a birthplace. Lifeblood Core Notch Cost:Location:The Abyss Contains a living core that bleeds precious lifeblood. When resting, the bearer will gain a coating of lifeblood that protects from a large amount of damage. Lifeblood Heart Notch Cost:Location:Forgotten Crossroads Contains a living core that seeps precious lifeblood. When resting, the bearer will gain a coating of lifeblood that protects from a modest amount of damage. Longnail Notch Cost:Location:Forgotten Crossroads Increases the range of the bearer's nail, allowing them to strike foes from further away. Mark of Pride Notch Cost:Location:Mantis Village Freely given by the Mantis Tribe to those they respect. Greatly increases the range of the bearer's nail, allowing them to strike from further away. Nailmaster's Glory Notch Cost:Location:Dirtmouth Contains the passion, skill, and regret of a Nailmaster. Increases the bearer mastery of Nail Arts, allowing them to focus their power faster and unleash arts sooner. Quick Focus Notch Cost:Location:Forgotten Crossroads A charm containing a crystal lens. Increases the speed of focusing SOUL, allowing the bearer to heal damage faster. Quick Slash Notch Cost:Location:Kingdom's Edge Born from imperfect, discarded nails that have fused together. The nails still long to be wielded. Allows the bearer to slash much more rapidly with their nail. Shaman Stone Notch Cost:Location:Forgotten Crossroads Said to contain the knowledge of past generations of the shaman. Increases the power of spells, dealing more damage to foes. Shape of Unn Notch Cost:Location:Lake of Unn Reveals the form of Unn within the bearer. While focusing SOUL, the bearer will take on a new shape and can move freely to avoid enemies. Sharp Shadow Notch Cost:Location:Deepnest Contains a forbidden spell that transforms shadows into deadly weapons. When using the Shadow Dash, the bearer's body will sharpen and damage enemies. Soul Catcher Notch Cost:Location:Ancestral Mound Used by shamans to draw more SOUL from the world around them. Increases the amount of SOUL gained when striking an enemy with the nail. Soul Eater Notch Cost:Location:Resting Grounds Forgotten shaman artifact, used to draw SOUL from still-living creatures. Greatly increases the amount of SOUL gained when striking an enemy with the nail. Spell Twister Notch Cost:Location:Soul Sanctum Reflecting the desires of the Soul Sanctum for mastery over SOUL, it improves the bearer's ability to cast spells. Reduces the SOUL Notch Cost of casting spells. Spore Shroom Notch

Cost:Location:Fungal Wastes Composed of living fungal matter. Scatters spores when exposed to SOUL. When focusing SOUL, emit a spore cloud that slowly damages enemies. Stalwart Shell Notch Cost:Location:Dirtmouth Builds resilience. When recovering from damage, the bearer will remain invulnerable for longer. Makes it easier to escape from dangerous situations. Steady Body Notch Cost:Location:Forgotten Crossroads Keeps its bearer from recoiling backward when they strike an enemy with a nail. Allows one to stay steady and keep attacking. Thorns of Agony Notch Cost:Location:Greenpath Senses the pain of its bearer and lashes out at the world around them. When taking damage, sprout thorny vines that damage nearby foes. Void Heart Notch Cost:---Location:Birthplace, The Abyss An emptiness that was hidden within, now unconstrained. Unifies the void under the bearer's will. This charm is part of its bearer and cannot be unequipped. Wayward Compass Notch Cost:Location:Dirtmouth Whispers its location to the bearer whenever a map is open, allowing wanderers to pinpoint their current location. The Grimm Troupe Charms List Carefree Melody Notch Cost:Location:Dirtmouth Token commemorating the start of a friendship. Contains a song of protection that may defend the bearer from damage. Dreamshield Notch Cost:Location:Resting Grounds Defensive charm once wielded by a tribe that could shape dreams. Conjures a shield that follows the bearer and attempts to protect them. Grimmchild Notch Cost:Location:King's Passage, Dirtmouth Worn by those who take part in the Grimm Troupe's Ritual. The bearer must seek the Grimmkin and collect their flames. Uncollected flames will appear on the bearer's map Sprintmaster Notch Cost:Location:Dirtmouth Bears the likeness of a strange bug known only as 'The Sprintmaster'. Increases the running speed of the bearer, allowing them to avoid danger or overtake rivals. Unbreakable Greed Notch Cost:Location:Dirtmouth Causes the bearer to find more Geo when defeating enemies. This charm is unbreakable. Unbreakable Heart Notch Cost:Location:Dirtmouth Increases the health of the bearer, allowing them to take more damage. This charm is unbreakable. Unbreakable Strength Notch Cost:Location:Dirtmouth Strengthens the bearer, increasing the damage they deal to enemies with their nail. This charm is unbreakable. Weaversong Notch Cost:Location:Weaver's Den Silken charm containing a song of farewell, left by the Weavers who departed Hallownest for their old home. Summons weaverlings to give the lonely bearer some companionship and protection. Quick Search of All Hollow Knight CharmsClick the header to sort the table.Grid Charm Notch CostLocationDescription 22 Baldur Shell 2Howling Cliffs Protects its bearer with a hard shell while focusing SOUL. The shell is not indestructible and will shatter if it absorbs too much damage. 7 Dashmaster 2Fungal Wastes Bears the likeness of an eccentric bug known only as 'The Dashmaster'. The bearer will be able to dash more often as well as dash downwards. Perfect for those who want to move around as quickly as possible. 27 Deep Focus 4Crystal Peak Naturally formed within a crystal over a long period. Draws in SOUL from the surrounding air. The bearer will focus SOUL at a slower rate, but the healing effect will double. 24 Defender's Crest 1Royal Waterways Unique charm bestowed by the King of Hallownest to his most loyal knight. Scratched and dirty, but still cared for. Causes the bearer to emit a heroic odour. 37 Dream Wielder 1Resting Grounds Transient charm created for those who wield the Dream Nail and collect essence. Allows the bearer to charge the Dream nail faster and collect more SOUL when striking foes. 23 Flukenest 3Royal Waterways Living charm born in the gut of a Flukemarm. Transforms

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City Crest Stone slab bearing the crest of the Hallownest capital city. Has an insert on the back that would fit into a slot. City Crestis an Itemin Hollow Knight. It is used toopen the gate that leads to the City of Tears.City Crest UsageUnlocksthegate of the City of Tears that is located between Fungal Wastes. However, it can only be used once, and the gate will later close.How to FindCity CrestDropped by the False Knightupon defeat.City Crest Notes & TipsBe prepared when you enter the City of Tears for the first time, as you'll find that the entrance from where you came is now closed. ItemsArcane Egg,Bench,Delicate

Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

City of Tears is a location in Hollow Knight. Please see Walkthrough for other areas. The City of Tears is the capital of Hallownest and was once the heart of the fallen kingdom. Sentry type enemies and infected husks inhabit the area who will attack those who cross their path. City of Tears West City of Tears East General Information Previous: Mantis Village Next: Soul Sanctum Bosses: N/A Video Walkthrough [video goes here] Map NPCs in the area Hornet Quirrel Cornifer Nailsmith Zote the Mighty Relic Seeker Lemm Bosses N/A Items Materials & Consumables 1x Hallownest Seal 1x Wanderer's Journal Equipment & Upgrades 1x Vessel Fragment Nail Upgrade - Sharpened Nail Key Items 1x Simple Key Enemies Belfly Husk Bully Husk Sentry Lance Sentry Heavy Sentry Leaping Husk Winged Sentry Husk Hornhead City of Tears Walkthrough Entering the City of Tears To get to the City of Tears, you'll have to retrace your course and head back to the section where you saw Hornet. It's the section that has spikes and what seems to be an unbuilt bridge. With the Mothwing Cloak, you'll now be able to reach the higher ground and traverse your way by clinging onto the walls and by dash-jumping to avoid the thorns. You'll be able to reach two switches upon crossing to rebuild the bridge. Once you've reached the far end to your right, you'll come across a large locked gate and a statue of a knight next to it. Approach the statue and use the City Crest to unlock the gate that leads to the City of Tears - upon entering the gate will close causing you to be trapped in the area for the time being. Finding a Bench Now that you're locked in, you'll have no other choice but to continue forward and into the City of Tears. First, we'll look for the first bench. Upon entering the next section, you'll immediately encounter new enemies. First is a Belfly which you'll see clinging on the ceiling, once you're within its range it will open its wings to reveal its infected body and will dash into your direction and onto the surface causing them to explode. As you continue moving forward, you'll find a Wandering Husk and Leaping Husk below a section that you can enter at the top. Continue pushing forward since the door is locked at the top section. The next enemy you'll encounter is a Husk Sentry, they can be tricky since they'll charge in towards The Knight and swing their weapon three times while pushing forward. It's best to deal with them by jumping on top and attack by using a downward slash. Once you've killed it, continue going to your right and drop down into the opening where you'll find 1x Husk Hornhead - kill the enemy, proceed to your left and then drop down into the next section. Upon entering the next section, there will be another Husk Sentry patrolling, drop down, kill it and continue going right and drop down into the opening to find another Husk Sentry. After killing it, walk to your left where you'll find a switch and a lift. Ride the lift then hit the switch that is above you to go all the way down, if you want to check the middle floor, hit the switch on the lift for it to go back up then dash towards the middle floor to find a tablet for you to read. After reading the tablet, head back down then proceed to your right to find Quirrel sitting on the bench. You can also sit on it to rest, update your map, and to save the game. When you're done resting speak to Quirrel to learn more about a brief background of the City of Tears. Meet

the NailsmithFrom the bench, go to your left and drop down into the next section where you'll encounter a Husk Sentryjust below you. Kill it then continue going left, don't ride the lift but instead jump onto the wall and slide down onto the middle level. From here, jump across to the right where you'll find a Husk Hornheadguarding a cache of Geo, kill it and obtain the geo. Once you're done, jump down to the bottom left part of the section where you'll see a sign pointing to your left which indicates the path leading to the Nailsmith. Follow the sign andhead into the next section.From here you'll have to go left until you reach the end. Along the way, you'll encounter enemies such as a Husk Sentry, Vengefly, and Wandering Husk. Once you've reached the end, you'll hear the sound of a hammer pounding on metal which indicates that you're close. Upon reaching the end, wall jump to reach the higher ground and then dash to your right where you'll find the Nailsmith's hut. Enter the hut and speak to him. He will briefly introduce himself and he will offer to upgrade your current weapon, the Old Nailinto the Sharpened Nailfor 250 Geo. You can upgrade The Nail up to three more levels to increase its damage but the Nailsmithwill be requiring a specific number of Pale Oreand amount of Geo - once you're done, retrace your steps and head back to the entrance leading to the Nailsmith.Memorial to the Hollow KnightUpon returning back to the entrance that leads to the Nailsmith, head east until you reach the end that leads into the next section. You'll 2x Vengefly, 2x Husk Sentry, and 1x Husk Hornheadalong the way. Once you're through, walk a little further and hit the switch to call down the lift. Ride it and go up to find a chestfilled with Geo to your left.After you've acquired the Geo, head back down and continue going east. Before you enter the next section, you'll notice a key slot that requires a Simple Keywhich unlocks the gate leading down into the Royal Waterways, ignore that for now and head east towards the next section - upon reaching the memorial of the Hollow Knight, a short cutscene will follow where Hornet will appear.Finding Relic Seeker LemmAfter the cutscene and Hornet's dialogue, retrace your course and head back to the entrance leading to the Nailsmith. Upon arriving, hit the switch to call down the elevator, ride it to go up, then about halfway-up, jump onto the middle platform to your right where you'll encounter another new enemy, a Winged Sentry. Continue going east then jump onto the elevated platforms and head northwest to find a Hallownest Sealnext to a corpse and another Winged Sentryflying above.Once you've obtained the item, drop back down midway and continue going east towards a Leaping Husk, you'll also encounter another Winged Sentry that is blocking your path leading into the next section, clear the path and continue forward.Upon entering the section, you'll encounter yet a new enemy called a Heavy Sentrybe careful if you try to jump on it since it swings its weapon overhead which deals damage upon contact. After defeating it, continue heading east and then drop down into the bottom exit where you'll see a sign pointing to a shop.From here, you'll notice that you are back into the section where it has a locked gate that leads into the Royal Waterways. Hit the switch to your left to unlock a shortcut and then go right towards the sign to find Relic Seeker Lemm's shop. Relic Seeker Lemm is a merchant who is searching for rare items, players can sell these rare items to him such as the Wanderer's Journal, Hallownest Seal, and many more in exchange for Geo.Rescue a GrubOnce you're done with Relic Seeker Lemm, head back up to the entrance and ride the lift all the way to the top. And just about halfway to the top, dash onto the platform to your left where you'll encounter 2x Belfly, bait it

out for it to die upon exploding on the surface then jump onto the platform that has yellow substances to obtain 1x Rancid Egg. From here, hang onto the wall to your left and slide down into another platform just below you where you'll encounter another Belfly above you and a Wandering Husk below. Clear out the enemies and collect the Geo inside the chest next to where the Wandering Husk was. Once that's done, head back down to the 2nd level where you'll encounter 1x Husk Sentry and 1x Heavy Sentry. Clear the path, proceed west, and head to the top which will lead you into another section. Just be careful since you'll encounter another Husk Sentry and a new enemy, a Lance Sentry. The Lance Sentry flies similar to a Winged Sentry but wields a spear where it throws it towards The Knight. Upon reaching the next section, there will be a Winged Sentry above you and Husk Hornhead below. After killing them, cling onto the wall and head to the top towards where a Lance Sentry is. Kill it then jump onto the platform that has a switch, hit it to unlock the door just below you which will lead you to the other side of the previous room that has locked doors. Jump down into the next section and hit the switches to unlock the door, you should find yourself back to where you can operate the lift. Continue going right then drop down to the very bottom to find another switch to unlock a door, there will be 2x Vengefly along the path as you drop down. When you're done, head back up the path you just came through and go into the next section. From here, wall climb and continue going up until you reach a sign of a bench and a lift. Ride the lift up to the 2nd level where you'll find another Grub that is being guarded by a Winged Sentry. Kill the enemy and free the trapped grub. Finding Cornifer Once you're done freeing the Grub, head back to the lift and go up. You'll notice paper on the ground which indicates that Cornifer is nearby, proceed to your left and the doors will immediately close where you'll need to kill a few enemies to unlock the doors. The first enemy you'll encounter is a Heavy Sentry followed by a Husk Sentry and Winged Sentry, upon killing them the doors will unlock. From here, go left where you'll see more paper and a bench sign pointing above - climb up the walls and head into the next section. Now, jump up onto the elevated platforms and go right to find Cornifer. Approach the toll machine first and pay 150 Geo to unlock the bench then speak to Cornifer and pay him 90 Geo for a copy of the map for the City of Tears. Stag Station: City of Tears Upon acquiring the map and using the bench, go left into the section where you'll find Zote the Mighty. Speak to him and he'll just complain about the city and about getting wet. Continue going west into the section where you'll find multiple elevated platforms. From here, jump up onto the platforms and head to the top right-hand side of the section where you can find 1x Simple Key. Just be careful since you'll have to fight a few enemies such as a Winged Sentry, a Lance Sentry, and a Husk Sentry before reaching the top right surface that has the key item - afterward, jump back onto the platforms and head to the top left side of the section where you'll find an exit towards another section. You should now arrive in a section that has a gazebo-like structure. Before heading to the Stag Station, look to your left where you'll find an item next to a corpse of a bug. Head towards it, kill 3x Wandering Husk and acquire 1x Wanderer's Journal. Next, head back up and go northeast onto the elevated platforms (there will be 1x Winged Sentry blocking your path) and then east towards the Stag Station sign and into the next section. You should find another Bench that you can use and a toll machine to open the City Storerooms Stag Station for 200 Geo. A Lift to the Forgotten

Crossroads After unlocking the Stag Station, head back outside and proceed west until you reach the next section. You'll come across another Toll Machine that unlocks a lift for 150 Geo. Pay the amount and you'll be able to use the lift that will take you back to the Forgotten Crossroads. Acquire a Vessel Fragment Ride the lift that will take you back to the Forgotten Crossroads. From here, go left into another section and towards a narrow path that has a Leaping Husk, Wandering Husk, and Husk Hornhead. Clear the path then drop down through the path where it has spikes on the wall, you'll encounter more husks below. Once you've killed all of the enemies, go left where you'll find 1x Vessel Fragment sitting on top of an altar. From here, go right until the end, break the wooden support to destroy the ceiling, and head back to where the lift is. Revisit Charm Lover Salubra At this point, it is recommended that you visit Charm Lover Salubra's shop before proceeding further into the City of Tears. You can reach her shop by heading all the way to the far east side of the section from the lift. Considering that you have an extensive amount of Geo, use this opportunity to purchase more Charm Notches (prioritize on purchasing Charm Notches) or Charms. Once you're done, head back outside and use the bench next to her shop to save your game before proceeding to the next sub-location, the Soul Sanctum. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here

Hollow Knight Locations List

Ancestral Mound, Ancient Basin, Birthplace, Colosseum of Fools, Crystal Peak, Crystalised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

General Information

Previous: Resting Grounds

Next: Royal Waterways

Bosses: Watcher Knight

Video Walkthrough [video goes here]

Map

NPCs in the area

Lurien the Watcher

Bosses

Watcher

Knight

Items

Materials & Consumables

1x Rancid Egg

1x Wanderer's Journal

Equipment & Upgrades

1x Vessel Fragment

Key Items

N/A

Enemies

Husk

Sentry

Lance Sentry

Heavy Sentry

Winged Sentry

Gorgeous Husk

Cowardly Husk

Gluttonous Husk

Great Husk

Sentry

City of Tears

Walkthrough

The Eastern Side of the City

In order to get to the eastern side of the city, you'll need to head back to the Resting Grounds and take the lift that will take you to the eastern side of the City of Tears. Assuming that you've returned to Dirtmouth, you can take the path from the Forgotten Crossroads and through the Blue Lake to reach the area. Acquiring a Vessel Fragment After taking the lift and entering the next section you'll encounter a new enemy called a Cowardly Husk. Fight your way through the enemies and make your way up until you reach the next section which is also at the top. Now, the next room you'll enter is an arena, and when you walk inside, the doors will shut and enemies will spawn. You'll have to fight 4 waves of Heavy Sentry, Husk Sentry, Winged Sentry, and a Lance Sentry. Upon finishing the last wave, the doors will open where you can acquire 1x Vessel Fragment. Exploring the City When you're done, head back into the previous room, head down one level then go to your right where you'll find a switch. Flip it to call the lift up then ride it all the way down. From here, you'll encounter 1x Winged Sentry blocking your path, kill it then call the lift again if you need to and go up to where you'll find 1x Cowardly Husk and 1x Gluttonous Husk guarding a chest filled with Geo - just be careful since a Heavy Sentry will appear on

your left while you kill the husks. When you're done, ride the elevator to the bottom, then flip the switch again to go up. Only this time, dash midway to reach the middle level. You'll encounter a Heavy Sentry and a Husk Sentry guarding a Wanderer's Journal. After collecting the item, head all the way down and into the next section which leads to a sub-area called the King's Station. Upon arriving you can drop down one level to your right to find a Stag Station and a bench for you to use. You'll have to pay 300 Geo to open the station. Once you're done, go back outside and drop to the bottom heading southwest into the next section. Here, you'll encounter multiple Great Husk Sentry alongside a Cowardly Husk. Be careful fighting the Great Husk Sentry since its attack deal 2 mask damage upon contact. While facing these enemies, make your way to the top where you'll find a small house that has about 2x Cowardly Husk and Gluttonous Husk. Clear the room and go right to find a secret room. You'll find the Gorgeous Husk inside that drops 420 Geo upon dying. When you're done head back outside and go left to find the entrance leading to the Pleasure House, you'll need a Simple Key to unlock it. There is also a hot spring and a bench that you can use inside it. If you're done, you can head back outside and go east to find another house you can head into. You'll encounter a Great Husk Sentry guarding a trapped Grub. Upon entering, the door behind you will close leaving you no choice but to eliminate the enemy. After killing it, the door will re-open and you can rescue the Grub. Afterward, you can continue your exploration and head to the bottom northwest side until you reach the west side of the City of Tears. You'll eventually come across a switch that unlocks the door which will lead you back to the monument of the Hollow Knight. Lurien, the Watcher To reach Lurien's chambers which is a sub-area called Watcher's Spire, you'll need to have Monarch Wings and the Dream Nail or Awoken Dream Nail. Upon reaching near the monument of the Hollow Knight from the east side, you'll come across a lift, ride it to reach the top and continue going to the top passage and then work your way down once you reach the northwestern side until you come across a Lance Sentry and Great Husk Sentry, you'll need to defeat the two to unlock the gate. After defeating them, head through the gate, flip the switch, proceed east and keep heading up. Simply continue heading up by using the lifts until you reach a boss arena. Here, you'll face the Watcher Knight, the protector of Lurien the Watcher- you can click [here](#) to learn more about the strategies on how to defeat this boss. Once you've defeated the boss, continue east and keep heading up until you reach Lurien the Watcher's chambers. You'll find his sleeping body lying at the center of the room, use the dream nail on him to enter the Dream World where you'll find his vulnerable state - once you find him, simply hit him a few times with the nail and use FOCUS to absorb him which will cause his seal on the Temple of the Black Egg to break. Once that's done, you can visit Relic Seeker Lemm to sell the relics you've found, revisit Dirtmouth or Charm Lover Salubra, or better yet to the Nailsmith to upgrade your nail before heading to the next location, the Royal Waterways. [Video](#) [\[video goes here\]](#) [Map](#) [Click on the image to enlarge the map.](#) Trivia & Notes: Trivia and notes go [here](#)

Hollow Knight Locations List

Ancestral Mound, Ancient Basin, Birthplace, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The

Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Cloth Location Fungal Wastes, Ancient Basin, Queen's Gardens, Dirtmouth Cloth is an NPC in Hollow Knight. Cloth is a burly cicada warrior. He can be found traveling throughout Hallownest in search of proving his courage by seeking out mighty creatures to battle against. He is friendly, though he has doubts about his combat prowess due to his true cowardly nature and false bravado. Cloth Information Cloth is a large, brawny, friendly cicada warrior. He set out to Hallownest in order to prove his courage by defeating mighty creatures. However, he is rather cowardly, and despite displaying a lot of bravado he often hides underground to escape foes or to sleep, snoring loudly (making a cicada chirp) while doing so. He is motivated by the prospect of dying in an epic battle and joining his unknown late friend and companion named Nola in the afterlife. Cloth fights by brandishing a large club cut from the tooth of an ancient beast. Cloth meets the Knight in various locations throughout Hallownest, making a cicada chirp while sleeping underground, or hiding. If he is saved in the Ancient Basin, he admits to the Knight that he was hiding and that all his bravado is false. Feeling ashamed that he is acting cowardly he begins to doubt himself, but he presses on to Queen's Gardens and challenges the tribe of traitor mantises who reside there. If you do not save Cloth in the Ancient Basin, he will appear in Dirtmouth, sleeping outside near Sly's shop. He will decide to leave Hallownest, having found no challenge he could not overcome or die trying. However, if he is met in every location, he will join the Knight in the battle with Traitor Lord, in Queen's Gardens. He will deal the finishing blow to Traitor Lord with his club, but will perish in the battle, impaled by the mantis's claw. Cloth's spirit will then appear and speak excitedly to the Knight before he fades and moves on to the afterlife to join his friend Nola. Location: Cloth can be found at the Fungal Wastes. Progression: Cloth moves to the Ancient Basin, Deepnest, and then Queen's Gardens. Combat: Players may not kill Cloth. Associated Quests Cloth assists the Knight in the battle with Traitor Lord if he is saved in the Ancient Basin. Dialogue Ah ha! The tiny steps of a tiny creature. You got the look of an adventurer, so we've much in common. Searching for dangerous places aye? Well you're on the right track. Along necked critter, warned me of a tribe deeper down. Warrior sorts, so she says and I'm itching for some serious combat. Curse me and my foolish bravado! If I could shed my pride, I'd be asking this tiny warrior for help. My friend, you dealt with all of those beasts? I'm ashamed to say... I was hiding. Those ghastly things chased me and I ran. If you hadn't come along, who knows if I'd ever have survived. Others take me for a fearsome warrior, what with my impressive size, but this kingdom's beasts, I wonder if I'm just no match for them?... Enough! I cannot wallow in my weakness. I must take strength from your example! You act so confident in battle. You show no fear before your foes. I'll try my best to do the same. Notes & Tips Cloth is a backer NPC developed by Noah Sturtridge. On the official Hollow Knight Kickstarter page, Cloth's species and gender are confirmed (despite conflicting information provided by unreliable sources). Cloth is a male cicada (originally named Burlap) and was developed as such by his backer and

Team Cherry themselves. The fact that Cloth emits a cicada chirp while snoring also confirms his gender to be male, as only male cicadas can chirp. NPCs: Bardeen, Bretta, Brumm, Charm Lover Salubra, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmstead, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PogyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Coiled Nail Damage: 17 Requirements: 2,000 and 2 Pale Ore
Coiled Nail in Hollow Knight is an upgraded form of the Nail, which is the weapon used by The Knight. The Nail is the primary means of dealing damage to Enemies and Bosses, and can be upgraded a total of 4 times. The Coiled Nail is the third of four upgrades that can be obtained for the Knight's Nail, allowing it to deal significantly increased damage in combat. See the Nail page for an overview of combat mechanics and moves pertaining to the Coiled Nail. A powerful weapon of Hallownest, refined beyond all others.

Hollow Knight Coiled Nail Information
The Coiled Nail has a base damage value of 17 which is used in the calculation for total damage dealt for attacks and effects that take Nail Damage into account. Nail Damage is affected by the following charms: Fragile Strength/ Unbreakable Strength
Fury of the Fallen Nail Damage also affects the damage dealt by Nail Arts.

How to get the Coiled Nail in Hollow Knight
The Coiled Nail is the third upgrade available for the Nail and is forged by the Nailsmith from the Channelled Nail after providing him with the following resources: Geo x2,000
Pale Ore x2
Pale Ore is a rare material used to upgrade the Nail. Starting from the Channelled Nail, all subsequent Nail upgrades require 1 or more Pale Ore in addition to Geo. There are a total of 6 pieces of Pale Ore that can be found throughout Hallownest and finding them is not an easy task. See the Pale Ore page for all locations and instructions on how to obtain this resource.

How to Upgrade the Coiled Nail in Hollow Knight
The Coiled Nail can be upgraded by the Nailsmith into the Pure Nail, the final form of The Knight's trusty weapon. Upgrading into the Pure Nail increases its base damage to 21 and requires the following: Geo x4,000
Pale Ore x3
Hollow Knight Coiled Nail Notes & Tips
Nails are bladed weapons akin to swords and are used in a similar fashion, with slashing strikes forming the basis of their attacks. Nails are prevalent in Hallownest and are used by its guards, soldiers and other warriors. Nails can be seen wielded by various Enemies, Bosses and NPCs that The Knight encounters. The denizens of Hallownest also wield other weapons that appear to be variations of the Nail such as the Mantis Lords' spears and Hornet's Needle. The Coiled Nail gets its name from the thin grooves that coil around the length of the blade. Interestingly, the deep grooves that were visible in the Channelled Nail's blade appear to have been filled for this upgrade. While Nail appearances change in the menu as you upgrade them, these changes are not visible on The Knight's sprite when wielding the weapon. All Nails in Hollow Knight: Channelled Nail, Old Nail, Pure Nail, Sharpened Nail

Colosseum of Fools is a Location in Hollow Knight. Please see Walkthrough for other areas. The Colosseum is an arena that is located in Kingdom's Edge. Players can participate in three trials where they will battle waves of enemies that are observed by a crowd of bugs.

General Information
Previous: N/A
Next: N/A
Bosses: Zote the Mighty, Oblooble, God Tamer
Video Walkthrough [video goes here]
Map
NPCs in the area
Tiso
Little Fool
Zote the Mighty
Bosses
Oblooble
God Tamer
Zote the Mighty
Items
Materials & Consumables
N/A
Equipment & Upgrades
1x Pale Ore
1x Charm Notch
Key
Items
N/A
Enemies
Folly
Belfly
Hopper
Mistake
Garpede
Vengefly
Heavy Fool
Grub
Mimic
Sturdy Fool
Volt Twister
Battle Obble
Soul Twister
Mantis
Petra
Winged Fool
Sharp Baldur
Primal Aspid
Death Loodle
Great Hopper
Shielded Fool
Mantis Traitor
Armoured Squit
Lesser Mawlek
Volatile Gruzzer
Furious Vengefly

Colosseum of Fools Walkthrough

Enlist in the Trials

The first thing to do before you reach the Colosseum is to rescue Zote the Mighty, you can find his location and details by clicking the link on his name. Upon rescuing Zote the Mighty, proceed to the Colosseum of Fools which is located at the northeast side of Kingdom's Edge. At the colosseum, you'll get to meet the Little Fool who is the colosseum's warden. Talk to him and he'll explain to you the rules and regulations for enlisting in the trials.

Trial of the Warrior

The first trial is the Trial of the Warrior, this requires 100 Geo to unlock the trial. There is a total of 11 waves that you'll need to clear out before fighting the boss of the trial which is Zote the Mighty. Completing the trial grants you access to enlist in the next trial and rewards you with 900 Geo, 1x Charm Notch, and the Warrior Trophy/Achievement. Replaying the trial will reward you with 1000 Geo.

Enemy Number

Wave 1 Shielded Fool 1 Shielded Fool 2 Sharp Baldur 2

Wave 2 5 Platforms will rise up and appear

Wave 3 The platforms will disappear and the arena will revert back.

Wave 4 Sturdy Fool 1 Sturdy Fool 2

Wave 5 2 Three platforms will appear and rise up.

Wave 6 Primal Aspid 2

Wave 7 2 more platforms appear and spikes appear on the ground.

Wave 8 Primal Aspid 2

Wave 9 The platforms change their positions.

Wave 10 Sturdy Fool 2 Sturdy Fool 1

Wave 11 The platforms change their positions.

Wave 12 Primal Aspid 2 Sharp Baldur 1 Sharp Baldur 1

Wave 13 The platforms change only leaving a double platform

Wave 14 Vengefly 4 Vengefly King 1

Wave 15 The arena reverts back to its original state.

Wave 16 Sturdy Fool 2 Shielded Fool 1 Primal Aspid 1 Shielded Fool 1 Sturdy Fool 1 Primal Aspid 1 Sharp Baldur 1

Wave 17 The ceiling drops down

Wave 18 Sharp Baldur 1 Sharp Baldur 1 Sharp Baldur 1

Wave 19 The ceiling rises a bit.

Wave 20 Volatile Gruzzer 2 Volatile Gruzzer 3 Gruz Mother 2

Wave 21 Boss

The arena reverts back to its original state

Zote the Mighty

Trial of the Conqueror

For the second trial, you'll have to pay 450 Geo to enlist in the trial. There is a total of 16 waves before you fight the boss of the trial which is 2x Oblooble. Upon completing the trial, you'll be granted access to enlist in the last trial and you'll be awarded with 1800 Geo, 1x Pale Ore, and the Conqueror Achievement/Trophy. Players can re-run the trial and will be rewarded 2,000 Geo for each completion.

Enemy Number

Wave 1 Heavy Fool 1 Winged Fool 2 Winged Fool 1 Heavy Fool 1

Wave 2 The Platforms will rise up.

Wave 3 Armoured Squit 2

Wave 4 Spikes appear on the ground.

Wave 5 Armoured Squit 2

Wave 6 Two platforms fall off, leaving a single elevated platform in the middle.

Wave 7 Winged Fool 1 Armoured Squit 1

Wave 8 Six more elevated platforms rise up.

Wave 9 Primal Aspid 1 Armoured Squit 1 Armoured Squit 1 Primal Aspid 1

Wave 10 Volatile Gruzzer 3 Volatile Gruzzer 2

Wave 11 Some platforms disappear and a triple platform appears in the center.

Wave 12 Heavy Fool 1 Belfly 3

Wave 13 Two more platforms disappear, leaving only one in the middle.

Wave 14 Belfly 1

Wave 15 The arena reverts back to its original state.

Wave 16 Hopper 8

Wave 17 Great Hopper 1

Wave 18 The walls close

in.Great Hopper1Wave 10The walls revert back to its original state and the ceiling drops downGrub Mimic1Wave 11The ceiling reverts back to its original state and a single platform rises up in the middle.Shielded Fool2Winged Fool1Winged Fool1Heavy Fool1Armoured Squit1Armoured Squit1Wave 12The walls close in.Heavy Fool1Winged Fool1Wave 13Spikes appear on the groundArmoured Squit1Winged Fool1Armoured Squit2Wave 14The walls revert back to its original state and 3 platforms appear.Winged Fool2Winged Fool1Armoured Squit2Wave 15The arena reverts back to its original state but still with spikes on the ground alongside platforms.Battle Obble4Battle Obble2Battle Obble3Wave 16The spikes and platforms disappear but the ceiling drops downBattle Obble4BossThe ceiling reverts back to its original stateOblobble2Trial of the FoolThefinal trial requires 800 Geo to unlock it, the Trial of the Fool is considered a brutal trial that consists of a fast-paced transition of spawning tough enemies. There are 17 waves that you'll need to survive in order to reach the boss of the trial which is the God Tamer. Upon completing the trial, you'll be awarded 2700 Geo and the Fool Trophy/Achievement. Players can re-run the trial and will still be rewarded with 3000 Geo for each completion.EnemyNumberWave 1Heavy Fool1Sturdy Fool1Armoured Squit2Shielded Fool2Primal Aspid1Winged Fool2Sharp Baldur2Wave 2Two platforms appear and spikes spring out from the groundSturdy Fool2Primal Aspid1Wave 3The ceiling drops downWinged Fool1Battle Obble3Furious Vengefly2Wave 4The platforms and spikes disappearHeavy Fool2Belfly6Wave 5The ceiling reverts back to its original stateDeath Loodle3Wave 6Four platforms appear and rise upDeath Loodle5Wave 7The platforms disappearDeath Loodle3Wave 8Four stacked platforms rise up and spikes appear on the groundArmoured Squit2Primal Aspid2Primal Aspid1Winged Fool1Garpede4Winged Fool1Armoured Squit2Wave 9The arena reverts back to its original stateShielded Fool1Heavy Fool1Primal Aspid1Mantis Traitor1Mantis PetralMantis Petra2Mantis Traitor1Mantis PetralHeavy Fool1Soul Twister2Mistake3Soul Warrior1FollySpawns until the Soul Warrior is killed.Wave 10Six platforms rise up and spikes appear on the groundVolt Twister1Soul Twister1Volt Twister1Volt Twister1Soul Twister1Wave 11The arena reverts to its original stateSoul Warrior1Soul Twister1Wave 12The walls close in, making the arena smallerWinged Fool1Sturdy Fool1Lesser Mawlek2Lesser Mawlek2Winged Fool1Brooding Mawlek1Wave 13The walls continue to close in, putting The Knight in a tight spaceGarpede8Wave 14The walls open up a bit, platforms appear and spikes spring out from the groundWinged Fool1Armoured Squit2Primal Aspid1Armoured Squit1Mantis PetralArmoured Squit1Battle Obble4Winged Fool2Wave 15The ceiling drops down halfwayArmoured Squit1Armoured Squit1Wave 16The arena reverts to its original state and three platforms appearDeath Loodle14 (Comes out one after the other)Wave 17The arena reverts back to its original stateHeavy Fool1Sturdy Fool1Mantis Traitor1Winged Fool1Mantis PetralShielded Fool1Soul Twister1Shielded Fool1Volt Twister1Heavy Fool1Sharp Baldur2Armoured Squit2Heavy Fool1Winged Fool1Shielded Fool1Sturdy Fool1BossGod Tamer1Video[video goes here]MapClick on the image to enlarge the map.Trivia & Notes: Trivia and notes go here Hollow Knight Locations ListAncestral Mound,Ancient Basin,Birthplace,City of Tears,Crystal Peak,Crystalised Mound,Deepnest,Dirtmouth,Fog Canyon,Forgotten Crossroads,Fungal Wastes,Godhome,Greenpath,Hallownest,Howling Cliffs,Isma's Grove,King's Pass,Kingdom's Edge,Mantis Village,Queen's Gardens,Resting Grounds,Royal

Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Combat in Hollow Knight includes The Knight's close range combat options (using their primary weapon, the Nail) and various ranged Spellbased attacks. This page will cover the basic combat strategies for fighting enemies and bosses.

Hollow Knight Combat

The Nail

The Knight can attack in four directions using the Nail. Performing a down attack while in the air allows you to pogo off an enemy, often multiple times in a row. It's the most effective way to defeat the first enemies you encounter. Later on you'll have to watch out for enemy moves that guard against this attack.

Focus Mechanic

Another unique combat mechanic is the use of Spells and Focus. Hitting enemies with The Nail allows The Knight to gain SOUL, which is needed to conjure spell based attacks or to heal. It is essential to learn how to heal mid-fight as well as how to sustainably regain SOUL in order to win. Some spells are primarily offensive, like a piercing fireball which can either go straight left or right. The AoE spells allow you to hit a wider area around you, but also provide i-frames to phase through enemy attacks.

Parrying

While in battle, The Knight can parry certain attacks from enemies and bosses. Any incoming attack that has a white trace can be parried with basic Nail strikes, but not with the use of Nail Arts, Spells and Abilities. A successful parry deals full Nail damage and provides 0.25 seconds of invulnerability.

Staggers

Staggering in Hollow Knight applies when you stun a boss after successfully landing a number of attacks, causing them to be paralyzed for a short period of time. This will give the players a window of opportunity to take their time to heal or go on the offensive using Spells or Nail Arts. Stagger last a few seconds, meaning you can deliver multiple hits. After a few hits, the boss will rise again and the fight will continue. Not all bosses will stagger, and some will only stagger when their health is low enough, triggering the next stage of the fight.

Completion Guide in Hollow Knight contains an overview for players to reach 112% completion in the game. This will also allow the players to obtain the following achievements: Completion, Speed Completion, Steel Heart, and Pure Completion, you can click here to learn more on the achievements and trophies that can be unlocked.

Players will be able to view their current percentage of completion by using the World Sense ability.

Hollow Knight Completion Guide

Bosses (14%)

Players may acquire a percentage of completion for each encounter and successfully defeating the bosses in the game. You can click here to check the list of Bosses.

Name	Acquisition	Percentage
Broken Vessel	1%	
Brooding Mawlek	1%	
Dung Defender	1%	
False Knight	1%	
Gruz Mother	1%	
Hornet Protector	1%	
Hornet Sentinel	1%	
Mantis Lords	1%	
Nosk	1%	
Soul Master	1%	
The Collector	1%	
Traitor Lord	1%	
Umuu	1%	
Watcher Knight	1%	

Charms (36%)

Players may acquire a percentage of completion for collecting the Charms in Hallownest. You can click here to check the list of Charms.

Name	Acquisition	Percentage
Baldur	1%	
Shell	1%	
Dashmaster	1%	
Deep Focus	1%	
Defender's Crest	1%	
Dream Wielder	1%	
Flukene	1%	
Fury of the Fallen	1%	
Fragile Greed or Unbreakable Greed	1%	
Fragile Heart or Unbreakable Heart	1%	
Fragile Strength or Unbreakable Strength	1%	
Gathering Swarm	1%	
Glowing Womb	1%	
Grubberfly's Elegy	1%	
Grubsong	1%	
Heavy Blow	1%	
Hiveblood	1%	
Joni's Blessing	1%	
Kingsoul or Void Heart	1%	
Lifeblood Core	1%	
Lifeblood Heart	1%	
Longnail	1%	
Mark of		

Pridel%Nailmaster's Glory1%Quick Focus1%Quick Slash1%Soul Catcher1%Soul Eater1%Shaman Stone1%Shape of Unn1%Spell Twister1%Sharp Shadow1%Spore Shroom1%Stalwart Shell1%Steady Body1%Thorns of Agony1%Wayward Compass1%Colosseum of Fools (3%)Players may acquire a percentage of completion for successfully completing the trials in the Colosseum of Fools.Name/AcquisitionPercentageTrial of the Conqueror1%Trial of the Fool1%Trial of the Warrior1%Dreamers (3%)Players may acquire a percentage of completion for each encounter and successfully defeating the Dreamers.Name/AcquisitionPercentageKill Herrahthe Beast1%Kill Lurien the Watcher1%Kill Monomon the Teacher1%Dream Nail and Essences (3%)Players may acquire a percentage of completion for meeting certain conditions of the Dream Nail.Name/AcquisitionPercentageAcquire the Dream Nail1%Awaken the Dream Nail1%Listen to the Seer's final words1%Mask Shards (4%)Players may acquire a percentage of completion for successfully locating MaskShards and forging an Ancient MaskName/AcquisitionPercentageMask Upgrade 11%Mask Upgrade 21%Mask Upgrade 31%Mask Upgrade 41%Nail and Nail Arts (7%)Players may acquire a percentage of completion for successfully upgrading the Nail to its maximum tier and by learning all of the Nail Arts.You can click here to learn more about the Nail and Nail Arts.Name/AcquisitionPercentageUpgrade the Old Nail to the Sharpened Nail1%Upgrade the Sharpened Nail to the Channelled Nail1%Upgrade the Channelled Nailto the Coiled Nail1%Upgrade the Coiled Nail to the Pure Nail1%Cyclone Slash1%Dash Slash1%Great Slash1%Spells and Abilities, and Items (20%)Players may acquire a percentage of completion by acquiring or learning the following spells, abilities, and items that are listed below.You can check our Spells and Abilities page, as well as our Items page to learn more.Name/AcquisitionPercentageAbyss Shriek1%Crystal Heart2%Descending Dark1%Desolate Dive1%Howling Wraiths1%Isma's Tear2%King's Brand2%Mantis Claw2%Monarch Wings2%Mothwing Cloak2%Shade Cloak2%Shade Soul1%Vengeful Spirit1%Vessel Fragments (3%)Players may acquire a percentage of completion for successfullylocating Vessel Fragments and forging a Soul Vessel.Name/AcquisitionPercentageVessel Upgrade 11%Vessel Upgrade 21%Vessel Upgrade 31%Warrior Dreams (7%)Players may acquire a percentage of completion for each encounter and successfully defeating theWarrior Dreams in the game.You can click here to check the list of Warrior Dreams.Name/AcquisitionPercentageElder Hul%Galien1%Gorb1%Markoth1%Marmul%No Eyes1%Xerol%Hollow Knight DLC Completion GuideLifeblood(1%)Name/AcquisitionPercentageEliminate the Hive Knight1%Godmaster(5%)Name/AcquisitionPercentageObtain the Godtuner1%Clear out the Pantheon of the Artist1%Clear out the Pantheon of the Knight1%Clear out the Pantheon of the Master1%Clear out the Pantheon of the Sage1%The Grimm Troupe(6%)Name/AcquisitionPercentageAcquire the Dreamshield1%Acquire the Grimmchild or Carefree Melody1%Defeat Grimm1%Banish Grimm1%Acquire Sprintmaster1%Acquire Weaversong1%

Confessor Jiji LocationDirtmouthConfessor Jiji is an NPCin Hollow Knight. Confessor Jiji who was asleep for a very long time now awakens and offers his serviceto help those who are in need to face their regretsConfessor Jiji InformationConfessor Jiji has been in slumber for a very long period of time, and the residents of Dirtmouth have been wanting to open the graveyard door and see what lies beyond it. However the sounds of groaning instilled fear and kept the residents to leave it as is. Upon discovering the stone door in Dirtmouth, players will be able to unlock the door with the use of a Simple Keywhere Confessor Jiji will

be found. He awakens just as The Knight enters, and mentions that he has been asleep for so long and that he fears what would happen if the land would soon be consumed and filled with regrets. Confessor Jiji then offers his expertise to summon The Knight's Shade in exchange for a Rancid Egg. Whenever the Shade is summoned, players will need to defeat the Shade in order to recover The Knight's lost Geo and SOUL meter. In cases such as the Shade is hard to find and holds a high value of Geo, Confessor Jiji's service will be very useful.

Location: Confessor Jiji Can be found at Dirthmouth.

Combat: Players may not kill Confessor Jiji. However, is replaced by Steel Soul Jinn in Steel Soul Mode.

Associated Quests: N/A If players would like to summon the Shade, approach Jiji and provide a Rancid Egg as payment.

Dialogue: Welcome, small intruder. I've been sound asleep in here for some time... Some, time? Ah. Yes. Yes. Well, now you've gone and woken me up. It's no matter, I suppose. I might even be able to help you. I am Jiji, and if you have found your way into my chamber you must need my help. You see, sometimes we leave our regrets behind in the world, like black stains. If we don't deal with these regrets, hope starts to drain from us. Do you have regrets of your own, little one? Let me peer into you for a moment...

Notes & Tips: In Steel Soul Mode, Steel Soul Jinn will replace Jiji who asks for Rancid Eggs in exchange for Geo.

NPCs: Bardeen, Bretta, Brumm, Charm Lover, Salubra, Cloth, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Controls in Hollow Knight is covered on this page. It contains the names of each action and its default mapping. Players may choose to remap the buttons according to their preference. To remap a key, select the specific action you wish to remap in your Options -> Controls menu, then press the key/button you wish to remap it to. For example, to remap the 'jump' from Z to Space on keyboard, you'll need to select 'jump' and then press Space.

The default mapping of the controls is for PC, Xbox One, PlayStation 4, and Nintendo Switch.

Hollow Knight Controls

PC Default Key Bindings

- Up - UP Arrow
- Down - DOWN Arrow
- Left - LEFT Arrow
- Right - RIGHT Arrow
- Look Up - UP Arrow (Hold to view)
- Look Down - DOWN Arrow (Hold to view)
- Jump - Z
- Attack - X
- Focus/Cast - A (Hold to use Focus or travel via Dreamgate)
- Dream Nail - D (Hold to use Dream Nail or place a Dreamgate)
- Quick Cast - E
- Dash - C
- Super Dash - S
- Inventory - I
- Quick Map - TAB
- Pause - ESC

Nintendo Switch Default Controls

- Up/Down/Left/Right - Left Stick or Directional Buttons
- Look Up/Down - Right Stick
- Jump - B
- Attack - Y
- Focus/Cast - A (Hold to use Focus or travel via Dreamgate)
- Dream Nail - X (Hold to use Dream Nail or place a Dreamgate)
- Quick Cast - R
- Button Dash - Z
- Super Dash - L
- Inventory - (-) Button
- Quick Map - L
- Button Pause - (+) Button

Xbox One Default Controls

- Up/Down/Left/Right - Left Stick or Directional Buttons
- Look Up/Down - Right Stick
- Jump - A
- Attack - X
- Focus/Cast - B (Hold to use Focus or travel via Dreamgate)
- Dream Nail - Y (Hold to use Dream Nail or place a Dreamgate)
- Quick Cast - RB
- Button Dash - R

RT ButtonSuper Dash -LT ButtonInventory -Back ButtonQuick Map - LB
ButtonPause -Start ButtonPlayStation 4 DefaultControlsUp/Down/Left/Right
- Left Stick or Directional ButtonsLook Up/Down - Right StickJump - X
ButtonAttack - SquareFocus/Cast - Circle (Hold to use Focus or travel via
Dreamgate)Dream Nail - Triangle (Hold to use Dream Nail or place a
Dreamgate)Quick Cast - R1 ButtonDash -R2 ButtonSuper Dash -L2
ButtonInventory -Touch Pad(Share button when using a PS4 controller in
your PC)Quick Map -L1 Button (Double tap to open the full map from
inventory)Pause -Options Button

Cornifer LocationAll Areas(Excluding The Hive, The Abyss, and Resting
Grounds)Cornifer is an NPCin Hollow Knight. Cornifer is the game's
cartographer, an eccentric weevil-like bug who produces and sells maps of
all the major areas.Cornifer LoreCornifer is the game's cartographer
working on mapping the entirety of Hallownest. When he first hatched, he
immediately wandered off leaving his mother and siblings behind. He later
moved to Dirtmouth with his wife Iselda shortly after.Cornifer Hollow
Knight Map InformationCornifer immediately set forth and wandered off
when he was first hatched. Throughout his journey, he meets his wife
Iselda and decides to move to Dirtmouth. He specializes in studying the
entire layout of Hallownest and making maps, then sells it to youif you
encounter a new area and find him. Players will be able to know if he is
around when there are paper scattered on the ground - which leads to his
location. Cornifer can be first encountered at the Forgotten Crossroads
where he sells you the map for30 and advises you to visithis
wife,Iseldaand her shop in Dirtmouth. Cornifer moves to another area if a
player defeats the area's boss and leaves a note mentioning that you can
purchase the map at Iselda's shop for an "excellent" price.Location:
Cornifer Can be first encountered at the Forgotten
Crossroads.Progression: Cornifer moves to all areas exceptThe Hive,The
Abyss, andResting Groundsfor each time an area boss has been defeated.
While if all the maps have been purchased, he can be found in Iselda's
shop, sleeping.Combat: Players may not kill Cornifer.Rewards:Acquiring
all areas of the map unlocks the Cartographer Trophy/Achievement.Cornifer
Associated QuestsN/ACorniferHollow Knight Map GuideForgotten Crossroads-
To obtain this piece of the map, go to the Forgotten Crossroads and go
left. Once you reach the cavern with the chained platforms, go down
through the chamber until you reach the bottom. Fall through the floor
and turn right, you will meet Cornifer there, then you can proceed to
purchase the Forgotten Crossroads map for30.Greenpath-To obtain this
piece of the map, you will need to head over to Greenpath. Once you reach
the terminus, you'll see a warrior standing on the ledge, the warrior
will proceed to move on to the next screen. Now descend down the shaft
and once you reach the bottom, go right and you'll hear Cornifer making a
sound. Hop onto the stone platforms that are being suspended by vines and
slash these vines to open up the path forward. Continue heading right and
you'll find Cornifer there. You can proceed to purchase the Greenpath map
for60.Fungal Wastes-To obtain this piece of the map, you must first
arrive on the Queen's Station bench, from there, head right into the
Queen's Station, take the exit on the upper right corner then you'll find
yourself in the Fungal Wastes. Upon arrival, you'd have to get past the
poison-sptting enemies and take the exit at the bottom, then you'll hear
Cornifer's humming. Go down and take the first left, you'll find Cornifer
in an alcove. You can then proceed to purchase the Fungal Wastes map

for75.Crystal Peak-To obtain this piece of the map, you'll need to head over to Crystal Peak first, then head down to the next area and head left. Continue heading left until you reach a toll gate. You'll need to pay50 to unlock the pathway to the Forgotten Crossroads. After unlocking the gate, go left and drop down, you'll see two Glimbacks, defeat these two then head right, and destroy the wooden bracing. Afterwards, head back to the previous screen. Drop down, go right and continue until you reach the next section of solid ground. Head right and into the next area to find a Bench. Go back to the area on the left and wall-jump up to reach the exit. Now continue up the left-side path and hop on the conveyer belt running up the left-side wall and take it all the way up. Jump through the exit to go to the next area. Once you reach this area, you'll need to watch out for the crystal beetles that emit laser beams and carefully dodge these to reach the ledge on the left. Now kill the Husk Miner and destroy the wall behind him, then wall-jump up unto the next area of crystal laser beetles. Just follow the platforms up while carefully dodging the lasers. Once you reach the top, take the exit on the left and you'll find Cornifer there. You can then proceed to purchase the Crystal Peak map for112.City of Tears-To obtain this piece of the map, you'll need to head over to the City of Tears. Go to the lift, climb aboard and hit the lever, then jump off and dash once you see a platform to your right. Take out the flying enemies and continue following the platforms to the top to obtain the Hallownest Seal. Now follow the platforms on your right until you reach the elevated exit. Now hop through and take out the large charging enemy and hop down, hit the lever to unlock the gate to the lower level. Afterwards, go right and you'll meet Relic Seeker Lemm. He's a merchant who seeks rare antiques, and when he buys it off you, he can award you an amount of Geo depending on the rarity of the item you give to him. Now head back up the previous area and take the elevator up one floor. Then follow the path to the left and ascend through the area and move to the next screen. Now wall-jump and dash your way through as you progress until you reach a lever. Use the lever to unlock a gate immediately below it then go through the open gate and go down, dropping to the next area. Once you drop down, you'll land on a platform with another lever, hit it to open another gate, this one is on the other side of the elevator shaft. Proceed to dash through the empty elevator shaft and head down to reach another lever and hit it, you'll open another gate to the elevator shaft and a shortcut back to the bottom screen. Now go back to the top and go through the top exit on the right side and continue to the next area. Upon arrival, you'll see a sign indicating that an area Bench is nearby. Follow the sign and take the elevator up two stops, then go left. You'll then enter an arena where you'll have to take out a Heavy Sentry. Once you take them out, a Winged Sentry and a Lance Sentry will spawn. Take both of them out to open the gates. Now go through the left side of the arena then wall-jump up into the next area, you'll reach Cornifer there. You can then proceed to purchase the City of Tears map for 90.Deepnest-To obtain this piece of the map, you'll need to take the Stagway back to Queen's Station then head back down to the Mantis Village. If you haven't already defeated the Mantis Lords, you'd have to defeat them to get past this area. After defeating them, go left into the next area and you'll arrive in Deepnest. Wall-jump up the first shaft you find then continue heading left, you'll find Cornifer there. You can then proceed to purchase the Deepnest map for 38.Royal Waterways-To obtain this piece of the map, you'll need to

head over to the Royal Waterways. Upon arrival, go left and then drop down, then take the exit on the left. Now drop down the bottom of the shaft and use Desolate Dive to break through the ground and find the first area Bench. Now slash the wooden barrier to the right to unlock a shortcut, then jump back up to the previous area and go left. Continue heading left following the elevated platforms until you reach a ledge on the left. You'll see one of Cornifer's pieces of paper there. Continue following the path to the left, then take the exit into the next area, then drop down and continue left. You will encounter a few gaps in the floor, along with a number of inflating Hwurmps. Proceed carefully and stay on the platforms, continue heading left until you reach the exit on the left side. Now head through the exit and you'll enter a gated arena with a swarm of Hwurmps. Clear the room and the gate on the left will open. Go through it and hit the lever to unlock a shortcut between the Royal Waterways and the Fungal Wastes. Jump up another level and you'll find Cornifer. You can then proceed to purchase the Royal Waterways map for 75. Fog Canyon-To obtain this piece of the map, you'll need to head over to Fog Canyon. Upon arrival, you'll encounter explosive enemies along the way, so be careful and proceed with caution. Jump all the way up the vertical shaft and take the top left exit into the next area. This next area has an acid pool and a number of Oomaenemies, climb the next shaft carefully and take the top right exit. Jump across the platforms and you'll reach a vertical black beam that's blocking the way. Use the Shade Cloak to get through it, then ascend the platforms to reach a small alcove at the top, you should find Cornifer there. You can then proceed to purchase the Fog Canyon map for 150. Queen's Gardens-To obtain this piece of the map, you'll need to reach the Queen's Gardens. Upon arrival, head west towards the Mosscreep and Spiny Husk enemies, drop to the bottom, then head east, you'll find yourself trapped inside a mini-arena. You'll have to clear out two waves of Mantis Petra for the gates to reopen. Then continue heading northeast. As soon as you enter, you'll hear Cornifer's voice. To get to him, continue heading west then work your way around to reach him. You can then proceed to purchase the Queen's Gardens map for 150. Ancient Basin-To obtain this piece of the map, you'll need to reach the Ancient Basin. From the Tram, go left and jump off the Tramway then dash along the ground until you reach the Tramway gate. You should see a hole in the ground, jump down and follow the path on the left. Dash over the shaft in the middle of the tunnel and continue heading left, then up. Defeat the Mawleks you encounter along the way, then drop down and follow the path until you reach a large black orb at the end of the corridor. inspect to obtain a Pale Ore. Now jump down the shaft on the left side and follow the tunnel on the right. Avoid the dive-bombing Belflies and destroy the wooden bracing to unlock the shortcut back to the Tram. After you head back up the Tram platform, drop down to the hole just left of the Tram. Now drop off the left side of the platform until you reach the second ledge to the right, you should find Cornifer there. You can then proceed to purchase the Ancient Basin map for 112. Kingdom's Edge -To obtain this piece of the map, you'll need to head over to Kingdom's Edge. Upon arrival, walk to the edge of the platform and drop down and fall to the left and slide down the wall, you'll eventually stop on top of a pipe. You should be able to find Cornifer there, and you can proceed to purchase the Kingdom's Edge map for 112. Howling Cliffs-To obtain this piece of the map, you need to head over to Howling Cliffs. Upon arrival, head west until you reach the part

of the area that has elevated platforms. Then drop down the bottom of the spiked pit until you reach a corpse of a bug and a Nail, then head east and enter the hut. You'll find a Bench you can use, and also Nailmaster Mato to your right. Now head back outside and jump back up, then continue heading west via the elevated platforms until you reach the tombstone of the mystic creature Gorb. Its spirit will only appear on the tombstone if you've already acquired the Dream Nail. Now head west towards the middle part of the room to find the next section. Drop down to the bottom east side until you find a trail of paper and hear Cornifer's voice which will lead you to him. You can then proceed to purchase the Howling Cliffs map for 75. Cornifer Dialogue
 Hmm? Ah, hello there. Come down to explore these beautiful old ruins? Don't mind me... I've a fondness for exploring myself. Getting lost and finding your way again is a pleasure like no other. We're exquisitely lucky, you and I... I'm a cartographer by trade, and I'm working on mapping this area right now. Would you like to buy a copy of my work so far?
 Cornifer Notes & Tips
 It is completely unknown how he discovers new areas and gets to them. For example, there are only two known ways to get to Howling Cliffs. The access from Greenpath is too narrow for him, and the access from King's Pass requires parkour that would be impossible for him. And yet, he's there. In addition, in Fog Canyon, he is literally past a Void Stream, which is impossible to cross without the Shade Cloak. If ever you miss Cornifer in the area, you won't be able to find him there the second time around, but he'll leave a note saying that you can purchase the map at a higher price by visiting Iselda's (his wife) shop.
 NPCs
 Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogg Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Corpse Creeper Location
 Deepnest
 Beast's Den
 Health 18/15
 Drops 10
 Corpse Creeper is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Parasitic beast that controls the body of its host after the host's death. The beasts of this land have found plenty of ingenious hiding places, but none so clever as the body of another creature! If you happen on such a beast, rejoice! You've hunted two creatures at once!
 Corpse Creeper Location
 Deepnest
 Beast's Den
 Corpse Creeper Rewards
 10
 Corpse Creeper Notes & Tips
 A Corpse Creeper lies within the bodies of a Husk Hornhead or a Wandering Husk. Once they have been killed, their legs will start to twitch, screech, and after that period of time the Corpse Creeper will sprout out its legs to quickly attack The Knight. To identify if a Corpse Creeper is inside a dead body of the said beings, players can use The Dream Nail to reveal a dialogue. Husk

Hornheads and Wandering Husks do not have a dialogue whenever they are being dream nailed. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Cowardly Husk Location City of Tears Watcher's Spire Health 20 Drops 11 Cowardly Husk is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Former member of Hallownest's high society. Although made aggressive by the force inside, old instincts still occasionally compel it to run from danger. The fearful, cowardly nature of these Hallownest bugs persists even after death! It almost feels shameful to chase and cut them down. Cowardly Husk Location City of Tears Watcher's Spire Cowardly Husk Rewards 11 Cowardly Husk Notes & Tips The Dream Nail can be used on this enemy, revealing what is in their mind. These type of Husks mind its own business and only tries to attack if they are disturbed. It will try to run towards The Knight that deals damage upon contact or will try to flee - if they run into a wall, it will run towards the opposite direction. A Cowardly Husk is shown to be Lurien the Watcher's mysterious and devoted butler, still watching over him as he sleeps in the Watcher's Spire. The butler is mentioned in Lurien's hidden journal. He will run away from the Knight when approached, and will not attack. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious

Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Crawlid Location Multiple Locations Health 8 Drops 2 Crawlid is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Timid scavenger that crawls through the caverns looking for food. Dull and pathetic. Hardly worth killing. Crawlid Location Blue Lake Greenpath King's Pass Howling Cliffs Forgotten Crossroads Crawlid Rewards 2 Crawlid Notes & Tips These beings respawn upon leaving and re-entering the area. Crawlids crawl back and forth and does not try to attack the player. They also cannot climb walls or ceilings. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Crystal Crawler LocationCrystal PeakHealth15Drops8Crystal Crawler is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Discharges searing beams of light from the crystals on its back as it crawls around, seemingly unaware. These creatures look weak, but sometimes burning pillars of heat will burst out from the crystals they carry on their backs. Be wary, and time your strikes well!Crystal Crawler LocationCrystal PeakCrystal Crawler Rewards8Crystal Crawler Notes & TipsCrystal Crawlers are beings that crawl around on platforms while releasing a beam of energy on their crystallized backs that deals damage upon contact. They may be invulnerable to physical attacks but can be easily killed by using spells such as Shade Soulor Desolate Diveor damaging effects from Charmslike the Defender's Crestand Grimmchild.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Crystal Guardian LocationCrystal PeakHealth280450 (Enranged)RewardGeoMask ShardCrystal Guardian is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Heavyset miner of

the Crystal Peak overcome by crystal growth. Can discharge blazing beams of light from its crystallised limbs. How does the world look to this creature, gazing out from within its crystal prison? Does it see only light? Is that what drives it into a frenzy? Crystal Guardian

Location Crystal Peak Godhome (Mini-boss) **Crystal Guardian Rewards** GeoMask Shard **Unlocks** a Bench. **Crystal Guardian Strategies** **Strategy Writeup** To start this fight, you'll find the guardian sleeping on a bench. Simply strike it to initiate the battle. The Crystal Guardian may keep you on your toes since it will frequently call forth a rain of crystal beams and mixes its movement and tactics making itself unpredictable. **Charms:** If at the early stage of the game you accidentally initiate the battle, it is recommended to at least have the Dashmaster charm in order to evade and move around the arena at a quicker rate. Quick Focus will also allow you to cast your spells at a faster rate allowing you to keep up with the pace of this boss. Quick Slash is also useful to have equipped to quickly land your attacks since the Crystal Guardian is always open to take damage while it uses its laser beam attack. **Spells and Abilities:** Using any offensive spell on the Crystal Guardian will work, but it is wise to take note of equipping certain charms like Shaman Stone and Spell Twister in order to improve the effectiveness of your spells. Upgrading the Mothwing Cloak to the Shade Cloak is also recommended in order to phase through the boss' attacks. When facing the Crystal Guardian, it is a good practice to take your time and watch out for where the beams from the sky are directed. Take your time to move your position and once it uses its laser beam attack, jump over to get behind it and follow up with attacking it with The Nail. Your spells can also work like Vengeful Spirit allowing you to inflict damage from afar as well as Desolate Dive or Descending Dark will allow you to inflict damage while avoiding its attacks. **Attacks & Counters** **Attack Counter** **First Encounter** **Beams from Above** The Crystal Guardian will shout out a loud cry where multiple beams of energy will shoot down from above. To identify where it will land, the beams will start off as a thin line and after a short moment will open as a crystal beam that deals damage upon contact. The Crystal Guardian can perform this move while performing other attacks. **Crystal Laser Blast** This is the Crystal Guardian's primary attack. The Crystal Guardian will lean back and raise its hand to shoot out a laser blast towards The Knight's direction. Similar to how the beams from the sky work, it begins with a thin line and after a short moment will enlarge into a blast that deals damage upon contact. **Leaping Guardian** The Crystal Guardian leaps around the arena as its way to move around the area and to avoid The Knight's attacks. This move can be performed in conjunction with its two attacks. **Second Encounter (Enraged Crystal Guardian)** **Beams from Above** This attack is similar to how it works at the first encounter, the only differences are the Crystal Guardian now stomps on the ground violently while screaming, the color has changed from pink to orange, the beams are faster, and it deals 2 masks damage upon contact. **Crystal Laser Blast** Also similar to how it worked at the first encounter but is now channeled faster, deals more damage, and the color has changed from pink to orange. **Leaping Guardian** Performed at a much faster rate and uses it aggressively in conjunction with its two attacks. **Crystal Guardian Lore** The Crystal Guardian was once a normal bug working as a miner. As time passed, eventually its work has consumed its mind by losing itself, mutated its body by being covered in crystal, and succumbed to The Infection. What the Crystal Guardian sees behind its crystallized head is

unknown. Crystal Guardian Notes & Trivia The Crystal Guardian is one of the bosses that can be fought twice. At first, you will find it resting on a bench and after defeating it, it will jump up onto the second level of the area. You will need to have the Mantis Claw and Monarch Wings abilities in order to reach the second arena of the boss. If you have Defender's Crest equipped, the cloud surrounding The Knight will cause the Crystal Guardian to wake up from the bench, triggering the boss battle. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Crystal Heart The energy core of an old mining golem, fashioned around a potent crystal. The crystal's energy can be channeled to launch the bearer forward at dangerous speeds. Function Super Dash / Flight Location Crystal Peak Crystal Heart is an Ability in Hollow Knight. Abilities are upgrades which impart various effects and skills that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before being available for use again. The Crystal Heart allows The Knight to perform a charged Super Dash which sends them flying through the air in a straight line, granting them the ability to cross huge gaps and chasms across Hallownest. Hollow Knight Crystal Heart Function & Usage The Crystal Heart imparts the Super Dash (sometimes referred to as the Crystal Dash) ability to The Knight, allowing them to fly horizontally through the air at great speeds after a brief charge-up. Once obtained, it can be used by holding the Super Dash button/key to charge up and then release to initiate flight. The Super Dash has infinite range and the Knight will continue moving forward until interrupted by damage or colliding with the environment. The Knight can cancel flight by jumping or by pressing the Super Dash button/key again. The Super Dash can be initiated from the ground, as well as while clinging to a vertical surface using the Mantis Claw. The ability has a charge-up time of ~0.8 seconds. The Super Dash deals 10 damage on contact. Any enemies that can be killed with this amount of damage will not damage the Knight nor interrupt their flight. How to Obtain the Crystal Heart in Hollow Knight The Crystal Heart is found in an old mining golem in the central-eastern section of Crystal Peak, past a platforming section. Getting to Crystal Peak and the golem requires the Mothwing Cloak, Mantis Claw and Desolate Dive abilities. The Luma fly Lantern is also recommended to get through the unlit sections of Crystal Peak. Hollow Knight Crystal Heart Ability Modifiers The Crystal Heart does not have any modifiers available. Hollow Knight Crystal Heart Notes & Tips Additional Notes & Tips for the Crystal Heart ability go [here](#). All Abilities in Hollow Knight Awoken Dream Nail, Dream Nail, Dreamgate, Isma's Tear, Mantis Claw, Monarch Wings, Mothwing Cloak, Shade Cloak, World Sense

Crystal Hunter Location Crystal Peak Crystallised Mound Health 25 Drops 6 Crystal Hunter is an enemy in Hollow Knight. The

enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.

Fires shards of fast-growing crystal at intruders. Make their homes all the way up at the top of the world. Do they use the crystals willingly as weapons or are they merely hosts and the crystals parasites?

Crystal Hunter Location
 Crystal Peak
 Crystallised Mound
 Crystal Hunter Rewards
 6 Crystal Hunter Notes & Tips
 Crystal Hunters float in the air and keeps its distance making it difficult to attack. After a brief moment, they will attack by shooting a projectile that turns into a chunk of crystals after landing on a surface.

Enemies
 Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawler, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Crystal Peak is a location in Hollow Knight. Please see Walkthrough for other areas. The Crystal Peak is a big mountain that was once mined for its crystals. After The Infection spread, its workers still perform their tasks despite losing their very own sanity.

General Information
 Previous: Soul Sanctum
 Next: Crystallised Mound
 Bosses: Crystal Guardian
 Video Walkthrough [video goes here]
 Map
 NPCs in the area
 Quirrel, Cornifer
 Bosses
 Crystal Guardian
 Items
 Materials & Consumables
 3x Rancid Egg
 1x Wanderer's Journal
 Equipment & Upgrades
 Deep Focus
 Crystal Heart
 Key Items
 Shopkeeper's Key
 Enemies
 Glimback, Shardmite, Husk Miner, Grub Mimic
 Crystal Hunter, Crystal Crawler, Crystallised Husk
 Crystal Peak Walkthrough
 The Path to the Crystal Peak
 Once you've defeated the Soul Master at the Soul Sanctum, make your way back to Dirtmouth and purchase the Lumaflly Lantern from Sly. From there, jump down into the well that will take you to the Forgotten Crossroads then head east, past the Temple of the Black Egg and into the next two sections. Continue heading east until you reach an opening you can drop down to. From here, there are two

ways to enter the Crystal Peak. We'll first explain how to get there with the use of the Lumaflly Lantern. Once you're at the lower part of the section, go left, then head down into the exit by the gazebo-like structure, followed by going down one level and into the next section to your right. With the Lumaflly Lantern, you'll now be able to see through the dark with the help of the item. Walk further east until you reach a toll machine that will require you to pay 50 Geo to unlock the gate in front of you. Upon entering, you'll encounter new enemies below you which are 2x Glimback. Drop down to where the enemies are, kill it, then continue going right to find a cluster of geo. If you continue to your right, you can break the wall to continue onto the path leading to the Crystal Peak. For the 2nd path, head back outside, then back up to the gazebo-like structure, followed by the previous section to your right. Once you've arrived, continue going right into the cave-like entrance that has a pink light. Continue going right then drop down into the opening to find an NPC named Myla, she is a miner similar to the other bugs who later on succumbs to The Infection as you progress through the game. After talking to her, go back up, continue going right and hop onto the lift that will automatically go up once you stand on it. There is a Soul Totem that you can find in the middle level, if you need it, dash midway into the platform to find it at the left-hand side - when you're done, head to the top and go right into the next section. From here, if you walk a bit further, you'll notice that the floor is breakable. This is another path that you can take by using the Desolate Dive spell. Upon using the spell, try to jump and dash to your right to find 1x Rancid Egg. Finding a Bench Assuming you've taken the path by breaking the floor with the Desolate Dive ability, head all the way down where you'll encounter a Glimback. From here, go east where you'll encounter platforms that are also conveyors. Jump across the conveyors and continue heading east where you'll encounter a Husk Miner and the bench at the very end. Further into the Crystal Peak When you're done resting, you'll want to head up to where the bench is and enter the next section. From here you'll encounter a Crystal Hunter, these beings are tricky since they will shoot a crystal and will expand into a cluster of crystal once it lands on any surface. After killing it, head up to the 3rd level to find 2x Husk Miner guarding 2x cluster of Geo that is covered in crystal. Once you're done, head up to the next level and proceed west into the next section. You'll find yourself in a room where there are metal platforms. These platforms will flip over revealing the crystalized platform after a short moment once you jump on it, so be quick and make your way to the top left-hand side of the room to find 1x Rancid Egg. After collecting the item, head back to the room where the bench is, only this time you'll want to head left and climb up the walls towards the northwest and into the next section. Along the way, you'll also encounter a Husk Miner by a cluster of geo. Upon arriving into the next section, you'll encounter a Glimback just above you and 2 more Husk Miner. Now ride the conveyor that's on the wall and proceed east where you'll see another Glimback. Kill it and continue going up where you'll now see walls that have spikes on it. From the middle column, jump onto the conveyor and make your way around the spikes to reach the Grub that is on the top. You should be going counterclockwise to reach the Grub. Once you reach the grub, free it from the jar then hit the switch to unlock the gate in front of you and head up into the next section. Now, you'll encounter a new enemy called a Crystal Crawler. These beings crawl around the surface and shoot

out a laser beam for every 2-3 second's interval and are invulnerable to your basic attacks, the only way to kill these enemies is by using the Vengeful Spirit spell. Jump onto the platform above you first to find a cluster of Geo. Finding Cornifer After collecting the Geo, climb to the top and head to the northwestern side of the room where you'll find Cornifer. Along the way, you'll encounter more Crystal Crawler, spiked paths, and you'll also find pieces of paper scattered around which indicated that Cornifer is near. Once you reach the top, head left where the sign is pointing and into the next section to find Cornifer. Speak to him to purchase a copy of the map of Crystal Peak for 112 Geo. Obtain the Shopkeeper's Key After buying the map from Cornifer, head back to the previous room and this time head up to the next section. You should find yourself in a section that seems to be where more of the Husk Miner is working, Glimback, and a new enemy called a Shardmite. Head to the left-hand side and make your way to the 2nd level where you'll notice a bench sign to your right, ignore that for the moment and continue climbing up the column where the Shardmite is until you reach the top northeastern side to find a chest that has the Shopkeeper's Key in it, you can give this key to Sly in Dirtmouth to unlock more items. Once you've collected the key, prepare for a boss battle and head back down to the platform that has a bench sign and head into the next section. Boss Battle, Crystal Guardian Once you're inside, you'll notice a creature sleeping on the bench. This is the Crystal Guardian and the only way for you to use the bench is to fight him. If you're ready to fight him, strike the guardian with the nail and he will wake up, prompting the gates to close and the boss battle to begin. You can click [here](#) to learn more about the strategies to defeat this boss. Once you defeat him, he will drop Geo and will leap up to a higher level. You can now use the Bench but you won't be able to reach him yet until you acquire the Monarch Wings ability - for now just save and replenish your health. The Crystal Heart From the arena of the Crystal Guardian, head to the right and into the next section to find a switch that will unlock the first gate. Once that's done, retrace your course back to where you found the Shopkeeper's Key and head to the top exit where you'll find Quirrel at the left overlooking the area. After speaking to him, head east at the very end until you reach the next section and then drop down into the opening - if you slide down onto the wall, you can dash towards the middle section where you'll encounter multiple Crystal Crawler, a cluster of Geo, and 1x Wanderer's Journal at the top left corner next to a corpse of a bug. Once you've collected the items, jump back onto the wall and climb up one level where you'll encounter 2x Husk Miner. Clear the path and walk near the end where you'll come across a breakable floor, use the Desolate Dive ability where you'll find 2 more clusters of Geo and a Bluggsack containing 1x Rancid Egg that is being guarded by 2x Crystal Hunter. After collecting the items, climb back up and drop down onto the middle column towards the switch, hitting it will unlock the gate that is next to it. Now, you'll want to slide down the wall where a Shardmite is crawling which is the one to your right, then head all the way to the bottom where you'll find another switch to your left that will open a shortcut and another section to your right. Flip the switch then proceed east. You'll now enter a section that has multiple elevated platforms and conveyors. Jump across the conveyors and then onto the platforms to your right, followed by clinging onto the wall that has a conveyor, be mindful and time your dashes right since you'll be passing through a path that has spikes. When you reach the top, you'll find a

breakable wall to your left that has a SOUL totem - if you need to replenish SOUL, strike the totem to extract the SOUL from it. When you're done, continue going east towards a path that has crystal beams shooting from the ceiling. Avoid it by dashing at the right time until you reach another end that has more elevated platforms and conveyors. Upon reaching the end, you'll find another SOUL totem that you can extract SOUL from. Now, head to the bottom left and then go right until you reach the end of the wooden bridge where you'll find the Crystal Heartability. Upon consuming the ability, the bridge next to you will collapse which will allow you to try out the new ability - with the Crystal Heart consumed, you'll now be able to traverse areas that have a long gap by concentrating energy and releasing it to blast forward and fly through the air. This can be executed while on the ground or if you are clinging onto a wall. The next location we'll need to head off to is the Crystallised Mound. Acquiring the Deep Focus Charm Before you head off to the Crystallised Mound, you can grab the Deep Focus charm which is located here. To get there, you'll have to retrace your course back to the section that leads to Cornifer, you'll find the entrance to the crystal cave at the west-hand side which is below the elevated platform that has a piece of paper on it. With the Crystal Heartability, you'll now be able to cross the other end. However, the path is quite tricky since you'll have to time the ability right to avoid getting hit by the crystal beams. Eventually, you'll reach the west end side where you'll see another section. Enter it to find yourself inside a cave full of crystals - you'll find the Deep Focus charm at the bottom. You can head back to the entrance by going up and through the conveyor. A Grub Mimic You can rescue another Grub by heading to another path you can now cross. Make your way back to the section where you found Cornifer then use the Crystal Heartability to get across, you'll have to continue traveling west until you reach the end that has a section that you can jump down below into and another section to your left which will take you back to Dirtmouth. For now, you'll want to go down deeper into the cavern where you'll encounter 2x Crystal Hunter. Kill the enemies and continue going down to the bottom where you'll find a Grub trapped in a jar. Be cautious since this is an enemy that has the ability to mimic bugs, upon breaking the jar, it will reveal its true form, a Grub Mimic that will attack you once it's out of the jar. Once you kill it, walk to the wall to your right and hit it with The Nail to break it - follow the path, climb up to find the real Grub. Free it from the jar and head back up to the crystal cavern then proceed west to find a lift that can take you back to Dirtmouth. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here

Hollow Knight Locations List


Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Crystallised Mound is a Location in Hollow Knight. Please see Walkthrough for other areas. The Crystallised Mound is a sub-area within the Crystal Peak, it is a grotto that has been overgrown with crystals. General Information Previous: Crystal Peak Next: Resting

GroundsBosses: N/AVideo Walkthrough[video goes here]MapNPCs in the areaN/ABossesN/AItemsMaterials & ConsumablesN/AEquipment & UpgradesDescending DarkKey ItemsN/AEnemiesBaldurShardmiteCrystal HunterCrystalised Mound WalkthroughThe Path to the GrottoUpon acquiring the Crystal Heartability, activate it to dash across the room heading west. You'll want to walk up to where a giant bug can be seen from behind then cling onto the wall followed by using the Crystal Heartability to reach the Grub which is to your right. After freeing the Grub, head back down, head back outside, then drop down into the next section.You'll want to drop down all the way to the bottom and through the path that has crushers. But before heading through that path, while sliding down the wall, you can dash through an opening midway where you can find a cluster of Geo that is being guarded by about 4x Husk Mineralalongside 2x Crystal Crawler. Once you've collected the Geo, head back down to the path with the crushing mechanisms until you reach an exit that you can drop down into - you can continue going right and onto the conveyor with the crushers then back up where you'll find a chest containing Geo. You can easily go around by hitting the switch on the ceiling to unlock the gate next to it but you'll have to make another round trip and pass the crushers.Upon reaching the exit that you can jump down to, you'll find another trapped Grub. Free it, then activate the switch on your right to unlock the gate. After that's done, head down two levels until you reach a section that you can enter that is on your right.You should find yourself in a dark cave that has multiple elevated platforms alongside Crystal Hunters that are flying around and a Glimbackat the end. You must have the Lumafly Lantern item to be able to pass, if you don't have it, you'll have to head back to Slyin Dirtmouth and buy it from him for 1800 Geo. To continue, head east by using the elevated platforms until you reach the next section - upon entering, use the Crystal Heartability to cross the gap where you'll now find yourself at the entrance of the grotto. There is also a SOUL Totem next to it if you need to replenish your SOUL.Acquiring the Descending DarkUpon entering you'll come across a breakable floor, walk on it and then use Desolate Diveability to break it. Upon reaching the bottom, destroy the wooden barricade to your right and make your way across by platforming and simply follow the path while avoiding or fighting the Crystal Hunter. Eventually, you'll come across a Shardmiteand more elevated platforms. From here, you'll want to try to head to the top left, then midway upon reaching a safe surface, continue going up, only this time towards the top right to rescue another Grub.Now, from where the Grub was, head back down the platforms, then onto the safe surface. You'll want to jump onto the elevated platform to your left then do a short jump followed by dashing to cling onto the wall. Climb up and walk on top of the wooden floor, hit it with The Nailto break it and you'll reach the corpse of thelivingSnail Shaman's fourth relative who is encased in crystals. Continuously strike the crystalized corpse until it breaks, and upon breaking it, you'll be able to consume the Descending Darkability that upgrades the Desolate Diveability. From here, you can head back outside to the entrance and drop down to the bottom that will lead you to the next location, the Resting Grounds.Video[video goes here]MapClick on the image to enlarge the map.Trivia & Notes: Trivia and notes go here Hollow Knight Locations ListAncestral Mound,Ancient Basin,Birthplace,City of Tears,Colosseum of Fools,Crystal Peak,Deepest, Dirtmouth,Fog Canyon,Forgotten Crossroads,Fungal

Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Crystallised Husk Location Crystal Peak Health 35 Drops 20 Crystallised Husk is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Remains of a bug who died amongst the crystals. Animated by a strange force, it attacks by firing beams of light from its crystallised arms. There is some strange power hidden in the crystals that grow up there in the peaks. They gleam and glow in the darkness, a bright point of searing heat in each one. They sing too, if you listen. Very softly... Crystallised Husk Location Crystal Peak Crystallised Husk Rewards 20 Crystallised Husk Notes & Tips Upon seeing The Knight, these beings will start to attack by releasing a beam of energy similar to a crystal crawler and will later expand that will deal damage upon contact. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Crystallised Mound  Main Location Crystal Peak Crystallised Mound is a Sub-Area Location in Hollow Knight. Crystallised Mound can be found within Crystal Peak. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Crystallised Mound Information Crystallised Mound can be found within Crystal Peak. Crystallised Mound is an ancient abandoned temple found deep within

Crystal Peak which is older than the mines surrounding it. It was home of the Snail Shaman's fourth relative. Breaking the crystal with the crystallized shaman inside provides the Descending Dark Spell. Entering this area requires Desolate Dive to break the floor. The Lumaflly Lantern is recommended for the dark area right before the Mound. The Crystal Heart or the Monarch Wings is also required to cross the chasm leading to it. Items Found in Crystallised Moundx1 Grubx1 Soul TotemDescending Dark (Spell)Characters in Crystallised MoundN/AEnemies and Bosses in Crystallised MoundBaldurCrystal HunterShardmiteCrystallised Mound Notes, Trivia and Notable LootOther notes, tips, and trivia. Hollow Knight Sub-Area LocationsBeast's Den, Blue Lake, Cast-Off Shell, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Cyclone Slash The signature Nail Art of Nailmaster Mato. A spinning attack that rapidly strikes foes on all sides. Location:Howling CliffsAcquired from:Nailmaster MatoCyclone Slashis aNail Artin Hollow Knight.Nail Arts are abilities that are taught by Nailmasters. Nail Arts simply is a stronger version of a basic attack that is executed in multiple attacks - its overall damage depends on the type of Nail that is equipped.How to use Cyclone SlashCyclone Slash is a multi-hit spinning attackHold down the attack button to charge, and release while holding Up or Down.Where to find Cyclone SlashSpeak to Nailmaster Matofound at the Howling Cliffs.Cyclone Slash DamageThe damage dealt by a Nail Art depends on the type of Nail that is equipped, listed below is the damage value of each Nail.NailDamageOld Nail21-49Sharpened Nail36-84Channelled Nail51-119Coiled Nail66-154Pure Nail81-189Cyclone Slash Notes & TipsThere are only three Nail Arts that can be learned from the Nailmasters.Equipping the Nailmaster's Glory Charm reduces the time to charge Nail Arts.Equipping the Fury of the Fallen Charm strengthens the damage of the Nail ArtsNail ArtsDash Slash,Great Slash

Dash Slash The signature Nail Art of Nailmaster Oro. Strike ahead quickly after dashing forward. Location:Kingdom's EdgeAcquired from:Nailmaster OroDash Slashis aNail Artin Hollow Knight.Nail Arts are abilities that are taught by Nailmasters. Nail Arts simply is a stronger version of a basic attack that is executed in multiple attacks - its overall damage depends on the type of Nail that is equipped.How to use Dash SlashDash Slash is a long range attack.Hold the attack button to charge and release it to perform the attack.Where to find Dash SlashSpeak toNailmaster Oroand provide him with800.Dash Slash DamageThe damage dealt by a Nail Art depends on the type of Nail that is equipped, listed below is the damage value of each Nail.NailDamageOld Nail12Sharpened Nail22Channelled Nail32Coiled Nail42Pure Nail52Dash Slash Notes & TipsThere are only three Nail Arts that can be learned from the Nailmasters.Equipping the Nailmaster's Glory Charm reduces the time to charge Nail Arts.Equipping the Fury of the Fallen Charm strengthens the damage of the Nail ArtsNail ArtsCyclone Slash,Great Slash

Dashmaster Cost:Geo:N/ALocation:Fungal Wastes Effect:Allows The Knight to dash downwards and reduces the dash cooldown by 50%.Dashmasterin

Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.

Dashmaster Information"Bears the likeness of an eccentric bug known only as 'The Dashmaster'."Dashmaster is a charm that can be used creatively, as it can be used as a way of traversal and avoiding enemy attacks in a battle. Once this is equipped, the Knight will be granted the ability to use dash frequently as well as dashing downwards - this is perfect for players who want to move around the area as quick as possible.

Dashmaster Acquisition Location: Fungal Wastes

Acquisition: Right below the Mantis Village in the Fungal Wastes, you'll find a statue that is near the entrance of Royal Waterways - approach and check the statue where you will find the charm beneath it.

Dashmaster NotesCharms can only be equipped and unequipped by using a bench. This charm bears the likeness of a bug known as The Dashmaster. Dashmaster is best equipped with other charms such as the Sharp Shadow or Sprintmaster.

CharmsBaldur Shell, Carefree Melody, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneedle, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Death Loodle LocationColosseum of Fools

Health45

DropsN/A

Death Loodle is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.

Loodle equipped with a helmet and taught to kill. They seem fierce, but they have a lot of difficulty at aiming their target. Watch their motions and strike when the opportunity comes. Take their helmet with you as a trophy.

Death Loodle LocationColosseum of Fools

Trial of the Fool Death Loodle

RewardsN/A

Death Loodle Notes & TipsSimilar to a Loodle, these creatures hop around the room and stick onto surfaces upon landing.

EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflay, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping

Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
 Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
 Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Deep Focus Cost:Geo:N/A Location:Crystal Peak Effect:The bearer will
 focus SOUL at a slower rate, but the healing effect will double. Deep
 Focus in Hollow Knight is one out of the 45 Charms that is found in the
 game. These charms are special items that provide The Knight buffs that
 will help with both traversing Hallownest and battling its foes. Charms
 require Notches and can only be equipped and unequipped while having The
 Knight sit on a bench. Deep Focus Information "Naturally formed within a
 crystal over a long period. Draws in SOUL from the surrounding air." Deep
 Focus is a charm that focuses on regenerating two health masks and it is
 best used to heal yourself from enemy attacks that decreases The Knight's
 health by two points, however, it gradually increases the focus time it
 needs in order to completely heal two masks. It is recommended for players
 to use this charm only if The Knight is in a safe area for it to take its
 time to heal without any interruptions from any environmental or enemy
 attacks. Deep Focus Acquisition Location: Crystal Peak Acquisition: To
 acquire this charm, head below the area where you encounter Cornifer, you
 will need the Crystal Heart in order to fly towards long gaps - you will
 then find a Husk Miner trying to break through a wall, eliminate the enemy
 and break through that wall to discover a secret area where you will find
 the charm. Deep Focus Notes Charms can only be equipped and unequipped by
 using a bench. Equip the Quick Focus charm together with Deep Focus in
 order to regenerate 2 health masks while it reduces some of the time
 penalty of Deep Focus. Charms Baldur Shell, Carefree
 Melody, Dashmaster, Defender's Crest, Dream
 Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile
 Strength, Fury of the Fallen, Gathering Swarm, Glowing
 Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's
 Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of
 Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of
 Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore
 Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of
 Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void
 Heart, Wayward Compass, Weaversong

Deephunter Location Multiple Locations Health 18 Drops 7 Deephunter is an
 enemy in Hollow Knight. The enemies are creatures that have succumbed into
 The Infection and has turned them into hostile beings who are determined
 to kill anyone who crosses their path. Acquiring the Hunter's
 Journal allows The Knight to acquire additional notes on an encountered
 and defeated enemy such as bits and pieces of lore, information on how to
 deal with the enemy, and information on The Hunter. Crawls along walls and
 roofs, spitting burning venom at anything that passes by. They can be hard

to spot as they flutter in and out of the darkness. Watch for their glowing eyes.

Deephunter Location Deepnest Beast's Den Weaver's Den

Deephunter Rewards 7

Deephunter Notes & Tips Deephunters usually hide in the dark and are found in areas The Knight cannot reach. They constantly crawl on walls and roofs and attacks by shooting a venomous blob. Before they see The Knight and attack, they release a shriek that gives away their position, allowing you to pinpoint where they are hiding.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Deepling Location Multiple Locations

Health 15

Drops N/A

Deepling is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.

Infant of the Deepnest. Scuttles about in the darkness, learning the layout of its home. The Deepnest is a dangerous place to hunt, but rewarding. Keep an eye out for weaker creatures you can pick off and eat. Keep your strength up in the darkness.

Deepling Location Deepnest Beast's Den Weaver's Den

Failed Tramway Deepling

Rewards N/A

Deepling Notes & Tips May sometimes erupt from destroying brown colored eggs that are found around Deepnest. These little creatures are agile and constantly crawls around the area dealing damage upon contact.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy

Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Deepnest is a Location in Hollow Knight. Please see Walkthrough for other areas. Deepnest is a hidden location that is found deep within the southwest corner of Hallownest where spiders and deadly critters inhabit a maze-like area. General Information Previous: Ancient Basin Next: Howling Cliffs Bosses: Nosk Video Walkthrough [video goes here] Map NPCs in the area Hornet Cornifer Zote the Mighty Herrah the Beast Bosses Nosk Items Materials & Consumables 1x King's Idol Equipment & Upgrades 1x Pale Ore 1x Mask Shard 1x Vessel Fragment Key Items N/A Enemies Goam Garpede Deepling Dirtcarver Husk Bully Deephunter Grub Mimic Little Weaver Carver Hatcher Corpse Creeper Husk Hornhead Stalking Devout Wandering Husk Deepnest Walkthrough Heading into Deepnest There are two ways to get into Deepnest, first is through the Mantis Village via the arena of the Mantis Lords and second is dropping down into the area via the Fungal Wastes, it is recommended to enter Deepnest by dropping into the area via the Fungal Wastes where you can acquire 1x Mask Shard. From here, walk a bit to either the right or left side and the ground will break where you'll respectively find yourself in Deepnest. Now, head left and climb up the first passage you see then continue going to the top-left corner of the room to find Cornifer hiding behind a rock, speak to him to buy a copy of the map for 38 Geo. Acquiring a Vessel Fragment Once you've acquired the map, continue going west, around the narrow caverns and then all the way down to find a Hot Spring and a bench for you to use. From the bench, to your right you'll be entering a section that has narrow passageways that are filled with Garpede enemies, these creatures are considered as environmental hazards and cannot be killed. Before acquiring the Vessel Fragment, you'll want to take a detour and further explore the area. Upon entering the narrow passageways, head east until you reach an opening that you can drop down into. From here, you can dash to your left to find a secret room containing a corpse of a Garpede, inspecting it will allow you to add details regarding the enemy in the Hunter's Journal. Continue sliding down the wall and then dash through the opening to your right to find a path that is being blocked by a stream of void. This path leads to the Sharp Shadow charm but can only be crossed if you've upgraded the Mothwing Cloak ability into the Shade Cloak. So for now, head back up into the previous section where the Garpedes are. Another point of interest that you can find is the Ancient Tramway, and in order for you to reach it, you'll have to go through the narrow passageways and try to head southeast until you reach the entrance leading to the tram. For now, you can ignore that and try to make your way to the northwestern side of the

section until you reach a section you can jump up to. Once you've arrived, you'll notice that you'll be standing on the edge of the surface and that you'll have to cross to make it to the other side. In order to cross, you'll have to pogo off the Garpedewhile it moves. Eventually, you'll reach the end where you'll encounter a Garpedecrawling vertically - before you continuethere's a breakable wall to the right with a Soul Totem behind it. After you've replenished your SOUL, you'll need to reach the top. And in order to get there, you'll have to pogo off the head of the Garpedeuntil you reach the top. From there, continue going west where you'll find 1x Vessel Fragment. Once that's done, continue to your left through a shortcut that will take you back to the bench and hot spring. Rescue a GrubFrom the bench and hot spring, head west into the next section. You'll encounter a Wandering Huskthat transforms into a Corpse Creeperafter a short while upon dying. Upon entering, jump up to the 2nd level and then activate the Crystal Heartability to fly across to your left. Once you've landed on the wall, hit it with The Nail to destroy the wall which reveals a secret path leading to the Grub. You'll find the little critter just below the secret room. The Path to NoskAfter freeing the Grub, you can find another secret path that leads to an optional boss called Nosk. From where the Grub was, jump up onto the ledge and strike the wall with The Nail which will break that reveals a secret path. This path leads to the den of the creature who has the ability to mimic the image of any bugs and uses it to lure its prey into its lair. Simply follow the path where you'll find a mimic of The Knight as you push through, and eventually, you'll end up in the arena of this boss. Boss Battle, NoskUpon entering the arena, you'll find your doppelganger standing in the middle. After a short while, the gates will close and the creature will start to contort and reveal its true form to be the Nosk. You can click hereto learn more about the strategies to defeat this boss - upon defeating Nosk, the gates will re-open and you can find 1x Pale Ore at the right-hand side of the arena inside a room. From here, you'll want to retrace your steps back to the previous section that opened up the path leading to the Grub. You can head back to the bench to save your game, but when you're done, head back to the room and this time head up to the passages towards the northwest side then going up the northeast side to reach the next section. Rescue Zote the Mighty. Again. Once you've entered the section, you'll instantly hear Zote the Mightystruggling. In order to reach him, you'll have to work your way around the section counterclockwise until you reach a mini-arena filled with multiple Corpse Creepers where you'll have to fight three waves of these enemies. After surviving the last wave, the web that is blocking the path at the bottom right will disappear, allowing you to enter the section where Zote is. You'll find him entangled in the webs, hit the web once to free him then speak to him. After that's done, head west until you reach the end where you can pick up 1x King's Idolthen retrace your steps back the way you entered until you reach a sign that points out to a bench, follow it to reach a bench near thefailedtramway. Rescue a GrubUpon reaching the bench, head back down one level and go east until you reach the next section. You should find yourself inside another section that has narrow passageways and Garpedes. Make your way to the top and into the next section where you'll find small platforms and pits filled with bugs and spikes. From here, you'll have to reach the section that is on the top northeastern side of the room. And in order to get there, head west from the pit and platforms and jump up to the 2nd level.

Simply follow the path until you reach the top which requires you to use the Crystal Heartability to fly across the other side, once you've made it across, drop down into the passageway where you'll find the entrance leading into the next section. The Grub is located inside a secret room. And in order to find that room, simply walk east until you reach the end then climb up the wall onto the ledge. You can break the wall with The Nail which opens up the entrance into the secret room that is filled with Grubs. Now, do not break the jars first once you see the Grub. There is a total of 4 jars in the room where three of these are Mimics and only one is the true Grub. You'll find the third Grub to be the real one among the rest. After rescuing the little critter, head back to the bench near the failed tramway to save your game. The Distant Village Make your way to the far west side of the map where you'll find yourself at the distant village. From here, head to the center of the room and enter the structure. You'll find a couple of Distant Villagers inside and a bench in the middle of the room, if you speak to them, they'll welcome you and advise you to take a rest and sit on the bench. Upon sitting on the bench, an eerie sound will begin to play and The Knight will find himself stuck on the bench, the villagers will then walk up to The Knight and the screen will turn black. A few moments later, The Knight will awaken stuck in a web. Keep pressing the attack button to break out of the web - you'll now find yourself in the Beast's Den. The Beast's Den The Beast's Den is where you can find the chambers of one of the Dreamers, Herrah the Beast. So make sure you find her body before leaving the area. Upon breaking free from the web, head east and make your way to the top area of the location. Simply follow the path and head all the way to the top where you'll find the body of Herrah the Beast. Use the Dream Nail on her to enter the Dream World where you'll find her vulnerable state - once you find her, simply hit her a few times with the nail and use FOCUS to absorb her which will cause her seal on the Temple of the Black Egg to break. After destroying Herrah, and if you've fought Hornet in Kingdom's Edge, Hornet will appear and we'll learn that Herrah is her mother. From here, head to the bottom left where you'll find a bench and an opening that will take you back to where the Distant Villagers were. Up next, Howling Cliffs. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Defender's Crest Cost: Geo: N/A Location: Royal Waterways Effect: Causes the bearer to emit a heroic odour. Defender's Crest in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Defender's Crest Information "Unique charm bestowed by the King of Hallownest to his most loyal knight." Defender's Crest releases a toxic cloud at The Knight's location that continuously deals 1 damage every 0.3 seconds to nearby enemies until the cloud disappears. The clouds each last 1.1

seconds each and spawn every 0.75 seconds. This charm is best used in certain situations like fleeing pursuing enemies, allowing you to damage them and giving you a window to follow up on a Nail attack. Or it can also be used offensively to deal with Bosses that spawn enemies, allowing you to focus more on dealing damage at the boss. Similar to Spore Shroom, the cloud produced by Defender's Crest will not wake sleeping enemies up. Can be used to "cheese" Crystal Guardian. Defender's Crest

Acquisition Location: Royal Waterways Acquisition: This charm can be obtained as a reward after successfully defeating the Dung Defender. Defender's Crest Notes Charms can only be equipped and unequipped by using a bench. The charm constantly attracts small flying bugs in some parts of the map. While equipping this charm, certain conditions can be unlocked: Relic Seeker Lemm will refuse to trade with The Knight. Tuk will provide The Knight with a Rancid Egg for free. Leg Eater will provide The Knight with a 20% discount on his items and services. Equip the Fluke nest charm together with the Defender's Crest to release a large fluke that bounces along the area and emits a large toxic cloud after a short period of time or if it hits an enemy. Equip the Glowing Womb charm with the Defender's Crest to release explosive hatchlings. Equip Spore Shroom to fart a large cloud of gas that deals 4-3 damage per tick (up to 40 total). Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Dream Wielder, Dreamshield, Fluke nest, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grub song, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Delicate Flower Given to you by the Grey Mourner in the Resting Grounds. She has asked you to place it at the grave of her mantis lover in the Queen's Gardens. The flower is very fragile and will be destroyed if you take damage or ride the Stagways. Delicate Flower is an Item in Hollow Knight. A white delicate flower given by the Grey Mourner and is used as a Quest item. Delicate Flower Usage After speaking to the Grey Mourner, The Knight will be tasked to deliver this unruined flower to the grave of the Traitor's Child in Queen's Gardens. Complete the quest by delivering the flower undamaged to the grave, followed by returning to the Grey Mourner to be rewarded with a Mask Shard. How to Find Delicate Flower Given by the Grey Mourner at the Resting Grounds. Players can return to the Grey Mourner and ask for another Delicate Flower if it is damaged or given to an NPC. Delicate Flower Notes & Tips Players will acquire a Ruined Flower if the delicate flower has been destroyed by the following ways: Taking damage. Venturing and using the Dreamgate. Using The Last Stag for Quick Travel. Carefree Melody's effect does not prevent the Delicate Flower from being destroyed and becoming the Ruined Flower. Players can also give a Delicate Flower to the following NPCs: Elderbug, Godseeker, Nailmaster, Oro Items, Arcane Egg, Bench, City Crest, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Delicate Flower RewardMask ShardTrophy/AchievementLocationResting
GroundsPrerequisiteSpeak to the Grey MournerDelicate Flower is a Quest in
Hollow Knight. Quests can provide rewards from items, unlocking
Trophies/Achievements, and uncovering more information to the lore.
Quests can only be activated by speaking to NPCs.Delicate Flower
ObjectivesDeliver a pure undamaged Delicate Flower to the grave of the
Traitor's Child in Queen's Gardens.Delicate Flower LocationsResting
GroundsDelicate Flower WalkthroughTo start the quest, head to the east
end of the Resting Grounds and speak to Grey Mourner.She will provide a
quest to deliver a Delicate Flower to the grave of the Traitor's Child
located at the Queen's Gardens.However, before doing the quest, it is
recommended to do the following for you to have an accessible path.
First, you will have to obtain Isma's Tear in order to gain access into
the Queen's Gardens which is by acquiring the Crystal Heart for traversing
the area and by defeating the Dung Defender at the Royal Waterways. Second,
is to unlock the shortcut leading to a stag station since it is the same
path that you can go through to get to the grave. Third, make sure to do
this quest before the Forgotten Crossroads has been filled with The
Infected for the navigation to be easy - obtaining Monarch Wings or by
killing one of the Dreamers will cause The Infection to spread through the
Forgotten Crossroads causing the area to change certain paths and enemies
will become stronger and difficult to avoid. And finally, make sure to
have the Dreamgate ability.Now, once you've considered following the three
recommended steps and have acquired the Delicate Flower, to start off you
can place a Dreamgate next to the bench beside the Grey Mourner's Mansion
but make sure to not use the Dreamgate while you are delivering the
flower - also take note that the flower can wither into a Ruined Flower if
The Knight takes damage from an enemy or environmental hazard and by
using a The Stagways or a Dreamgate for fast travel.Once that's done, you
can start to make your way to the grave, the convenient route to deliver
the flower from point a to point b is from the Resting Grounds, through
the tram station connecting the Forgotten Crossroads or by passing the
Blue Lake that also connects the Forgotten Crossroads, followed by the Fog
Canyon and through the shortcut that leads to the path of the grave in
the Queen's Gardens. If along the way the flower breaks, simply return to
the Grey Mourner and speak to her to request for another flower.To remove
nearly every enemy along the path shown below, thus making the trip
significantly easier to accomplish without taking damage, it is also
recommended that you travel the pathway fully once, killing any enemy
that could threaten you along the way. Begin from the Grey Mourner's
Mansion and travel to the Traitor's Child memorial fully once, even if
you take damage. Do not rest at any benches along the way. Once you
arrive at the Traitor's Child, Dreamgate back to the Grey Mourner's
Mansion. Do not rest at the bench outside. Get another flower and travel
the same exact pathway you just cleared. Only a handful of the weakest
enemies will have respawned, making the your job much easier. If you take
damage, Dreamgate back for another flower but do not rest.You can click
on the image to enlarge it.After you've reached the Queen's Gardens,
inspect the grave and the ghost of the Traitor's Child will appear and
thank you by bowing down to The Knight - now if you've placed the
Dreamgate before setting off, you can easily teleport back to the Grey
Mourner's Mansion, or if you haven't, simply head back on foot or by
using fast travel.Once you've returned to the Resting Grounds, speak to

the Grey Mourner in her mansion to let her know that the request is done and she will be surprised that her last wish has been fulfilled and her grieving has ended. This marks the completion of the quest and she will disappear and will leave you with a Mask Shard as a reward as well as unlocking the Solace Trophy/Achievement. Delicate Flower Notes & Notable Loot There are some NPCs who can be given a Delicate Flower Elderbug Nailmaster Oro The Godseeker Quests A Nailsmith's Obsession, Bretta (Quest), Dream No More, Grubfather's Lament, Millibelle (Quest), Nailsage's Pride, Secret of the Stagways, The Grimm Troupe (Quest)

Descending Dark Strike the ground with a concentrated force of SOUL and Shadow. This force can destroy foes or break through fragile structures. The force requires SOUL to be conjured. Strike enemies to gather SOUL. Function Damage Location Crystallised Mound Descending Dark is a Spell in Hollow Knight. Spells are magical active skills that complement The Knight's offensive and defensive capabilities. Each Spell is powered by SOUL and has a base cost of 33 required to cast. Descending Dark is the upgraded form of Desolate Dive, allowing the Knight to plunge into the ground from mid-air and deal damage upon landing. Descending Dark deals a lot more damage for the same amount of SOUL. Hollow Knight Descending Dark Function & Usage Just as with Desolate Dive, the Descending Dark spell causes The Knight to perform a short leap into the air before forcefully diving into the ground, emitting a large shockwave upon landing. It is performed by pressing the Focus/Cast or Quick Cast while holding Down on the D-Pad. Descending Dark retains all of the properties of Desolate Dive, but now envelops the Knight in SOUL and Shadow, dealing more damage to enemies hit and covering a much larger area. The spell now has three separate hitboxes, dealing three instances of damage; The dive with deals 15 damage to anything the Knight touches on the way down, the massive shockwave which now spreads much further horizontally on either side of the point of impact and dealing 30 damage, and a follow-up burst of shadow which emanates vertically from the Knight, dealing another 15 damage. This burst of shadow can hit enemies above and around the Knight. All three instances deal a total of 60 damage. How to Obtain the Descending Dark Spell in Hollow Knight The Descending Dark spell is acquired by releasing a Snail Shaman encased in crystal in the upper-left section of the Crystallised Mound. The mound is a sub-area located in the lower-right section of Crystal Peak and is comprised of difficult platforming terrain. It is recommended to purchase the Luma Fly Lantern from Sly in order to illuminate the dark sections of Crystal Peak leading to the Crystallised Mound. You will also need the Crystal Heart or Monarch Wings to cross the chasm leading to the mound. Descending Dark replaces the Desolate Dive spell. Hollow Knight Descending Dark Spell Modifiers The Descending Dark spell can be modified by the following Charms: Shaman Stone - Improves Descending Dark's damage by ~47%. It increases the damage dealt by the dive portion from 15 to 23, and the shockwave portion from 30 to 50. The follow-up burst of shadow retains its 15 points of damage. Total damage dealt is increased from 60 to 88. Spell Twister - Reduces the SOUL cost to 24 per cast. Hollow Knight Descending Dark Notes & Tips The crystallized Snail Shaman from whom Descending Dark is acquired can be hit with the Dream Nail. Her Dream Nail dialogue reads "...Free...me..." Just as with Desolate Dive, Descending Dark can be used when the Dung Defender burrows underground,

forcing him out and staggering him. All Spells in Hollow Knight
Shriek, Desolate Dive, Focus, Howling Wraiths, Shade Soul, Vengeful Spirit

Desolate Dive Strike the ground with a concentrated force of SOUL. This force can destroy foes or break through fragile structures. The force requires SOUL to be conjured. Strike enemies to gather SOUL

Function Damage Location Soul Sanctum Desolate Dive is a Spell in Hollow Knight. Spells are magical active skills that complement The Knight's offensive and defensive capabilities. Each Spell is powered by SOUL and has a base cost of 33 required to cast. Desolate Dive allows the Knight to quickly plunge into the ground from mid-air with such force, dealing damage upon landing. It also has applications in exploration.

Hollow Knight Desolate Dive Function & Usage The Desolate Dive spell causes The Knight to perform a short leap into the air before forcefully diving into the ground while enveloped by SOUL, emitting a large shockwave upon landing. It is performed by pressing the Focus/Cast or Quick Cast while holding Down on the D-Pad. Desolate Dive has two separate hitboxes; The dive which deals 15 damage to anything the Knight touches on the way down, and the shockwave which deals 20 damage in a wide area around the point of impact, dealing a total of 35 base damage to an enemy if both hits connect. Desolate Dive can be performed both on the ground and in the air. When cast on the ground, it has a very brief start-up time as the Knight will perform a short leap before diving. This start-up time is absent when performed in mid-air, and manually making a very small jump and then casting the spell will activate it a few frames faster. The spell provides ~0.4 seconds of invincibility frames both during and after cast, allowing the Knight to avoid damage with skillful use. Combined with the Shade Cloak, the Knight is afforded even more invincibility frames, allowing them to dive directly into a large enemy and dash out of their hitbox without being harmed. Desolate Dive has a secondary application in exploration, allowing the Knight to break through certain floors, typically those with a crack or other similar structural weakness. This unlocks new pathways and allows the Knight to head deeper into Hallowest. A single dive can destroy multiple such floors, as long as they are on top of each other. Desolate Dive can later be upgraded into the Descending Dark spell.

How to Obtain the Desolate Dive Spell in Hollow Knight The Desolate Dive spell is acquired by defeating the Soul Master found around the top levels of the Soul Sanctum, a sub-area located in the City of Tears.

Hollow Knight Desolate Dive Spell Modifiers The Desolate Dive spell can be modified by the following Charms:

- Shaman Stone - Improves Desolate Dive's damage by ~50%. It increases the damage dealt by the dive portion from 15 to 23 and the shockwave portion from 20 to 30, taking its total damage dealt from 35 to 53.
- Spell Twister - Reduces the SOUL cost to 24 per cast.

Hollow Knight Desolate Dive Notes & Tips Desolate Dive can be used when the Dung Defender burrows underground, forcing him out and staggering him. All Spells in Hollow Knight
Abyss Shriek, Descending Dark, Focus, Howling Wraiths, Shade Soul, Vengeful Spirit

Dirtcarver Location Deepnest Failed Tramway Health 20 Drops 6

Dirtcarver is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered

and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Swarming predator of the Deepnest. Burrows through the ground and bursts out to surprise prey. Springy and vicious, these hunters will try to overwhelm you with numbers in the dark, tight, twisting caverns they carve through the ground. Always be on your guard!

Dirtcarver Location Deepnest
Failed Tramway Summoned by a Carver Hatcher.
Dirtcarver Rewards 6
Dirtcarver Notes & Tips Spawned by a Carver Hatcher.
 Dirtcavers are creatures that burrow into the ground and emerges from it to attack The Knight. They can also burrow back into the ground and chase The Knight by climbing walls and jumping down ledges. In line with this, they crawl in and out of the same location where more can crawl out of the same hole.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Dirtmouth is a Location in Hollow Knight. Please see Walkthrough for other areas. Dirtmouth is a town located above the depths of the kingdom of Hallownest, it serves as the protagonist's main hub where a few NPCs show up as the story progresses.

General Information
Previous: King's Pass
Next: Forgotten Crossroads
Bosses: N/A
Video Walkthrough [video goes here]
Map
NPCs in the area
Sly
Iselda
Elderbug
Bosses
N/A
Items
Materials & Consumables
N/A
Equipment & Upgrades
N/A
Key Items
N/A
Enemies
N/A
Full Dirtmouth Walkthrough
 Upon crossing King's Pass, The Knight stumbles upon a fading town called Dirtmouth where a few citizens who survived The Infection have taken shelter. Meeting the Elderbug
 Players will now arrive in a small village situated at the top of Hallownest. From here you'll find that most of the buildings are closed and the only NPC you'll find is the Elderbug. Speak to him and he will tell you about what happened to the town and kingdom. After speaking to him, you'll find a Bench next to him. You can rest at the Bench to do the following: (1) Save your game. (2) Update your Map, only if you have the Quill that can be later on purchased from Iselda and (3) Equip and manage your Charms. Since you were able to acquire your first charm from the King's Pass, you can now equip your

charm by sitting on the bench. A tutorial will automatically pop out once you rest. After you've equipped the Fury of the Fallen charm, speak to Elderbug again and then continue going right until you walk by a well. Jump inside that will lead you to the next location, the Forgotten Crossroads. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Distant Village Main Location Deepnest Distant Village is a Sub-Area Location in Hollow Knight. Distant Village can be found within Deepnest. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs, Enemies and Bosses. Distant Village Information Distant Village can be found within Deepnest. It's a large web-filled cavern containing several houses suspended over a pool of water. The village is nearly abandoned. The largest building leads to Beast's Den. To get there, sit on the bench in the center of the room. The Knight will be trapped and transported into the Den. There is a hidden room in this building, up in the ceiling. One of the smaller cocooned corpses in the Village references Distant Villagers in its Dream Nail dialogue. It says, "Not friends". Brumm can also be found here, offering the Knight to banish The Grimm Troupe after you do battle with Grimm for the first time. A Stag Station is located in the northeast part (you need to climb the platforms to get to it). The Last Stag has no knowledge of this station's existence. Deepnest Map Items Found in Distant Village ex1 Soul Totem Characters in Distant Village Distant Villagers Brumm Enemies and Bosses in Distant Village None. The Villagers are considered NPCs as they do not attack you directly and cannot be hurt. Distant Village Notes, Trivia and Notable Loot Other notes, tips, and trivia. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Distant Villagers Location Beast's Den Distant Villagers is an NPC in Hollow Knight. Distant Villagers are civilians who seem to be residents of the Distant Village of Deepnest. Distant Villagers Information There isn't much information as to who the Distant Villagers are, but these civilians seem to show hospitality towards The Knight, asking them to "sit and take a rest" whenever you speak to them. These royalty looking bugs are encountered at the entrance of the Beast's Den, where if you rest on the bench, after a few seconds, The Knight will realize they are stuck to the bench and the villagers will start to close in while a distorted music starts, the screen begins to fade into black, followed up by a loud roar and The Knight will awaken all tangled up in the Beast's Den. After escaping the area, you'll find these "villagers" have left the

area, leaving their cloaks and masks. Location: Distant Villagers Can be found at the Beast's Den. Combat: Players may not kill the Distant Villagers. Associated Quests: N/A. Dialogue: We are friends. Welcome. Sit and rest. It is warm and safe. Sit and rest. Greetings. You are very tired. Sit and rest. Notes & Tips: Right below the room where the Villagers are, another cocoon can be found where dead husks are wrapped up in a web. Hitting these corpses with the Dream Nail will give you a warning dialogue about the villagers saying: "...They lied...", "...Not friends...". Distant Villagers are among the few NPCs that cannot be Dream Nailed. NPCs: Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Divine Location: Dirtmouth. Divine is an NPC added in the DLC of Hollow Knight, The Grimm Troupe. Divine is the source of upgrading the Fragile Charms obtained from the Leg Eater to its Unbreakable version. Divine Information: Divine is a very strange insect (resembling a caterpillar or termite queen) who arrives in Dirtmouth along with the rest of The Grimm Troupe. It can be found inside a small separate tent in Dirtmouth, where players can request for its service to consume Fragile Charms and upgrade it into its Unbreakable counterpart in exchange for Geo. Location: Divine Can be found at Dirtmouth. Progression: Divine disappears if the player chooses to banish the troupe. Combat: Players may not kill Divine. Associated Quests: The Grimm Troupe. If a player chooses to help Brumm and banishes the troupe, Divine will disappear as well, leaving a currently consumed Fragile Charm. You will be unable to obtain unbreakable charms. If you choose to follow through the fire ritual and help Grimm, Divine will remain in its tent where you can still obtain the unbreakable charms. Divine's Charms Price List: Players must first obtain the following Fragile Charms from Leg Eater before speaking to Divine. The price listing is noted below. Charm Upgraded into Price (Geo) Fragile Heart Unbreakable Heart 12000 Fragile Greed Unbreakable Greed 9000 Fragile Strength Unbreakable Strength 15000. Dialogue: Aaaaaaaaahhhhhhh! Did you call us? You called us, and we came. We came! You don't look scared. Why did you call us? Ahhh. It doesn't matter. Don't tell me. We came, and I can smell something. Something deep below us. I want it... I want it! Notes & Tips: Due to her fondness of the scent of a Fragile charm and consuming them, if you speak to Leg Eater after obtaining all three Unbreakable Charms, he will head to Divine. Afterwards, when you visit Divine, all that's left are his claws, which implies that Divine has eaten him. NPCs: Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster

Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Hollow Knight DLC is a downloadable content released for the game. DLC can be a pre-order bonus, a paid addition to the base game such as an expansion, or free rewards obtained during events or publisher giveaways. Hollow Knight DLC Initially, four additional chapters/content was released individually, and eventually, was regrouped for the PlayStation 4 and Xbox One into the Voidheart Edition that included the base game along with the four additional chapters/content - this edition was later on released as a patch for both the PC and Nintendo Switch.

Name	Patch Release Date	Godmaster	1.4.2.423rd August
2018 Lifeblood	1.3.1.520th April 2018	The Grimm Troupe	1.2.1.026th October
2017 Hidden Dreams	1.1.1.63rd August 2017	Hollow Knight: Voidheart Edition	The Hollow Knight: Voidheart Edition is an exclusive digital port that was announced on the 11th of September 2018 and was released on the 26th of September 2018 for the PlayStation 4 and Xbox One which included all the four chapters such as Hidden Dreams, The Grimm Troupe, Lifeblood, and Godmaster. It was only ported to the console as a whole - but for PC and Nintendo Switch, this edition was only considered as a patch update which added the following:

Bug Fixes
Gameplay Balances
New Dialogues for some NPCs
A new loading menu screen and an Added Voidheart Theme for the Main Menu

Dream Nail Allows the wielder to cut through the veil between dreams and waking. Can be used to reveal hidden dreams or open gateways.

Function Grants the ability to perform various Dream-related actions.

Location Resting Grounds

Dream Nail is an Ability in Hollow Knight. Abilities are upgrades which impart various effects and skills that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before being available for use again. The Dream Nail is a sacred weapon which allows the Knight to perform many Dream-related actions, the most prominent of which are the ability to read the minds of NPCs and Enemies, gain insight into memories held by corpses, statues and other objects, as well as the ability to enter the Dream Realm.

Hollow Knight Dream Nail Function & Usage

The Dream Nail can be activated by pressing down the DREAM NAIL button for The Knight to charge it before swinging it. It is primarily used to collect Essence and to enter dreams. However, it can be used for the following:

- Collects SOUL from area enemies.
- Allows access and travel into a Dreamgate for fast travel.
- Used to obtain the Void Heart.
- Summons The Grimm Troupe in The Grimm Troupe DLC.
- Gains access to the Godhome area in the Godmaster DLC.
- Allows The Knight to read minds and unlocks more dialogues of NPCs, Enemies, monuments, and dead bodies.
- Allows The Knight to enter into the minds of the Dreamers.
- Initiate and Challenge a Dream Boss variation of Bosses.
- Initiate a boss fight with The Radiance.
- Collects Essence from Whispering Roots.

How to Obtain the Dream Nail in Hollow Knight

Resting Grounds - simply head over to the Resting Grounds and inspect the statue of the Dreamers which will take The Knight into a dream area. Once you're in, simply follow the path where the Moth flies

to, eventually leading you to its resting point, interact with the statue to obtain the Dream Nail. Hollow Knight Dream Nail Notes & Tips Collecting 1800 Essence and speaking to the Seer upgrades the Dream Nail into the Awoken Dream Nail. Dream Nail does not inflict damage but can be used to push back most of the enemies. This can be used to instantly kill the Knight's Shade and Siblings. All Abilities in Hollow Knight Awoken Dream Nail, Crystal Heart, Dreamgate, Isma's Tear, Mantis Claw, Monarch Wings, Mothwing Cloak, Shade Cloak, World Sense

Dream No More Reward Void Heart Unlocks an ending. Trophy/Achievement Location Temple of the Black Egg Prerequisite Acquire the Void Heart Dream No More is a Quest in Hollow Knight. Quests can provide rewards from items, unlocking Trophies/Achievements, and uncovering more information to the lore. Quests can only be activated by speaking to NPCs. Dream No More Objectives Obtain the Void Heart Charm. Defeat The Radiance. Dream No More Locations Temple of the Black Egg Dream No More Walkthrough To acquire this ending, you will need to obtain the Kingsoul charm that will later be replaced into the Void Heart. The Kingsoul is separated into two fragments where one can be obtained from The White Lady in Queen's Gardens and the other can be looted from the corpse of The Pale King in the White Palace. Now, once you have the Kingsoul head to the bottom left side of The Abyss, where the floor will open a path which will lead towards the Birthplace. Simply follow the path until you've reached the end where you will find a broken egg, strike it with the Awoken Dream Nail to be transported into a memory that involves the Vessels and The Pale King, which will allow you to acquire the Void Heart. After that is done and you have defeated the three Dreamers, make your way to the Temple of the Black Egg to face the Hollow Knight. You will find Hornet outside the entrance; with her typical prideful air, she mentions that she cannot join you since its aura will supposedly drain her strength. Continue into the temple where you will face the Hollow Knight. Once you are in the battle and have weakened the Hollow Knight, Hornet will only help when the Hollow Knight is at his weakest phase. She will jump in to restrain the Hollow Knight, and instead of striking him with The Nail, immediately use the Awoken Dream Nail to be transported into the Hollow Knight's mind to face The Radiance. After striking the Radiance one last time, the battle will end with The Knight shifting into his Shade along with the Hollow Knight. The Hollow Knight (in his Shade form) tears open the face of the Radiance with his powerful hands, exposing the Radiance's core of false light, and encouraging his brother to finish him off. With the Radiance fully paralyzed and held by the Hollow Knight, the Knight strikes at the ominously glowing core repeatedly, completely destroying the Radiance's evil spirit. A short cinematic will follow, where you'll find Hornet barely surviving in the temple. She wakes up to find that The Infection has been expelled; she sees The Knight's shell broken in half - which implies that The Knight has returned to the Void, sacrificing himself, along with the Hollow Knight. Acquiring this ending unlocks the Dream No More Trophy/Achievement, completes not only the quest but the game as well. Dream No More Notes & Notable Loot?? Quests A Nailsmith's Obsession, Bretta (Quest), Delicate Flower (Quest), Grubfather's Lament, Millibelle (Quest), Nailsage's Pride, Secret of the Stagways, The Grimm Troupe (Quest)

Dream Wielder Cost:Geo:N/A Location:Resting Grounds Effect:Allows the bearer to charge the Dream Nail faster and collect more SOUL when striking foes. Dream Wielder in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Dream Wielder Information "Transient charm created for those who wield the Dream Nail and collect essence." The Dream Wielder is best used as a way to farm SOUL. Each time you hit an enemy with the Dream Nail, The Knight is able to absorb +33 more SOUL and at the same time reduce the attack speed of the Dream Nail from 2.4 seconds to 0.9 seconds. However, the Dream Nail doesn't deal any damage and only executes a knockback towards an enemy. The Dream Wielder also allows The Knight to receive more Essence after killing an enemy. Chance of Essence drop: from killed enemies: 0.5% to 1% while the Dream Wielder is equipped. Dream Wielder Acquisition Location: Resting Grounds Acquisition: This charm is acquired for 500 Essence from the last surviving member of the moth tribe, Seer. Dream Wielder Notes Charms can only be equipped and unequipped by using a bench. The Knight can only use the Dream Nail while standing still. Equip the Dreamshield charm together with Dream Wielder to increase the shield by 15% larger and for it to regenerate quickly. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dreamshield, Flukeneedle, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Dreamers Location Greenpath Resting Grounds The Dreamers is an NPC in Hollow Knight. The Dreamers are three entities who came forward and was placed into an enchanted sleep by The Pale King to use their power to seal away the Hollow Knight. The Dreamers Information The Dreamers consist of three higher beings, Monomon the Teacher, Lurien the Watcher, and Herrah the Beast. They are entities that have been used as a seal to lock away the Hollow Knight. They first appear as ghostly apparitions in Greenpath and tell The Knight to refrain from meddling with their slumber and the seal on the Hollow Knight. Location: The Dreamers appear as projections in Greenpath after acquiring the Mothwing Cloak Progression: They reappear in the Resting Grounds after inspecting their memorial. Combat: Players must find their bodies and strike it with the Dream Nail to find their vulnerable form which can be destroyed by striking them with the nail and by absorbing them afterward. Rewards: Destroying each one of them inside their enchanted dream breaks their seal on the Hollow Knight. Associated Quests Dream No More Each dreamer must be found to destroy the seal of the Temple of the Black Egg Dialogue Would it seek to break the Seals? They cannot be undone. They must be undone. Let us sleep little shadow. Return to your darkness. Allow us our peace. Notes & Tips It is unknown what Lurien the Watcher did before he was appointed Dreamer, other than spy on the bugs in the City of Tears through his telescope at the top of his tower.

It is possible he is implied to have been the Pale King's spymaster. Monomon is a jellyfish, and Herrah is a spider. Lurien's species is unknown; his body shape, seen partly beneath his robes, is reminiscent to that of the Kingsmoulds. NPCs: Bardeen, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Puggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Dreamgate Allows the wielder to travel instantly through dream. Some areas may lack a strong connection to any dream, disallowing the use of the Dreamgate. **Function** Grants the ability to set a warp point and teleport to it using the Dream Nail. **Location** Resting Grounds **Dreamgate** is an Ability in Hollow Knight. Abilities are upgrades that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before you use them again. **The Dreamgate** is an upgrade for the Dream Nail which allows the Knight to set down a warp point (where possible) and teleport back to it from most locations. **Hollow Knight Dreamgate Function & Usage** Dreamgate is an ability added into the Hidden Dreams DLC. To activate this ability, hold the 'down' button and the Dream Nail button simultaneously. This will create a Dreamgate. To teleport, hold the 'up' button and the Dream Nail button simultaneously. This will warp you to wherever you placed the Dreamgate. Teleporting via Dreamgate consumes 1 Essence. After you've placed a Dreamgate, its location will be marked on your map with this icon: . Dreamgate cannot be used in some areas, including dream realms (like dream boss arenas, the White Palace and Godhome), swimmable pools of water, or any interior location like the inside of a shop or a house. **How to Obtain the Dreamgate in Hollow Knight** Resting Grounds- collect 900 Essence and speak to the Seer. **Hollow Knight Dreamgate Notes & Tips** During the Delicate Flower Quest, using Dreamgate while carrying the Delicate Flower will cause it to wither into a Ruined Flower. Dreamgate is useful for fighting bosses that are far away from the nearest bench. Place the Dreamgate outside the arena to warp there from the bench instead of marching all the way on foot. It can also be useful in exploration. Place a Dreamgate anywhere if you're unsure how far from the next bench you are. This way, if you die, you won't have to retrace your steps. **All Abilities in Hollow Knight** Awoken Dream Nail, Crystal Heart, Dream Nail, Isma's Tear, Mantis Claw, Monarch Wings, Mothwing Cloak, Shade Cloak, World Sense

Dreamshield Cost: Geo: N/A Location: Resting Grounds Effect: Conjures a shield that follows the bearer and attempts to protect them. **Dreamshield** in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. **Dreamshield Information** "Defensive charm

once wielded by a tribe that could shape dreams."Dreamshield is a defensive charm that conjures a shield that rotates around The Knight, it is able to block some projectiles, and damages enemies it comes in contact with. Once the shield touches and damages the enemy, it breaks and requires time for it to be restored, and using Focus will allow the shield to recover and rotate faster once it is reformed - equipping the Dream Wielder charm at the same time strengthens the effect of the Dreamshield.

Dreamshield Acquisition Location: Resting Grounds

Acquisition: This charm can be found in a room in Resting Grounds, located below Seer's room.

Dreamshield Notes This charm is available in the DLC: The Grimm Troupe. Charms can only be equipped and unequipped by using a bench. Equipping the Dream Wielder charm along with Dreamshield increases the shield's size by 15%, and shortens the time to regenerate it.

Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Flukeneedle, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Dung Defender Location Royal Waterways

Dung Defender is an NPC in Hollow Knight. Dung Defender is a Dung Beetle that has been exiled and was one of the Five Great Knights of Hallownest.

Dung Defender Information Dung Defender or better known as Ogrim, who used to be one of the most loyal warrior of the Five Great Knights of Hallownest is first encountered as a boss at the Royal Waterways, he mistakes The Knight to be an enemy and initiates a battle. After defeating him, he will apologize and mentions The Knight's worthy and is capable of saving Hallownest. If players successfully defeat all three Dreamers, he will move to his cave where you will find him sleeping - this will give players the chance to use the Dream Nail to enter in his dream and challenge the White Defender. Right after fighting the White Defender five times, he will wake up and mentions how he can picture The Knight to be worthy to be with the greatest heroes. After leaving the area and returning, the Dung Defender will no longer be found and leaves a dung figure crafted into the Knight's likeness.

Location: Dung Defender Can be found at the Royal Waterways.

Progression: Dung Defender moves to his cave in Royal Waterways after defeating the three Dreamers.

Combat: Players may not kill the Dung Defender.

Rewards: Defeating him rewards you with the following:

Defender's Crest

Access to the switch unlocking Isma's Grove and unlocks the Honour Trophy/Achievement. Associated Quests

N/A

Dialogue Oh, it's you again. I'm glad to see you return. No, no, please... Don't say a word. I must apologise for my previous behaviour. Entirely my fault. I mistook you for one of those mindless skulking husks, yet you bested me in the most majestic knightly fashion. Such joyful, vigorous combat. I'd almost forgotten the feeling. I was once a Knight you see. By the grace of our good King, I stood proudly before the throne, watching Hallownest swell to greatness. Then that nasty business with the affliction... We knights defend against the physical, but a formless enemy. How to defeat such a foe? Our King tried in his own way. A cruel means it was... And still,

eventually, we were brought low. Bah! I shouldn't be so morose. You've invigorated me. 'Tis truly a delight to meet one whose strength can match my own.

Notes & TipsAt the ground below the switch that unlocks Isma's Grove at the east side of his arena, there is a fragile ground that can be destroyed by using Desolate Dive or Descending Dark. Doing so, you can find a hidden cave with Dung statues of the Five Great Knights along with The Pale King and a King's Idol.

NPCsBardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PogyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Dung Defender LocationRoyal Waterways
Health700, 750, 800, 850, 900
Health depends on the upgraded nail equipped.
RewardDefender's Crest
Dung Defender is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Skilled combatant living at the heart of the Waterways. Assaults intruders with balls of compacted dung. Fighting for 'honour', or for 'loyalty'... you may as well be fighting for dust. If you want to kill, do it for your own sake. That is the nature of a true Hunter.

Dung Defender LocationRoyal Waterways
Dung Defender RewardsDefender's Crest
Access to Isma's GroveDung Defender Strategies

Strategy WriteupThe Dung Defender's behavior consists of him trying to close the gap and to get close to The Knight. He likes to move around the arena while keeping you busy with forming dung balls that bounce around for a few seconds. Charms such as Thorns of Agony can seal the deal with landing an attack since if you are caught in between its attacks, you can guarantee an attack will land from the thorns that come out from The Knight after taking damage. Equipping the Quick Focus charm can also save you the time of recovering your health while maneuvering the arena. At the beginning of the fight, take your time to avoid the balls and close in for the attack once he stops forming it. Strike once, step back, avoid the dung, and strike again after he stops forming one, rinse and repeat. Another tactic that can be used, esp when he enters his frenzy mode is to use Desolate Dive or Descending Dark while he is burrowed into the ground. Doing this will cause him to emerge out of the ground and will get knocked out for a brief moment. As for evading, you can simply strike the dung balls with The Nail if it lands on you for it to bounce off towards a different direction.

Attacks & CountersAttack CounterPhase 1Dung ThrowThe Dung Defender gathers dung and throws one or two balls that bounce around the arena and disappears after a few seconds. This inflicts damage upon

contact but it can be bounced off before it lands on you by striking it with The Nail with an upward attack. Defender's Dive Like a dolphin, the Dung Defender will dive into the ground and emerge out which deals damage upon contact. Since the height of how it emerges from the ground is low, you can either jump and dash towards the opposite direction or keep your distance. Bursting Attack Similar to its dive, the Dung Defender will dive into the ground but this time will remain underneath and will try to move towards The Knight's position. after a brief moment, the Dung Defender will emerge out of the ground where it jumps high and springs out four small dung balls. These balls do not bounce around the area and are destroyed upon landing on the ground - these can also be avoided by hitting it with The Nail for it to change its direction. Curled up Defender In conjunction with the Dung Throw attack, the Dung Defender curls into a ball and bounces off the arena along with the dung balls. You can simply strike its shell to inflict damage and also changing its direction of where it will bounce off to. Phase 2 Frenzy At some point, after inflicting damage, the Dung Defender will enter a frenzied phase. He will start off with releasing a loud battle cry and will acquire increased speed, shorter recovery rate, and mix-ups with its attacks. This state only happens once. Dung Defender Lore The Dung Defender is both a boss and NPC in the game. Ogrim being his real name, he was once a member of the Five Great Knights of Hallownest who was considered as the most loyal warrior of the five, and fights for honor and glory. After Grey Mourner's death, and Hegemol's unknown status, Ogrim might be the only survivor out of the five great warriors. He is found in Royal Waterways. Though quite jolly in demeanor, he mistakes The Knight to be an enemy and initiates a battle. After defeating him, Ogrim will apologize and mentions The Knight's worthy and is capable of saving Hallownest. If players successfully defeat all three Dreamers, he will move to his cave where you will find him sleeping - this will give players the chance to use the Dream Nail to enter in his dream and challenge the White Defender. Right after fighting the White Defender five times, he will wake up and mentions how he can picture The Knight to be worthy to be with the greatest heroes. After leaving the area and returning, the Dung Defender will no longer be found and leaves a dung figure crafted into the Knight's likeness. Dung Defender Notes & Trivia The Dung Defender was based on a Dung Beetle. Defeating the Dung Defender unlocks the "Honour" Trophy/Achievement. The health of the Dung Defender depends on the type of nail you have equipped/upgraded:

Old Nail:	700
Sharpened Nail:	750
Channelled Nail:	800
Coiled Nail:	850
Pure Nail:	900

Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblibble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Duranda Location Greenpath Health 30 Drops 4 Duranda is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as

bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Simple flying creature protected by a spikey shell. Thinks itself fully protected and so is unconcerned by passers by. Attack its face, and teach it that nothing is ever safe. Duranda Location Greenpath Duranda Rewards 4 Duranda Notes & Tips Durandas float around the area where it only can take damage by hitting its front. They can also be used as a way to traverse an area by using a down attack in mid-air to pogo off their bodies. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Durandoo Location Greenpath Queen's Gardens Health 30 Drops 6 Durandoo is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Simple walking creature encased in a hard shell. Often found wading in shallow pools of acidic water. One of the few creatures that can survive in the rivers of harsh acidic water that flow around us. Where does this water come from? It bubbles and spits with a seething hatred of the living... Durandoo Location Greenpath Queen's Gardens Durandoo Rewards 6 Durandoo Notes & Tips Its protective shell can be used as a way to traverse an area by jumping and using a down attack allowing you to pogo off its shell. Durandoos can be found swimming slowly back and forth in acid pools, where its unprotected front is the only way to inflict damage. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious

Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Elder Baldur Location Multiple Locations Health 60 Drops 50 Elder Baldur is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Bulky and covered in thick plating. Retracts into itself when attacked. As they age, these creatures become too heavy and lumpy to roll around freely. Instead, they curl up and hide from the world. What do they think of in there, wrapped up inside of themselves? More carefree times perhaps. Elder Baldur Location Howling Cliffs Ancestral Mound Forgotten Crossroads Elder Baldur Rewards 50 Elder Baldur Notes & Tips An Elder Baldur has two kinds of attacks. Since it can no longer move, it occasionally spawns a Baldur and shoots out an infected blob that remains on the ground for a short time. And if you are close enough, it curls into its shell that prevents them from taking any physical damage. The use of Spells such as Vengeful Spirit or Shade Souls is the only way to kill these creatures since it penetrates its shell. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow

Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Elder Hu LocationFungal WastesHealth250 - 650Reward100 EssenceElder Hu is a Warrior DreamBoss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Linger in dream of a fallen warrior. Travelled the world tending to those affected by the plague. Never forget what once was lost, yet do not let it tie you down. - Elder Hu Elder Hu LocationFungal Wastes Must have the Dream Nail Challenge his ghost upon talking to him. Elder Hu Rewards100 Essence Elder Hu Strategies Strategy Writeup Precision is needed for this battle. Elder Hu only has two attacks where one of them is fast and requires you to look at the positioning of the rings to avoid getting hit while the other attack gives you time to dash away before getting hit. Elder Hu constantly teleports and floats around the arena so it is recommended that you have Defender's Crest paired with Spore Shroom equipped so that you can try to fill the room with a toxic cloud that deals damage over time and upon contact. Attacks & Counters Attack Counter Phase 1 Ring Slam Attack Dash towards the gap once you catch how it is positioned from the air. Barrage of Rings Run in the middle or center of the arena and dash away before the rings reach the center. Elder Hu Lore Elder Hu was a sage who was on a mission to bless and purify the borderlands of Hallownest from The Infection. Once he reached the Mantis Village, he saw that the Mantis Lords and the tribe have been consumed and tried to kill all of them but he failed and was instead killed by the Mantis Lords. It was too late for Elder Hu to realize that his mind was actually corrupted by the plague that made him see false visions of the Mantis Tribe. Elder Hu Notes & Trivia Elder Hu's health depends on the type of Nail The Knight has equipped. 250 (Old Nail) 420 (Sharpened Nail) 550 (Channelled Nail) 600 (Coiled Nail) 650 (Pure Nail) Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Elderbug Location Dirtmouth Elderbug is an NPC in Hollow Knight. Elderbug is the oldest resident of Dirtmouth who gives advice to those who speak to him. Elderbug Information Elderbug is the oldest bug and resident of the

fading town of Dirtmouth, and the first NPC The Knight will encounter. He was not present in Hallownest during the fall of the kingdom and the spread of The Infection, though he knows some information about it. During your first encounter with him, he mentions that the previous residents of Dirtmouth have fled towards the depths of Hallownest, and warns The Knight to take extra caution when descending. Elderbug also tends to be quite pessimistic. He enjoys seeing new residents in town (such as Bretta and the shopkeepers). However, he will express fear of the Grimm Troupe when they arrive. His pessimistic attitude improves when he is given a Delicate Flower.

Location: Elderbug Can be found at Dirtmouth

Combat: Players may not kill the Elderbug.

Associated Quests: N/A

Dialogue: Ho there, traveller. I'm afraid there's only me left to offer welcome. Our town's fallen quiet you see. The other residents, they've all disappeared. Headed down that well, one by one, into the caverns below. Used to be there was a great kingdom beneath our town. It's long fell to ruin, yet it still draws folks into its depths. Wealth, glory, enlightenment, that darkness seems to promise all things. I'm sure you too seek your dreams down there. Well watch out. It's a sickly air that fills the place. Creatures turn mad and travellers are robbed of their memories. Perhaps dreams aren't such great things after all...

Notes & Tips: During the Delicate Flower Quest, players can choose to give the flower to him. If players choose not to speak to him during the first encounter, he will reach out and emit a gloomy cry when passed by and ignored by the Knight. When approached afterward, he will comment that he was worried that he had faded away when speaking to him.

NPCs: Bardeen, Bretta, Brumm, Charm, Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Eternal Emilitia, Fluke, Hermit, Godseeker, Grey Mourners, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nym, Poggy, Thorax, Quirrel, Relic Seeker, Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Elegant Key Ornate key made from a glistening white metal. Bears the mark of Hallownest's Soul Sanctum and glows faintly in the dark. Elegant Key is an Item in Hollow Knight. It is a metal ornate key that is used to unlock a door.

Elegant Key Usage: Unlocks the door in the Soul Sanctum- beyond the door lies the Shade Soulspell and a boss, the Soul Warrior.

How to Find Elegant Key: This can be bought from Sly for 800.

Elegant Key Notes & Tips: Other notes... Items: Arcane Egg, Bench, City Crest, Delicate Flower, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Endings for Hollow Knight features guided information on the game's endings. This page covers all the possible endings to Hollow Knight that players can attain by completing the Main Campaign while detailing other necessary objectives, impactful choices, items and equipment you'll need to collect

in order to achieve a certain outcome. Also included is a Frequently Asked Questions section pertaining to the game's Endings.

SPOILER WARNING: As this page deals with the Endings to Hollow Knight, readers beware that SPOILERS may be disclosed here which may affect your enjoyment of the game without prior knowledge of events discussed. Read on at your discretion.

Please see the NPCs and Quests for details on side-quests. Please check the Walkthrough for a detailed guide on the Locations.

Hollow Knight Ending FAQs & Notes

How many Endings are there in Hollow Knight? There are a total of 5 Main Endings and 1 Secret Ending in Hollow Knight. Two of the five Main Endings require the Godmaster Content Pack. It's a free DLC, therefore, all Endings are available to all players.

Are there any missable Endings in Hollow Knight? Yes. Ending 1: The Hollow Knight is locked out for the current playthrough after obtaining the Void Heart charm. Void Heart is obtained after using the Kingsoul charm to unlock the Birthplace at the very bottom of The Abyss. Kingsoul will then be replaced by Void Heart. If you wish to unlock this Ending, you must defeat The Hollow Knight at the Temple of the Black Egg before attempting to unlock the Birthplace.

Can I get all Endings in one playthrough of Hollow Knight? Yes, it is entirely possible to unlock all 6 Endings to Hollow Knight in a single playthrough, and on a single save file. However, you must obtain Ending 1: The Hollow Knight as early as possible. As noted above, obtaining the Void Heart charm will lock this Ending out of the current playthrough.

Is there a "Point of No Return" in Hollow Knight? Aside from the prerequisites pertaining to Ending 1: The Hollow Knight, there is no real "Point of No Return" in Hollow Knight. After obtaining any Ending in the game, you will have a save file which can be loaded to bring you back to the last Bench that you rested on. This file will have recorded the Final Bosses you have defeated in your Hunter's Journal but will return you to the state before they were defeated. The Final Bosses will be alive once more, allowing you to challenge them again with different conditions in order to obtain another ending.

All Endings in Hollow Knight

Hollow Knight Ending 1: The Hollow Knight

Conditions & Prerequisites Defeat the Hollow Knight without having acquired Void Heart. To acquire this ending, simply head straight into the Temple of the Black Egg after destroying the three Dreamers and breaking their seals.

Important! This Ending will be locked out for your playthrough as soon as you acquire the Void Heart charm.

Outcome After defeating the Hollow Knight, The Knight absorbs the Infection and becomes the new Hollow Knight in their sibling's place. The Knight then becomes sealed inside the Temple of the Black Egg and the game ends.

Hollow Knight Ending 2: Sealed Siblings

Conditions & Prerequisites Defeat the Hollow Knight after acquiring Void Heart. Do not use the Dream Nail on the Hollow Knight.

This Ending requires you to have acquired Void Heart by opening the entrance to the Birthplace at the bottom of The Abyss using the Kingsoul. With Void Heart in hand, head into battle against the Hollow Knight and Hornet will appear near the end to help pin the boss down. While the Hollow Knight is restrained, strike it with normal attacks or simply wait it out. Do NOT use the Dream Nail. The boss will eventually break free, knocking Hornet unconscious, and the fight will continue as normal.

Outcome After defeating the Hollow Knight, events will play out just as they did in the first Ending where The Knight absorbs the Infection, becoming the new Hollow Knight in place of their sibling but with one addition: Hornet is also sealed inside the Temple of the Black Egg, with her mask carved on the door just as the Dreamers' masks

were. Hollow Knight Ending 3: Dream No More
Conditions & Prerequisites Acquire Void Heart and challenge the Hollow Knight. Use the Awoken Dream Nail on the Hollow Knight. Defeat The Radiance. This Ending has similar prerequisites to Ending 2. However, close to the end of the fight with the Hollow Knight and while Hornet has it restrained, you must use the Awoken Dream Nail on the boss. This will transport you into the dream world where The Radiance is imprisoned. Defeat her to trigger this Ending.
Outcome After The Radiance is defeated, The Infection is cleansed from Hallownest, with the Black Egg disappearing from the temple. Hornet then wakes up to find The Knight's mask on the ground and split in half, implying their death. The scene then cuts into The Abyss where the Siblings and Shades look up at the world above before finally finding rest as they vanish into the ground.

Hollow Knight Ending 4: Embrace the Void
Conditions & Prerequisites Defeat the Absolute Radiance at the top of the Pantheon of Hallownest without having given the Delicate Flower to the Godseeker. To acquire this ending, you'll first have to meet Godseeker in the Junk Pit, enter the dimension in her dreams known as Godhome. In Godhome, you must work your way up through the different Pantheons and unlock the fifth and final Pantheon of Hallownest where you can challenge the Absolute Radiance. You must also refrain from giving the Delicate Flower to the Godseeker.
Outcome After defeating the Absolute Radiance, the Void Entity (Shade Lord) will proceed in destroying the Absolute Radiance. Afterward, you'll see the Void raining down inside Godhome. The Godseeker looks up as the black inky Void substance rains down on the place. The Shade Lord wraps the Godseeker in its tentacles, then the scene cuts where it shows the physical body of the Godseeker located at the Junk Pit, as it leaks out Void and slowly covers him in this black substance, and then black tentacles start to burst out of her body. The scene then cuts to Hornet inside the Temple of the Black Egg. Hornet readies her guard as an unknown figure appears before her.

Hollow Knight Ending 5: Delicate Flower
Conditions & Prerequisites Defeat the Absolute Radiance at the top of the Pantheon of Hallownest after giving the Delicate Flower to the Godseeker. This Ending's prerequisites are the same as Embrace the Void, with the exception of requiring you to give a Delicate Flower to the Godseeker.
Events in this Ending play out almost exactly as those of Embrace the Void with some minor changes: As you see the Godseeker leak out the black substance within her, she will appear to be holding the Delicate Flower that you gave her. Both the Godseeker and the Void disappear, leaving only the Delicate Flower on the ground. The scene is then followed with Hornet again being inside the Temple of the Black Egg, readying herself as an unknown figure approaches.

Hollow Knight Secret Ending: Passing of the Age
 To unlock this secret ending, you'll have to complete Mister Mushroom's questline. Once you've completed the entirety of Mister Mushroom's quest, you will now have unlocked this secret ending that will play out after you beat the game. The scene will show Mister Mushroom flying into the sky, and it finishes off with "To be continued" displayed on the screen.

Enemies in Hollow Knight are former inhabitants of Hallownest that have been corrupted or infected by The Radiance, these enemies have scattered within the depths of the forgotten kingdom of Hallownest and will kill anything that comes across their path. They come in exquisite varieties such as insects, plant-like beings, and substances. You will find a list of the enemies that appear in the game below.

Hollow Knight Enemies

Hunter's

JournalHunter's Journal in Hollow Knight is an item that is given by The Hunter. It is a compendium where enemies are listed are into the journal for each time The Knight encounters a new enemy and successfully kills it. Information can be viewed in the Hunter's Journal, and additional lore and notes can be unlocked about an enemy if The Knight encounters and kills the same enemy multiple times.Hunter's MarkHunter's Mark in Hollow Knight is an achievement that is given by The Hunter if a player meets a certain condition. This unlocks the True Hunter achievement only if The Knight successfully completes each and every entry in the Hunter's Journal.

Alphabetical List Hunter's Journal List in Order Hollow Knight List of Enemies

AlubaAmbloomArmoured SquitAspid HatchlingAspid HunterAspid MotherBaldurBattle ObbleBelflyBluggsacBooflyCarver HatcherCharged LumaflyCorpse CreeperCowardly HuskCrawlidCrystal CrawlerCrystal HunterCrystallised HuskDeath LoodleDeephunterDeeplingDirtcarverDurandaDurandooElder BaldurEntombed HuskFlukefeyFlukemonFollyFool EaterFungified HuskFunglingFungoonFurious VengeflyGarpedeGlimbackGluttonous HuskGoamGorgeous HuskGreat HopperGreat Husk SentryGrub MimicGruzzlerGulkaHeavy FoolHeavy SentryHive GuardianHive SoldierHivelingHopperHusk BullyHusk DandyHusk GuardHusk HiveHusk HornheadHusk MinerHusk SentryHusk WarriorHwurmpInfected BalloonKingsmouldLance SentryLeaping HuskLesser MawlekLifeseedLightseedLittle WeaverLoodleMaggotMantis PetraMantis TraitorMantis YouthMaskflyMawlurkMenderbugMistakeMoss ChargerMoss KnightMosscreepMossflyMosskinMossy VagabondObbleOomaPilflipPrimal AspidRoyal RetainerShadeShadow CreeperShardmiteSharp BaldurShielded FoolShrumal OgreShrumal WarriorShrumelingSiblingSlobbering HuskSoul TwisterSpiny HuskSporgSquitStalking DevoutSturdy FoolTiktikUomaVengeflyViolent HuskVoid TendrilsVolatile GruzzlerVolatile MosskinVolt TwisterWandering HuskWinged FoolWinged SentryWingmouldHollow Knight Hunter's Journal List in Order

There exist a total of 168 logs in the Hunter's Journal(164 not including special items), and if a specific set of 146 are completed it will award The Knight with the Hunter's Mark. Below is a list of the Enemies in the order that the Hunter's Journal uses, which you can use to compare with your own Hunter's Journal to find the Enemies you have not logged yet.

In the table below, some Enemies are not required for the Hunter's Mark; Those Enemies have been highlighted in dark purple, and do not need to be logged for you to acquire the Hunter's Mark.

No.	Name	Description
1	Crawlid	Timid scavenger that crawls through the caverns looking for food. Dull and pathetic. Hardly worth killing.
2	Vengefly	Flying predator that pursues its prey relentlessly. This fierce little hunter will bravely chase down creatures many times its size. Admirable! It is weak though, and I have devoured hundreds of them with little effort or care.
3	Vengefly King	Patriarch of a vengefly colony. Swoops at intruders and cries out for reinforcements if threatened. A filthy creature that is happy to chew on any old thing it finds discarded on the cavern floor. When it notices a threat it will annoyingly scream and shriek, so kill it swiftly.
4	Gruzzler	Simple-minded creature that haphazardly buzzes around, bumping into things. They only seem dimly aware of their surroundings, making them easy prey to cut your fangs on. What is it that guides them on their paths? It almost seems like they search for ways to die.
5	Gruz Mother	Mature gruzzler that carries its young in its belly. Attacks by hurling its huge body around. Bizarrely, this monster does not lay eggs but instead carries its young inside of its fat stomach. This strange

practice seems to exhaust the creature, making it sleepy and vulnerable. Take advantage! 6 Tiktik Uses its small, sharp claws to climb along walls and rooves. Spends its time tap-tap-tapping its way through the roads and caverns near the surface of this kingdom. If you're patient, you can wait for it to come to you and pick it off. 7 Aspid Hunter Bests its prey by spitting corrosive liquid. Often hunts in packs. Cunning predators that will try to pick you off from a distance. Don't give them any space, just charge in and cut them down! You'll find they're not so cunning once they are dead. 8 Aspid Mother Carries the eggs of its young inside its belly. Can hatch and birth its young as needed to deal with intruders. Shamelessly uses its own young as a weapon against its foes! Appalling, yes, but I do admire its resourcefulness. Good hunters do not always make good parents. 9 Aspid Hatchling Recently birthed, these young aspid instinctively swarm around intruders. These hatchlings are born with an instinct to kill! They are still only infants though, and you can crush them between your fangs without thinking. Just don't let them overwhelm you with numbers. 10 Goam Thickly armoured, it bursts from the ground to seize prey in its fangs. These brutes seem to be impervious to most damage, so you can sharpen your weapons on their thick hide or just slash away at them for your own amusement. They barely seem to notice. 11 Wandering Husk The remains of a bug, animated by a strange force. Wanders the roads where it once lived. These "civilised" bugs of Hallownest were weak in life and now they are equally weak in death. Send them back into the dirt they were born in! 12 Husk Hornhead The remains of a bug, animated by a strange force. Uses its horn to attack any uninfected creature it finds. These bugs have an arrogant air about them, even after dying. Overly proud of their long horns! I enjoy snapping them off. 13 Leaping Husk The remains of a bug, animated by a strange force. It will instinctively leap at uninfected creatures to attack them. The bugs of old Hallownest did not hunt their own food, they had it brought to them. That's why they were so weak. That's why their kingdom crumbled into dust and faded away! 14 Husk Bully The remains of a bug, animated by a strange force. It aggressively attacks any uninfected creature it finds. A thick orange mist fills these walking corpses. It has a sweet, sickly taste to it. I find it foul. After you kill these creatures, I suggest you do not eat them. 15 Husk Warrior The remains of a bug, animated by a strange force. Wields a nail and shell. Softened by generations of luxury, these bugs lack claws or armour or venom. Those who wish to protect themselves are forced to fashion weapons from stone, ore or shell. 16 Husk Guard The remains of a great Hallownest Crossguard, animated by a strange force. Instinct still drives it to guard its post against intruders. Larger and stronger than their brothers, these bugs are still forced to steal their weapons from the remains of other creatures. They do not roam or hunt, forever standing guard and lashing out at anything that wanders near. 17 Entombed Husk Mummified remains, deformed and enraged by infection. Inside these shambling corpses is a bright light that pierces any darkness. I peered inside that light once and saw... something within it shining back. Something terrible. 18 False Knight A maggot driven mad by a strange force. Inhabits a stolen armoured shell. Weak creatures love to steal the strength of others. Their lives are brief and fearful, and they yearn to have the power to dominate those who have dominated them. 19 Maggot Weakest member of the kingdom of Hallownest. Generally looked down upon and forced to do menial labour. Consisting mainly of

sweet fat, these helpless creatures make excellent provisions for long journeys. Best roasted over open flame. If they try to bargain for their life, just ignore them. They have nothing to offer. 20 Menderbug Member of an elusive guild of bugs fixated on the maintenance of Hallownest's many signs and wayposts. The bugs of Hallownest were obsessed with building things. What strange little minds they had. 21 Lifeseed Small scuttling seed filled with Lifeblood, which can be extracted and consumed for its healthful properties. The bright liquid inside of these little fellows is delicious, and drinking it will make you feel stronger. I wonder how my own innards taste... would it be a heinous thing to try and drink some? 22 Baldur Rolls into a ball and propels itself at intruders who wander into its territory. Aggressive even when newly born. Younger hunters delight in catching these creatures and rolling them around for sport. I encourage you to indulge yourself if the fancy strikes you. 23 Elder Baldur Bulky and covered in thick plating. Retracts into itself when attacked. As they age, these creatures become too heavy and lumpy to roll around freely. Instead, they curl up and hide from the world. What do they think of in there, wrapped up inside of themselves? More carefree times perhaps. 24 Mosscreep Weakling that covers itself in leaves to appear larger. Hides amongst the undergrowth. I used to think these things were merely ambling plants. When I learned they were actually living creatures, I began to kill them on sight. This is the nature of the Hunt! 25 Mossfly Winged weakling that covers itself in leaves to appear larger. Hides amongst the undergrowth, fleeing if predators draw near. They spend their whole lives hiding or fleeing. How sad. Or, perhaps that is the life they choose for themselves and they enjoy it? It's a strange thought, but not impossible. 26 Mosskin Plant-like bug that charges at foes when close. They can be hard to spot amongst the foliage until you get too close and they suddenly come charging at you. Tread carefully. 27 Volatile Mosskin Plant-like bug swollen with infection. Releases deadly gas when threatened. The gas that seeps from their growths smells invitingly sweet, but it will burn through shell and flesh if you get too close! 28 Fool Eater Carnivorous plant that snaps at any creature that comes close. You really would have to be a fool to be tricked by a plant. 29 Squit Charges at prey with its needle-like proboscis. When they lunge at you, don't panic. Stand your ground, and strike back as they come close. 30 Obble Fat, slow, flying bug. Frequently discharges the acidic liquid stored in its round body. Does it realise what a nuisance it is? Drifting around, spilling its noxious juices everywhere it goes? If you see any, make sure to kill them. 31 Gulka Aggressive plant-life that retracts protectively when danger is near. Spits hard spikey balls when foes are at a distance. Its leaves are dry and bland. The bud is unpleasantly sour, but oh! The venom in those balls it spits. Exquisite! If you have the time to spare, try drinking some and enjoy the effects. 32 Maskfly Harmless flying creature that favours serene environments. Usually travels in flocks. They all keep lookout for danger and when one flies away the rest do as well. I wonder how it feels to have the protection of a pack? 33 Moss Charger Timid creature that frightens away intruders by covering itself in huge clumps of moss. It's small, but it finds a lot of courage and strength once it covers itself in foliage. And I can understand the desire to camouflage oneself... 34 Massive Moss Charger Family of creatures that have learnt to bulk up with moss and live as one. There is strength in numbers, yes, but these creatures never had much strength to begin with. Cut through

their trickery. 35 Moss Knight Protector of the Greenpath, trained in the ways of the Nail and the Shell. They hide as bush-like mounds and look soft, but beware these warriors! They are relentless in combat, fiercely guarding something hidden deep in the Greenpath. 36 Mossy Vagabond Lazy, portly Mosskin. Easily swayed by others. Slow, fat and easily vanquished; common threads in those who forget their calling and forsake their duties. 37 Durandoo Simple walking creature encased in a hard shell. Often found wading in shallow pools of acidic water. One of the few creatures that can survive in the rivers of harsh acidic water that flow around us. Where does this water come from? It bubbles and spits with a seething hatred of the living... 38 Duranda Simple flying creature protected by a spikey shell. Thinks itself fully protected and so is unconcerned by passers by. Attack its face, and teach it that nothing is ever safe. 39 Aluba Passive glider that prefers to dwell near acid waters. What careless a life led drifting above us all. If one ever comes too close to the ground though... 40 Charged Lumaflly When threatened they cluster together, generating electricity. They usually drift about peacefully, but sometimes they cluster together and spit out a sharp, crackling flash that will stun and burn even large beasts like myself. Watch closely for an opening and move past them quickly. 41 Uoma Smallest Jelly form. Passive and unaware, but pulsing with a dangerous electric charge. The spirit of a dead ancestor? The brain of a larger creature, allowed to drift free? An egg searching for a safe place to spawn? I have no idea what this is. 42 Ooma Passive outer being protecting an aggressive, explosive core. Ghastly, eerie creature made out of a thick liquid. You can peer right through them, and can't see where they keep their thoughts. I don't trust them at all. Keep away. 43 Uumuu Intelligent being that guards the inner chamber of the Teacher's Archives. The canyon below us, the one thick with fog and crackling with strange energy... a Hunter can lose their senses down there. Be careful... strange and unnatural things lurk there. 44 Ambloom Simple-minded crawling fungus. Its cap is covered in a layer of hardened spikes. Lie on your belly, open your maw and let this tasty morsel stroll straight into your stomach. 45 Funbling Passive fungal balloon. Internal gasses cause it to float. Just a child, it drifts about with closed eyes and an open mind. When I was young, my brothers and sisters and I would hunt each other in the nest. Now I hunt alone. 46 Fungoon Fully grown fungal balloon. Spits built up internal gas at aggressors. So round! I don't think I've seen a rounder creature than this. This world certainly hides some marvellous creatures. I must hunt them all down! 47 Sporg Detects nearby movement and fires out explosive spores that drift towards their target. If you're skillful, you can lead their spores back to them and watch them perish in a destruction of their own making. There is a lesson in that, I think. 48 Fungified Husk The remains of a bug, consumed by a fungus. Frequently releases clouds of thick, deadly gas. The bugs of Hallownest are so pathetic that being infected by poisonous fungi actually increases their chances of survival! They really are absurd creatures. 49 Shrumeling Young fungal creature. Spends most of its time in the ground but can uproot and flee if it senses danger. Looks like an ordinary mushroom until you get close, then it pops out of the ground and starts scurrying around blindly. Very, very amusing. 50 Shrumal Warrior Fungal creature that attacks intruders to protect its young. Something queer in the air has caused these mushrooms to grow hearts, minds, and even faces! This means they now fear for their lives,

like all other living creatures. 51 Shrumal Ogre Huge fungal creature. Attacks by spitting corrosive venom and slamming its body into foes. Are these hulking things beasts or are they mushrooms? I cut one in half and peered inside to find out, but could find no answers in its soft, stinking insides. 52 Mantis Youth Member of a proud tribe, fiercely protective of its territory. Launches stinging attacks with its needle sharp abdomen. As it grows, it loses the ability to fly. Passage into adulthood is often celebrated, but as time goes by we realise what we have lost. 53 Mantis Warrior Member of a proud tribe, fiercely protective of its territory. Launches savage attacks with bladed forelimbs. If you venture too deep into the fungal forests, these warriors will stand in your way. What is it they guard, deep at the bottom of their territory? 54 Mantis Lords Leaders of the Mantis tribe and its finest warriors. They bear thin nail-lances and attack with blinding speed. The Mantis tribe and the bugs of old Hallownest had no love for each other. The Mantises outlived their rivals though, and their civilisation still stands. 55 Husk Sentry Animated remains of a Hallownest Sentry. Still retains some memory of its former task. More skilled at combat than most bugs of Hallownest, they are nimble but lightly armoured. Keep the pressure on them. 56 Heavy Sentry Animated remains of a large Hallownest Sentry. One of few in Hallownest strong enough to wield a greatnail. Surprisingly quick-witted for a corpse. It will try to catch you if you leap over it and can chase you if you flee. Enjoyable to hunt, but beware them in packs. 57 Winged Sentry Flying sentry of Hallownest. Patrols the heights of the vast cavern in which the city was built. Dances through the air just out of reach until it spots an opening, then swoops in for a decisive strike. If you're confident, wait for it to come to you then counter-attack. 58 Lance Sentry Winged Sentry of Hallownest equipped with a nail-lance. Charges at threats or throws its lance from a distance. This devious foe will often keep its distance and try to pick you off with its thrown weapons. When it charges at you, leap up and strike it down. 59 Mistake Once a highly intelligent bug, deformed by the misuse of soul. These fools meddled with the soul of other creatures and lost their shape. Now they skulk through the shadows of their Sanctum like slugs, hoping their old brothers will build them new bodies. 60 Folly Once a highly intelligent bug, inflated by the misuse of soul. I've heard whispers that the secret these fools were searching for was immortality. To live forever... I've never heard of anything so obscene! 61 Soul Twister Highly intelligent bug that uses arcane knowledge to twist soul into vicious spells. I have heard others talk about 'soul' but I do not understand what it actually is. I do know that freshly killed meat tastes best - is that because the 'soul' still clings to it? 62 Soul Warrior Learned bug, wielding a refined pinblade. Enhances its combat prowess with harvested soul. Where these strange warriors go, whispers follow them. Not only are they skilled with a nail, they can also use some strange power to shift suddenly from place to place. Stay on guard. 63 Soul Master Head of the Soul Sanctum. Hoarded soul hoping to stave off Hallownest's affliction, but eventually became intoxicated by its power. The bugs of Hallownest tried all kinds of tricks and rituals and prayers to rid themselves of the infection. But to no avail! Perhaps the infection came from somewhere deep inside of them that they could not escape. 64 Husk Dandy Former member of Hallownest's high society. Limited offensive ability. It seems the weakest, greediest members of Hallownest were also the one who exerted

the most influence. Truly a Kingdom that was always destined for ruin. 65 Cowardly Husk Former member of Hallownest's high society. Although made aggressive by the force inside, old instincts still occasionally compel it to run from danger. The fearful, cowardly nature of these Hallownest bugs persists even after death! It almost feels shameful to chase and cut them down. 66 Gluttonous Husk Former member of Hallownest's high society. Uses its corpulent body as a weapon. As these bugs became wealthier they hunted less and consumed more, eventually taking on a grotesque shape not unlike over-ripe fruit. 67 Gorgeous Husk Corpulent husk encrusted with a shining metal. Retains the instinct to hoard Geo. There is beauty in many things. Reflections of light in water, the taste of freshly killed meat, the cry of a hatchling for its mother... I have never understood the lust for metals and stones though. 68 Great Husk Sentry Animated remains of a Great Sentry, the most elite of the city's guards. Wields a greatnail and shell. Its powerful attacks cause heavy damage. An extremely rare thing, a bug of Hallownest that actually poses a threat. Watch them carefully, as they can lash out quickly with devastating strikes. 69 Watcher Knight Discarded shell of a Watcher Knight, re-animated by a swarm of infected flies. When these silent warriors fall in battle, their bodies split open and strange bugs come flying out. I wonder, what will come flying out of me when I die? Will my hopes and fears drift away into the darkness? 70 The Collector Dark figure locked inside the Tower of Love. Preserves Hallownest's creatures in glass jars with particular attention given to Grubs. A shadow that sometimes flits through the caverns, making strange noises to itself. I've never seen it clearly so I have no idea what type of creature it is. 71 Belfly Thin wings hide a highly volatile belly. Will give its own life to protect its territory. An angry creature with no regard for its own life. A creature without fear... can it truly be called "prey"? 72 Pilflip Odd creature that adapts to changing situations by flipping over and using the limbs on the other side of its body. Adaptability is an important survival skill. If a problem seems insurmountable, try approaching it from a different angle. 73 Hwurmp Tiny and placid but swells to enormous size when threatened. Extremely amusing creature. 74 Bluggsac Placid but putrid creature. Holds rancid eggs within its gut. Easily tracked down if you have a sense of smell. I strongly suggest you do not eat its eggs. 75 Dung Defender (Boss) Skilled combatant living at the heart of the Waterways. Assails intruders with balls of compacted dung. Fighting for 'honour', or for 'loyalty'... you may as well be fighting for dust. If you want to kill, do it for your own sake. That is the nature of a true Hunter. 76 White Defender Figure from a fondly remembered past. Reacts gallantly to defeat by becoming stronger. 77 Flukefey Youngest of its species. Its body is composed of teeth, wings and stomach. Seems to want to latch onto any living thing that comes by with its sharp little teeth. It will leave its cousins alone though, so it isn't completely mindless. 78 Flukemon Worm-like creature that prefers damp, dark habitats. Dangerous, unpredictable foes that infest the pipes below Hallownest's capital. Even when it seems you've killed them, you need to stay on guard. 79 Flukemunga Aged fluke, grown fat on the rich refuse found in the pipes below the capital. When predators are too successful the surplus food they eat becomes soft bulk wrapped around their bodies. Still, these creatures at least seem to make good use of their additional weight. 80 Flukemarm An insatiable breeder. Has populated the Waterways with its kind. Its insides double as a nest for

young Flukefeys. The desire to breed, to leave behind a memory of ourselves in the shape of a child... it seems to be etched deep into the heart of every living creature. I too have felt the pull of that base instinct. 81 Shardmite Feeds on crystal dust and uses crystallised spines to protect itself from danger. I don't find this creature particularly notable or interesting. It should learn to fly, or breathe flames, or sing hauntingly. Anything to justify its existence. 82 Glimback Slow, hardy creature. The crystals that grow on its back provide extra protection from foes above. Large and well-protected, but slow and docile. The bugs of Hallownest used to force these creatures to carry around their carts and machines. 83 Crystal Hunter Fires shards of fast-growing crystal at intruders. Make their homes all the way up at the top of the world. Do they use the crystals willingly as weapons or are they merely hosts and the crystals parasites? 84 Crystal Crawler Discharges searing beams of light from the crystals on its back as it crawls around, seemingly unaware. These creatures look weak, but sometimes burning pillars of heat will burst out from the crystals they carry on their backs. Be wary, and time your strikes well! 85 Husk Miner Remains of a bug drawn to the Crystal Peak for its precious crystal. Its claw-pick now doubles as a fierce weapon. The bugs of Hallownest lusted after the strangest things in life. They would dig furtively through the dirt for stone, ore and in particular the crystals that grow at the top of the world. 86 Crystallised Husk Remains of a bug who died amongst the crystals. Animated by a strange force, it attacks by firing beams of light from its crystallised arms. There is some strange power hidden in the crystals that grow up there in the peaks. They gleam and glow in the darkness, a bright point of searing heat in each one. They sing too, if you listen. Very softly... 87 Crystal Guardian Heavyset miner of the Crystal Peak overcome by crystal growth. Can discharge blazing beams of light from its crystallised limbs. How does the world look to this creature, gazing out from within its crystal prison? Does it see only light? Is that what drives it into a frenzy? 88 Furious Vengefly Vengefly whose body has been distorted by continued infection. Highly aggressive. The infection that passes from creature to creature grants strength and courage, but it also seems to enslave the will. Would you make such a bargain? 89 Volatile Gruzzer Gruzzer swollen with infection and primed to burst. Horrible goo and noxious gas has started leaking down from above. Is there a source of all this pestilence? If so, I haven't seen it. 90 Violent Husk Maddened by massive infection. Charges at enemies with no thought for its own preservation. The bugs of Hallownest were twisted out of shape by that ancient sickness. First they fell into deep slumber, then they awoke with broken minds, and then their bodies started to deform... 91 Slobbering Husk The body of a bug, completely consumed by infection. Spits corrosive liquid. The infection that swept through Hallownest so long ago... they say that the harder you struggled against it, the more it consumed you 92 Dirtcarver Swarming predator of the Deepnest. Burrows through the ground and bursts out to surprise prey. Springy and vicious, these hunters will try to overwhelm you with numbers in the dark, tight, twisting caverns they carve through the ground. Always be on your guard! 93 Carver Hatcher Flying creature that fires out dirtcarvers from its body when potential prey comes close. Are these creatures the mothers of the dirtcarvers? They appear only loosely related. But then how do the dirtcarvers get inside of the hatchers? A confusing situation. 94 Garpede Giant burrower covered in

thick shell plates. Tirelessly travels the tunnels of the Deepnest. Monstrously strong, they shrug off any attacks you make on their thickly armoured bodies. Luckily, if you simply avoid their paths they'll leave you alone. 95 Corpse Creeper Parasitic beast that controls the body of its host after the host's death. The beasts of this land have found plenty of ingenious hiding places, but none so clever as the body of another creature! If you happen on such a beast, rejoice! You've hunted two creatures at once! 96 Deepling Infant of the Deepnest. Scuttles about in the darkness, learning the layout of its home. The Deepnest is a dangerous place to hunt, but rewarding. Keep an eye out for weaker creatures you can pick off and eat. Keep your strength up in the darkness. 97 Deephunter Crawls along walls and roofs, spitting burning venom at anything that passes by. They can be hard to spot as they flitter in and out of the darkness. Watch for their glowing eyes. 98 Little Weaver Nimble spider that traverses its domain on thin strands of web. Often waits in ambush. They can appear from the darkness at any moment! They seem to fly through the air, dancing on invisible strings as they silently stalk prey. 99 Stalking Devout Worshipers of Herrah the Beast. Shield themselves with hard plated foreclaws, then lash out suddenly to cut down prey. Powerful, well-armoured and fast, these are no mere beasts. Study their movements and watch carefully for an opening. 100 Nosk Mimics the shape of other creatures to lure prey to its lair. In the deepest darkness, there are beasts who wear faces stolen from your memories and pluck at the strings in your heart. Know yourself, and stay strong. 101 Shadow Creeper Found only in deep, dark places. Has never been observed to eat or drink anything. This little creeper is weak and poses no threat, but something about it still unsettles me. The way it moves and the noises it make are... strange somehow. 102 Lesser Mawlek Attacks by spitting acid and slashing with foreclaws. If you try to keep your distance it will spit sticky, burning globs of vile stomach juice. Move in quickly and strike decisively. 103 Mawlurk Large, immobile creature. Wildly spits venom when intruders pass by. How did this foolish creature lose its legs?! I suppose it's possible to lose anything, if you really try. 104 Brooding Mawlek Ferocious but extremely social creature. Becomes aggressive if not able to mingle with its own kind. I hear this beast crying out sometimes as I prowl the caverns, although I've never actually laid eyes on it. Who or what is it calling for? As far as I can tell, its voice is never answered. 105 Lightseed A single-celled organism, completely infected. Scurries about simple-mindedly. Strange air has been seeping down from above for years. Some of that air became liquid, and some of that liquid became flesh, and some of that flesh came to life. I don't know what to make of it. 106 Infected Balloon Single cell of infection. Has a simple mind and can float using internal gasses. The infection creeping through the Kingdom's dead veins... does it have a mind? Does it produce soul? Is it truly alive? 107 Broken Vessel Shattered corpse, reanimated by infected parasites. The shape of this creature... I have seen something like it before. More than once, perhaps. It looks a little like the bugs of Hallownest, but not quite the same. Where did these empty little wanderers come from? 108 Boofly Large, docile creature that peacefully buzzes around in the caverns of Kingdom's Edge. Too slow to escape you and too large to hide from you. This prey will not challenge you, but sometimes it is good to take things easy. 109 Primal Aspid Wilder, ancestral form of the Aspid. Once thought extinct, they have reappeared at the edges of the world.

These cruel foes will ambush you and relentlessly attack with their searing venom. How strange that their descendants are so weak. If I have children, I hope they will be stronger than me... 110 Hopper Leaps at prey and uses its sharp proboscis to drain vital fluids. This hopping thief's belly is full of the blood it has stolen from other beasts. If you hold it above a fire, the belly will grow and grow until it explodes in a steaming shower of fluids. 111 Great Hopper Leaps around the edge of the world, trying to crush prey beneath its body. A worthy foe, surprisingly nimble for its size. Either keep your distance, or try to dance between its hops and strike at its legs. 112 Grub Mimic Assumes the shape of a harmless creature to lure prey. Luring an enemy close by pretending to be a weak little grub. Very cunning! Unfortunately for them, I eat these grubs as soon as I see them. 113 Hiveling Smallest of the Hive's inhabitants. Carries out simple tasks. Weak, but hard-working and numerous. Their hairy little bodies are filled with a thick, sweet, golden liquid. Good to keep a few on you for long hunts. 114 Hive Soldier Defends the Hive against intruders with its extendable stinger. Savage and dedicated warriors. Be prepared to fight them to the death if you plan on invading their home. 115 Hive Guardian Protects the Hive by hurling its huge body at intruders. Like their smaller kin, their only instinct is to protect the Hive at any cost to themselves. Somewhat clumsy, they'll often damage the structure of the Hive when charging at intruders. Does this cause them shame? I do not know whether they have the capacity for such a thing. 116 Husk Hive Cowardly husk, its body colonised by hivelings. Did the hivelings build their nest around this sorry bug, or did the bug squeeze its body into their nest? Either way, they seem happy enough together. 117 Hive Knight Loyal protector of the Hive's Queen. Flightless but ferocious in battle. Some creatures are born with duties and loyalties marked indelibly upon their minds. They are strong, but they are also slaves. 118 Spiny Husk Overgrown with vegetation, it attacks by firing sharp spines from its body. The spines they fire seem to be mildly poisonous. Don't use them to clean between your fangs after eating! 119 Loodle Inhabits the wilds beside the Queen's Gardens. Not aggressive in nature, but its wild bouncing behaviour can be dangerous. It seems like their energy is limitless! Do they ever stop to sleep, or eat, or love? 120 Mantis Petra Lurks amongst foliage and attacks by flinging wind-scythes from a distance. They will harass you from afar, so get close and strike quickly. Their bodies are brittle and will easily fall to your nail. 121 Mantis Traitor Once a member of the Mantistribe, now cast out and driven mad by infection. Belonging to a tribe, or not belonging. I don't really understand what the difference is, or how it works. I have no tribe of my own. 122 Traitor Lord Deposed Lord of the Mantis tribe. Embraced the infection and turned against his sisters. I have felt that desire. The desire to take the infection into myself. To become stronger, more powerful... these thoughts haunt my dreams during the darkest times. A false hope, but it can burn so brilliantly in one's mind. 123 Sharp Baldur Hardened baldur, bred for battle in the Colosseum of Fools. Tougher and more aggressive than its wild ancestor. These creatures... I have never seen one fully grown. I suppose they aren't allowed to live long enough to become adults. 124 Armoured Squit Hardened squit, bred for battle in the Colosseum of Fools. Tougher and more aggressive than its wild ancestor. Strong and quick! When they rear back, either move out of the way or prepare to strike back! 125 Battle Obble A Battle

Obblewas raised in the Colosseum. Although trained for combat, its movements and attacks are still haphazard. They have crafted a tiny mask for it! Is such an extravagance practical I wonder? 126 Obblobble Larger cousin of the Obble. Pairs with a mate for life and will never leave its side. Having a mate by your side... one that will never leave you until death. Strange. No mate has ever come forth to stay by my side... 127 Shielded Fool Warrior fighting for glory in the Colosseum of Fools. Warily approaches opponents with shield held high. That 'Colosseum' is a strange place where some bugs fight each other to the death and others watch. I don't understand such obscure rituals. If you venture in, stay on guard at all times. 128 Sturdy Fool Warrior fighting for glory in the Colosseum of Fools. Uses crescent-shaped blades to cut down foes. You can hit this warrior's spinning weapons out of the air, straight back into them! Useful if they manage to corner you. 129 Winged Fool Warrior fighting for glory in the Colosseum of Fools. Flies just out of an opponent's reach then darts in for the kill. What do they hope for, these warriors fighting in the Colosseum? Are they slaves, or prisoners, or do they freely choose to fight? 130 Heavy Fool Warrior fighting for glory in the Colosseum of Fools. Aggressively charges down foes. Large, bulky, and fighting for its life. Don't underestimate this fighter! It can slither around quickly despite its bulk. It also has a surprisingly beautiful face beneath its mask. 131 Death Loodle Loodle equipped with a helmet and taught to kill. They seem fierce, but they have a lot of difficulty at aiming their target. Watch their motions and strike when the opportunity comes. Take their helmet with you as a trophy. 132 Volt Twister Learned bug that adapted the teachings of the Soul Sanctum into a deadly fighting art. Attacks with bursts of electricity. Supposedly lives on a diet of lumaflyies and spends its entire life fighting in the arena or meditating in seclusion. An odd foe. 133 God Tamer Veteran warrior of the Colosseum of Fools. Fights by the side of creatures it has trained. Some hunters train beasts to join them in chasing down prey. I tried it once, but couldn't resist the urge to test my companion's strength against mine. 134 Pale Lurker Forgotten champion of the Colosseum, drawn away by strange obsessions. This odd creature is unaffected by and unaware of the disease drifting through the caverns. Its madness is all its own. 135 Zote the Mighty (Boss) A self-proclaimed Knight, of no renown. Wields a nail he carved from shellwood, named 'Life Ender.' Some rare creatures are so weak, so helpless, so inept and so irritating that hunting them gives no pleasure. 136 Grey Prince Zote Figment of an obsessed mind. Lacks grace but becomes stronger with every defeat. "My love, any creature who could bear to be away from you, who would willingly leave you behind or say unkind things to you... Pah! Lowly maggots, not worthy of standing in your glorious shadow!" She felt her cold body grow warm, a sensation she had almost forgotten...- 'The Grey Prince' Chapter 112 137 Winged Zoteling Figment of an obsessed mind. Grudgingly assists its master in combat by lazily flying towards foes. She asked whether he had bought the Charm for her as he promised he would, but then he explained. The Charm was actually of low quality and not worth the price asked. She understood the wisdom of his decision perfectly. ♦ 'The Grey Prince' Chapter 136 138 Hopping Zoteling Figment of an obsessed mind. Jumps about in a nonthreatening manner. "That lowly map-maker's wife? Hah! My Queen, how could you compare yourself to her? In the face of your intoxicating beauty, all other females are merely dust!" The Grey Prince trembled with anger and

indignation... and love. ♦'The Grey Prince' Chapter 178 139 Volatile Zoteling Figment of an obsessed mind. Deals poorly with the pressure of existing and quickly explodes. The Grey Prince was a wanderer by nature, but she could not bear to be separated from him. So she devised a plan to make sure that she and her prince would be together always. She only had to wait for her chance. ♦'The Grey Prince' Chapter 205 140 Xero Lingerin dream of a fallen warrior. Executed for crimes against the King. A life defined by tragedy and triumph. A death marred by sorrow and regret. A spirit burdened by sins and memories. Better to wander the world than be cursed with glory. - Xero 141 Gorb Lingerin dream of a fallen warrior. A mysterious life-form that claimed to contain all of the world's knowledge inside of its distended brain. I am Gorb! - Gorb 142 Elder Hu Lingerin dream of a fallen warrior. Travelled the world tending to those affected by the plague. Never forget what once was lost, yet do not let it tie you down. - Elder Hu 143 Marmu Lingerin dream of a fallen warrior. Protector of the Queen's Gardens. If you believe in something as hard as you can, with your eyes shut tight... eventually it will come true! - Marmu 144 No Eyes Lingerin dream of a fallen warrior. Disappeared during the plague. They're coming...What's inside of you...Strip it out! - No Eyes 145 Galien Lingerin dream of a fallen warrior. Trained in the wilds bordering the kingdom, hoping to become a Knight. A Knight strives not only to protect the land and its people, but the hopes and dreams of the kingdom. - Galien 146 Markoth Lingerin dream of a fallen warrior. Only member of his forgotten tribe to take up a weapon. May your efforts lead you somewhere worthy. - Markoth 147 Grimmkin Novice Young and playful member of the Grimm Troupe. As part of the Ritual, it gathers scarlet flame within its torch. It will relinquish the flame once defeated. "Shadows dream of endless fire, Flames devour and embers swoop, One will light the Nightmare Lantern, Call and serve in Grimm's dread Troupe." ♦'The Grimm Troupe' 148 Grimmkin Master Powerful and devoted member of the Grimm Troupe. As part of the Ritual, it gathers scarlet flame within its torch. It will relinquish the flame once defeated. "A spark of red lights darkest dream, Scarlet nightmares bright and wild, Visions dance and flames do speak, Burn the father, feed the child." ♦'The Grimm Troupe' 149 GrimmkinNightmare Terrifying member of the Grimm Troupe. As part of the Ritual, it gathers scarlet flame within its torch. It will relinquish the flame once defeated. "Dance and die and live forever, Silent voices shout and sing, Stand before the Troupe's dark heart, Burn away the Nightmare King." ♦'The Grimm Troupe' 150 Troupe Master Grimm (Boss) Master of the Grimm Troupe. Through dream I travel, at lantern's call.To consume the flames of a kingdom's fall- Grimm 151 Nightmare King Grimm Twisted spectre of scarlet flame. "The expanse of dream in past was split, One realm now must stay apart,Darkest Reaches, beating red,Terror of sleep. The Nightmare's Heart."- Seer 152 Brothers Oro and Mato Brothers of the nail, trained in combat by the Great Nailsage. "Gods by toil and nail bound,Brothers sworn to guard the weak,Masters of the sacred ground,Help Us find the God We seek!"- Prayer to the Masters 153 Paintmaster Sheo Skilled and respected master of the nail. Always eager to learn new things. "O God inspired, master of arts,Whose works shall eternal endure,Peer beyond Our minds and hearts,Reveal to Us the God most pure!"- Prayer to the Artist 154 Great Nailsage Sly Legendary sage of the nail arts and, recently, merchant of some success. "Sagely God of the cunning

and bold, Sharpen Our nails and show Us the odds, O greatest of masters, We wish to behold, That one still greater, the God of Gods!"- Prayer to the Sage

155 Wingmould A fly-like construct formed of white shell and a dark liquid interior. The bugs of Hallownest believed that their King created this world and everything in it. For what purpose, I wonder? Were his subjects companions, or toys, or children? Such a mind seems unknowable.

156 Royal Retainer The most loyal and devout servants of the King. Simple, weak creatures find strength by forming a hive and obeying a ruler. Such creatures become the arms and teeth and claws of their monarch.

157 Kingsmould Guard construct of Hallownest's Palace and skilled wielder of the curved claw-blade. Its heavy white armour protects a fragile body. They say the old King died long ago, but his influence echoes around us still. A creature like that... what did he desire?

158 Sibling Fragment of a lingering will. Far down below us, beneath the kingdom, the air grows stiller and a sense of emptiness pervades. Can life flourish down there? If so, I will hunt it.

159 Void Tendrils Fragments of void taking the shape of sharp, thrashing tendrils. The bugs of Hallownest sometimes wondered whether there were other, older, stranger Kingdoms deep below them. What strange fancies they had. That's probably why they were always so distracted and easy to kill.

160 Hornet (Boss) Skilled protector of Hallownest's ruins. Wields a needle and thread. I have seen this nimble little creature. I thought her prey and pounced at her, but with a flash she stabbed me with her flying stinger and darted away. Could she be... a Hunter?

161 Hollow Knight Fully grown Vessel, carrying the plague's heart within its body. The old King of Hallownest... he must have been desperate to save his crumbling little world. The sacrifices he imposed on others... all for nothing.

162 Pure Vessel Chosen vessel, raised and trained to prime form. "Deepest silence in holy shell, Given nail and named a Knight, Bound by chain and egg and spell, Hear Our plea! Reveal thy Light!"

◆Prayer to the Vessel

163 The Radiance The light, forgotten. The plague, the infection, the madness that haunts the corpses of Hallownest... the light that screams out from the eyes of this dead Kingdom. What is the source? I suppose mere mortals like myself will never understand.

164 Shade Echo of a previous life. Defeat it to retake its power and become whole. Each of us leaves an imprint of something when we die. A stain on the world. I don't know how much longer this kingdom can bear the weight of so many past lives...

165 Hunter's Mark The mark of a true Hunter. I have no offspring, nor subjects, nor worshippers. The sum of my being, my learning, my instincts... I leave it all to you. Good luck, Hunter.

166 Seal of Binding Intricate seal of ancient design. Used to contain a powerful force, or to preserve something of great importance.

167 Void Idol Rare artifact from a time before Hallownest, its spires twined in a unified form. Contains a large amount of liquid from the Abyss, perfectly still. "Inspired or mad, those ancient bugs. They devoted their worship to no lord, or power, or strength, but to the very darkness itself."

◆Lemm

168 Weathered Mask Strange mask from a godless land, passed down over time. The design suggests the wearer's thoughts were focused through the crest. "Gods of Thunder, Gods of Rain! Why forsake thy servants? Will Our minds be left suffering, to ache alone? What God remains to deliver Us from this woeful silence?"

◆Lament of the Godseekers

Entombed Husk LocationResting GroundsHealth45Drops15Entombed Husk is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Mummified remains, deformed and enraged by infection.Inside these shambling corpses is a bright light that pierces any darkness. I peered inside that light once and saw... something within it shining back. Something terrible.Entombed Husk LocationResting GroundsEntombed Husk Rewards15Entombed Husk Notes & TipsExplodes into infected blobs upon death that doesn't inflict any damage on both the blast nor the blobs.This enemy reveals a glowing eye and makes an eerie noise while it drags itself around the are, allowing you to pinpoint its location.Once it sees The Knight, it tries to drag itself towards a range to quickly charge in, its attacks deal two masks damage upon contact.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Luma-fly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deeplinger,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Hollow Knight Equipment and Abilities,this content will cover various aspects of the game such as Abilities, Spells, Items, Charms, and more. The purpose of the content is to provide various information that will allow the players to improve their equipment in order to aid them in combat and to have an advantage in facing difficult Enemies and Bosses.Hollow KnightEquipment and AbilitiesCharmsItemsNail and Nail ArtsSpells and Abilities

Eternal Emilitia LocationCity of TearsEternal Emilitia is an NPCin Hollow Knight. Eternal Emilitia is an upper-class bug who used to be notable in Hallownest, but was later cast out by her associates due to the Infection consuming them.Eternal Emilitia InformationEternal Emilitia is a poised yet mysterious bug that can be found cackling and completely hysterical as she sits among herriches in her hidden room at the City of

Tears. She used to be a popular noblewomen who carried a well-known image in Hallownest, but at some point was cast out by her own people (due to their Infection), leaving her no choice but to flee to the City of Tears. Because of this, left all alone with only her riches for ages and witnessing her associates be consumed by the Infection, she was driven to hysteria. She claims she is happy, but is seemingly in denial and driven mad as she speaks of her tragedy as if it pleases her. She mocks her Infected associates, claiming she is happy to witness their demise. She stops cackling and appears surprised when she notices the Knight enter her chamber and approach her (as she never receives visitors), and will speak to the player. Location: Eternal Emilitia Can be found at the City of Tears Combat: Players may not kill Eternal Emilitia. Associated Quests N/A Dialogue Ah, what a surprise! It's not often I receive visitors. It's been so long. Ages even. I just hope my manners haven't left me. You've no doubt sensed my affluence. You're right to guess, I'm renowned amongst the upper caste of Hallownest.... Well I was... once, until those cretins cast me out. Have you met them, my former fellows? That's them outside, their bodies shambling around all mindless and empty. And I'm still alive to witness their pathetic demise. Ahhh, I'm just so happy. Fate can be a wonderful thing. Notes & Tips Note 1 Trivia and such go here NPCs Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Fluke Hermit, Godseeker, Grey Mourner, Grimmstead, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Execution Execution is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Execution Objective(s) Defeat the Traitor Lord Execution Location(s) Queen's Gardens Execution Requirement(s) Shade Cloak Execution Related Pages Traitor Lord Queen's Gardens Cloth Trophy and Achievement Falsehood, Honour, Illumination, Mortality, Obsession, Peace, Proof of Resolve, Release, Respect, Strength, Test of Resolve

Failed Champion Location Forgotten Crossroads Health 1260 Reward 300 Essence Failed Champion is a dream boss variant of the False Knight in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. A maggot driven mad by a strange force. Inhabits a stolen armoured shell. Weak creatures love to steal the strength of others. Their lives are brief and fearful, and they yearn to have the power to dominate those who have dominated

them. Failed Champion Location Location: Forgotten Crossroads Must have the Dream Nail or Awoken Dream Nail to gain access into the Dream World. Return to the arena where you fought the False Knight, you'll notice that its body has been moved. You'll find its body hidden behind a breakable wall just above where his arena was. You'll find two maggots mourning over the False Knight, simply strike its body with the Dream Nail to initiate the battle. Failed Champion Rewards 300 Essence Failed Champion Strategies Strategy Writeup Failed Champion's attacks are similar to how you fought the False Knight, the only difference is that his attack rate, speed, health has increased exponentially and each attack you receive does 2 hit point worth of damage. Regardless of that, you can still keep track of its movement. Since you won't be able to replenish SOUL from striking the Failed Champion, it is advisable to equip charms that can provide an increase of health or alter its effects. Charms such as Lifeblood Core, Joni's Blessing will provide more Lifeblood Masks while Hiveblood may be useful to regenerate health over time but can be tricky since you must not get hit while your health regenerates. Make sure to upgrade your nail as well before jumping into this battle to increase its damage value. In conjunction with The Nail, pairing charms that will enhance The Knight's basic attacks will work for this battle such as Unbreakable Strength/ Fragile Strength, Quick Slash, and Mark of Pride. Attacks & Counters Attack Counter Phase 1 Leap Attack Do not jump, be patient and wait for the opportunity to move around in case you are stuck in a sticky situation to avoid and keep your distance - deals damage upon contact. Slam Attack This attack is also in conjunction with the leap attack. The Failed Champion may perform a mix-up with its attacks, instead of just slamming the ground, the False Knight emits a shockwave created after slamming the ground with its mace. The shockwave runs in a horizontal line towards The Knight's direction that deals damage upon contact. Jump to avoid getting hit by the shockwaves Rocks from Above Rocks continuously fall down from the ceiling for every attack the Failed Champion does, you can hit it with The Nail to break it if you get stuck in a difficult situation. Other than that, you can dash in and out to avoid getting hit. Failed Champion Lore The Failed Champion is a hidden boss that can only be fought in the Dream World. The Failed Champion is the dream variation of the False Knight. Defeating the Failed Champion allows the Maggot who was the False Knight explain how he got his armor: he stole it when the Great Knight Hegemol was sleeping because he had noble intentions to protect his oppressed and endangered family (hence his two Maggot brothers seen mourning his death, praying and crying over his body prior to the Dream battle). Failed Champion Notes & Trivia Players won't die if a dream boss defeats you. Instead, you'll wake up and you can re-enter their dream to fight the boss again. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Failed Tramway Main LocationDeepnestFailed Tramwayis a Sub-Area Locationin Hollow Knight. Failed Tramway can be found within Deepnest. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCsand hostile characters that are encountered through your journey.Failed Tramway InformationFailed Tramway can be found within DeepnestAn unfinished Tram station in the northeast part of Deepnest whose workers were attacked by Deepnest's rebellious and vicious beasts. At the background, trams can still be seen.You can find a Bench here to rest, as well as a Tram Passthat can be used to unlock the usage of Trams within Hallownest.On the other hand, Clothcan be located near the bench if he wasn't rescued at the Ancient Basin.Deepnest MapItems Found in Failed TramwayTram Passx1 Lifeblood Cocoon that contains Lifeseeds.Characters in Failed TramwayClothEnemies and Bosses in Failed TramwayDirtcarverCarver HatcherFailed Tramway Notes, Trivia and Notable LootOther notes, tips, and trivia. Hollow Knight Sub-Area LocationsBeast's Den,Blue Lake,Cast-Off Shell,Crystallised Mound,Distant Village,Fungal Core,Hallownest's Crown,Hidden Station,Joni's Repose,Junk Pit,King's Station,Lake of Unn,Land of Storms,Overgrown Mound,Palace Grounds,Path of Pain,Pleasure House,Queen's Station,Shrine of Believers,Spirits' Glade,Stag Nest,Stone Sanctuary,Tower of Love,Watcher's Spire,Weaver's Den

False Knight LocationForgotten CrossroadsHealth??RewardGeoCity CrestFalse Knight is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities.You will need to perform multiple attacks such as using The Nail and Nail Arts along with theSpells and Abilitiesin order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them.As soon as you encounter a boss,its name will appear on the screen, the music will change into a boss battle theme, and usually, pathsconnecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.A maggot driven mad by a strange force. Inhabits a stolen armoured shell.Weak creatures love to steal the strength of others. Their lives are brief and fearful, and they yearn to have the power to dominate those who have dominated them.False Knight LocationForgotten CrossroadsGodhome (2nd encounter)False Knight Rewards200City CrestFalse Knight StrategiesStrategy WriteupThe False Knight can be found at the centre of the Forgotten Crossroads, this boss is one of the first few bosses to encounter. The False Knight may seem a formidable foe, but do not get overwhelmed by his appearance since his attacks at first are slow and can be avoided.We will assume that you have chosen to face this boss in the early stage of the game and that you do not have that many charms, spells and abilities - The False Knight has three phases, where at first it will have three basic attacks, a leaping attack, a basic overhead slam attack, and a slamming shockwave attack. Keep in mind that the leaping attack is in conjunction with the overhead slam attack where it can bait you into thinking that it will only leap towards you. Always keep your distance or if you are close enough, try to dash or run towards the opposite direction and land a few strikes.The leap attack deals damage upon contact and can also follow up with slamming its mace down which has a long reach, its third attack is a shockwave slam where The False Knight will slam the ground hard in place,

releasing a shockwave that travels in a horizontal line towards The Knight - the only way to dodge this is to keep a distance and jump over the shockwave to avoid it. Once you have inflicted enough damage, The False Knight will stagger where it will fall flat onto its belly, and reveal its face. This is your window of opportunity to strike it as much as you can. However, right after that, it will recover and enter its second phase. The False Knight will follow up with a fast attack where it slams the ground in an overhead arc from left to right that deals damage upon contact - in addition, since it is now in a state of rage, the shockwave slam will also cause rocks to fall from the ceiling. The third phase will start after staggering The False Knight for the second time, it will start off similar to phase 2 where it slams its mace from left to right. However, for this phase, all attacks that consist of The False Knight slamming the ground with its mace will cause rocks to fall from the ceiling in random spots and gains an increase of speed. The battle will end where it leaps away and lands on the ground causing it to break and falls down. Follow where it falls to find it lying on its belly and the maggot's face springing out of the armour - continue striking it until it explodes which implies that the boss battle has ended. The False Knight drops 200 and the City Crest upon exploding/defeat.

Attacks & Counters

Attack Counter Phase 1 False Leap The False Knight will jump in the air towards The Knight's direction in order to close the gap or to follow up with slamming the ground with its mace. It is somehow a slow attack which allows you to watch its movement. So do not jump, be patient and wait for the opportunity to move around in case you are stuck in a sticky situation to avoid and keep your distance - deals damage upon contact.

False Slam This attack is a follow-up attack in conjunction with its leaping attack, the False Knight slams its mace on the ground after landing on the ground. It has a long reach, so keep your distance or try to move to the opposite direction to avoid the attack - deals damage upon contact.

Shockwave Slam This attack is also in conjunction with the leap attack. The False Knight may perform a mix-up with its attacks, instead of just slamming the ground, the False Knight emits a shockwave created after slamming the ground with its mace. The shockwave runs in a horizontal line towards The Knight's direction that deals damage upon contact.

Phase 2 First Tantrum After staggering The False Knight, it recovers and throws a tantrum. After recovering, it will slam its mace from left to right in place - deals damage upon contact.

Boulders from above In its second phase, after The False Knight slams its mace on the ground for a shockwave slam attack, boulders from the ceiling will fall down. These rocks will fall in random positions and do not lock onto The Knight's position - deals damage upon contact.

Phase 3 Second Tantrum After staggering The False Knight for the second time, it recovers and throws another tantrum by swinging its mace from left to right in place. Apart from dealing damage upon contact, it will also cause rocks to fall down the ceiling while slamming on the ground - in addition, all of its movement and attacks have increased speed.

Boulders from above In phase three, its regular slam attack along with the shockwave attack or any attack where The False Knight uses its mace to slam it on the ground will cause rocks to fall from the ceiling in random spots.

False Knight Lore The False Knight is a Maggot - a small and largely defenceless creature regarded as prey by most other bugs. At some point the False Knight had stolen the armor of Hegemol, one of the five knights of Hallownest, and now uses it to eliminate those who cross his path so he may protect the

lives of his brethren. Later on, upon returning to the Forgotten Crossroads after defeating him, you will find two other maggots weeping over his corpse and referring to him as their brother. After battling him again in his dream form Failed Champion, his sorrowing ghost will rise and explain to the Knight that the only reason he stole Hegemol's armor and attacked others who came into his domain was to protect his family, the innocent maggots, who were being preyed upon by other bugs of Hallownest. The mace he uses (known as Macebug) is actually a strange armored bug with tiny skittering feet that is found nowhere else in game; it crawls away once you have defeated the False Knight. False Knight Notes & Trivia Defeating the False Knight unlocks the "Falsehood" Trophy/Achievement. In the first arena, after it falls down, you can obtain the Vengeful Spirit spell before jumping down and heading towards the next area instead. The head of the mace of the False Knight is revealed to be another bug (Macebug) that can be bounced around with The Nail - it squeaks and stops moving when struck. It cannot be killed and does not deal any damage to the Knight. Hitting the corpse of the False Knight with the Dream Nail will initiate another boss fight to face the Failed Champion. Similar to other projectiles in the game, the falling rocks in this fight can be knocked back to the boss, damaging him. Although it isn't necessary to defeat the boss, it can be used to shave a little bit of time off the fight. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Falsehood Falsehood is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Falsehood Objective(s) Defeat the False Knight Falsehood Location(s) Forgotten Crossroads Falsehood Related Pages False Knight Forgotten Crossroads Maggot Trophy and Achievement Execution, Honour, Illumination, Mortality, Obsession, Peace, Proof of Resolve, Release, Respect, Strength, Test of Resolve

FAQs for Hollow Knight will be covered on this page, these are a collection of frequently asked questions about Hollow Knight. Hollow Knight FAQ What Platforms Will Hollow Knight Be Available On? Hollow Knight will be available on PC (Microsoft Windows, Mac OS, Linux), Nintendo Switch, PlayStation 4, and Xbox One. What Is Hollow Knight's Release Date? Hollow Knight was first announced on November 2014 for Microsoft Windows and was released on February 24, 2017. It was then announced for Mac OS and Linux on March 28, 2017, and was released on April 11, 2017. Hollow Knight was then ported to the Nintendo Switch and it was released on June 12, 2018. Finally, the game made its way to consoles for the PlayStation 4 and Xbox One on September 25, 2018, along with its revamped content the Voidheart Edition. What Are The Specification Requirements For PC Users? Listed below are the minimum and recommended specifications needed for PC (Microsoft Windows) users. Windows Minimum Specs: OS: Windows 7 Processor: Intel Core 2 Duo E5200 Memory: 4GB RAM Graphics: GeForce 9800 GTX+ (1GB) DirectX: Version

10Storage:9 GB available spaceAdditional Notes: 1080p, 16:9 recommendedWindowsRecommended Specs:OS:Windows 10Processor:Intel Core i5Memory: 8 GB RAMGraphics:GeForce GTX 560DirectX:Version 11Storage:9 GB available spaceAdditional Notes:1080p, 16:9 recommendedYou may also check out the other requirements for Mac OS and Linux by clicking here.What Is The Difference Between The Base Game and Voidheart Edition?Hollow Knight was initially released as a standalone game and eventuallyadded four additional chapters. Later, the game was announced to be ported to consoles and was revamped to the Voidheart Edition in a patch:1.4.3.2 - where the base game was added, a new menu theme was added along with the four additional chapters. The Voidhear Edition is available for 14.99 USD digitally.You may visit our Patch Notes content for an overview of the changes made by the developers, as well as our DLC content.

Fluke Hermit LocationJunk PitFluke Hermit is anNPCaddedin the DLC ofHollow Knight, Godmaster.Fluke Hermit is a seemingly uninfected parasite, worm-like being.Fluke Hermit InformationFluke Hermit is an offspring of the infected Flukemarm. It can be found at the Junk Pit inside a secret room and collecting the junk around it, considering it riches.Location: Fluke Hermit Can be found at the Junk Pit.Progression: Fluke Hermitheadsoutside of its room after completing one Pantheon and when The Godseeker is awake.Combat: Players may not kill Fluke Hermit.Associated QuestsN/ADialogueSafe, gla... Little Sisters... Gla gla💎Stronger... Gla gla... Bigger... Mother💎Gla gla... Grow and grow... Nice and wet💎Noisy... Gla gla... Scary up up... Stay here, gla💎Gla gla... Mother sends treasure... Gather it up💎Notes & TipsNote 1Trivia and such go hereNPCsBardoon,Bretta,Brumm,Charm Lover Salubra,Cloth,Confessor Jiji,Cornifer,Distant Villagers,Divine,Dreamers,Dung Defender,Elderbug,Eternal Emilitia,Godseeker,Grey Mourner,Grimmsteed,Grub,Grubfather,Herrah the Beast,Hornet,Iselda,Leg Eater,Little Fool,Lurien the Watcher,Mask Maker,Midwife,Mister Mushroom,Monomon the Teacher,Moss Prophet,Moth,Myla,Nailmaster Mato,Nailmaster Oro,Nailmaster Sheo,Nailsmith,Nymm,PoggyThorax,Quirrel,Relic Seeker Lemm,Seer,Sly,Snail Shaman,Songstress Marissa,Steel Soul Jinn,The Hunter,The Last Stag,The Nightmare's Heart,The Pale King,The White Lady,Tiso,Troupe Master Grimm,Tuk,Unn,Vessel,Willoh,Zote the Mighty

Flukefey LocationRoyal WaterwaysHealth13DropsN/AFlukefey is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Youngest of its species. Its body is composed of teeth, wings and stomach.Seems to want to latch onto any living thing that comes by with its sharp little teeth. It will leave its cousins alone though, so it isn't completely mindless.Flukefey LocationRoyal WaterwaysSummoned by the Flukemarm.Flukefey RewardsN/AFlukefey Notes & TipsThey spawn from a Flukemarm.These small creatures fly around the area and will engage in to reveal its teeth and attack once you agro it. Although it may seem weak, it flies fast in an unpredictable direction to deal damage making it challenging to avoid.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid

Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver
 Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal
 Crawler, Crystal Hunter, Crystallised Husk, Death
 Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder
 Baldur, Entombed Husk, Flukemon, Flukemunga, Folly, Fool Eater, Fungified
 Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous
 Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin
 Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy
 Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping
 Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk
 Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance
 Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little
 Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
 Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Flukemarm LocationRoyal WaterwaysHealth350RewardFlukenestFlukmarm is a
 Boss in Hollow Knight. Bosses are special Enemies that feature their own
 arena, a large amount of health, and a variety of unique moves and
 abilities. You will need to perform multiple attacks such as using The
 Nail and Nail Arts along with the Spells and Abilities in order to defeat
 them. Some bosses are capable of entering into a state of stagger after
 landing a number of attacks on them. As soon as you encounter a boss, its
 name will appear on the screen, the music will change into a boss battle
 theme, and usually, paths connecting the arena will close or will be
 blocked leaving you no choice but to face these devastating and unique
 foes. An insatiable breeder. Has populated the Waterways with its kind.
 Its insides double as a nest for young Flukefeys. The desire to breed, to
 leave behind a memory of ourselves in the shape of a child... it seems to
 be etched deep into the heart of every living creature. I too have felt
 the pull of that base instinct. Flukmarm LocationRoyal
 WaterwaysGodhome (Second Encounter) Flukmarm RewardsFlukenestFlukmarm
 StrategiesStrategy WriteupThe Flukemarm is an optional boss fight. She
 can be found in the Royal Waterwayshanging in the middle of the arena.
 You will find her sleeping and passive. The battle starts once you strike
 her with The Nail. The Flukemarm has only one attack, and that is to spawn
 Flukefeys that will chase and attack you once they come out. Keep in mind
 that she always spawns two Flukefeys every 3-4 seconds, up to a maximum
 of 6 Flukefeys. It is recommended to get rid of the Flukefeys first. After
 that, get on top of the Flukemarm. Jump onto her and perform a few
 downward strikes before landing back onto a platform. And finally, make
 sure you do not fall into the water. You will not be able to attack,
 making you open for the Flukefeys. Charms: Since this is an optional boss,
 you can try to obtain the following recommended charms first that can
 help you win this battle. Thorns of Agony/Defender's Crest: either of
 these can be helpful in dealing with the Flukefeys. Grubsong: since you
 will frequently take damage, having this charm equipped will help you be

consistent with using your spells. Speaking of Spells, Quick Focus is useful if you need a quicker rate of recovering your health. Spells and Abilities: Vengeful Spirit can be used on the boss itself while Howling Wraiths might give you a bit of breathing room from the Flukefeys. If you're going down this route, have the Shaman Stone and Spell Twister charms equipped in order to increase the overall effects of your spells. One last thing to remember is to make sure you upgrade The Nail by speaking to the Nailsmith. Similarly to The Collector fight, this one will go much easier if you can kill the Flukefeys in one hit. Attacks & Counters Attack Counter Phase 1 Flukefey Spawn The Flukemarm spawns Flukefeys that will attack you. She starts off with spawning two Flukefeys and keeps spawning them up to a maximum of 6. Kill the Flukefeys as quickly as possible. Don't fall in the water. Flukemarm Lore Flukemarm is the parasite mother and matriarch of all Flukes, including the Fluke Hermit. She uses her body as a nest for the Flukes. She and her children have succumbed to The Infection, causing them to become hostile to anyone who disturbs their slumber. Flukemarm Notes & Trivia Fluke Hermit is an offspring of the Flukemarm who shows the least hostility of its kind, as well as sentience. Fluke Hermit hints that its mother, along with the rest of the Flukes, have succumbed into The Infection. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Obobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Flukemon Location Royal Waterways Health 55 Drops 12 Flukemon is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Worm-like creature that prefers damp, dark habitats. Dangerous, unpredictable foes that infest the pipes below Hallownest's capital. Even when it seems you've killed them, you need to stay on guard. Flukemon Location Royal Waterways Flukemon Rewards 12 Flukemon Notes & Tips The Flukemon is a unique creature that has the ability to transform into two forms upon killing it resulting in cutting it into half. After a short period of time, the upper half of its body revives into a flying creature and immediately attacks. While the bottom half also revives and quickly sprints towards The Knight allowing it to run up on walls. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deeplinger, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy

Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Flukemunga LocationRoyal WaterwaysHealth150Drops23Flukemunga is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Aged fluke, grown fat on the rich refuse found in the pipes below the capital. When predators are too successful the surplus food they eat becomes soft bulk wrapped around their bodies. Still, these creatures at least seem to make good use of their additional weight.Flukemunga LocationFlukemungaLocation in Hollow Knight is in the Royal Waterways. You may find these creatures on the way to the Godseeker DLC which is located in the Junk Pit. There will be a tunnel structure slightly east of the Junk Pit, in which you can find a few Flukemungas.Flukemunga RewardsFlukemungaRewards Hollow Knight:23Flukemunga Notes & Tips??Other

notesEnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Flukenest Cost:Geo:N/ALocation:Royal WaterwaysEffect:Transforms the Vengeful Spirit into a horde of volatile baby flukes.Flukenestin Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallowest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.Flukenest Information"Living charm born in the gut of a Flukemarm."While the Flukenest Charm is equipped, it replaces the Vengeful Spirit fireball spell with summoning 9 flukes, and the Shade Soul spell with 16 flukes. Each fluke deals with 4 damage resulting in overall damage of 36, while 64 damage with the Shade Soul spell equipped.This charm provides The Knight with high damage but at the expense of sacrificing the range and consistency of the attack.Flukenest AcquisitionLocation:Royal WaterwaysAcquisition: Droppedas a reward after successfully defeating the mother of all flukes,Flukemarm.Flukenest NotesCharms can only be equipped and unequipped by using a bench.Equip the Shaman Stonecharm together with Flukenest to conjure larger flukes that deal 25% more damage.Equipping the Defender's Crestcharm together with Flukenest summons one large toxic fluke that bounces on the ground and explodes over time, or on contact with an enemy, releasing a poisonous cloud.CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep Focus,Defender's Crest,Dream Wielder,Dreamshield,Fragile Greed,Fragile Heart,Fragile Strength,Fury of the Fallen,Gathering Swarm,Glowing Womb,Grimmchild,Grubberfly's Elegy,Grubsong,Heavy Blow,Hiveblood,Joni's Blessing,Kingsoul,Lifeblood Core,Lifeblood Heart,Longnail,Mark of Pride,Nailmaster's Glory,Quick Focus,Quick Slash,Shaman Stone,Shape of Unn,Sharp Shadow,Soul Catcher,Soul Eater,Spell Twister,Spore Shroom,Sprintmaster,Stalwart Shell,Steady Body,Thorns of Agony,Unbreakable Greed,Unbreakable Heart,Unbreakable Strength,Void Heart,Wayward Compass,Weaversong

Focus Focus collected SOUL to repair your shell and heal damage.Strike enemies to gather SOUL. FunctionHealingLocationStarting SpellFocusis a Spellin Hollow Knight.Spells are magical active skills that complement The Knight's offensive and defensive capabilities. Each Spell is powered by SOULand has a base cost of 33 required to cast. Focus allows the Knight to recover lost health both in and out of combat.Hollow Knight Focus Spell Function & UsageTheFocus spell allows The Knight torenew lost health by consuminggathered SOULand is used by holding the Focus/Castbutton.Focus has a base healing rate of 1 Mask per 33 SOUL consumed.The spell has a start-up time of 0.25 seconds and takes ~1.14 seconds to heal the first mask.The Knight can continually heal by maintaining hold of the Focus/Cast button as long as they have 33 or more SOUL. Each subsequent tick of theFocus spell after the first takes ~0.89 seconds, bypassing the start-up.Focus can be interrupted by getting hit while casting. When the Knight is interrupted during a Focus cast, any SOUL consumed is wasted, therefore it is imperative that you wait until you have an opening before attempting to heal. Note that theBaldur ShellandCarefree Melodycharms do not protect the Knight from interruption during a Focus cast.Focus can still be used while at full health, wasting the SOUL used on the cast.Unlike the other Spellsin the Knight's arsenal,the SOULcost of Focusis not affected by the Spell Twistercharm. However, there are other charms that can affect this spell's efficacy.

See the Modifiers section below. How to Obtain the Focus Spell in Hollow Knight
Focus is the default Spell available to The Knight from the very beginning of the game. There is a Lore Tablet in King's Pass that explains its usage but the spell can still be activated before coming across and interacting with the tablet.
Hollow Knight Focus Spell Modifiers
The Focus spell can be modified by equipping the following Charms:
Quick Focus - Increases Focus speed by 33%.
Deep Focus - Each tick of Focus heals 2 Masks but increases cast time by 65%.
Shape of Unn - Allows the Knight to move while casting Focus.
Joni's Blessing - Converts all Masks into Lifeblood Masks which prevents the Knight from healing with Focus.
Spore Shroom - Releases a damaging cloud of spores around the Knight when casting Focus.
Baldur Shell - Prevents damage while casting Focus. Note that this does not prevent spell interruption, which can still cause the Knight to waste SOUL, making the charm's usefulness questionable.
Hollow Knight Focus Notes & Tips
Additional Notes & Tips for the Focus spell go here. All Spells in Hollow Knight
Abyss Shriek, Descending Dark, Desolate Dive, Howling Wraiths, Shade Soul, Vengeful Spirit

Fog Canyon is a Location in Hollow Knight. Please see Walkthrough for other areas. The Fog Canyon is a small area that is filled with fog, bubbles, acid water, and jellyfish-like enemies. It is also the home of one of the Dreamers, Monomon the Teacher.
General Information
Previous: Queen's Gardens
Next: Teacher's Archives
Bosses: N/A
Video Walkthrough [video goes here]
Map
NPCs in the area
Cornifer
Millibelle the Banker
Bosses
N/A
Items
Materials & Consumables
N/A
Equipment & Upgrades
1x Charm Notch
Howling Wraiths
Key Items
N/A
Enemies
Squit
Uoma
Ooma
Charged Luma
fly
Fog Canyon Walkthrough
Millibelle the Banker
There are multiple ways to gain access into the Fog Canyon, but for this walkthrough, it is recommended that you enter the Fog Canyon from the lower side of the Fungal Wastes. Upon arriving, head west where you'll find a sign pointing to your left. This path will take you to an NPC called Millibelle the Banker, speak to her and she will offer her services of depositing your Geo for safe-keeping. But in order to do that, you'll need to pay 100 Geo to open up an account. The maximum amount you can deposit is 4500 Geo, however, if you deposit about 2500 Geo and more she'll leave her post with your deposited Geo. You can click here to learn more about this side quest. When you're done, head back outside and go up north until you reach the top and then west into the path that will take you to a sub-area called the Overgrown Mound *** about midway, you can also find an opening to your left that will take you back to the Queen's Gardens.
Acquiring the Howling Wraiths
Upon reaching the top west side, you'll find yourself in a section that has acid water at the bottom and these jellyfish-type enemies called an Uoma and Ooma. You'll want to continue heading west, then up the top, and then into the next section to your left about midway. Now you should find yourself in a section with more platforming that has paths filled with thorns and Charged Luma
flies scattered around. As you continue heading west, you'll notice a cavern that you can enter from above, you'll find a Lifeblood Cocoon and 1x Hallownest Seal next to the corpses. Obtain the item and the lifeblood masks, then head back down and continue going west. Now, the path will be blocked as you continue going left, so you'll have to climb up to work your way around in order to reach the entrance to the Overgrown Mound. Once you're inside, simply follow the path until you reach the eastern end where you'll find the corpse of the cousin of the Snail Shaman and

obtain the Howling Wraiths spell - with this, you can return to the west bottom part of The Abyss to upgrade the spell into the Abyss Shriek- once you have the ability, retrace your steps back to the section where there are Uoma and Ooma. Finding Cornifer Upon returning to the previous section, head up two platforms and then go left into the next section. You should find yourself in section with elevated platforms, acid water at the bottom, and more Uoma and Ooma enemies. As you continue heading east, you'll encounter a stream of void that's blocking your way, but with the Shade Cloakability, you should be able to phase through. Take the exit above you to find Cornifer and speak to him to buy a copy of the map for 150 Geo. Secret Rooms From Cornifer's location, head east into the next section where you'll encounter more Uoma blocking your path, and Ooma floating by the acid water. Clear the Uoma filled path and try to avoid the Ooma until you reach the next portion. You should find yourself again in another section that has elevated platforms with Charged Lumafly, Uoma, and Ooma. Head up and then just about midway you'll find a secret entrance to the left. You'll need to follow the path while dealing with the Uoma, Ooma, and also these egg-like structures that are scattered around the paths which explode upon contact. You'll find a Charm Notch at the end of the path if you are able to get through. Once that's done, head back to the previous section, go all the way down to the bottom part, and head west into the next portion of the area. Continue heading west through the Uoma and Ooma that are blocking your path until you reach the next section. Now, before you head down, use the Crystal Heartability to super dash across the other end where you'll find a Grub - free the Grub then head to the bottom part of the section where you'll find the entrance to the Teacher's Archives. Before entering, a breakable wall shortcut can be found just to the left. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here

Hollow Knight Locations List

Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Folly Location Multiple Locations Health 13 Drops 5 Folly is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Once a highly intelligent bug, inflated by the misuse of soul. I've heard whispers that the secret these fools were searching for was immortality. To live forever... I've never heard of anything so obscene!

Folly Location Godhome Soul Sanctum Colosseum of Fools Trial of the Fool Summoned by a Soul Warrior. Folly Rewards 5 Folly Notes & Tips A Folly can be spawned by a Soul Warrior. These beings appear out of thin air like ghosts and immediately follows up with a homing attack to deal damage.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse

Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised
 Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder
 Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Fool Eater, Fungified
 Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous
 Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin
 Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy
 Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping
 Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk
 Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance
 Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little
 Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
 Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Fool Eater LocationGreenpathQueen's GardensHealth16Drops9Fool Eater is
 an enemy in Hollow Knight.The enemies are creaturesthat have succumbed
 into The Infection and has turned them into hostilebeings who are
 determined to kill anyone who crosses their path. Acquiring the Hunter's
 Journalallows The Knight to acquire additional notes on an encountered
 and defeated enemy such as bits and pieces of lore, information on how to
 deal with the enemy, and information on The Hunter.Carnivorous plant that
 snaps at any creature that comes close.You really would have to be a fool
 to be tricked by a plant.Fool Eater LocationGreenpathQueen's GardensFool
 Eater Rewards9Fool Eater Notes & TipsUsually hidden near Geo deposits and
 other structures of interest.This plant like creature is burrowed within
 the ground, only revealing its sharp teeth which are barely seen. To bait
 it out, walk within its range for its mouth to shake, causing it to snap
 its mouth shut and revealing its entire frame. This will give you timethe
 time to strike it with The Nail or a spell.EnemiesAluba,Ambloom,Armoured
 Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle
 Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumafly,Corpse
 Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised
 Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder
 Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fungified
 Husk,Funcling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous
 Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin
 Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzer,Gulka,Heavy
 Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping
 Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk
 Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance
 Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little
 Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis
 Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss
 Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale
 Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow
 Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal
 Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny

Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Forgotten Crossroads is a Location in Hollow Knight. Please see Walkthrough for other areas. The Forgotten Crossroads is an area that connects various parts of the Kingdom of Hallownest. General Information Previous: Dirtmouth Next: Ancestral Mound Bosses: Gruz Mother, False Knight Video Walkthrough [video goes here] Map NPCs in the area Sly Quirrel, Cornifer Bosses Gruz Mother, False Knight Items Materials & Consumables Geo Equipment & Upgrades N/A Key Items 5x Grub City Crest Enemies Goam, Tiktik, Crawlid, Gruzzer, Vengefly, Glimback Husk, Bully Husk, Guard, Elder, Baldur, Aspid Hunter, Husk Warrior, Leaping Husk, Husk Hornhead, Wandering Husk Full Forgotten Crossroads Walkthrough Meeting Quirrel Upon dropping down the well, you'll now find yourself in the Forgotten Crossroads. Proceed to the right-hand side of the area where you'll find the entrance of the Temple of the Black Egg, along the way you'll encounter 1x Tiktik and 1x Wandering Husk. You'll meet Quirrel who's standing just outside a sealed "stone egg", there isn't much that you can do but to just speak to him as of the moment. After you've spoken to him, head back outside and head east into the next section. Proceed forward where you'll encounter 2x Wandering Husk and 1x Husk Hornhead. Keep following the path heading east until you come across a large bug with a club which is 1x Husk Guard. Its attacks consist of it slamming the ground with its club and hopping backward where it releases a shockwave. Dodge its attacks and time your strikes until you've finally killed it. Just beyond it, you'll find a jar with a Grub inside it - destroy the jar to save the little critter and head back to the previous area, drop down one level and head west into the next section. Finding Cornifer In this section, you'll see 2x Vengefly flying above a cache of Geo. Kill the bugs and obtain the geo from the cache. Continue going left where you'll encounter spiked pits, 1x Vengefly, and 1x Husk Hornhead. Just keep heading left and into the next section where you'll encounter 2x Leaping Husk, 1x Wandering Husk and 1x Husk Hornhead. Now, there will be more enemies in this room, there will be a Wandering Husk, Tiktik, Crawlid, and Vengefly. You'll also see another Grub but you won't be able to get to it since it is too high and you'll need Monarch Wings or Crystal Heart to reach it. However, there is a way you can get there as early as now. First, try to clear out the room and kill the Tiktiks that are crawling around the elevated platforms and the Wandering Husk. Once that's done, look a bit to your top left where you'll find a cache of Geo that is being guarded by a Vengefly, you can try to bait the Vengefly to follow you to the platform that is near the other platform where the Grub is. Once the Vengefly is close enough you can use it to pogo off it to reach the Grub. If you've reached the trapped Grub, break the jar to free it, then continue heading west. Don't forget to collect the cache of geo before heading forward. You'll now find yourself at the central hub of the Forgotten Crossroads where there are countless enemies crawling and flying around. Simply drop all the way to the bottom part and then drop down to the next section. You'll then hear someone humming, drop down one level to your right where you can find Cornifer the cartographer. Cornifer can be found in newly discovered areas where he sells a map of the specific area he is in for a reasonable price, you'll want to try and

find him first every time you come across a new area to buy a copy of the map. You'll be able to track him by following the trail of paper laying around and by the sound of him humming. Talk to Cornifer and purchase the map of the Forgotten Crossroads for 30 Geo, he will then explain that his shop in Dirtmouth is open and that you can find his wife Iseldar managing and selling items you need for exploration purposes. After talking to Cornifer, drop down to the bottom and continue left from the spiked pit. Through the Depths of the Crossroads In this new section, you'll encounter a centipede-like bug called a Goam that pops in and out from either the ground, wall, or ceiling, keep in mind that these enemies do not take any damage and are considered as environmental hazards. You'll find a cache at the top platform next to the first Goam you'll encounter, you can use it as a platform you can pogo off to reach the cache of Geo - collect the geo and continue heading west. You'll now come across a section that has a pool of acid, kill the 1x Aspid Hunter blocking your path and continue left until you find the 3rd Grub, destroy the jar to free the bug. After that is done, retrace your steps back to the platform you dropped onto from where you met Cornifer and proceed to the right through the spiked pit. Once you've reached the next section pass the spiked pit, jump up to the platform first and head to the top to find three caches of Geo, two on the ceiling and one on the right-hand side platform. Upon hitting the cache of geo on the right-hand side, you'll also find a breakable wall that leads to another cache of Geo and a path leading to a hot spring and a bench for you to use. Follow the path from the cache of geo, drop down one level and continue to your right to find the hot spring and bench. When you're done resting, head back outside, drop down to the bottom where the gates will close once you enter and you'll be attacked by 2x Aspid Hunter. Kill the two enemies for the gates to re-open. Once the gates are open, from the bottom part, head to your left and go all the way down to find three more caches of Geo - collect the geo and head back to the previous room and this time, go east. Upon arriving in the next section, first, head down to find another cache of Geo that is guarded by 1x Wandering Husk, kill it and collect the Geo. Head back up and go towards the path where there are Goams alongside 1x Vengefly. Once you've passed the Goam and Vengefly, you can find another cache of Geo next to another Goam. Time your movement to reach it, collect the geo, and then head back up to continue going east. From here continue going right where you'll encounter 2x Vengefly and path with Goam until you reach the next section where you'll find a Stag Station sign to your right. For now, head to the bottom part and continue going east where you'll encounter 1x Leaping Husk and a SOUL Totem at the upper right-hand side. Kill the enemy, collect SOUL from the totem, then proceed into the next room that will lead you to the Gruz Mother. Boss Battle, Gruz Mother Once you're inside the room, continue going right until you find the Gruz Mother sleeping. You'll have to fight and defeat her to unlock the path across her. To start the fight, strike her with The Nail to wake her up. You can click here to view the strategies on how to defeat her. Just take note that she has 2 phases, the first is by fighting her and upon defeating her, about 7-8 Gruzers will burst out from her stomach. You'll have to kill all of it to unlock the gates. Gruz Mother drops Geo upon defeat. Save Sly After defeating the Gruz Mother, head to the right and drop down where you'll find a shop. This is where you can find Salubraa shopkeeper who sells various Charms and Charm Notches, you'll need Mantis Claw or Monarch Wings to reach her shop, so for

now, head to the left-hand side where you'll find a cave-like house. Go inside where you'll find an almost infected bug named Sly, talk to him and he will regain his sanity. By doing so, he will return to Dirtmouth and open his shop. After speaking to him, retrace your steps and head back to the arena where you fought the Gruz Mother, only this time, from the left side, jump up to the platforms and through the top exit. Rescue More Grubs Once you're in the next section head up where you'll encounter 3x Aspid Motheras you ascend. In the middle part of the room there is a sign leading to a train station, currently, you won't be able to use it but you can find a cache of Geo just below the train station. Upon collecting the geo by the train station, head back to the previous room and head back up. Instead of heading to the top, you'll find another section on the left-hand side you can go to, head there to find the fourth Grub. Now, you'll encounter a room that has clear and spiked elevated platforms. You'll have to use your downward slash to pogo off the spiked platforms to reach the Grub to your left. Rescue the Grub, head back to the previous room and continue heading to the top. At the top, you'll find another cache of Geo to your right that has a path with spikes, you can reach it by just hopping on the spikes. After you've collected the Geo, carry on to your left and into the next section. You'll now encounter a new enemy, 2x Husk Warrior. They carry a shield with them so upon striking them first they will raise their shield and follow up with swinging their nail forward three times. Take the time to fake out your attack then jump over it to strike them from behind, clear out the enemies blocking your path and continue going left. Once you've passed the enemies, jump up one platform to your left and strike the wall to reveal a hidden room. You'll find 2x Aspid Hunter guarding the fifth trapped Grub - you can also head to the top part of the room to find a switch that you can activate to open up a shortcut. Call out The Last Stag After rescuing the fifth grub, head to the very bottom part of the room where you'll find a stag sign pointing to the left. Enter the section where you'll find a bench you can rest on and a toll machine to activate the stag station. Pay 50 Geo to unlock the station and strike the bell with The Nail to call out The Last Stag. Talk to him to learn more about the stag stations, use this opportunity to travel back to Dirtmouth to visit the newly opened shops of Iselda and Sly, but make sure to purchase the Wayward Compass charm and Quillas you will need it now for exploration purposes. Once you've checked out the shops in Dirtmouth, head back to Forgotten Crossroads station and save the game by resting on the bench. Boss battle, the False Knight From the stag station, head back outside and go up to the mid-level of the area where you'll find the next section to your left, go inside where you'll find 1x Husk Guard. Kill it and continue heading left where you'll encounter 1x Leaping Husk and a Wandering Husk. As you enter the next section, you'll encounter a locked gate at the end, head up and again to your left to a path where you'll encounter more Wandering Husk and a Husk Hornhead. Upon killing the bugs and walking further to the left, the False Knight will fall down from the ceiling and the gates will close prompting a boss battle. You can click [here](#) to learn more about the strategies on how to defeat this boss. Upon defeating him, he will slam his weapon on the ground causing the ground to break and himself to fall down to the area where the locked gate was. In order to unlock it, you'll have to keep striking his head until he dies. Once the gates are open pick up the City Crest dropped by the False Knight, then continue going to your left and jump on the elevated

platforms to reach a chest filled with Geo. Hit it to open it and obtain the Geo inside of it. After collecting the Geo, head back down and continue going to your left into the next section. You'll find a switch to the left that will take you back to where Cornifer was and heading up will lead you to a sub-area, the Ancestral Mound. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Fragile Greed **Broken Fragile Greed** **Cost: Geo: 250** **Location: Fungal Wastes**
Effect: Causes the bearer to find more Geo when defeating enemies. Fragile Greed in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Fragile Greed Information
Fragile Greed is a charm that is best used to collect more Geo. Killed enemies drop 20-60% more Geo than the normal drop rate - obviously, as its name says "Fragile", this charm breaks if The Knight is killed, and the only way to repair a broken charm is to visit the merchant Leg Eater and pay him for that service. Fragile Greed can be upgraded to its unbreakable version, Unbreakable Greed. Fragile Greed Acquisition
Location: Fungal Wastes
Acquisition: This charm is purchased from Leg Eater for 250. If the Knight has the Defender's Crest charm equipped, Leg Eater will sell the charm for 200. If the charm breaks, Leg Eater can repair the charm for 150 or 120 if the Defender's Crest charm is equipped. Fragile Greed Notes
Charms can only be equipped and unequipped by using a bench. Equip the Gathering Swarm charm along Fragile Greed to maximize the effect of collecting Geo that is unreachable or hidden. Charms
Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Fragile Heart **Broken Fragile Heart** **Cost: Geo: 350** **Location: Fungal Wastes**
Effect: Adds two Health Masks. Fragile Heart in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Fragile Heart Information
Fragile Heart is a charm that provides the Knight an increase of health by two masks, allowing The Knight to take more damage - obviously, as its name says "Fragile", this charm breaks if The Knight

is killed, and the only way to repair a broken charm is to visit the merchant Leg Eater and pay him for that service. Fragile Heart is not recommended to be used in boss battles where a player is likely to die, but it is recommended if you are exploring areas and facing normal enemies. If a player dies while facing a boss in a dream, Fragile Heart will not break. Fragile Heart can be upgraded to its unbreakable version, Unbreakable Heart. Fragile Heart Acquisition Location: Fungal Wastes Acquisition: This charm is purchased from Leg Eater for 350. If the Knight has the Defender's Crest charm equipped, Leg Eater will sell the charm for 280. If the charm breaks, Leg Eater can repair the charm for 200 or 160 if the Defender's Crest charm is equipped. Fragile Heart Notes Charms can only be equipped and unequipped by using a bench. Equip the Hiveblood charm along with Fragile Heart to slowly regenerate the last health mask point that was lost. Equip the Joni's Blessing charm along with Fragile Heart to convert the two health masks added into Lifeblood masks. Charms: Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Fluke Nest, Fragile Greed, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grub Song, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Fragile Strength Broken Fragile Strength Cost: Geo: 600 Location: Fungal Wastes Effect: Increases the Nail Damage Fragile Strength in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Fragile Strength Information Fragile Strength is a charm that strengthens the attack of the Nail by 50% allowing the players to have an offensive approach when it comes to enemy and boss encounters - obviously, as its name says "Fragile", this charm breaks if The Knight is killed, and the only way to repair a broken charm is to visit the merchant Leg Eater and pay him for that service. If a player dies while facing a boss in a dream, Fragile Strength will not break. Fragile Strength can be upgraded to its unbreakable version, Unbreakable Strength. Fragile Strength Acquisition Location: Fungal Wastes Acquisition: This charm is purchased from Leg Eater for 600. If the Knight has the Defender's Crest charm equipped, Leg Eater will sell the charm for 480. If the charm breaks, Leg Eater can repair the charm for 350 or 280 if the Defender's Crest charm is equipped. Fragile Strength Notes Charms can only be equipped and unequipped by using a bench. Equip the Quick Slash charm together with Fragile Strength to maximize the opportunity to deal with multiple amounts of damage. Equip the Stalwart Shell together with Fragile Strength to have a more defensive approach in battle, allowing players to land attacks without taking any extra damage from a charged enemy attack. Charms: Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Fluke Nest, Fragile Greed, Fragile Heart, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grub Song, Heavy Blow, Hiveblood, Joni's

Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Fungal Core Main Location Fungal Wastes Fungal Core is a Sub-Area Location in Hollow Knight. Fungal Core can be found within the Fungal Wastes. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Fungal Core Information Fungal Core can be found within the Fungal Wastes. Fungal Core is a small area with several hidden tunnels which is accessible after acquiring the Monarch Wings. Its main features are a Lore Tablet which can be read with the Spore Shroom Charm equipped, and a big mushroom corpse which can be Dream Nailed. The bottom of the zone leads to a hidden Mask Shard in Deepnest. Items Found in Fungal Core x10 Geo Deposit x1 Rancid Egg x1 Soul Totem Characters in Fungal Core N/A Enemies and Bosses in Fungal Core Ambloom Fungling Fungoon Shrumal Ogre Shrumal Warrior Shrumeling Sporg Fungal Core Notes, Trivia and Notable Loot Other notes, tips, and trivia. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Fungal Wastes is a Location in Hollow Knight. Please see Walkthrough for other areas. The Fungal Wastes is an area that is filled with spores and enemies that look like mushrooms, you'll find the Mantis Village to the south-hand side and the main entrance of the City of Tears to the east-hand side of the map. General Information Previous: Greenpath Next: Mantis Village Bosses: N/A Video Walkthrough [video goes here] Map NPCs in the area Cloth Willoh Quirrel Leg Eater Bosses N/A Items Materials & Consumables 1x Hallownest Seal Equipment & Upgrades 1x Charm Notch Key Items N/A Enemies Sporg Fungoon Fungling Ambloom Shrumeling Shrumal Ogre Fungified Husk Shrumal Warrior Fungal Wastes Walkthrough The Path Leading to the Fungal Wastes We'll start off at the Stag Station of Greenpath. To get to the Fungal Wastes, you'll need to pass through Fog Canyon from Greenpath to get there. From the Stag Station, head all the way down into the section where you'll encounter structures that has thorns. Now, head right into the next section then just continue going right. You should find yourself in the section where you'll encounter a Moss Charger whenever you hop onto the surface - fight your way through the enemies until you reach the eastern end into the section that has multiple Obble, continue going east and then drop down into the exit below, you can find a bench at the east section. When you're done resting, proceed west. and go all the way to the bottom towards the southeast, you'll notice you'll be entering Fog Canyon when you see bubbles around the entrance below. Now from the Fog Canyon, head southwest at the bottom and then head east into the next section then head all the

way to the bottom part of the area where you'll find a sign pointing to a Stag Station that is actually a sub-area called the Queen's Station which is on your right. Sub-Area: Queen's Station Enter the sub-area and drop down one level to find Quirrel. After speaking to him, go down another level and then head west to find another NPC called Willoh, a giraffe-looking bug. You'll see her poking her head into the ceiling and eating the fungus. After speaking to her, head back outside and go all the way to the bottom then head left to find the Stag Station for the Queen's Station, you'll find a bench next to the Toll Machine where you'll need to pay 120 Geo to open the station - when you're done head back all the way to the top and head east towards the Fungal Wastes. Finding Cornifer As soon as you enter the Fungal Wastes, you'll encounter a new enemy called a Fungoon, it attacks by spraying a toxic gas if you are underneath it. Our goal as of the moment is to find the cartographer Cornifer to obtain the map of the Fungal Wastes. So continue going east until you encounter 2x Fungling flying above an elevated platform. If you need to replenish SOUL, you can kill it first and then head down into the next section where you'll hear Cornifer humming. From here, go all the way to the bottom and then go left where you'll find him sitting at the corner. Speak to him and pay 75 Geo to obtain a copy of the map - once you've obtained the map, head back up to where you entered. To the Mantis Village Once you're back to where you fought the 2x Fungling, jump on the elevated platform, go east then drop down to the bottom part of the section where you'll encounter a Husk Hornhead, a Fungified Husk alongside a Fungoon. Be careful when dealing with the Fungified Husk since it will release a toxic cloud when you hit it and it will explode after a second once you kill it. From here, head to the top left and then to the top right where you'll encounter another enemy called a Sporg, they can be found sticking on the wall or ceiling where they'll attack you by shooting a green ball towards you - continue heading to the top right corner where you'll find 1x Hallownest Seal. When you've obtained the item, head all the way down and back to where you encountered the Fungified Husk, proceed to the next section to your right and head to the top just below the locked door where you can enter the next section to your right. You should find yourself in an area where you'll first encounter a Shrumal Warrior and Shrumeling, you'll have to head to the top and go left into the next section where you can locate the switch to the locked door you saw earlier, unlocking the door will provide you a shortcut during your exploration - from the switch, head up to the path that will lead you to an arena of 2x Shrumal Ogre. Fighting the Shrumal Ogre Upon arriving, you'll find two Shrumal Ogres sleeping and 3x Shrumeling. To start the battle, kill the Shrumeling and the two beasts will wake up. Fighting them is easy, just try to walk close to it and then dash away to bait it to slam its head on the ground in quick succession then immediately dash in to attack it, you can also use Vengeful Spirit to deal damage from afar. However, it will also spit out an orange blob if you are too far. So be mindful of its two types of attacks. Once both of them are dead, a Charm Notch will drop from the ceiling, pick up the upgrade and proceed east. Meeting the Leg Eater When you've passed the section from the arena of the Shrumal Ogres, jump up on the elevated platforms first and proceed to the northeast side section next to a corpse of a bug where you can find a bench and a merchant called the Leg Eater. The Leg Eater sells fragile type charms in exchange for Geo, in order to view his inventory, you'll have to speak to him and provide an

initial payment of 86 Geo to "see something nice". Upon paying him the amount, you'll be able to purchase the fragile type charms that he has. Take note that these fragile type charms break whenever you die, in the event that it breaks, you can have it repaired by going back to Leg Eater in exchange for Geo. Once you're done, head back outside and head all the way down going east towards the sign leading to the Mantis Village. Continue going east where you'll encounter 2x Shrumal Warriorthen southeast into the next section. You should encounter another Fungoonas soon as you enter the room - now go all the way to the bottom part and proceed west. Walk along the long path and then stand in the middle where an NPC will emerge from the ground, here you'll meet Cloth. Talk to her and she'll warn you about the danger that lies beyond the village. Enter the next section after talking to her and go all the way to the bottom part of the area where you'll see Hornet again who will retreat towards the section to your right, you won't be able to reach her yet since you need the Mantis Clawability to traverse the area. So for now, ignore her, head west and drop down into the exit to find 2x Ambloom and 2x caches of Geo to your right. Kill the enemies and collect the geo. After collecting the Geo, follow the path and head all the way down towards the southeast side into the next section. You should now find yourself in the first section of the Mantis Villagewhere you'll encounter a Mantis Warrior. Video[video goes here] MapClick on the image to enlarge the map. Trivia & Notes: Trivia and notes go here Hollow Knight Locations ListAncestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Fungified Husk LocationFungal WastesHealth15Drops5Fungified Husk is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. The remains of a bug, consumed by a fungus. Frequently releases clouds of thick, deadly gas. The bugs of Hallownest are so pathetic that being infected by poisonous fungi actually increases their chances of survival! They really are absurd creatures. Fungified Husk LocationFungal WastesFungified Husk Rewards5Fungified Husk Notes & TipsA Fungified Husk will engage in to attack once it sees The Knight. It will attack by releasing a fast explosive cloud of gas from its body in a wide area. Once it has been killed, it will shortly explode. That also deals damage upon contact. Its behavior is exactly the same as the Volatile Mosskin. Unlike most enemies, it has two different appearances. One is more fungified than the other, though it does not seem to affect their attack strength at all. EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder

Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool
 Eater,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous
 Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin
 Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy
 Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping
 Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk
 Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance
 Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little
 Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis
 Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss
 Knight,Mosscreep,Mossfly,Mossskin,Mossy Vagabond,Obble,Ooma,Pale
 Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow
 Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal
 Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny
 Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent
 Husk,Void Tendrils,Volatile Gruzzler,Volatile Mossskin,Volatile
 Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged
 Zoteling,Wingmould

Funling LocationMultiple LocationsHealth10Drops2Funling is an enemy in
 Hollow Knight.The enemies are creatures that have succumbed into The
 Infection and has turned them into hostile beings who are determined to
 kill anyone who crosses their path. Acquiring the Hunter's Journal allows
 The Knight to acquire additional notes on an encountered and defeated
 enemy such as bits and pieces of lore, information on how to deal with
 the enemy, and information on The Hunter.Passive fungal balloon. Internal
 gasses cause it to float.Just a child, it drifts about with closed eyes
 and an open mind. When I was young, my brothers and sisters and I would
 hunt each other in the nest. Now I hunt alone.Funling LocationJunk
 PitFungal CoreFungal WastesFunling Rewards2Funling Notes &
 TipsFunlings drift slowly in the air. And once The Knight is in range,
 it will slowly close in to attack dealing damage upon contact. However,
 its slow movement will allow you to easily avoid it and follow up with an
 attack.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid
 Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver
 Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal
 Crawler,Crystal Hunter,Crystallised Husk,Death
 Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder
 Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool
 Eater,Fungified Husk,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous
 Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin
 Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy
 Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping
 Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk
 Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance
 Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little
 Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis
 Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss
 Knight,Mosscreep,Mossfly,Mossskin,Mossy Vagabond,Obble,Ooma,Pale
 Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow
 Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal
 Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny
 Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent
 Husk,Void Tendrils,Volatile Gruzzler,Volatile Mossskin,Volatile

Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Fungoon Location Fungal Core Fungal Wastes Health 15 Drops 6 Fungoon is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Fully grown fungal balloon. Spits built up internal gas at aggressors. So round! I don't think I've seen a rounder creature than this. This world certainly hides some marvellous creatures. I must hunt them all down! Fungoon Location Fungal Core Fungal Wastes Fungoon Rewards 6 Fungoon Notes & Tips A Fungoon can be found flying in the air and only attacks when it has been disturbed. It releases a toxic gas that only goes straight down to attack any foes underneath it. The gas emitted is slow and can be easily dodged, allowing you to close in to strike it. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Furious Vengefly Location Colosseum of Fools Forgotten Crossroads (Infected) Health 40 Drops 20 Furious Vengefly is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Vengefly whose body has been distorted by continued infection. Highly aggressive. The infection that passes from creature to creature grants strength and courage, but it also seems to enslave the will. Would you make such a bargain? Furious Vengefly Location Colosseum of Fools Trial of the Fool Forgotten

Crossroads(Infected)Furious Vengefly Rewards20Furious Vengefly Notes & TipsThis creature flies in the air and once it sees The Knight, it will fly in a zig-zag pattern to try to inflict damage.This creature appears once The Infection has spread towards the Forgotten Crossroadsin which they will replace the Vengeflies.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Fury of the Fallen Cost:Geo:N/ALocation:King's PassEffect:When close to death, the bearer's strength will increase.Fury of theFallenin Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.Fury of the Fallen Information"Embodies the fury and heroism that comes upon those who are about to die."Fury of the Fallen is a charm that applies an increased amount of damage to the nail once The Knight is left with 1 Health Mask. It is recommended to pair this with other charms that provide offensive buffs like Quick Slash that will allow The Knight to land attacks quickly, or Grubberfly's Elegy that will allow you to strike an enemy from a distance.Fury of the Fallen not only strengthens the basic attack of the Nail but also includes strengthening Nail Arts.Fury of the Fallen AcquisitionLocation:King's PassAcquisition: This charm is obtained at the starting cavern of King's Pass, there is a cluster of Geo at the bottom right side of the pit where next to it is a long gap of spikes that you will need to cross. You may use theMothwing Cloak or Mantis Claw ability to get across, or at the start of the game, you can also pogo off the spikes using the nail - once you have crossed the spiked path, continue towards the right where you will find the charm.Fury of the Fallen NotesCharms can only be equipped and unequipped by using a bench.Equip the Glowing Womb charm along with Fury of the Fallen to increase the overall damage of a hatchling when The Knight only has 1 mask.Equip the Fragile Strength charm along with Fury of the Fallen to execute anamount of basic damage of 162.5%when The Knight only has 1

mask. Equip the Grubberfly's Elegy charm along with Fury of the Fallen to conjure strong red projectiles from the Nail when The Knight only has 1 mask. Charms: Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Galien Location: Deepnest
 Health: 230 - 640
 Reward: 200 Essence
 Galien is a Warrior Dream Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Lingering dream of a fallen warrior. Trained in the wilds bordering the kingdom, hoping to become a Knight. A Knight strives not only to protect the land and its people, but the hopes and dreams of the kingdom.

Galien Location: Deepnest
 Must have Dream Nail
 Challenge his ghost upon talking to him. Galien Rewards: 200 Essence
 Galien Strategies: Strategy Writeup
 Galien is slow and can be attacked quickly, however, his scythe and the projectiles are what makes it quite annoying to deal with. Having the Shade Cloak will be helpful here as well as using your spells such as Abyss Shriek or Shade Soul. Having charms such as Defender's Crest paired with Spore Shroom can help you inflict damage by filling the room with a toxic cloud while using FOCUS. Quick Focus and Quick Slash is also helpful for you to obtain a quicker rate of healing and swinging The Knight's weapon.

Attacks & Counters
 Attack Counter Phase 1
 Slamming Scythe
 Tracking the movement of the scythe is required, dashing can be done to avoid getting hit.
 Glowing Scythes
 It cannot be hit and does not disperse until you win the battle, tracking its movement and dashing with the help of Mothwing Cloak or Shade Cloak can work.

Galien Lore
 Galien was a fierce and strong warrior who wanted to prove his worth to The Pale King to become one of his knights. By doing so, he travelled to Deepnest to test his strength where he faced his doom.

Galien Notes & Trivia
 Galien's health depends on the type of Nail The Knight has equipped.
 230 (Old Nail) 368 (Sharpened Nail) 479 (Channelled Nail) 570 (Coiled Nail) 640 (Pure Nail)

Bosses
 Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblooble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm

(Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Garpede Location Deepnest Colosseum of Fools Health N/A Drops N/A Garpede is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Giant burrower covered in thick shell plates. Tirelessly travels the tunnels of the Deepnest. Monstrously strong, they shrug off any attacks you make on their thickly armoured bodies. Luckily, if you simply avoid their paths they'll leave you alone. Garpede Location Deepnest Colosseum of Fools Trial of the Fool Garpede Rewards N/A Garpede Notes & Tips Garpedes are found through narrow paths, they are invulnerable to any attacks, cannot be killed, and are considered as environmental hazards. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Gathering Swarm Cost: Geo: 300 Location: Dirtmouth Effect: A swarm appears and collects dropped Geo. Gathering Swarm in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Gathering Swarm Information "Useful for those who can't bear to leave anything behind, no matter how insignificant." Gathering Swarm is a charm that is used to collect all of the Geo that has been dropped from killed enemies and bosses. This is also useful if Geo drops at unreachable platforms like spikes and thorns, allowing the swarm to fly towards that Geo to recover and bring back to The Knight, however, geo won't be added to your inventory if a player exits an area right before the swarm has recovered

it, this also applies to geo that has dropped into a pool of acid or into another area. Another point to take note of is that the swarm will not collect geo that has been dropped by Grubfather or geo that you obtain from completing a trial in the Colosseum of Fools. Gathering Swarm Acquisition Location: Dirtmouth Acquisition: This charm is bought from Sly in Dirtmouth for 300. Gathering Swarm Notes Charms can only be equipped and unequipped by using a bench. Equip the Fragile Greed or Unbreakable Greed charm along with Gathering Swarm to collect more Geo. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Hollow Knight General Information covers various aspects of the game such as a brief background of Hollow Knight and the character the player will control, DLC content, Patches, as well as guides for the Controls and Combat that will give players an idea of the mechanics of the game. This will also include Updates and FAQs in order to provide the players with the needed information. Hollow Knight General Information About Hollow Knight The Knight Patch Notes Controls Combat DLC FAQs

Geo The currency of Hallownest, made from fossilised shells of various forms.. Geo is the currency used throughout Hallownest. It is used to trade and exchange for Items from various NPCs and merchants. It is obtained by defeating Enemies, opening chests, destroying Geo deposits, rescuing grubs, and completing trials. Geo Usage Geo is mainly used for purchasing items, abilities and paying off tolls, and are collected in different values. Types- 1 Geo- 10 Geo- 25 Geo Tolls 1560 for Stag Stations 800 for Bench Tolls Merchants Cornifer Iselda Leg Eater Millibelle Salubra Sly Tuk How to Find Geo Defeat Enemies Open Chests Selling Items Rescuing Grubs Completing trials and tasks Geo Notes & Tips The maximum capacity for Geo is 9,999,999.

Getting Started Guide or Beginner's Guide in Hollow Knight provides new and veteran players important, vital tips and tricks for the capability of your survival once you begin your venture of uncovering the secrets of the depths of Hallownest. The Hollow Knight Beginner's Guide covers various information that will help a player understand the basics of the game's mechanics as well as recommended things to do before starting the game. Hollow Knight Helpful Pages Listed below are more pages on our wiki that you can visit to help you get started, and go more in-depth than the advice just given to you. With all that said, good luck and have fun discovering Hallownest's secrets! Maps: Visit our Maps page to view the different layouts of the many Locations of Hollow Knight. Walkthrough: Check our full guide for clearing Locations, beating Bosses, completing Quests, and finding important items. Lore: Read about the story of the game, events that took place before The Knight's arrival, characters, enemies, and the Protagonist. Controls: View the default mapping of the game's controls for PC, Nintendo Switch, Xbox, and PlayStation. Combat:

Learn about the different combat tactics or maneuvers that The Knight can execute in Hollow Knight.

Charms: You can find a list of all the available Charms featured in Hollow Knight, as well as tactics on how Charms work in the game.

Nail and Nail Arts: Learn about the basics of the Nail, The Knight's main weapon, how to upgrade it, and how to learn special moves of the Nail.

Spells and Abilities: If you want to know more about the different Spells and Abilities that you can find in the game, as well as learning about the basic mechanics of how this combat mechanic works, visit our [Spells and Abilities page](#).

Hollow Knight Beginner's Guide

Your Map is your Best Friend

Hollow Knight introduces an exquisite and gritty world that is like a labyrinth for you to explore, and it will consist of large areas, long hallways, and rooms that may or may not look similar to the naked eye. Always open and use your Map for navigation, since you will constantly need to open it and use it in order to backtrack your path to certain points of the area when you are trying to complete quests or progress the main story of the game. And once you have the Map and Quill, make it a habit to always use a Bench in order to update the map of certain parts of the area that have been discovered by The Knight - which brings us to our next tip, **locating Cornifer**.

Stop, Look, and Listen for Cornifer!

At the beginning of the game, players won't have the map in its inventory - and the primary way to acquire a part of the map for a certain area is by finding Cornifer, Hallownest's one, and only Cartographer. Each time a player discovers a new area, you can definitely expect to find Cornifer sitting and making a layout of the map. At the very start of your quest, you'll most likely be running around the area and later on, learn that it is the village of Dirtmouth. You'll have your first encounter of Cornifer at the Forgotten Crossroads (which is below Dirtmouth) where he will sell you the map of the current area for 30. How do I know if Cornifer is around or how do I find him? In order to track down Cornifer, you'll find traces of paper scattered on the floor and you'll hear him humming. And if you miss the chance of finding him, you can always visit his wife, Iselda - which brings us to our next tip, **visiting Iselda**.

Iselda, your go-to Merchant. Iselda is a merchant located in Dirtmouth and is also the wife of Cornifer. As mentioned earlier, if you are unable to find Cornifer, you can always visit Iselda to buy the map of a newly discovered area but only for a higher price of Geo. It is also recommended that you spend most of your Geo on what Iselda offers in her shop since she carries the items that you need in the early part of the game. Items like Map Pins that mark certain points of interests of the game like Benches and Merchants, as well as the Quill that is a must-have item that will allow you to update certain areas of the map that Cornifer hasn't discovered. Iselda's shop opens after The Knight either speaks to Cornifer or defeats the False Knight. The shop can be found in Dirtmouth, east of the Stag Station. Use the Bench, Always Rest and Save. Each time you discover a new area within Hallownest, make it a habit of always finding and using a Bench. A bench can be used for multiple things, such as a checkpoint, recovery of health, organizing and equipping Charms, and the most important mechanic, updating and filling in undiscovered rooms and areas of the Map that you have visited. So it is important that you purchase the map pins from Iselda in order to have a detailed map that will definitely aid you in your traversal and your overall progress of the game, the Bench Pin allows The Knight to mark the location of a Bench that you've discovered, as long as he uses the Bench to update the map. Speak and Listen to EVERYONE. Now that you have the items needed to

traverse the depths of Hallownest, you'll most likely encounter variousNPCsof the game - and it is recommended that you "listen" to them and make sure to run through their dialogues when you encounter one. These NPCs add morecontextand information that you will need to understand the story of the game, while other NPCs provide the player Quests that will reward you with unique items and even unlocks trophies and/or achievements.Get CharmedCharms in Hollow Knight arespecial items that provide The Knight buffs that will aid you with your overall effectiveness of survivability and traversal in the game. As you progress through the game, you'll find, acquire, and even purchase different Charms - and this will give you the opportunity to craft and customize your own playstyle, whether it be an offensive, defensive, or a balanced set of Charms.How do I equip or change my Charms?Once you have acquired a new Charm or if you simply want to change your loadout, you need to rest on a Benchin order to swap out the Charm you want to use.The Nail is More Than a WeaponThe Nail is the primary weapon of The Knight and it is surprising of what the Nail is capable of doing -The Knight can attack in four directions and performing a down attack while in the air seems to be a combat mechanic one must master, performing an aerial down attack allows the Knight to "pogo" on top of an enemy or an environment that has spikes.Use the opportunity to learn how to attack in the four directions while on the ground and in the air since the enemies in the game consist of various ways of attacking The Knight - one more thing, the nail is also used to interact with levers or switches.When it comes to combat, the Nail can be upgraded by the Nailsmith,the Nailsmith will require The Knight to provide him with sufficientGeoandPale Orein order to upgrade it - this will increase the damage done of melee attacks. And apart from that, to further boost the capabilities of the Nail, you can find three Nailmastersaround Hallownestwho can teach you unique moves or techniques of the Nail. To learn more about the mechanics of the Nail, check our Nail and Nail Artspage.Use your Spells and AbilitiesSpells and Abilities are skills that a player can acquire while progressing through the game. Take note that these spells consist of ways of recovering your health and also for executing powerful offensive attacks, while the abilities focus more withproviding aid with traversal.With this, it is recommended to have a balance of using both spells, abilities, and the Nail in order to have a chance of survivability and winning boss encounters - Hollow Knight may look simple with its design and concept, but it provides a challenge and grows in difficulty as the game progresses.SpellsinHollow Knightare considered as TheKnight's Skills that is activated by either using Focus, Cast, or by using Quick Cast. All Spells requires33SOUL, and with a Spell Twister Charm equipped reduces the requirement to24SOUL. Unlocking and acquiring all7spells contributes towards a players goal of 100%Completion.List of Spells: Abyss Shriek, Descending Dark, Desolate Dive, Focus, Howling Wraiths, Shade Soul, Vengeful SpiritAbilitiesinHollow Knight- The Knight acquires certain abilities throughout the game that provides The Knight an easier and effective way of traversing Hallownest's terrain and as well as engaging enemies in combat.Unlocking and acquiring all10abilities contributes towards a players goal of 100%Completion.List of Abilities: Awoken Dream Nail, Crystal Heart, Dreamgate, Dream Nail, Isma's Tear, Mantis Claw, Monarch Wings, Shade Cloak, World Sense

Glimback LocationCrystal PeakForgotten CrossroadsHealth35Drops6Glimback is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Slow, hardy creature. The crystals that grow on its back provide extra protection from foes above.Large and well-protected, but slow and docile. The bugs of Hallownest used to force these creatures to carry around their carts and machines.Glimback LocationCrystal PeakForgotten CrossroadsGlimback Rewards6Glimback Notes & TipsThe Glimback has a protective shell that covers most of it except for its face and belly, they are usually found in between corridors and walls that make traversing a bit of a challenge. Spells can be used for it to penetrate its armor.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Glowing Womb Cost:Geo:N/ALocation:Forgotten CrossroadsEffect:Drains the SOUL of its bearer and uses it to birth hatchlings.Glowing Wombin Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.Glowing Womb Information"The hatchlings have no desire to eat or live and will sacrifice themselves to protect their parent."Glowing Womb is a charm that allows The Knight to summon hatchlings that can aid in battle.With the use of SOUL,players can summon one hatchling at a time (every 4 seconds) for a maximum of 4 hatchlings that will fly and follow The Knight as you move around the area - once you encounter an enemy, the hatchlings will automatically charge towards the nearest enemy, dealing 9 damage and will die once in contact.Glowing Womb AcquisitionLocation: Forgotten CrossroadsAcquisition: To acquire

this charm, you will need to obtain the Crystal Heart first in order to traverse the area you will need to locate. At the Forgotten Crossroads, make your way towards the False Knight's arena where you will find abreakable wall above you at the start of the corridor between the stagway and the arena. Once you locate the secret area, you'll find it to be an arena of enemy Aspid Hunters and Aspid Mothersand its Aspid Hatchlings. Once you've cleared out the arena, climb up to the upper right side of the arena where you'll find a Giant Aspid Mother, inspect the floor to acquire the charm.Glowing Womb NotesCharms can only be equipped and unequipped by using a bench.Equip the Defender's Crest charm along with Glowing Womb to summon explosive hatchlings. This lowers the contact damage by 5 but adds a toxic cloud after exploding at an enemy that deals with an average amount of 4-5 damage. Existing hatchlings will not change into its explosive version.Equip the Fury of the Fallencharm along with Glowing Womb to increase the contact damage of a hatchling by 5 points when The Knight is left with 1 Health Mask.Equip the Kingsoulcharm along with Glowing Womb to frequently summon hatchlings.CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep Focus,Defender's Crest,Dream Wielder,Dreamshield,Flukenest,Fragile Greed,Fragile Heart,Fragile Strength,Fury of the Fallen,Gathering Swarm,Grimmchild,Grubberfly's Elegy,Grubsong,Heavy Blow,Hiveblood,Joni's Blessing,Kingsoul,Lifeblood Core,Lifeblood Heart,Longnail,Mark of Pride,Nailmaster's Glory,Quick Focus,Quick Slash,Shaman Stone,Shape of Unn,Sharp Shadow,Soul Catcher,Soul Eater,Spell Twister,Spore Shroom,Sprintmaster,Stalwart Shell,Steady Body,Thorns of Agony,Unbreakable Greed,Unbreakable Heart,Unbreakable Strength,Void Heart,Wayward Compass,Weaversong

Gluttonous Husk LocationMultiple LocationsHealth30Drops11Gluttonous Husk is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Former member of Hallownest's high society. Uses its corpulent body as a weapon.As these bugs became wealthier they hunted less and consumed more, eventually taking on a grotesque shape not unlike over-ripe fruit.Gluttonous Husk LocationCity of TearsKing's StationWatcher's SpireGluttonous Husk Rewards11Gluttonous Husk Notes & TipsThese type of Husks only attack if they are disturbed. They will try to attack The Knight by hopping towards The Knight's direction in a short distance that deals damage upon contact.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk

Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Goam Location Deepnest Forgotten Crossroads Health N/A Drops N/A Goam is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Thickly armoured, it bursts from the ground to seize prey in its fangs. These brutes seem to be impervious to most damage, so you can sharpen your weapons on their thick hide or just slash away at them for your own amusement. They barely seem to notice. Goam Location Deepnest Forgotten Crossroads Goam Rewards N/A Goam Notes & Tips Goams are considered as environmental hazards since they are invulnerable to attacks and cannot be killed. They can be found burrowed within the ground that emerges quickly and returns back into its hole. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

God Tamer Location Colosseum of Fools Health 1050 Reward Geo God Tamer is a Boss in Hollow Knight. Bosses are special Enemies that feature their own

arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Veteran warrior of the Colosseum of Fools. Fights by the side of creatures it has trained. Some hunters train beasts to join them in chasing down prey. I tried it once, but couldn't resist the urge to test my companion's strength against mine.

God Tamer Location Colosseum of Fools Trial of the Fool God Tamer Rewards Geo God Tamer Strategies Strategy Writeup

The God Tamer is the last boss you will encounter at The Trial of the Fool in the Colosseum of Fools so you will have to survive each wave until you reach these two. There are no checkpoints once you start the trial and if you die, you will have to start from the beginning. So with this strategy, we will focus more on recommending which Charms should be equipped and why you should consider having it.

Charms: The First charm is Mark of Pride, this charm is essential since you will frequently need to keep your distance. Mark of Pride will allow you to increase the range of The Nail making it possible to land your attacks even from a distance. Quick Slash, in conjunction with Mark of Pride, having Quick Slash will be helpful since with the increased range of The Nail, providing you with an increased speed of performing a basic attack will allow you to quickly dispose of the enemies and to restore SOUL easier. Quick Focus, you have the increased range, you have the increased speed of attacking, now let's make sure you have this charm since it will increase the speed of using FOCUS to heal. Now you have your basic charms, let's focus on being defensive in battle. There are three types of charms that are useful for this trial, first is the Defender's Crest. While having this equipped, The Knight will have a toxic gas surrounding it that inflicts damage upon contact. Thorns of Agony, you will definitely take damage in whichever wave you are in, so it is wise to have this equipped. Thorns of Agony will provide a counterattack every time The Knight takes damage. With its quick reaction after taking damage, it is assured that you will land a hit with the thorns that emit from The Knight. And the last charm is Spore Shroom, inflicting chip damage whether it be big or small is important so having this charm is quite essential. Spore Shroom will allow The Knight to release a toxic spore cloud when using FOCUS that deals continuous damage upon contact for a short moment. If you choose to use your Spells more often in battle, having Shaman Stone and Spell Twister is essential in order to increase the effectiveness of the damage dealt by spells and decreases the cost of using your Spells. With the following charms recommended, these will definitely help you survive the waves before reaching the God Tamer. One important note to remember is to focus on defeating the Beast first instead of the Tamer to save you time and effort, since killing the beast first will cause the Tamer to stop fighting. Other than that, be sure you have enough Notches, Health Masks, a fully upgraded Nail and have acquired/upgraded your abilities in order to increase your survivability in this trial.

Attacks & Counters

Attack Counter Tamer Leap Attack

The Tamer only has one attack where it will leap toward The Knight and will swing its lance onto the ground after landing. This attack allows it to track The Knight and will only

swing its lance at the last position where The Knight was standing before leaping. The Beast's Curl Simultaneously, with its Tamer leaping across the arena, the beast will curl into a ball, revealing its shell and will roll towards The Knight. No matter the distance, it will roll across the arena and will only stop until (1) it hits The Knight and (2) hits a wall, bounces off and lands back to the ground. The Beast is invulnerable to The Nail while it is curled up, however, you can bounce off its shell with a downward strike and spells can penetrate its armour that inflicts damage. Spit Attack The Beast has a second attack where it will spit out a goo of infection that remains on the ground for a few seconds. These blobs travel in three groups, one being close to The Beast, the second in the middle, and the third shooting at the farthest from the two. Once it lands on the ground, it will remain for a few seconds that deal damage upon contact.

God Tamer Lore Located at the Colosseum of Fools, the God Tamer is the last enemy you will face in the Trial of Fools after Wave 17. God Tamer is a veteran warrior who has trained its beast to become ferocious in battle making the duo formidable foes. They are considered to be the deadliest combatants in the arena, as well as the oldest who have been in the Colosseum.

God Tamer Notes & Trivia

Health Information: Tamer: 600 Beast: 450 Total HP: 1050

Defeating God Tamer acquires the title: Fool. God Tamer is the last boss in the Trial of the Fool. Unlocks the "Fool" Trophy/Achievement upon defeating it.

Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Godhome is a location in Hollow Knight. Please see Walkthrough for other areas. Godhome is a location located in the Dream Realm. It is included in the new Godmaster Hollow Knight update. This is where the new DLC mechanic, Pantheons are introduced, which are challenges and a series of boss fights where players are trialled to defeat a number of enemies at a time. This is also where players will encounter notable areas and NPCs such as the Godseeker and the Hall of Gods. Godhome is an area in the Dream Realm. It is included in the Godmaster DLC. This update features Pantheons, which are challenges consisting of back-to-back boss fights. Godhome is the domain of Godseeker, a bug whose goal is to seek out new gods among the strongest creatures of Hallownest.

General Information

Previous: n/a **Next:** n/a **Bosses:** Multiple Bosses **Map** **NPCs in the area:** Godseeker, Tiso, Zote the Mighty, Unn, The White Lady **Bosses:** Brothers Oro and Mato, Paintmaster Sheo, Great Nailsage Sly **Items** **Materials & Consumables:** ??x White Spirit Emblem ??x Divine Confetti ??x Fistful of Ash ??x Protection Sugar **Equipment & Upgrades:** Weathered Mask, Godtuner, Key Items, Hunter's Journal, Simple Key, Dream Nail **Enemies:** Vengefly King, Gruz Mother, False Knight, Massive Moss Charger, Hornet, Gorb, Dung Defender, Soul Warrior, Brooding Mawlek, Brothers Oro and Mato, Xero, Crystal Guardian, Soul Master, Oblobble, Mantis Lords, Marmu, Nosk, Flukemarm, Broken Vessel, Paintmaster Sheo **Full Godhome Walkthrough** Getting to Godhome Before entering Godhome, players will need to obtain the Dream Nail (see the page to learn more) and a Simple Key. You

can purchase the key from Sly if you haven't done so already. Alternatively, there's a few of them hidden around the game, such as the one next to the Storerooms stag station in the City of Tears, or the one obtained from Pale Lurker (this one was added specifically with Godmaster update). Now head to the Royal Waterways and reach the Junk Pit: a large trash-filled room in the south-west corner of the map. Here you will find a cocoon chained with a simple lock. This is the Godseeker. Use the Simple Key to free her. She will fall out of her cocoon, dropping the Godtuner. Pick it up; it will enable you to track how many Pantheons are open to you. Now use Dream Nail on the Godseeker. You will be sent into Godhome. The Hall Of Gods is the main sub-area of Godhome. There are benches and Hot Springs scattered around the area. Here you will find gates that lead into the Pantheons as well as the monuments of each individual "god". You can enter the first Pantheon right away if you have previously beaten all of its bosses in the main game. You can also select a monument to challenge a specific boss in single combat. The monuments have three settings: Attuned: a regular match in a normal arena. Ascended: a match in an arena with additional obstacles, like smaller platforms or thorns covering the walls. Bosses have more health. Radiant: a match in a challenging arena, bosses have more health, and you have to beat the boss without taking any damage. Only available after you've beaten the Ascended version. Pantheons There will be five Pantheons to complete for the Godmaster DLC. Upon entering each Pantheon you'll have the option to select Bindings - a set of special conditions applied to all the fights in the Pantheon. These include: Nail Binding: lowers your Nail damage. For all Nail upgrades above Sharpened, the damage will be set to 13. Shell Binding: lowers your health to 4 Masks. Does not affect Lifeblood Masks. Charm Binding: blocks you from using any Charms. SOUL Binding: your maximum SOUL is set to 33, the equivalent of one spell cast. Using Bindings is optional. You don't need them to complete Godmaster. However, if you do beat all the Pantheons with Bindings on, you will unlock a secret sub-area of Godhome called the Land of Storms, obtaining the Weathered Mask and some bonus lore. The five Pantheons are as follows: Pantheon of the Master Pantheon of the Artist Pantheon of the Sage Pantheon of the Knight Pantheon of Hallownest Once you're in the main area, head to the second platform to reach a bench before heading to the Pantheons. Pantheon of the Master Seek the Gods of Nail and Shell. Walk up to the first gate and enter the Pantheon of the Master, a Boss rush with 10 matches (listed below). The rush ends with a new boss fight: Nailmasters Oro and Mato. Before the final fight, the Godseeker will address you with a short speech. ♦ Why hast thou crept into this pantheon, o meagre one? The noise of thine wriggling creates much discord, drowning out the godly resonances we attune Ourselves to. Dost thou mean to thwart our sacred goal? Dost envy drive thou to such madness? We pray that the Gods of this Kingdom punish thee, obliterate thee, utterly destroy thee! ♦ Vengefly King Gruz Mother False Knight Massive Moss Charger Hornet Gorb Dung Defender Soul Warrior Brooding Mawlek Brothers Oro and Mato Clearing this Pantheon will unlock the Achievement: Brotherhood. Brothers Oro and Mato Brothers Oro and Mato are the Final Bosses of the Pantheon of the Master. They are the former pupils of Sly and masters of Nail fighting. The first phase of their fight is a single combat with Oro. He has three attacks: Double Slash, Leap Attack, and his signature Nail Art: Dash Slash. This phase is quite straight-forward. Jump or dash to avoid his attacks and strike when you see a window. Just

be careful of his Dash Slash, as this attack covers most of the arena. You can i-frame through it with a well-timed dash or Descending Dark. Oro has 500 health. After you've depleted it, Mato will join him for phase 2. This is where it gets tricky, Mato's two basic attacks are the same as Oro's, but he will also use his signature move Cyclone Slash. It has a shorter cooldown than Dash Slash, so you'll see it more often. Both brothers will also gain a defensive move, blocking your Nail attacks. They have a total of 1600 health combined and can be staggered. Most of their attacks have a short charging window; use it to dodge or strike. The Nail Art attacks will charge for about a second. The Leap attack is also easy to track: similar to Hornet, they will pause in mid-air before falling upon you. Use this pause to dash away, then turn around and strike. If you have the Spell-boosting Charms equipped, a fun tactic is to spam Shade Soul/Vengeful Spirit. Oro and Mato tend to stick together, so your spells will most likely hit both of them at once. Combine with Abyss Shriek/Howling Wraiths whenever they leap into the air and Descending Dark/Desolate Dive to phase through their Nail Arts. They will try to corner you, and sooner or later you'll have to dash right through them in order to escape. If you have the Shade Cloak ability, be sure to have Sharp Shadow equipped so that you can deal damage and evade at the same time. Winning this fight will display your trial time and grant the "Brotherhood" Achievement. Pantheon of the Artist

Seek the God Inspired. The Pantheon of the Artist includes 10 bosses (listed below) and ends with Paintmaster Sheo. Before the final fight, the Godseeker will speak to you again. ♦ Ahh! Will the Gods not relieve Us of this troublesome speck? How it tests Us, seeing this worm raise its filthy weapon to the Gods! Thou hast luck beyond luck, o speck! The Gods of this pantheon, for purpose beyond Our understanding, allow you amongst them. Truly, the divine punishment they must be planning for you will be beyond all reckoning. Prepare thyself! Prepare thyself! ♦ XeroCrystal GuardianSoul MasterOblobbleMantis LordsMarmuNoskFlukemarmBroken VesselPaintmaster Sheo

Clearing this Pantheon will unlock the Achievement: Inspiration. Paintmaster Sheo Sheo is the final boss in the Pantheon of the Artist. He is the former Nailmaster that taught you Great Slash. Similar to his fellow Nailmasters, Sheo needs to charge before releasing an attack. His animations have clear tells, which should make this fight easier once you've memorised them. Watch out for his signature move Great Slash and the Lunge Attack: both will reach you from across the arena. Sheo has 950 health and can be staggered. Heavy use of spells is recommended in this fight, as he likes to move around and execute ranged attacks. Shade Soul does a great job of countering Great Slash while Abyss Shriek will help with the Leap - an attack during which Sheo leaps into the air and splashes you with red paint. Besides Shaman Stone and Spell Twister, you might want to use Soul Catcher or other SOUL-acquiring Charm, as this fight may drag on. Winning this fight will display your trial time and grant "Inspiration" Achievement. Pantheon of the Sage

Below are the enemies you will face before encountering this Pantheon's final boss, Great Nailsage Sly. As you begin the final fight, the Goodseeker will appear with following dialogue: ♦ Thou art painfully persistent! Why dost thou defile this pantheon with thine presence? Seek ye glory, o vain one? Thou misunderstand Our purpose. Through ritual combat are We attuned to the voices of the Gods. Ever higher do they lead Us! Higher and higher and higher! Until through Godly focus do We attain communion with that

great power sleeping in the Kingdom's heart. Hive Knight Elder Hu Collector God Tamer Troupe Master Grimm Galien Grey Prince ZoteHornet Great Nailsage Sly Clearing this Pantheon will unlock the Achievement: Focus.

Great Nailsage SlyThe Great Nailsage Sly is the former tutor of the three Nailmasters and a legendary Nail wielder. He's a very tough boss. He has 1050 health and can be staggered. He's faster and more agile than his three pupils, and has shorter cooldown times between moves. It's recommended to use buffing Charms for higher damage output.

Charms: Quick Focus is a must since Sly will only give you small windows to recover your health. Maintaining a safe space between you and Sly will be important, so make sure to have Mark of Pride or Longnail to increase your strike range. Quick Slash is also helpful for dealing damage quicker. Combine any number of these with Shaman Stone, Spell Twister and Soul Catcher or other SOUL-acquiring Charm of your choice to be deadly with both Nail and Spell.

Spells: Shade Soul/Vengeful Spirit will come in handy in a variety of ways due to their fast casting speed. Just be sure to judge your distance, as the spell will lock you in place for a split moment and make you vulnerable to Sly's long-reaching attacks. Abyss Shriek and Descending Dark are not recommended since Sly constantly dances around the arena and you'll most likely miss, but their i-frame windows could help you with his second phase.

He will use all three Nail Arts in his first phase. Keep your distance at all times, use long-range attacks, take your time, and use the opportunity to strike Sly whenever he falls onto the ground after performing an aerial attack. Winning this fight will display your trial time and grant "Focus" Achievement.

Pantheon of the KnightThis is the fourth out of five Pantheons available in Godhome. It is only accessible after beating the previous 3. There will be a tower after the three gates where the gate to the Pantheon of the Knight will be. This Pantheon ends with Pure Vessel, a stronger version of Hollow Knight. As before, the Godseeker will appear and speak with you at the start of the final fight.

Show reverence, o meagre one. Show fear! Thou approacheth a great and terrible God. Though its worldly body be bound and defiled, the glory of its pure form endures, ruler of this pantheon. Its endless power shall attune Us to the one greater still, a God of Gods! Meagre on, dost thou imagine thyself the equi of this God? Dost thou imagine thyself made in its image? Thou assume a similar shape, and the deep echo within thee seems familiar. Ahh! What thoughts are these? Thou sow blasphemies in Our mind, wretch! Begone! We pray that the God of nothingness silence thee forever!

Enraged Guardian (see Crystal Guardian page)

Lost KinNo Eyes

Traitor LordWhite Defender

Failed ChampionMarkoth

Watcher KnightSoul Tyrant

Pure VesselClearing this Pantheon will unlock the Achievement: Soul & Shade.

Pure VesselPure Vessel is a more powerful form of the main game's final boss, Hollow Knight. The Pure Vessel represents the time when Hollow Knight was in its prime, unweakened by the Infection. Despite being technically the same boss, Pure Vessel has a different moveset. Its attacks deal two Masks of damage on each hit. It has 1600 health and can be staggered.

The movement of this boss can be difficult to telegraph because it teleports around the arena. It chains a few attacks together before pausing for a short time. You will likely spend a few rounds practicing before you can confidently face this fight. Learn to dodge every attack, then decide which openings are safe for counters. For these reasons you might want to play defensively at first and use Charms that buff your movement, healing and defensive capabilities, such as Dashmaster and Quick Focus.

The safest healing

window is the Pure Vessel's stagger animation and (with correct positioning) the one where it spawns spikes from the floor, but don't expect to heal more than 1 or 2 Masks at a time. This is also a good place to get in a few hits or a spell. Shade Soul is particularly effective due to its high cast speed. Clearing this battle will reveal your trial time and grant "Soul & Shade" Achievement. Completing the fourth pantheon will allow players to gain access to the spade, opening up another area. Head up to reach hot springs and another opening. Jump to reach the last pantheon. Pantheon of Hallownest This is the final pantheon out of five Pantheons available in Godhome. It is only accessible after beating the previous 4. This time you will be facing 42 bosses. Below are the enemies you will face before encountering this Pantheon's final boss, the Absolute Radiance.

2x Vengefly King Gruz Mother False Knight Massive Moss Charger Hornet (Boss) Gorb Dung Defender Soul Warrior Brooding Mawlek Brothers Oro and Mato Xero Crystal Guardian Soul Master Oblobble Mantis Lords Marmu Flukemarm Broken Vessel Galien Paintmaster Sheo Hive Knight Elder Hu The Collector God Tamer Troupe Master Grimm (Boss) Watcher Knight Uumuu Nosk Great Nailsage Sly Hornet (Boss) Enraged Guardian Lost Kin No Eyes Traitor Lord White Defender Soul Tyrant Markoth Grey Prince Zote Failed Champion Nightmare King Grimm Pure Vessel Absolute Radiance (see The Radiance) Absolute Radiance The Absolute Radiance is a faster and stronger version of The Radiance from the main game's true ending. It has the same moveset, but its pace is quicker, and it has 2181 health. It cannot be staggered; you will only get respite as it passes from one stage into another. This fight is brutal, and it's recommended to practice thoroughly on the main game version (there is no Radiance statue in the Hall of Gods, so the only way to practice is to load a save where you've reached the Dream No More ending). Endings There will be two possible endings to the Godmaster DLC (see Endings for more information). One is unlocked by completing all five pantheons; the other is unlocked by beating them after you've given the Delicate Flower to Godseeker. As you give her the Flower, she will say: An offering? Yes. The Crawler makes an offering to Us. Rare bloom, tiny and pure. No God, though. No godliness. But Still? What does Crawler ask for in return? To touch? Our thick, gleaming hide? See the exquisite face beneath Our mask? Such strange prayers! No. No! Crawler presumes too much. The gift is Ours. Kept by Us. But Our Mysteries will be preserved.

Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here

Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Godmaster Released August 23rd, 2018. Previous Lifeblood Godmaster is a DLC for Hollow Knight and is last out of the four free contents that were released. This DLC was announced on the 30th of January, 2018 and was released on the 23rd of August, 2018. How to Start Godmaster First, you will need to obtain a Simple Key which is obtained from defeating a Pale Lurker located at the back of the Colosseum of Fools, its area can be found behind a fake wall which is at the northeastern side of the map.

After acquiring the key from him, head to the Royal Waterway towards the third level from the map, just above the Flukemarm's arena to find a breakable wall which will lead you to a new area which is the Junk Pit. Here, you'll find a coffin of The Godseeker as well as the Fluke Hermit. From there, you can use the Simple Key to unlock the coffin where a sleeping Godseeker will emerge together with the Godtuner. Use the Dream Nail on the Godseeker to enter Godhome and start the quest of this chapter.

Godmaster Overview Godmaster is the last chapter added in the game which introduces new NPCs, a quest, an exceptional musical piece, and a game mode. Listed below are the following content that has been added:

Bosses Absolute Radiance Brothers Oro and Mato Great Nailsage Sly Paintmaster Sheo Pure Vessel Sisters of Battle Winged Nosk Enemies Flukemunga Pale Lurker

NPCs Fluke Hermit The Godseeker

Location Godhome Hall of Gods Junk Pit Land of Storms

Game Mechanics Eternal Ordeal Hall of Gods Pantheons

Items Godtuner Additional Simple Key Other Added Content Embrace the Void ending

Godmaster Theme for the main menu

Eternal Ordeal Theme for the main menu

Godseeker Mode DLCHidden Dreams, Lifeblood, The Grimm Troupe, Voidheart Edition

Godseeker Location Junk Pit

Godhome Godseeker is an NPC added in the DLC of Hollow Knight. Godseeker is a massive beetle-like bug who seeks supreme beings. She creates a dream of her own called Godhome, and appears in a different form while seen there.

Godseeker Information Godseeker is an arrogant bug who believes that she appears godly. She is accompanied by a clan of Godseekers. She came from the Land of Storms where she served two thunder and lightning gods. Eventually she and the other Godseekers had to flee the land to seek another deity, as their gods have forsaken them. During the Godseeker's questline it's revealed that she used the Godtuner to integrate the minds of the strongest and fiercest creatures into Godhome, where they are offered to become "gods" and prove their might in battle. At some point the Godseeker was forced to go into a state of hibernation, chained in a cocoon that was washed down to the Royal Waterways. Godseeker's cocoon can be found at the Junk Pit. It's unlocked by a Simple Key. Once you open it, Godseeker will be freed, dropping the Godtuner. She only awakens when each Pantheon is completed. At first she is angry at The Knight for intruding upon her slumber, but as they continue to prove their strength in the pantheons, she begins to encourage them.

Location: Godseeker Can be found at Junk Pit and Godhome.

Combat: Players may not kill Godseeker.

Rewards: Unlocks the Embrace the Void Achievement/Trophy after ascending the Pantheon of Hallownest. Getting the Delicate Flower variation of this ending unlocks the same achievement.

Associated Quests N/A

Dialogue Creeper. Dost thou see it? Shining. Brilliant. Our Godtuner. Thou covet the Godtuner. Desire beyond desire! Take it then, for We have ascended beyond it. No need for such an instrument.

Notes & Tips Godseekers have the ability to focus their thoughts and create a world inside their dreams that can also be passed over to other Godseekers. All other Godseekers combined their dreams into this Godseeker. You can find the others inside Godhome. There is a 2% chance upon dream-nailing Godseeker to enter one of her memories. She will cast out the Knight in annoyance when approached in this memory.

NPCs Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Grey

Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Godtuner Device that resonates with beings of great power. Seek the gods of Hallownest. Tune their power. Through their strength, ascend. Godtuner is an Item in Hollow Knight. A device that is used to unlock a pantheon, it glows bright upon defeating mighty foes. Godtuner Usage The Godtuner icon will appear on the screen underneath the health bar and blink once you've defeated a boss and a pantheon is unlocked. How to Find Godtuner Dropped by the Godseeker once she has been freed from the Junk Pit with a Simple Key. Godtuner Notes & Tips?? Other notes... Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Gorb Location Howling Cliffs Health 200 - 570 Reward 100 Essence Gorb is a Warrior Dream Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Lingering dream of a fallen warrior. A mysterious life-form that claimed to contain all of the world's knowledge inside of its distended brain. I am Gorb! - Gorb Gorb Location Howling Cliffs Must have the Dream Nail Challenge his ghost upon interacting. Gorb Rewards 100 Essence Gorb Strategies Strategy Writeup Gorb only has one attack which is Ring of Spears. He telegraphs this attack by summoning spears around him in a circular motion, after about half a second the spears will start to shoot out. Upon reaching 70% of his HP, he will start to conjure the 2nd wave after the first. And at about 40% of his HP, he will conjure 3 waves of the ring of spears. Having the Mothwing Cloak or Shade Cloak will be helpful here since you can quickly dodge and close the gap between you and Gorb and follow-up with an attack. Using ranged attacks such as your spells can also help finish the battle quickly so be sure to have Shaman Stone paired with Spell Twister equipped to increase the overall effectiveness of the spells. Attacks & Counters Attack Counter Phase 1 Ring of Spears This attack is quite slow before it even shoots. Watch for its placement and Dash through it if needed with the help of Shade Cloak Gorb Lore Gorb is a mystic creature who is claimed to be an all-knowing being with a great mind. While he was alive, he tried to persuade those he would encounter to follow his mystic ways and to ascend into a different path of existence. At some point, he died and he was buried

atop Howling Cliffs where a tombstone carved at his image can be found. Even after death, his ghost still tries to persuade those into following his ways of living. Gorb Notes & Trivia Gorb's health depends on the type of Nail The Knight has equipped. 200 (Old Nail) 320 (Sharpened Nail) 416 (Channelled Nail) 500 (Coiled Nail) 570 (Pure Nail) Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Gorgeous Husk Location City of Tears Health 220 Drops 420 Gorgeous Husk is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Corpulent husk encrusted with a shining metal. Retains the instinct to hoard Geo. There is beauty in many things. Reflections of light in water, the taste of freshly killed meat, the cry of a hatchling for its mother... I have never understood the lust for metals and stones though. Gorgeous Husk Location City of Tears - found in a hidden room at the topmost area of the Hollow Knight fountain - there will be Gorgeous Husk Rewards 420 Gorgeous Husk Notes & Tips There is only one Gorgeous Husk that doesn't respawn. Similar to a Gluttonous Husk, it will start to hop in a short distance to attack The Knight. Its attacks can be easily dodged, however, its large amount of health makes it difficult to kill. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zotel, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile

Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Great Hopper Location Kingdom's Edge Colosseum of Fools
Health 130 Drops 30
Great Hopper is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Leaps around the edge of the world, trying to crush prey beneath its body. A worthy foe, surprisingly nimble for its size. Either keep your distance, or try to dance between its hops and strike at its legs. Great Hopper Location Kingdom's Edge Colosseum of Fools
Trial of the Conqueror Great Hopper Rewards 30 Great Hopper Notes & Tips
A Great Hopper's attack is similar to a Hopper where it will continue to hop up and down. However, a Great Hopper will be able to change its direction to try and chase The Knight - deals damage upon contact.
Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Great Husk Sentry Location Multiple Locations
Health 170 Drops 50 (Respawned) 100 (First Encounter)
Great Husk Sentry is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Animated remains of a Great Sentry, the most elite of the city's guards. Wields a great nail and shell. Its powerful attacks cause heavy damage. An extremely rare thing, a bug of Hallownest that actually poses a threat. Watch them carefully, as they can lash out

quickly with devastating strikes. Great Husk Sentry Location City of Tears Watcher's Spire Resting Grounds Great Husk Sentry Rewards 50 (Respawned) 100 (First Encounter) Great Husk Sentry Notes & Tips A Great Husk Sentry has multiple moves. First, it immediately raises its shield towards the direction of The Knight when you approach it. Second, after striking his shield or after blocking, it will launch a single attack to whichever the direction The Knight is facing and immediately raises its shield again. However, if the sentry is blocking for a long time, it will perform two strikes.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma-fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Great Nailsage Sly Location Godhome Health 1050 Reward ?? Great Nailsage Sly is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Legendary sage of the nail arts and, recently, merchant of some success. "Sagely God of the cunning and bold, Sharpen Our nails and show Us the odds, O greatest of masters, We wish to behold, That one still greater, the God of Gods!" - Prayer to the Sage

Great Nailsage Sly Location Godhome Pantheon of the Sage Great Nailsage Sly Rewards Rewards ?? Great Nailsage Sly Strategies Strategy Writeup The Great Nailsage Sly is quite a difficult and tricky boss. Compared to the others, he is faster and has a shorter recovery rate of executing one attack after the other. Sly can be fought in Godhome and appear as the final boss in the Pantheon of the Sage. It is recommended that you rely on your Spells or Charms that provide long-range effects or buffs. So first, let's talk about the

Charms. Quick Focus is a must to have equipped since Sly will not stop and will only give you little time or an opportunity to recover your health. So having this charm can help you recover health at a faster rate. Maintaining a safe space between you and Sly will be important, so in conjunction with that, make sure to have Mark of Prideto increase the range of the Nail allowing you to strike and be safe from a distance. Quick Slash is also helpful so that you can strike at even a faster rate. Spells, Shade Soul or Vengeful Spirit will most likely work here, Abyss Shriek or Descending Dark isn't recommended since Sly constantly dances around the arena and you'll most likely miss. The reason why Shade Soul or Vengeful Spirit can work since it can be executed fast and can guarantee that it will hit Sly. But of course, if you plan on using your spells more often than The Nail, you must have the following charms equipped that can buff the overall effectiveness of your Spells - Shaman Stone to increase the effect of the spells, Spell Twist to reduce the SOUL required whenever you cast a spell, and Soul Catcher or Soul Eat to increase the amount of SOUL gained from striking the enemy with The Nail. Keep your distance at all times, use long-range attacks, take your time, and use the opportunity to strike Sly whenever he falls onto the ground after performing an aerial attack.

Attacks & Counters

Attack Counter Phase 1

Triple Attack Sly will swing his nail twice and follow up with an aerial spinning attack. He will only spin in the air if The Knight is close to him. You will need to keep your distance when he swings his nail twice and be mindful to not jump afterward. When he finishes the third attack, you can take the opportunity to land a few strikes while he falls back onto the ground.

Nailsage's Slam Sly will first jump into the air and immediately follow up with slamming onto the ground. You can avoid the attack by dashing away and following up with a spell such as Shade Soul since Sly will be briefly vulnerable after he performs this attack.

Great Slash Sly will execute the Nail Art, Great Slash. Sly telegraphs this attack in place so be careful to not get too close since a column of energy is released after Sly swings his Nail. You can either keep your distance and use your ranged Spells or time your dash right to phase through Sly and attack him from behind.

Dash Slash Sly will execute the Nail Art, Dash Slash. For this attack, Sly will jump away from The Knight and follow up with a Dash Slash which covers mostly the arena. You can either jump high to avoid the attack or phase through Sly and follow up with striking him with The Nail or executing a spell.

Cyclone Slash Sly will execute the Nail Art, Cyclone Slash. Sly will spin around in the air for a brief moment and land back on the ground. You can avoid this by jumping above the attack and pogo off the attack to evade. If you get cornered, you can climb the wall and pogo off Sly.

Phase 2 Frenzied State Once you've dealt enough damage, Sly will enter a frenzied state which grants him improved movement speed. Sly jumps around the arena and bounces off walls for about 3-4 times before actually stopping midair and spin like a saw blade. Usually, Sly will stop midair close enough to The Knight to try and deal damage, you can actually land a few strikes while moves around the arena, and once he stops midair, try to dash away and follow-up with a long range spell.

Great Nailsage Sly Lore Sly is first found at the Forgotten Crossroads fighting off The Infection. We are able to save him if we find him and later opens his shop in Dirtmouth where he appears to be a normal citizen who is just running a business. As the story progresses, The Knight eventually meets the three Nailmasters and learns the legendary Nail Arts, it is later on revealed that Sly is the

Great Nailsage who stood as a mentor and parent figure to the Nailmasters Oro, Mato, and Sheo. He can only be fought in Godhome where he sits on top of the throne in the Pantheon of the Sage. Great Nailsage Sly Notes & Trivia Unlocks the "Focus" Trophy/Achievement after completing the Pantheon of the Sage Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Great Slash The signature Nail Art of Nailmaster Sheo. Unleashes a huge slash directly in front of you which deals extra damage to foes. Location: Greenpath Acquired from: Nailmaster Sheo Great Slash is a Nail Art in Hollow Knight. Nail Arts are abilities that are taught by Nailmasters. Nail Arts simply is a stronger version of a basic attack that is executed in multiple attacks - its overall damage depends on the type of Nail that is equipped. How to use Great Slash Great Slash executes a powerful slash. Hold down the attack button to charge and release it without pressing the Up button or using dash. Where to find Great Slash Speak to Nailmaster Sheo at Greenpath. Great Slash Damage The damage dealt by a Nail Art depends on the type of Nail that is equipped, listed below is the damage value of each Nail. Nail Damage Old Nail 12 Sharpened Nail 22 Channelled Nail 32 Coiled Nail 42 Pure Nail 52 Great Slash Notes & Tips There are only three Nail Arts that can be learned from the Nailmasters. Equipping the Nailmaster's Glory Charm reduces the time to charge Nail Arts. Equipping the Fury of the Fallen Charm strengthens the damage of the Nail Arts Nail Arts Cyclone Slash, Dash Slash

Greenpath is a Location in Hollow Knight. Please see Walkthrough for other areas. Greenpath is a vibrant location that is filled with overgrowth and vegetation, new plant-based structured enemies inhabit the area. General Information Previous: Ancestral Mound Next: Fungal Wastes Bosses: Hornet (Boss), Vengefly King, Massive Moss Charger Video Walkthrough [video goes here] Map NPCs in the area Hornet Quirrel Cornifer Zote the Mighty Bosses Hornet (Boss) Vengefly King Massive Moss Charger Items Materials & Consumables Hunter's Journal Wanderer's Journal Equipment & Upgrades Mothwing Cloak Thorns of Agony Key Items N/A Enemies Squit Obble Tiktik Gulka Crawlid Maskfly Mosskin Duranda Vengefly Durando Fool Eater Moss creep Husk Bully Moss Knight Leaping Husk Moss Charger Husk Hornhead Wandering Husk Volatile Mosskin Charged Lumafly Greenpath Walkthrough Finding Cornifer Players will arrive at a heavily vegetated location called Greenpath. Here, you'll encounter a new type of leafy enemies and paths that are filled with pools of acid. From the entrance, you'll want to head west where you'll encounter an Elder Baldur blocking your path. Just like your first encounter at the Ancestral Mound, you'll need to use Vengeful Spirit to kill the beast. As soon as you are able to pass through, take your time and be careful as you try to jump on the small elevated platforms that are above a pool of acid - make your way to the lower left-hand side of the area and make your way back up to the next section which is also to your left. You'll now find

yourself respectively in Greenpath, continue heading west by jumping onto the platforms where you'll encounter a new enemy a Volatile Mosskin. Be mindful since upon hitting it the 2nd time, it will release a toxic cloud that deals damage upon contact, and upon killing it, make sure to keep your distance since its body will explode after a second which also deals damage if you are caught within its blast. There will also be a Mosscreep that crawls on walls, ceilings, and floors which make them hard to spot since their bodies are covered in leaves allowing them to camouflage. Continue heading west, and right before you reach the next section next to a gazebo-like structure, you'll find a secret path which you can jump up to where you'll find a cache of Geo. Be mindful and look at the floor to find sharp teeth emerging from the ground, walk in the middle to bait the Fool Eater to reveal itself, once it closes its mouth you can hit it a few times before it re-opens its mouth and burrows back into the ground. Repeat the method until you kill it, once you've cleared it, collect the geo from the cache and proceed to the next section to your left. Once you're inside the room, head to the top part of the room to find a Bench you can rest on. When you're done resting, head down one level to your left where you can find another cache of Geo hidden just on the ceiling. Collect the Geo and continue into the next section to your left. As you continue down the path, you'll briefly see Hornet at the top left corner, she'll immediately retreat into the section next to her once she sees you. Since you won't be able to reach the area as of the moment, you'll have to head to the bottom part of the room. Before heading all the way down, you'll want to head right at the middle section where you'll find a pool of acid and a Squit, this enemy is quite aggressive as it will charge to attack you once it sees you. Just pass it you'll find another cache of Geo, collect it and continue going down. Be sure to always look down before jumping down to find the elevated platforms since at the very bottom is yet another pool of acid. Once you've reached the bottom platform, you'll want to head counterclockwise towards another cluster of Geo that you can find. After collecting the Geo, head back down and proceed into the next section to your right. From here you'll want to continue heading east until you reach the elevated platforms where you'll find a trail of paper. Follow it and you'll eventually hear and find him - talk to Cornifer and purchase a copy of the map of Greenpath for 60 Geo. The Path leading to The Hunter After obtaining the map, walk to the left and cross the spiked pit and drop down into the next section. From here continue going to the left where a Mosscreep will pop out, kill it and continue forward. Jump onto the platform that is held by a vine then wait for the 2x Mosskinto walk underneath the platform before cutting the vine to kill them both. Now, proceed to the right where you'll find a path that has teeth-like structures emerging from the ceiling and floor - follow the path that will take you to The Hunter. Once you approach it, The Hunter will release a shriek. Regardless of it doing so, The Hunter is non-hostile. Simply approach it and talk to it. Listen to it and it will provide you with The Hunter's Journal which gives you details of all the enemies and bosses you've encountered. Rescue Another Grub After collecting the journal, head back outside and cut the vine that is holding the platform. Drop down to where the platform landed and continue on the 2nd platform with the vine, cut it and proceed to the 3rd platform, and cut the vine again where you'll now land on a pool of acid. You'll now be able to reach a trapped Grub on the right-hand side of the area - break the jar to free the little critter. Exploring

GreenpathUpon freeing the Grub, jump back on the platform and head west until you reach the next section. Just be careful since you'll encounter 2x Squit. Once you've entered the section, Hornet will appear and she'll swing away from you. You can drop down and into a bottom exit where you can find a Bench for you to rest and save your game. When you're done, head back up and follow Hornet to the top left-hand side. Just below the entrance leading to where Hornet went into, you can find another cache of Geo just below it. Just be careful since there is another Fool Eater that is hard to spot burrowed into the ground. Make sure to bait it and kill it first before trying to get the cache of Geo. Collect the Geo and head back to the top and proceed into the next section. Continue heading left where you'll encounter about 3x Moss Charger. After killing the Moss Charger at the farther left-hand side, you'll see Hornet again. Follow her into the next section and you'll find her again just above you. Again follow her until you reach the top exit. From here, you'll need to head up. But before doing that, head to the left where you can find a cache of Geo. Collect the geo and continue heading to the top where you'll find a Toll Machine to your left and a Bench to your right. Pay 50 Geo at the toll machine to open the gates. Now, make your way to the top until you reach the exit. Just be careful since you'll encounter Obble, Volatile Mosskin, and Mosskin. Once you've reached the next section, head to your right where you'll enter an arena and face a Moss Knight. You'll need to defeat it in order for the gates to re-open. After defeating it, exit to the east and then head west and up to the top towards the next section. Boss Battle, Vengefly King. From here, head left where you'll encounter more Tiktik, Crawlid and Vengefly. Upon continuing left, you'll here someone that seems to be screaming for help, head up to the middle platform to find a bug named Zote the Mighty who is about to be eaten by a Vengefly King- strike the creature with your nail to save Zote and the boss battle will begin. Vengefly King is considered as a mini-boss and an optional one. If you choose to ignore saving Zote, he will not appear later on at the Colosseum of Fools and in Dirtmouth. So be sure to save first. Now the Vengefly King only has 2 types of attacks, one is he emits a loud battle cry where it will call out about 1 up to 2 Vengefly and a charge attack where it will fly towards your direction. You can click here to check the strategies on how to defeat it - Vengefly King drops Geo upon defeat. After you've defeated the creature, Zote will recover. Speak to him and he will introduce himself - you'll find him later on in Dirtmouth. Rescue a Grub When you're done talking to Zote, continue going left and drop down into the next section. Head east where you'll encounter 2x Moss Charger, and at the end, you'll find a secret passage that will lead you to a tablet for you to read. From here, you'll hear a cry of a Grub, look down where you'll find it behind a locked gate that is being guarded by a Moss Knight- head towards its location, defeat the Moss Knight to unlock the gate and break the jar to free the Grub. Unlock the Stag Station Upon rescuing the Grub, your goal now is to find and follow Hornet (Boss). But first, we'll try to find the Stag Station. Proceed to the left, and drop down to the bottom part, you'll see a Stag Station sign to your right which is pointing down to the bottom exit. Head down and then go left into the section where you'll find the Stag Station. Here, you'll find a Bench for you to rest on and save your game, and next to it is a Toll Machine. Approach the Toll Machine and pay 140 Geo to open up the station for Greenpath, if you need to head back to Dirtmouth to purchase some Charms, simply ring the bell to call out The

Last Stag. Acquire the Wanderer's Journal Once you're done, head back outside the station and jump up onto the 2nd elevated platform, above the station sign. Now, there is a breakable wall that has a secret room which is at the right-hand side corner from the 2nd platform you are on, so you'll need to jump towards the wall and strike it with your nail a few times to destroy it. Upon breaking the wall, you'll find a secret room with a corpse of a bug that seems to be holding an item. Before picking it up, make sure to walk up to it and then jump on the other platform to avoid taking damage from a Fool Eater, kill it and then pick up the item which is the Wanderer's Journal- this is a tradable item that can be exchanged for Geo. Boss Battle, Hornet After acquiring the journal, head back up into the previous section that you passed then proceed west and towards the next section which is also located to your left. You'll find yourself in a long corridor that will lead you to Hornet's arena, drop down and a short dialogue will begin - the battle will begin once she is done talking. Hornet is one of the quickest bosses you'll encounter, so you'll need to be patient and try to track her movement before you attack since you don't have that many Charmse equipped yet as well as a few Health Masks. However, it is best that you have the Soul Catcher charm equipped so that you can regain more SOUL whenever you hit her with your weapon and also take advantage of using the Vengeful Spirit spell when you have the opportunity. You can click [here](#) to check the strategies on how to defeat her. Once she is defeated she will retreat, the gate to your left will open, and she will leave behind the Mothwing Cloak ability that you can obtain. With the Mothwing Cloak on, The Knight will acquire the ability to dash which will allow you to traverse areas you couldn't reach or otherwise can be used as an escape mechanic to avoid enemy attacks - a short scene will then follow if you jump in the middle of the arena. Once you've regained control of The Knight, head down where you'll see a puddle of acid, with the Mothwing Cloak you can dash over it to avoid getting hit. Once you've crossed it, look to the top right to find a cache of Geo, jump and then dash again to reach it. Upon collecting the Geo, head down and go left towards the path that will take you to a sub-area the Lake of Unn. You'll encounter a small house where you can find a bench you can rest and save your game, you'll also find another NPC named Quirrel who is resting. Obtain the Thorns of Agony When you're done resting, check your map and head towards the center area of the map and head towards the section where you encountered structures that are covered in thorns and an enemy that looked like electric bugs. To reach the point where the charm is, you'll have to jump and dash in between the thorns and the Charged Luma fly towards the eastern end of the section. There you'll find the Thorns of Agony charm. The Path to the Massive Moss Charger Upon collecting the charm, open your map and head to the lower area of Greenpath where you'll come across a path that has a new enemy, a Gulka. These enemies, spring out from the ceiling or wall where it shoots out a green ball, hitting it with The Nail will cause it to boomerang back to the enemy which deals damage to it. Continue following the path until you come across a ledge that has a section to the left which was too far for The Knight to reach earlier, now you have the Mothwing Cloak you can jump and dash to reach it. Once you've entered the section, head down and approach the huge moss to start the battle with the Massive Moss Charger. You can click [here](#) to learn more about the strategies on how to defeat it - the boss drops Geo upon defeat. From there, head left where you'll find the entrance to the next section and right below it is a

cache of Geo. Free the Grub When you're in, you'll have to jump up to go around and then head to the bottom elevated platforms where you'll find another pool of acid that has a Durando walking in it. You'll want to head to your left into the next section, but first, head to the right and just a little above it you'll find 2 clusters of Geo. Collect the Geo and then head into the next section to your left. In this section, you'll find 4x Durando yet walking in the pool of acid. You'll need to proceed west where the Grub is, and in order to reach it, you can cross the pool of acid by jumping on the Durando and then execute a downward slash to pogo off its shell. If you've crossed the area using the 2nd Durando, you can jump up to the elevated platforms first towards the top right to find a chest with Geo in it. When you're done, head back down to find the 3rd and 4th Durando, use the same method to cross the pool of acid until you reach the surface at the end. From there, jump on the elevated platforms that are leading to the top right-hand side to find the trapped Grub - destroy the jar to free the little critter. The path on your left won't be accessible at the moment since you'll need the Mantis Claw ability to climb up walls. For now, retrace your course and make your way back to the Stag Station and fast travel back to the Forgotten Crossroads. Meeting Charm Lover Salubra Upon arriving in the Forgotten Crossroads, head back to the path where you rescued Sly which is near the arena where you fought the Gruz Mother. Since you have the Mothwing Cloak, you are now able to reach Charm Lover Salubra's shop where she sells charms and notches. After you're done checking her shop, you can visit the Grubfather to obtain the rewards from rescuing the Grubs and then back to Dirtmouth to upgrade/purchase your gear to prepare for the next location, the Fungal Wastes. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Grey Mourner Location Resting Grounds Grey Mourner is an NPC in Hollow Knight. Grey Mourner pitifully expresses the loss of her lover and wishes for a delicate flower to be delivered to the grave. Grey Mourner Information Grey Mourner is known as Ze'mer who is supposedly one of the five great warriors and served under The Pale King's regime. After finding her mansion at the Resting Grounds, players will learn that she is in a sorry state, still mourning for the loss of her lover - the child of the Traitors. She reaches out to The Knight to deliver a delicate flower to the child's grave. Successfully delivering the undamaged flower to the grave rewards the player with a Mask Shard. The Grey Mourner then perishes after the quest is complete. Location: Grey Mourner Can be found at the Resting Grounds Combat: Players may not kill the Grey Mourner. Rewards: Finishing Delicate Flower rewards a Mask Shard. Associated Quests Delicate Flower (Quest): Speak to the Grey Mourner and she will ask you to deliver a Delicate Flower to her lover's grave in the Queen's Gardens. If a player gets hit by an enemy, uses The Stag for fast travel or teleports via the Dreamgate - the flower will wither into a Ruined Flower. To gain another Delicate Flower, return to the Resting

Grounds and speak to the Grey Mourner. Successfully delivering a Delicate Flower to the grave completes the quest, rewards players with a Mask Shard and unlocks the Solace Achievement/Trophy. Dialogue Ahhhh.... Me'hon. This world. This cruel, sinful world. Why does che' wake? Why does che' persist? Ahhh Le'mer, you could not know of tragedy as complete as che's, true lovers stripped apart, two worlds that could not meet. And now meled'lover, dead so long in time. Dead, so far away. Buried, moina? Ai. Amongst its hateful kin that did deny our union, that did reject che's... outside-ness. She doesn't suppose?... Nahlo, Nahlo. Could che' ask? Could che' burden? Che' asks perhaps impossible things? Mad things? For Le'mer to take up such quest would be a kindness che' has near forgotten.

Notes & Tips
 Note 1 Trivia and such go here
 NPCs
 Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Grey Prince Zote Location
 Dirtmouth
 Health 1200 - 1500
 Reward 300 Essence
 Grey Prince Zote is a dream boss variant of Zote the Mighty in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of being placed into a state of stagger by landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Figment of an obsessed mind. Lacks grace but becomes stronger with every defeat. "My love, any creature who could bear to be away from you, who would willingly leave you behind or say unkind things to you... Pah! Lowly maggots, not worthy of standing in your glorious shadow!" She felt her cold body grow warm, a sensation she had almost forgotten... - 'The Grey Prince' Chapter 11

2 Grey Prince Zote Location
 Location: Dirtmouth
 Players will need to rescue Zote the Mighty and defeat him in the Colosseum of Fools, then rescue Bretta. You'll need to acquire the Monarch Wings and the Dream Nail as well. Once the two are seen in Dirtmouth, you can access the basement of Bretta's house where you'll find a reimagined statue of Zote. Strike the statue with the Dream Nail to enter the arena located inside the Dream World. Grey Prince Zote Rewards 300 Essence
 Grey Prince Zote Strategies
 Strategy Writeup
 To win the battle against the Grey Prince, you'll need to finish the battle as quickly as possible and this is where heavy damage output charms will work. Having a combination of Quick Slash, Mark of Pride and Fragile Strength/Unbreakable Strength will be useful here since you'll be able to maximize the damage that is dealt with just The Nail - just be sure that you upgrade your nail by visiting the Nailsmith. Spells will also be helpful here since you want to have the

versatility to attack both in a close and long-range situation. With that said, it is also recommended to have the Spell Twister and Shaman Stone charms equipped to maximize the overall effectiveness of the spells. For abilities, before heading into battle, make sure you have acquired the Shade Cloak ability as well as the Monarch Wings. Having the Shade Cloak ability will save you from getting hit by the shockwaves since you can phase through it if you are caught in a sticky situation. Monarch Wings, on the other hand, will allow you to dance around the arena to avoid his attacks. Grey Prince Zote has some moments where he is vulnerable to getting hit, such as when he starts to spit out the Zotelings, you can use that opportunity to land a few attacks as well as when he trips over when he starts to run and swing his weapon towards The Knight - patience, and precision is needed in order to win this battle. Attacks & Counters Attack Counter Phase 1 Flail Attack Can be avoided if you jump over him or dash through with the Shade Cloak and then wait for him to get tired where he'll fall onto the ground releasing shockwaves. Once he's on the ground you can attack. Slam Attack Can be avoided if you jump over the shockwaves or dash through it with Shade Cloak. Zotelings Zote spits out either a winged or spider-like bug that has Zote's head. You can quickly kill it in a group by using your spells. Shadow Pound Since he disappears for a brief moment before slamming onto the ground, it is best to avoid it if you have the Shade Cloak ready so that you can quickly dash away from his landing spot and then execute a double jump to avoid getting hit by the shockwaves. Grey Prince Zote Lore Grey Prince Zote is a hidden boss in Hollow Knight. He is the empowered dream variation of Zote the Mighty that was created by Bretta's reimagination of him. Not only is Grey Prince Zote very physically powerful, he also displays knightly chivalry, hence his utmost loyalty toward Bretta, as she imagines herself to be his ♠queen♠. Grey Prince Zote Notes & Trivia He can be challenged up to 10 times which increases his health and damage for each time you challenge him. You'll only receive the reward of 300 Essence upon defeating him for the first run, the remaining, however, won't grant any rewards. Upon winning the 10th challenge, the statue inside Bretta's basement will turn into gold. His name will change each time he is defeated except after 9 times, at level 9 and 10 his name becomes Invincible Fearless Sensual Mysterious Enchanting Vigorous Diligent Overwhelming Gorgeous Passionate Terrifying Beautiful Powerful Grey Prince Zote. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Grimmchild Cost: Geo: N/A Location: King's Passage, Dirtmouth Effect: The bearer must seek the Grimmkin and collect their flames. Uncollected flames will appear on the bearer's map Grimmchild in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Grimmchild

Information"Worn by those who take part in the Grimm Troupe's Ritual."Grimmchild is a charm that summons a Grimmchild familiar that grows stronger after successfully completing certain requirements for each of its phase. Once The Knight equips this charm, players will be able to find the location of the flames that are indicated on the map.This charm also allows The Knight to enter the mind of Troupe Master Grimm and face Nightmare King Grimm.Grimmchild AcquisitionLocation: DirtmouthAcquisition: This charm is given by Troupe Master Grimm after the Grimm Troupe has been summoned.Grimmchild DamageNo Upgrades: 5DamageOne Upgrade: 8 DamageTwo Upgrades: 11 DamageGrimmchild NotesThis charm is available in the DLC: The Grimm Troupe.Charms can only be equipped and unequipped by using a bench.CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep Focus,Defender's Crest,Dream Wielder,Dreamshield,Flukenest,Fragile Greed,Fragile Heart,Fragile Strength,Fury of the Fallen,Gathering Swarm,Glowing Womb,Grubberfly's Elegy,Grubsong,Heavy Blow,Hiveblood,Joni's Blessing,Kingsoul,Lifeblood Core,Lifeblood Heart,Longnail,Mark of Pride,Nailmaster's Glory,Quick Focus,Quick Slash,Shaman Stone,Shape of Unn,Sharp Shadow,Soul Catcher,Soul Eater,Spell Twister,Spore Shroom,Sprintmaster,Stalwart Shell,Steady Body,Thorns of Agony,Unbreakable Greed,Unbreakable Heart,Unbreakable Strength,Void Heart,Wayward Compass,Weaversong

Grimmkin Master LocationKing's Pass, Resting Grounds, and Kingdom's Edge.Health75 / 120 / 180 / 210 / 240(Nail 0/1/2/3/4)DropsFlame to unlockGrimmchildGrimmkin Master is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Powerful and devoted member of the Grimm Troupe. As part of the Ritual, it gathers scarlet flame within its torch. It will relinquish the flame once defeated. "A spark of red lights darkest dream, Scarlet nightmares bright and wild, Visions dance and flames do speak, Burn the father, feed the child."◆'The Grimm Troupe'Grimmkin Master LocationGrimmkin MastersLocation in Hollow Knightcan be found inKing's Pass,Resting Grounds, andKingdom's Edge.Grimmkin Master RewardsGrimmkin MasterRewards:Flame to unlockGrimmchildGrimmkin Master Notes & Tips??Other notesEnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis

Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Grimmkin Nightmare Location Fungal Core, Royal Waterways, and The Hive. Health 100 / 180 / 240 / 280 / 320 (Nail 0/1/2/3/4) Drops Flame to unlock Grimmchild Grimmkin Nightmare is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Terrifying member of the Grimm Troupe. As part of the Ritual, it gathers scarlet flame within its torch. It will relinquish the flame once defeated. "Dance and die and live forever, Silent voices shout and sing, Stand before the Troupe's dark heart, Burn away the Nightmare King." ♦ 'The Grimm Troupe Grimmkin Nightmare Location Grimmkin Nightmares Location in Hollow Knight can be found in Fungal Core, Royal Waterways, and The Hive. Grimmkin Nightmare Rewards Grimmkin Nightmare Rewards: Flame to unlock Grimmchild Grimmkin Nightmare Notes & Tips?? Other notes Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Grimmkin Novice Location Greenpath, Crystal Peak, and the City of Tears. Health 50 / 90 / 120 / 140 / 160 (Nail 0/1/2/3/4) Drops Flame to unlock Grimmchild Grimmkin Novice is an enemy in Hollow Knight. The enemies are

creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Young and playful member of the Grimm Troupe. As part of the Ritual, it gathers scarlet flame within its torch. It will relinquish the flame once defeated. "Shadows dream of endless fire, Flames devour and embers swoop, One will light the Nightmare Lantern, Call and serve in Grimm's dread Troupe." ♦ 'The Grimm Troupe' Grimmkin Novice

Location Grimmkin Novices Location in Hollow Knight can be found in Greenpath, Crystal Peak, and the City of Tears. Grimmkin Novice Rewards Grimmkin Novice Rewards: Flame to unlock Grimmchild Grimmkin Novice Notes & Tips ?? Other notes Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Grimmsteed Location Dirtmouth Grimmsteeds are NPCs added in the DLC of Hollow Knight, The Grimm Troupe. They are giraffe-necked weevils, beetles with extraordinarily long necks (the same species as Willoh, only with Grimmkin markings). Two Grimmsteeds are loyal members of The Grimm Troupe. Grimmsteed Information The Grimmsteeds do not have known names and do not talk. They are quiet and contemplative as they sit peacefully together just outside of Grimm's tent. However, they are very intelligent, as their thoughts can be read via the Dream Nail, and they reveal that Grimm is very benevolent and caring, always guiding them through the darkness with his bright flames. They act as cargo-carriers, similar to horses, for the Troupe whenever they travel. Location: Two Grimmsteeds can be found at Dirtmouth, near Grimm's tent entrance. Combat: Players may not kill the Grimmsteeds. Associated Quests None Dialogue Dream Nailed: A new land. Different from the last. How many more will we see? The roads between are dark and long, but the Master's light will always guide us. Notes & Tips The two Grimmsteeds are the same species of insect

as Willoh (giraffe-necked weevils), though they are slightly different in that they possess Grimmkin markings on their faces, and long grey cloaks billowing out from beneath their folded shells. NPCs: Bardeen, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Grub Location Various Grubs are special NPCs in Hollow Knight that serve a role as Collectibles. Grubs are small, caterpillar-like creatures that have gone missing from their home in the Forgotten Crossroads. The Knight can come across these creatures imprisoned in glass jars across many different locations throughout Hallownest. They can be freed by breaking their jars, after which they will tunnel their way back home to the Grubfather who will reward the Knight with a variety of useful items for every Grub recovered. There are a total of 46 Grubs to be found and rescued in Hollow Knight.

Hollow Knight Grub Information The Grubs and the Grubfather are the basis for the Grubfather's Lament quest, which tasks The Knight with finding all 46 missing Grubs. Early in the game, The Knight can come across the Grubfather who is the patriarchal figure of the Grub Family. He can be found in the upper-left section of the Forgotten Crossroads, in a large cavern filled with empty egg-shaped houses. Distraught from the sudden disappearance of his children, the Grubfather will be crying when the Knight first meets him.

Grub home and Grubfather Map Location The Grubfather, bemoaning the loss of his children. The Grubs can be found trapped in glass jars across many different locations in Hallownest. Many require some clever platforming in order to reach, some can be found behind breakable walls or guarded by bosses, and others require The Knight to obtain certain upgrades first such as the ability to double jump with the Monarch Wings or swim across acid pools with Isma's Tear. Once rescued, Grubs will return back to the Grubhome. With each Grub rescued, the Grubfather will reward the Knight with many different items and Geo.

Grub Related Quests in Hollow Knight Grubfather's Lament Note that you do not need to meet the Grubfather first in order to start rescuing Grubs.

Grub Locations & Rewards in Hollow Knight The tables below list the general location of all Grubs in Hallownest, as well as the rewards obtained by rescuing them and returning to the Grubfather. You can return to the Grubfather at anytime after rescuing a Grub to collect your reward. You may also collect them all at once or in groups. Most Grub rescues are rewarded with an increasing amount of Geo starting from 10 and up to 300. At certain thresholds, you will instead receive a valuable item.

5 Grubs Rescued:	Mask Shard	10 Grubs Rescued:	Grub song charm
16 Grubs Rescued:	Rancid Egg	23 Grubs Rescued:	Hallowest Seal relic, Grub friend
Achievement	31 Grubs Rescued:	Pale Ore	38 Grubs Rescued:
King's Idol relic	46 Grubs Rescued:	Grubberfly's Elegy charm, Metamorphosis Achievement	

After defeating The Collector, the Knight can acquire The Collector's Map which marks down the exact location of all Grubs yet to be rescued on the map, aiding players in locating these creatures. See the Grubfather's

Lamentpage for a guide on how to obtain the map.#LocationReward15 Grubs in theForgotten Crossroads102203304405Mask Shard64Grubs inGreenpath50760870980102Grubs in theFungal WastesGrubsong1190125 Grubs in the City of Tears10013110141201512016Rancid Egg177Grubs inCrystal Peak140181501916020165211702218023Hallownest Seal#LocationReward241Grubin theResting Grounds200253Grubs in theRoyal Waterways2002621027215281Grub in theHowling Cliffs220292Grubs inKingdom's Edge22030220311Grub inFog CanyonPale Ore323Grubs in theQueen's Gardens2303323534240355Grubs inDeepnest245362503725538King's Idol39260402Grubs in theAncient Basin26541270422Grubs inThe Hive28043290443Grubs in theTower of Love2954530046Grubberfly's ElegyGrub Dialogue in Hollow KnightDream Nail:"...Home..."Hollow Knight Grub Notes & TipsDo the Grubs die in Hollow Knight?They do not appear to die, but rather combine into a new creature as a bizarre trait of their species. Upon completing the Grubfather's Lamentand resting at a bench, you can return to the Grubfatherto find the old bug lying on the ground with a severely distended belly, and the Grubs nowhere to be found. It appears he had swallowed all of his children who can be heard cooing happily, fully alive inside him. The description of the Grubberfly's Elegysuggests this to be part of the bugs' life cycle where they will eventually metamorphose into a Grubberfly.Other NotesThe Knightmay come across Grub Mimicswho camouflage themselves as Grubs only to transform and attack the Knight when released. These creatures can perfectly mimic the appearance of Grubs but can be distinguished from genuine Grubs by using the Dream Nailon them. Genuine Grubs always say"...Home..." in their dream dialogue while the Mimics say "...Kill...", "...Empty...", or "...Other...",All NPCs in Hollow KnightBardoon,Bretta,Brumm,Charm Lover Salubra,Cloth,Confessor Jiji,Cornifer,Distant Villagers,Divine,Dreamers,Dung Defender,Elderbug,Eternal Emilitia,Fluke Hermit,Godseeker,Grey Mourner,Grimmsteed,Grubfather,Herrah the Beast,Hornet,Iselda,Leg Eater,Little Fool,Lurien the Watcher,Mask Maker,Midwife,Mister Mushroom,Monomon the Teacher,Moss Prophet,Moth,Myla,Nailmaster Mato,Nailmaster Oro,Nailmaster Sheo,Nailsmith,Nymm,PoggyThorax,Quirrel,Relic Seeker Lemm,Seer,Sly,Snail Shaman,Songstress Marissa,Steel Soul Jinn,The Hunter,The Last Stag,The Nightmare's Heart,The Pale King,The White Lady,Tiso,Troupe Master Grimm,Tuk,Unn,Vessel,Willoh,Zote the Mighty

Grub Mimic LocationMultiple LocationsHealth45DropsN/AGrub Mimic is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Assumes the shape of a harmless creature to lure prey.Luring an enemy close by pretending to be a weak little grub. Very cunning! Unfortunately for them, I eat these grubs as soon as I see them.Grub Mimic LocationDeepnestCrystal PeakColosseum of FoolsTrial of the Conqueror Grub Mimic RewardsN/AGrub Mimic Notes & TipsThese creatures may look weak but are deadly with the element of surprise. Grub Mimics are found in jars similar to a Grub, they pretend to be a Grub but once you break the jar they reveal their true form and immediately attacks The Knight.To identify if it is a Grub Mimic, you can strike the jar with a Dream Nailto reveal its true nature.

Normally a Grub will have a dialogue that says "...home...". While a Grub Mimic will have "...Empty..." or "...Kill..."

Enemies: Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Grubberfly's Elegy Cost:Geo:N/A Location:Forgotten Crossroads

Effect: Fires beams of white-hot energy from their nail when The Knight is at full health. Grubberfly's Elegy in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.

Grubberfly's Elegy Information

Contains the gratitude of grubs who will move to the next stage of their lives. Imbues weapon with a holy strength.

Grubberfly's Elegy is a charm that allows The Knight to shoot projectiles from The Nail. It offers tactical versatility by allowing The Knight to attack enemies while maintaining distance from them. Combining certain charms like Quick Slash will allow you to execute faster projectiles giving you an advantage in battling difficult foes, however, some charms like Longnail or Mark of Pridewill not increase the range of the projectiles.

Projectile damage per upgraded Nail:

Old Nail: 2

Sharpened Nail: 4

Channelled Nail: 6

Coiled Nail: 8

Pure Nail: 10

Grubberfly's Elegy Acquisition Location: Forgotten Crossroads

Acquisition: This charm is obtained as a reward from the Grubfather after rescuing 46 Grubs.

Grubberfly's Elegy Notes

Charms can only be equipped and unequipped by using a bench.

Equip the Fragile Strength charm along with Grubberfly's Elegy to increase the projectile damage

Old Nail: 4

Sharpened Nail: 7

Channelled Nail: 10

Coiled Nail: 13

Pure Nail: 16

Equip the Fury of the Fallen charm along with Grubberfly's Elegy to execute strong red-colored projectiles that deal with 70% damage. This effect only applies if The Knight is left with 1 Health Mask.

Equip the Mark of Pride charm along with Grubberfly's Elegy to increase the size of the

projectiles. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Grubfather Location Forgotten Crossroads Grubfather is an NPC in Hollow Knight. Grubfather is an elderly caterpillar-like creature and is the patriarchal figure of a family of Grubs in Hallownest. The Grubfather can be encountered early on in the Forgotten Crossroads, bemoaning the disappearance of his children. The Knight can rescue his Grubs and be rewarded for each one returned to him. Hollow Knight Grubfather Information Grubfather is an old caterpillar who resides in his "Grubhome" in the Forgotten Crossroads. Once you encounter him, he provides you with the task to find his missing Grubs scattered across Hallownest (trapped in jars by The Collector) and in exchange, he will give rewards for each grub found. There is a total number of 46 Grubs; after finding the last Grub, he will provide the Grubberfly's Elegy charm. After the quest of freeing all the Grubs is complete, if you rest at a bench and return to him, the Grubfather can be found lying on the ground in his chamber, distended from swallowing all of the grubs, who are distinctly heard cooing happily and contentedly, fully alive inside him. The description of Grubberfly's Elegy suggests that this is a step in the grub life cycle, as it reads "Contains the gratitude of grubs who will move to the next stage of their lives." That is further implied by the achievement "Metamorphosis", rewarded upon saving all of the grubs. Location: Grubfather Can be found at the Forgotten Crossroads Combat: Players may not kill Grubfather. After rescuing all 46 Grubs and returning to the Grubfather in his bloated state, he can be attacked but this deals no damage and instead prompts laughter from the old bug. Rewards: Finishing his quest grants various rewards which will be listed below. Also Unlocks the Grubfriend and Metamorphosis Achievements/Trophies for rescuing 23 and 46 Grubs, respectively. Grubfather Related Quests in Hollow Knight Grubfather's Lament- This quest tasks The Knight with finding and rescuing the 46 missing Grubs throughout Hallownest. The Grubs can be found trapped in glass jars across many different locations in Hallownest. Many require some clever platforming in order to reach, some can be found behind breakable walls or guarded by bosses, and others require The Knight to obtain certain upgrades first such as the ability to double jump with the Monarch Wings or swim across pools with Isma's Tear. Once rescued, Grubs will return back to the Grubhome. With each Grub rescued, the Grubfather will reward the Knight with many different items and Geo. You can return to the Grubfather at anytime after rescuing a Grub to collect your reward. You may also collect them all at once or in groups. Hollow Knight Grub Locations The tables below list the general location of all Grubs in Hallownest, as well as the rewards obtained by rescuing them and returning to the Grubfather. You can return to the Grubfather at anytime after rescuing a Grub to collect your reward. You may also collect them all at once or in groups. Most Grub rescues are

rewarded with an increasing amount of Geo starting from 10 and up to 300. At certain thresholds, you will instead receive a valuable item.

5 Grubs Rescued: Mask Shard
 10 Grubs Rescued: Grub Song Charm
 16 Grubs Rescued: Rancid Egg
 23 Grubs Rescued: Hallownest Seal
 Relic, Grubfriend Achievement
 31 Grubs Rescued: Pale Ore
 38 Grubs Rescued: King's Idol
 Relic
 46 Grubs Rescued: Grubberfly's Elegy Charm, Metamorphosis Achievement

After obtaining Isma's Tear, the Knight can acquire The Collector's Map which marks down the exact location of all Grubs yet to be rescued on the map, aiding players in locating these creatures. See the Grubfather's Lament page for a guide on how to obtain the map.

#Location Reward
 15 Grubs in the Forgotten Crossroads
 102203304405 Mask Shard
 64 Grubs in Greenpath
 50760870980102 Grubs in the Fungal Wastes
 Grub Song
 1190125 Grubs in the City of Tears
 10013110141201512016 Rancid Egg
 177 Grubs in Crystal Peak
 140181501916020165211702218023 Hallownest Seal
 #Location Reward
 241 Grub in the Resting Grounds
 200253 Grubs in the Royal Waterways
 2002621027215281 Grub in the Howling Cliffs
 220292 Grubs in Kingdom's Edge
 22030220311 Grub in Fog Canyon
 Pale Ore
 323 Grubs in the Queen's Gardens
 2303323534240355 Grubs in Deepnest
 245362503725538 King's Idol
 39260402 Grubs in the Ancient Basin
 26541270422 Grubs in The Hive
 28043290443 Grubs in the Tower of Love
 2954530046 Grubberfly's Elegy

Grubfather Dialogue in Hollow Knight

After rescuing all 46 Grubs: "Happy...happy...happy!!!"

Hollow Knight Grubfather Notes & Tips

What kind of bug is the Grubfather in Hollow Knight? Despite being called a grub (beetle larvae), the Grubfather and his young are technically caterpillars known as hornworms (as said in other translations of the game, and based on their obvious appearance, especially their bright green coloration). A ♡Grubberfly♡ as seen on the Grubberfly's Elegy Charm resembles and suggests that they metamorphose into a six-winged butterfly-like creature, further confirming this. True grubs are the larvae of beetles; they are very plump and white in colour (not green), highly resembling and sharing numerous traits with the ♡Maggots♡ associated with False Knight.

Other notes

Other notes go here.

NPCs: Bardeen, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor, Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Grubfather's Lament Reward Geo Charms Trophy/Achievement Location

Forgotten Crossroads

Prerequisite: Speak to the Grubfather.

Grubfather's Lament is a Quest in Hollow Knight. Quests can provide rewards from items, unlocking Trophies/Achievements, and uncovering more information to the lore. Quests can only be activated by speaking to NPCs.

Grubfather's Lament Objectives

Speak to the Grubfather.

Rescue all 46 Grubs. (Optional)

Acquire the Love Key. (Optional)

Gain access to the Tower of Love. (Optional)

Defeat The Collector. (Optional)

Obtain the Collector's Map.

Grubfather's Lament Locations

Forgotten Crossroads

Grubfather's Lament Walkthrough

Grubfather's location in the Forgotten Crossroads. There are two ways to freely start this quest, one is by visiting the Grubfather in the Forgotten Crossroads, or by randomly finding all 46 Grubs he mentions

and to visit him later on. Whichever you prefer this walkthrough will focus on obtaining the Collector's Map which will show you all the locations of the grubs scattered around the map. Location of the Love Key in the Queen's Gardens. First thing you will need is to obtain the Love Key that is found at the south-eastern end of Queen's Gardens, you will need to have Isma's Tear in order to swim into the acid pool that is in between your path. Once you've acquired the ability and have passed the acid pool, you'll find the key at the end of the passage next to a corpse - collect the key and make your way to the Tower of Love located in between Kingdom's Edge and the King's Station. Passage to get into the Tower of Love. Now, from the King's Station it may look like you can come in from the bottom and climb your way to the top, but that path is blocked and currently locked. So you will have to take an alternate path which is by going around Kingdom's Edge and entering from the second level of the Tower of Love as indicated above. Upon entering the area, you will find a locked door where the Love Key is required to unlock it. Before moving forward, make sure to drop down the path next to the door to find a switch that will unlock the blocked path that you encountered earlier from the King's Station - this will make it easier for you to get into the area in case you respawn from dying from a boss battle. After that's done, you can head back up from the unlocked door and follow the path until you reach a boss The Collector. From here, a boss battle will begin between The Knight and The Collector. His attacks consist of countless fast hopping around the area and jumps into the roof where he will throw down his "collection" with enemies in it. You will be able to know which part of the arena he will throw the jars and eventually jumps back down by looking at the ceiling where dust will start to appear. Avoid where the jars will fall off, kill the weak enemies first, then attack The Collector, rinse and repeat until you successfully defeat him. After killing The Collector, the gate at the eastern side will unlock allowing you to continue forward. Climb up the path, where you will find three Grubs and at the end of the path will be the Collector's Map - acquiring the map will place pins of the location of undiscovered Grubs around the area which will save you a lot of time exploring the area. Once you've cleared the map of Grubs, head back to the Grubfather to claim your rewards, it doesn't matter if you head back to the Grubfather to claim your rewards while rescuing all of the Grubs or if you've rescued all 46 of them since it will still end with him giving you the rewards you deserve - a table with the Grub's location and rewards will be listed below. Now, after rescuing all Grubs and claiming all your rewards, you can leave the area, rest at a bench and when you return to the Grubhome, you will find the Grubfather has consumed all of the Grubs and is lying on his back stuffed. Dream nailing him will reveal that he is "happy" with finding all of them and consuming them, although it is unclear the reason behind him eating the little ones, is it simply because he is hungry? Or he used himself like a cocoon for the grubs development of growing into its next stage. This marks the completion of the quest and unlocks the Trophies/Achievements Grubfriend for rescuing half of the Grubs and Metamorphosis for rescuing all 46 Grubs. Grubs Location and Rewards

Location	Reward
Crossroads	Mask Shard
Greenpath	506070802
Fungal Wastes	Grubsong
905	can be found in the City of Tears
100110120120	Rancid Egg
7	can be found in Crystal Peak
140150160165170180	Hallownest Seal
1	can be found in Resting

Grounds2003 can be found in Royal Waterways2002102151 can be found in
 Howling Cliffs2202 can be found in Kingdom's Edge2202201 can be found in
 Fog CanyonPale Ore3 can be found in Queen's Gardens2302352405 can be
 found in Deepnest245250255King's Idol2602 can be found in Ancient
 Basin2652702 can be found in The Hive2802903 can be found in the Tower of
 Love295300Grubberfly's ElegyGrubfather's Lament Notes & Notable LootThere
 are other Grubs found in a jar that seems to be another creature that
 mimics a Grub and attacks The Knight if you free it. To identify if it is
 a Grub, you can hit it first with a Dream Nailwhich will reveal a
 dialogue. If it is a Grub, it will normally say "...Home..." while a
 hostile Grub will say "...Kill...", "...Empty..." or
 "...Other..."QuestsA Nailsmith's Obsession,Bretta (Quest),Delicate
 Flower (Quest),Dream No More,Millibelle (Quest),Nailsage's Pride,Secret
 of the Stagways,The Grimm Troupe (Quest)

Grubsong Cost:Geo:N/ALocation:Forgotten CrossroadsEffect:Gain SOUL
 when taking damage.Grubsongin Hollow Knight is one out of the 45 Charms
 that is found in the game. These charms are special items that provide
 The Knight buffs that will help with both traversing Hallownest and
 battling its foes. Charms require Notches and can only be equipped and
 unequipped while having The Knight sit on a bench.Grubsong
 Information"Contains the gratitude of freed grubs."Grubsong is a charm
 that complements Spell- and healing-oriented builds. On top of regaining
 SOUL from the Nail hits, Grubsong also allows The Knight to restore SOUL
 when they take damage. This will provide you with the opportunity to
 frequently use your spells offensively and defensively during enemy and
 boss encounters.Pairing the Grubsong with charms that focus on building
 up SOUL even more, likeSoul Catcher, will let you deal with enemies
 faster and heal more often.Grubsong is also helpful in challenging
 platforming sections. Although it's not as useful as Hiveblood, it costs
 less notches and is more easily obtained.Grubsong
 AcquisitionLocation:Forgotten CrossroadsAcquisition:This charm is
 obtained as a reward from theGrubfatherafter rescuing10 Grubs.Grubsong
 NotesCharms can only be equipped and unequipped by using a bench.Equip
 the Grubberfly's Elegy charm along with Grubsong to increase the amount
 of SOUL gained from 15 to 25.Equip the Weaversong charm along with
 Grubsong for the summoned Weaverlings to collect even more soul from
 striking an enemy.CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep
 Focus,Defender's Crest,Dream Wielder,Dreamshield,Flukenest,Fragile
 Greed,Fragile Heart,FragileStrength,Fury of the Fallen,Gathering
 Swarm,Glowing Womb,Grimmchild,Grubberfly's Elegy,Heavy
 Blow,Hiveblood,Joni's Blessing,Kingsoul,Lifeblood Core,Lifeblood
 Heart,Longnail,Mark of Pride,Nailmaster's Glory,Quick Focus,Quick
 Slash,Shaman Stone,Shape of Unn,Sharp Shadow,Soul Catcher,Soul
 Eater,Spell Twister,Spore Shroom,Sprintmaster,Stalwart Shell,Steady
 Body,Thorns of Agony,Unbreakable Greed,Unbreakable Heart,Unbreakable
 Strength,Void Heart,Wayward Compass,Weaversong

Gruz Mother LocationForgotten CrossroadsHealth90Reward50Gruz Mother is a
 Boss in Hollow Knight. Bosses are special Enemies that feature their own
 arena, a large amount of health, and a variety of unique moves and
 abilities.You will need to perform multiple attacks such as using The
 Nail and Nail Arts along with theSpells and Abilitiesin order to defeat
 them. Some bosses are capable of entering into a state of stagger after

landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Mature gruzzer that carries its young in its belly. Attacks by hurling its huge body around. Bizarrely, this monster does not lay eggs but instead carries its young inside of its fat stomach. This strange practice seems to exhaust the creature, making it sleepy and vulnerable. Take advantage!

Gruz Mother Location Forgotten Crossroads Godhome (Mini-boss) Colosseum of Fools (Mini-boss) Trial of the Warrior

Gruz Mother Rewards 50

Gruz Mother Strategies Strategy Writeup

The Gruz Mother is an optional boss. You can first encounter her at the Forgotten Crossroads sleeping in front of a locked gate, striking her with The Nail will cause her to wake up and initiate the boss battle. The first phase of the battle is all about facing the mother herself, she will always fly around the area as her way of traversing and avoiding any attacks and will follow up with two kinds of attacks. The first attack is a charge attack where she flies up high and quickly charges towards The Knight, the second attack is the one you need to look out for since it is a slam attack where she will slam her body up and down towards The Knight until she reaches a wall - it is dangerous to stay in one place or if you react late since the attack is fast, covers most of the arena and will only stop until hitting the wall, so it is recommended to keep your distance and only attack or recover health once she has reached the end. Once you've dealt enough damage, she will fall to the ground, showing that there is something moving inside her. Phase 2 will begin after a period of time where the Gruz Mother's corpse will explode and Gruzgers will emerge. A few strikes with The Nail will eliminate these creatures and killing the last one will mark the completion of the boss battle. In the Colosseum of Fools, the Trial of the Warrior, two Gruz Mothers will be fought at once. Their attacks remain the same, the only difference is they will not spawn Gruzgers upon death. Since she is an optional boss and has low health, obtaining certain Spells and Abilities first would be wise. If you acquire the Mothwing Cloak ability, you will be able to dodge easily, especially during the body slam attack. And second is acquiring and using the Vengeful Spirits spell, this will allow you to inflict damage on the boss even though you are far away from each other.

Attacks & Counters

Attack Counter Phase 1

Mother's Charge The first thing to take note of is that the Gruz Mother will fly all throughout the match. Its first attack is a charge attack where she will fly high into the air and follows up with a charge attack towards The Knight's position and slams into the ground - this attack inflicts damage upon contact.

Slam Attack In conjunction with flying around the arena, the Gruz Mother's second attack is a slam attack where she slams her body violently onto the ceiling and floor while slowly moving towards The Knight. She will only stop this attack once she reaches the end of the arena.

Phase 2

Gruzgers After landing the last strike, the Gruz Mother will fall to the ground on her back, showing her belly that seems to be moving. After a brief moment, the corpse of the Gruz Mother will explode and 7-8 Gruzgers will emerge in the arena. The Gruzgers will not target The Knight but will just fly around, bounce off walls and will inflict damage upon contact.

Gruz Mother Lore The mother of all Gruzgers. They are a unique creature where instead of laying eggs, they keep the young ones inside of their stomach and releases them once they are strong enough. There isn't any other

information on how they fit into Hallownest but are only considered to be a dangerous yet exhausted creature. Gruz Mother Notes & Trivia Voice Actor, homages, and other trivia go here. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Gruzzers Location Forgotten Crossroads Health 8 Drops 2 Gruzzers is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Simple-minded creature that haphazardly buzzes around, bumping into things. They only seem dimly aware of their surroundings, making them easy prey to cut your fangs on. What is it that guides them on their paths? It almost seems like they search for ways to die. Gruzzers Location Forgotten Crossroads Spawns from the Gruz Mother. Gruzzers Rewards 2 Gruzzers Notes & Tips These creatures are obviously babies that only seem aware of their surroundings. A Gruzzers will attack by flying around the area, causing them to bounce from wall to wall, objects, and changes its direction upon contact. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzers, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Hollow Knight Guides, Walkthrough, Achievement is a section to guide players in different aspects of the game. This includes detailed

information on Area Walkthroughs, Trophies & Achievements, 100% Completion Guide and a Getting Started Guide. The purpose of the content provided is to help in finding a specific solution or guide on a certain part of the game that a player is having difficulty with. Hollow Knight World Information Getting Started Walkthrough Trophy and Achievement Guide 100% Completion Guide

Gulka Location Greenpath Health 10 Drops 6 Gulka is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Aggressive plant-life that retracts protectively when danger is near. Spits hard spikey balls when foes are at a distance. Its leaves are dry and bland. The bud is unpleasantly sour, but oh! The venom in those balls it spits. Exquisite! If you have the time to spare, try drinking some and enjoy the effects. Gulka Location Greenpath Gulka Rewards 6 Gulka Notes & Tips A Gulka is a tricky enemy. From a distance it will fire a spiked ball towards The Knight's direction. Once you've approached it, it immediately retreats into the wall or ceiling it is on, making itself invulnerable to any attacks. To kill this enemy, The Knight can strike the balls it spits with The Nail, sending them back. Otherwise, The Knight may use a charm that will increase the range of The Nail, such as Longnail, or a spell to hit it from a distance. Gulka cannot retract immediately after spitting, so there is a tiny window where The Knight may be able to hit it in close range, but this is only truly useful against Gulka in hard-to-reach positions, such as the two above the arena where you fight the Massive Moss Charger. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Hallownest is a location in Hollow Knight. Please see Walkthrough for other areas. Hallownest is the main location of Hollow Knight that contains all other locations and sub-areas. Hallownest is the entire world where Hollow Knight takes place. All quests, enemies and items are scattered around the areas and locations of Hallownest.

General Information

Previous: n/a

Next: n/a

Bosses: All Bosses

Map: NPCs in the area

All Hollow Knight

NPCs: Bosses

All Hollow Knight

Bosses: Items

Materials & Consumables: All items found here

Enemies: All enemies found here

Hallownest Information and Lore

"Bear witness to the last and only civilisation, the eternal Kingdom. Hallownest." -Lore Tablet located in King's Pass.

Hallownest in Hollow Knight is the main location where the game, Hollow Knight, takes place. Hallownest was once said to be a thriving kingdom in the center of a wasteland, but later fell into ruin after the infection spread.

The Geography of Hallownest

The kingdom of Hallownest consists of a boundless network of tunnels and caves, inhabited by sentient bugs, wild bugs, and other creatures. At the beginning of the game, players find themselves on the surface above the kingdom. A dark, quiet, and lonely town called Dirtmouth stands near the entrance to Hallownest. The majority of the travelers that need to reach the kingdom usually pass through Dirtmouth via King's Pass. However, as the infection spread, the residents entered a state of frenzy. The roads were closed, and the bridge of King's Pass crumbled away.

Below the surface, past the Forgotten Crossroads, a new ecosystem has sprung. Life teems all over Hallownest, from verdant Greenpath in the West to Fungal Wastes in the South and more. To the East players can find Crystal Peak: a cave system filled with deposits of crystals, where countless miners worked to gather a bright pink mineral. Just below the crystalized caves lie Hallownest's Resting Grounds, filled with tombs. The path does not stop there, as you can find the Kingdom's capital, the City of Tears, further below. The City of Tears has been deserted and is now filled with infected bugs. Water can be seen pouring down through the cracks of the capital's roof, causing the city to be half-submerged under non-stop rain.

Deepnest can be found bordering the kingdom underground. Technically Deepnest is not a part of Hallownest, as it was a sovereign kingdom before the infection. It's a dark area full of cramped spaces, tunnels, and chasms. On the other side is Kingdom's Edge, which was sealed away from the capital. The deepest point of Hallownest is the Ancient Basin, where the Kingdom's monarch built his White Palace. The palace itself disappeared after the spread of the infection. Further down is the The Abyss - the heart of the lands' darkness, its entrance closed and sealed by the king himself.

The Pale King

The inhabitant of Hallownest strongly believed that it was the Pale King who is responsible for creating the entire world and everything in it. Once a giant creature known as the Wyrn, he's said to have shed his shell to be more like his subjects. While it's also claimed that he granted them sentience and free will, multiple hints point at this being a lie, suggesting the monarch to be far from benevolent. Although he was rarely seen outside the Palace, everyone looked up to the Pale King as a god. Devotees worshipped him through the King's Idol, an icon which depicted the King. Across the kingdom of Hallownest, you can find various statues and shrines of the Pale King.

The Radiance

Before the Pale King's arrival as the Wyrn, an older higher being known as The Radiance, goddess of light and dreams, was worshipped as a god. A statue of the Radiance was built on Hallownest's Crown. After the Pale King took the throne, the Radiance was enraged, and its anger manifested as the infection. This reduced the bugs of

Hallownest into mindless, violent husks of their former selves. The History of Hallownest It's said that before Hallownest, an ancient civilization stood in its place. Its inhabitants worshipped the Void, a substance that lies at the bottom of the Abyss. Eventually, this ancient civilization ceased to exist due to unknown causes. The Void's enemy was called the Radiance, a higher being who had power over the Dream World. The Radiance was supposedly responsible for creating the Moth Tribe who in turn worshipped it. Apart from that, several other tribes then existed, such as the Mosskin, the Mantis Tribe and the Spider Tribe. At some point in time, an enormous creature known as the Wyrms appeared. He shed his shell and transformed, becoming the Pale King. Just like the Radiance, the Pale King was also a higher being. He usurped the Radiance's place in the eyes of its subjects and conquered most of the tribes, forming Hallownest. Some parts were seized by force, while others submitted on their own. Hallownest became a rich kingdom, drawing in myriads of travelers. However, its expansionism would eventually be its downfall. The Hollow Knight During the Pale King's rule the Radiance was nearly forgotten. Enraged, the Radiance began to appear in the bugs' dreams in a last effort to be remembered. This resulted in the Infection, a plague of the mind and spirit, causing the bugs to enter a state of frenzy. In order to stop the Radiance, the Pale King invented the Vessels. A Vessel is a being infused with Void. It cannot dream, which makes it resilient to the Radiance's power. The purest Vessel was trained and raised in the White Palace, and was named Hollow Knight. Many other Vessels were also created, but they were abandoned and sealed away in the Abyss, deemed impure. To strengthen the seal that allowed the Radiance to be kept within the Hollow Knight, three bugs were appointed as Dreamers. The Dreamers were put into an eternal sleep, holding the Hollow Knight in stasis at the Temple of the Black Egg. With this, the Dreamers also succumbed to an everlasting sleep. The Hollow Knight was hailed as a hero throughout Hallownest (as illustrated by a monument built in the City of Tears). The Fall of Hallownest At some point, the Hollow Knight's purity as a Vessel was tarnished due to its attachment to the Pale King. The Radiance used that flaw to influence its mind, causing the Infection to reemerge and poison the minds of Hallownest's inhabitants. The Hollow Knight lost ability to contain the Radiance and its Infection. Most of Hallownest's inhabitants would succumb to the Infection. Some resisted. The rest perished. As the kingdom fell, the Pale King mysteriously vanished together with his White Palace. With enough power and influence, the Radiance was able to break out of the Hollow Knight, cracking its shell and spreading the Infection throughout the kingdom. This prompted the return of the nameless Knight (the protagonist) to Hallownest.

Map Trivia & Notes: Trivia and notes go here

Hollow Knight Locations List

Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystalised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Hallownest's Crown Main Location Crystal Peak Hallownest's Crown is a Sub-Area Location in Hollow Knight. Hallownest's Crown can be found within

Crystal Peak. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey.

Hallownest's Crown
Information Hallownest's Crown can be found within Crystal Peak. Hallownest's Crown is a sub-area within Crystal Peak and is located at the top of the area. It is covered with mysterious glyphs that emit a radiant light. A Pale Ore can be found embedded on the ancient statue of The Radiance.

Items Found in Hallownest's Crown Pale Ore x1

Characters in Hallownest's Crown n/a

Enemies and Bosses in Hallownest's Crown n/a

Hallownest's Crown Notes, Trivia and Notable Loot Using the Dream Nail on the ancient, broken statue of The Radiance, a disembodied voice saying "...Remember... Light..." can be perceived.

Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Hallownest Seal Official seal of the Kingdom of Hallownest, symbolising the authority of the King and his Knights. Relic from Hallownest's past. This item now holds little value except for those dedicated to the kingdom's history.

Hallownest Seal is an Item in Hollow Knight. It is used to trade it with for merchants in exchange for Geo.

Hallownest Seals are the official symbols used by the Pale King and the Five Great Knights.

Hallownest Seal Usage This item can be traded with Relic Seeker Lemm in exchange for 450.

How to Find Hallownest Seal 1 is acquired as a reward for finding 23 Grubs. Return to the Grubfather to claim the Hallownest Seal.

The Knight must have the Mantis Claw in order to reach a secret room that's on the left side of the well in the Forgotten Crossroads. Check the east of the lift in the catacombs in the Resting Grounds. You'll find it on the other side of several breakable walls.

Collect 100 Essence in exchange for 1 seal, given by the Seer.

1 in Queen's Gardens to the northwest of the Stag Station.

1 in Greenpath to the southwest of where Thorns of Agony is acquired.

Location: Fungal Wastes 1 can be found on the ceiling where Willoh is eating mushrooms in Queen's Station.

Head northeast from the Mantis Lords in Mantis Village, you must defeat the Mantis Lords first to gain access to the room.

1 located at the top section of the room east of Queen's Station.

Location: Fog Canyon 1 located inside the room connected to the Forgotten Crossroads, hidden in the left wall.

1 inside a room to the northeast of the Overgrown Mound, near the Lifeblood Cocoon.

Location: City of Tears

Northwest of Relic Seeker Lemm.

Above the King's Station

Stag Station.

Watcher's Spire in a room, northwest of the Watcher Knight fight.

Soul Sanctum in the west most section of a room after fighting the Soul Master.

Location: Deepnest

South part of Beast's Den.

Inside a room, northwest of the Mantis Lords.

Hallownest Seal Notes & Tips There are 17 Hallownest Seals that can be found in Hollow Knight.

Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Luma fly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Heavy Fool LocationColosseum of FoolsHealth90DropsN/AHeavy Fool is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Warrior fighting for glory in the Colosseum of Fools. Aggressively charges down foes.Large, bulky, and fighting for its life. Don't underestimate this fighter! It can slither around quickly despite its bulk. It also has a surprisingly beautiful face beneath its mask.

Heavy Fool LocationColosseum of FoolsTrial of the FoolTrial of the Conqueror Heavy Fool RewardsN/AHeavy Fool Notes & TipsHeavy Fools are considered to be one of the dangerous enemies you can encounter. It may only have a few attacks, but it can adapt to The Knight's movement in battle.A Heavy Fool has a Forward Strike that releases a powerful swing in front of them. Second is a Charged Strike, allowing them to focus their energy and instantly charge towards The Knight with their Nail in front. And finally, a Jump Strike where it will also jump into the air if The Knight tries to jump over them.

EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Heavy Sentry LocationMultiple LocationsHealth35Drops10Heavy Sentry is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Animated remains of a large Hallownest Sentry. One of few in Hallownest strong enough to wield a greatnail.Surprisingly quick-witted for a corpse. It will try to catch you if you leap over it and can chase you if you flee. Enjoyable to hunt,

but beware them in packs. Heavy Sentry Location City of Tears Watcher's Spire Royal Waterways Heavy Sentry Rewards 10 Heavy Sentry Notes & Tips Similar to a Heavy Fool, a Heavy Sentry also has three attacks that consist of an overhead frontal attack, a charged attack, and a jump attack. It is recommended to wait for the moment for the Heavy Sentry to execute its charged attack first to use its window of recovery to strike it down or to attack it from a distance using spells.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Herrah the Beast Location Beast's Den Herrah the Beast is an NPC in Hollow Knight. Herrah the Beast is one of the three Dreamers and was the former queen of the spider tribe of Deepnest and the mother of Hornet. Herrah the Beast Information Herrah the Beast was the former queen of the spider tribe. Upon being asked to become a dreamer by The Pale King, she offered a deal that she'll only become a dreamer if The Pale King had a child with her due to being desperate of having her very own offspring. The Pale King agreed to it and resulted in Herrah giving birth to Hornet. Location: Herrah the Beast Can be found at the Beast's Den in Deepnest. Combat: Players will need to strike her physical body with the Dream Nail to enter the Dream World where they can find her vulnerable state which can be destroyed by The Nail and absorbed by using FOCUS. Rewards: Breaks their seal of the Temple of the Black Egg. Associated Quests Dream No More Each dreamer must be found to destroy the seal of the Temple of the Black Egg. Dialogue... Bound... For brood... For child... Fair bargain made... Give all... For her... Notes & Tips Note 1 Trivia and such go here NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the

Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Hidden Dreams Released August 3rd, 2017. Next The Grimm Troupe Hidden Dreams is a DLC for Hollow Knight and is one out of the four free contents that were released. This DLC was released on the 3rd of August, 2017 and added in new foes, areas, content, and much more to the game. Hidden Dreams Overview Hidden Dreams' main content composed of adding in two new bosses, a new mechanic of fast travel. New enemies were also added, and some changes in the game such as: Increased damage for Flukene and Glowing Womb charms. Buffs of the Cyclone Slash Nail Art, an increase of size and reduced knockback. Essence can now be collected from killing enemies. Added two new attacks to the enemy Nosk. Listed below are the following content that has been added: Bosses White Defender Grey Prince Zote Enemies Winged Zoteeling Hopping Zoteeling Volatile Zoteeling Abilities Dreamgate Location Hidden Station DLC Godmaster, Lifeblood, The Grimm Troupe, Voidheart Edition

Hidden Station Main Location Ancient Basin Hidden Station is a Sub-Area Location in Hollow Knight. Hidden Station can be found within the Ancient Basin. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Hidden Station Information Hidden Station can be found within the Ancient Basin. A Stag Station located on the eastern side of the Palace Grounds which can be reached after destroying the breakable wall near two Royal Retainer corpses. Since it was hidden, the Last Stag was not aware of the station's existence. Numerous spools of silk can be seen in the background. There's a bench that you find here on the east side of the map. Items Found in Hidden Station N/A Characters in Hidden Station N/A Enemies and Bosses in Hidden Station Royal Retainer Hidden Station Notes, Trivia and Notable Loot Other notes, tips, and trivia. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Hive Guardian Location The Hive Health 100 Drops 25 Hive Guardian is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Protects the Hive by hurling its huge body at intruders. Like their smaller kin, their only instinct is to protect the Hive at any cost to themselves. Somewhat clumsy, they'll often damage the structure of the Hive when charging at intruders. Does this cause them shame? I do not know whether they have the capacity for such a thing. Hive Guardian Location The Hive Hive Guardian Rewards 25 Hive

Guardian Notes & Tips These huge creatures attack The Knight by instantly charging in, dealing two masks damage upon contact. Upon hitting a wall or a platform, they can break these and immediately bounce off it allowing them to repeat their attack. Although they can be used as a way to destroy structures to reveal any hidden rooms, their ability to bounce off makes their movement unpredictable.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deeplinger, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Hive Knight Location The Hive Health 800 - 920 Reward Hiveblood

Hive Knight is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Loyal protector of the Hive's Queen. Flightless but ferocious in battle. Some creatures are born with duties and loyalties marked indelibly upon their minds. They are strong, but they are also slaves.

Hive Knight Location The Hive Godhome Pantheon of the Sage

Hive Knight Rewards Hiveblood

Hive Knight Strategies Strategy Writeup For this battle, we recommend that you have the Shade Cloak ability before jumping in the battle. This will allow you to phase through Hive Knight's attacks easily especially once you are caught up in a sticky situation. In conjunction with this ability, it is best to have Sharp Shadow so that you can also deal damage at the same time while phasing through the Hive Knight and its attacks. Your spells will also be your best ally in this battle since most of the time you will be keeping your distance from the aggressive Hive Knight. Shade Soul or Vengeful Spirit is best to deal with damage from a distance, Desolate Dive or Descending Dark is also useful if you

want to deal damage after leaping into the air and of course, Abyss Shriekor Howling Wraithswill help to clear out the Hivelings - just be sure to have the following Charms that can buff your Spells and SOUL recovery, Shaman Stoneto strengthen your spells, Spell Twisterto reduce the cost of SOUL and Soul Eateror Soul Catcherto increase the number of SOULS recovered from striking an enemy with The Nail.Now as far as your basic attacks, it is best that you upgrade and maximize the power of The Nail, so be sure to visit the Nailsmith when you can. Equipping charms such as Mark of Prideand Quick Slashwill allow The Knight to execute fast attacks with The Nail and also increases its reach - with this you'll be able to still deal damage while maintaining a distance from the Hive Knight.Attacks & CountersAttackCounterPhase 1Lunge AttackHive Knight performs a lunge attack where it covers almost half of the arena. Simply jump above or dash through the attack.Teleporting SlashHive Knight teleports behind The Knight and follows up with swinging his needle forward. The attack covers a wide range and allows the hive Knight to move forward, you can either jump, dash away or dash towards the attack and follow up with a counter-attack.Summoned SpikesThis attack only occurs if you've taken about 4% of Hive Knight's HP. Hive Knight slams his needle onto the ground causing three orbs with spikes to spawn in the arena. After a brief moment, it will shoot out the spikes engulfed around the orb. The orbs appear randomly and cannot be destroyed, however, you can strike it with your nail to change its position before it sets off.Swarm of HivelingsHive Knight spews out Hivelings where after a brief moment, these Hivelings will fly down to the ground in random positions. You can use this opportunity to recover SOUL by striking it with The Nail - they can also be killed. Just be mindful to also shift your attention towards the Hive Knight since it will also telegraph an attack while the Hivelings keep you busy.Hive Knight LoreA skilled and seasoned combatant who has dedicated his wellbeing to protecting Queen Vespa and The Hive. The Queen Vespa has been dead for a long time, as her ghost will inform you upon defeating the Hive Knight. He apparently protects her corpse and chamber, as well as the Hiveblood charm, hoping that one day his queen will wake up and rebuild The Hive.Hive Knight Notes & TriviaHive Knight can be fought for the 2nd time around in GodhomeHive Knight's overall health depends on the type of Nail The Knight has.BossesBroken Vessel,Brooding Mawlek,Brothers Oro and Mato,Crystal Guardian,Dung Defender (Boss),Elder Hu,Failed Champion,False Knight,Flukemarm,Galien,God Tamer,Gorb,Great Nailsage Sly,Grey Prince Zote,Gruz Mother,Hollow Knight,Hornet (Boss),Lost Kin,Mantis Lords,Markoth,Marmu,Massive Moss Charger,Nightmare King Grimm,No Eyes,Nosk,Oblobber,Paintmaster Sheo,Soul Master,Soul Tyrant,Soul Warrior,The Collector,The Radiance,Traitor Lord,Troupe Master Grimm (Boss),Uumuu,Vengefly King,Watcher Knight,White Defender,Winged Nosk,Xero,Zote the Mighty (Boss)

Hive Soldier LocationThe HiveHealth65Drops15Hive Soldier is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Defends the Hive against intruders with its extendable stinger.Savage and dedicated warriors. Be

prepared to fight them to the death if you plan on invading their home.

Hive Soldier LocationThe Hive

Hive Soldier Rewards15

Hive Soldier Notes & TipsHive Soldiers can be found flying and will only attack if they are disturbed. They will immediately use their massive stinger to charge in to attack The Knight as well as tracking its movement. However, once it hits the ground, these soldiers will be stuck for a brief moment giving you the opportunity to strike them down.

EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Hiveblood Cost:Geo:N/A Location:The Hive Effect:Heals the bearer's wounds over time, allowing them to regularly gain health without focusing SOUL.

Hivebloodin Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.

Hiveblood Information"Golden nugget of the Hive's precious hardened nectar." Hiveblood is a charm that has health regenerative properties. It allows The Knight to recover health without the use of SOUL. However, Hiveblood only restores 1 health mask and requires The Knight to not take any damage for 12 seconds. If The Knight takes damage while regenerating health, they will need to repeat the process and wait for at least 12 seconds without taking any damage for the charm to work. Also, Hiveblood is interrupted if you use SOUL to heal. Hiveblood can restore Lifeblood Masks gained from Joni's Blessing, but it takes about 24 seconds for the charm to start regenerating. While the conditions listed above make Hiveblood unsuitable for combat, it can ensure you are virtually immortal in platforming. As long as you take the time to regenerate health, you will never die to environmental hazards again.

Hiveblood Acquisition Location:The Hive Acquisition: To acquire this charm, you will need to defeat the Hive Knight first. Once you've defeated the Hive Knight, make your way to the room below the arena and continue

towards the path while avoiding and fighting off Hivelings, Hive Guardians, and Hive Soldiers. Eventually, you will find yourself at a spiked platform - use the Crystal Heartability to launch yourself above it, and you will find the charm on the ground. Hiveblood Notes Charms can only be equipped and unequipped by using a bench. Equip the Carefree Melody charm along with Hiveblood to prevent any interruptions from regenerating Lifeblood Masks. Equip Joni's Blessing along with Hiveblood to restore Lifeblood Masks. However, the regenerating time is increased from 12 seconds to 24 seconds. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeness, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Hiveling Location The Hive Kingdom's Edge Health 18 Drops N/A Hiveling is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Smallest of the Hive's inhabitants. Carries out simple tasks. Weak, but hard-working and numerous. Their hairy little bodies are filled with a thick, sweet, golden liquid. Good to keep a few on you for long hunts. Hiveling Location The Hive Kingdom's Edge Spawns from a Husk Hive. Spawns from a Hive Knight. Hiveling Rewards N/A Hiveling Notes & Tips These little creatures fly around and immediately drifts in The Knight's direction to inflict damage. Hivelings that spawn from a Hive Knight become invincible that flies up and down to chase The Knight. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny



Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Hollow Knight Location Temple of the Black Egg Health 1250 Reward None
Hollow Knight is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Fully grown Vessel, carrying the plague's heart within its body. The old King of Hallownest... he must have been desperate to save his crumbling little world. The sacrifices he imposed on others... all for nothing.

Hollow Knight Location Temple of the Black Egg
Hollow Knight Rewards N/A
Hollow Knight Strategies Strategy Writeup
Hollow Knight has 4 phases, each phase will begin with the Hollow Knight leaning its head backward and releasing a loud battle cry. Phase 1 will consist of three attacks that will be telegraphed by the Hollow Knight from phases 1 through 3. In phase 2, the Hollow Knight gains two more attacks that are telegraphed until phase 3. Now in the 3rd phase, the Hollow Knight will perform new attacks but will move less and loses the triple cut and dash attacks from phase 1. Phase 4 on the other hand, the Hollow Knight will only attack with its single strike and overhead bounce attacks. At this point in the game, we'll assume you've fully upgraded your Nail, Spells and have obtained the needed abilities and charms. Charms: It is important to have Quick Focus and Quick Slash equipped for this battle, you'll need that extra speed of recovering health and landing multiple blows using the Nail. In conjunction with Quick Slash, combining it with Longnail or Mark of Pride can help you land your basic attack from a distance. Grubsong is also recommended so that you can gain SOUL from taking damage and not just by hitting the boss and [airing the Grubsong charm with Thorns of Agony will allow you to inflict some damage whenever you take a hit].

Attacks & Counters
Attack Counter Phase 1 Triple Cut
Attack With the Monarch Wings obtained, jump on top of the Hollow Knight and perform a down attack to pogo on it. Parry Do not attack with ANY TYPE OF ATTACKS while it is in the parry stance. Jump over it and strike it at its back. Dash Attack Either dash through its attack with the help of Shade Cloak or jump. Phase 2 Pillars of Fire Look at the ground and walk in between the gap of the flames. There is a slight delay before the pillars of fire appear after the Hollow Knight slams down onto the ground. Barrage of Blobs Dash towards the Hollow Knight to avoid the blob of Infection it casts out. The attack shoots from the bottom and will make its way up. Phase 3 Frenzied Barrage Watch out for where the blobs will land and use the gaps to avoid getting hit. Overhead Bounce The only way to avoid this is by the timing and dashing away before it bounces onto your position. Phase 4 Single Strike Keep your distance once the Hollow Knight swings its nail and attack once it falls onto its knees.

Hollow Knight Lore The Hollow Knight is a Vessel, a mysterious empty insectoid being with long stag-beetle-like horns, a creation of the Pale King of Hallownest

and the White Lady. Just like its siblings, it was created as a Vessel and is infused with the power of the Void to seal The Radiance and stop the spread of The Infection for eternity. Upon their birth, all Vessels have been conditioned to have no mind, no will, and no voice or ability to feel pain, to prevent The Radiance from influencing them. However, this Vessel (named the  Hollow Knight  by the Pale King) developed differently, as it formed a bond between itself and The Pale King (who was like a father to it in addition to its creator) while it was being trained and raised into a full grown Vessel. Eventually, The Radiance and its Infection was sealed within the Hollow Knight, and it was chained and sealed within the Temple of the Black Egg. Being a knight (raised by a sovereign to become a warrior and serve the king and kingdom) it served its kingdom by sacrificing itself in this manner. At some point, due to the impurity of the Hollow Knight, its emotional attachment to its creator and father, the Pale King, The Radiance was able to influence the chosen Vessel, causing its shell to crack, and it was then consumed by the Infection. This led to the spread of The Infection which also led to the fall of the Kingdom of Hallownest.

Hollow Knight Notes & Trivia

- Unlocks the "The Hollow Knight" Trophy/Achievement after defeating the Hollow Knight and becoming the Vessel.
- Unlocks the "Sealed Siblings" Trophy/Achievement after defeating the Hollow Knight with Hornet by your side.
- Bosses: Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Hollow Knight Wiki Guide: 100% the game with all Bosses, Charms, Upgrades, Locations, NPCs and Quest Guides!

Hollow Knight: Silksong Announced! Visit the Hollow Knight Silksong Wiki About HK , The Knight , Patch Notes , Controls , Combat , DLC, FAQ Charms , Items , Nail and Nail Arts , Spells and Abilities Locations , Maps , NPCs , Merchants , Bosses , Enemies , Quests , Lore Getting Started, Walkthrough, Endings, Trophy and Achievement Guide , 100% Completion Guide

Hollow Knight Wiki Guide:

Descend Into A Vast, Ruined World

The Hollow Knight Wiki Guide is a conspectus featuring guides and informative data for the game Hollow Knight, a bestseller Metroidvania game made by Team Cherry which completely redefined the genre, and single-handedly became one of the most definitive Metroidvania games in history. The various guides and information in this wiki can include any aspect of the game, such as Controls, Combat, Charms, Items, Spells and Abilities, NPCs, Bosses, Lore, a 100% Completion Guide and more for Hollow Knight. This Wiki is a compendium of information which is open for community editing, so feel free to add your own information to the Wiki and help out thousands of players!

Hollow Knight Features Classic side-scrolling action, with all the modern trimmings. Tightly tuned 2D controls. Dodge, dash and slash your way through even the most deadly adversaries. Explore a vast interconnected world of forgotten highways, overgrown wilds, and ruined cities. Forge your own path! The world of Hallownest is expansive and open. Choose which paths you take, which enemies you face and find your

own way forward. Evolve with powerful new skills and abilities! Gain spells, strength, and speed. Leap to new heights on ethereal wings. Dash forward in a blazing flash. Blast foes with fiery Soul! Equip Charms! Ancient relics that offer bizarre new powers and abilities. Choose your favourites and make your journey unique! An enormous cast of cute and creepy characters all brought to life with traditional 2D frame-by-frame animation. Over 140 enemies! 30 epic bosses! Face ferocious beasts and vanquish ancient knights on your quest through the kingdom. Track down every last twisted foe and add them to your Hunter's Journal! Leap into minds with the Dream Nail. Uncover a whole other side to the characters you meet and the enemies you face. Beautifully painted landscapes, with extravagant parallax, give a unique sense of depth to a side-on world. Chart your journey with extensive mapping tools. Buy compasses, quills, maps, and pins to enhance your understanding of Hollow Knight's many twisting landscapes. A haunting, intimate score accompanies the player on their journey, composed by Christopher YOUNG. The score echoes the majesty and sadness of a civilization brought to ruin. Complete Hollow Knight to unlock Steel Soul Mode, the ultimate challenge! Hollow Knight Release Info Release Date February 24th, 2017 Platforms PC, Mac, Linux, Nintendo Switch, Playstation 4, Xbox One Developers Team Cherry Publishers Team Cherry Hollow Knight PC Specs for Windows Minimum Requirements OS: Windows 7 (64bit) CPU: Intel Core 2 Duo E5200 RAM: 4 GB RAM GPU: GeForce 9800 GTX+ (1GB) DirectX Driver: Version 10 Game Size: 9 GB available space Recommended Requirements OS: Windows 10 (64bit) CPU: Intel Core i5 RAM: 8 GB RAM GPU: GeForce GTX 560 DirectX Driver: Version 11 Game Size: 9 GB available space Hollow Knight Wiki Guide: Everything About The Game Descend Into a Vast, Ruined World The story of Hollow Knight takes place in a fictional underground kingdom of bugs named Hallownest, which is on the brink of destruction by a divine being known as The Radiance. The Radiance seeks to corrupt the kingdom by infecting Hallownest's citizens, breaking their minds and forsaking their wills, causing them to attack uninfected bugs. They act mindlessly, continuing the common daily lifestyle of their previous life such as marching around the City of Tears as a guard, and will attack any non-infected being they see. The story of The Hollow Knight begins with the protagonist, The Knight, a strange Vessel, suddenly arriving in Dirtmouth after he was telepathically called. This mysterious nameless Knight begins his journey through Hallownest by uncovering the forgotten kingdom's darkest secrets, and seeking to save the kingdom from the impending doom that awaits. The Mysterious Black Egg Awaiting in the Forgotten Crossroads lies the source of the infection: The Temple of the Black Egg. As a vessel named the Hollow Knight, it is your duty to rid Hallownest from the infection by unlocking the Egg and destroying the infection from within. To do so, you will need to break the seal by defeating the 3 dreamers of Hallownest: Monomon the Teacher, Lurien the Watcher, and Herrah the Beast. As a vessel, you must find the bodies of these 3 dreamers and wake them from their eternal sleep in order to open the Temple of the Black Egg. You will face many perils and dangers in pursuit of unlocking the egg, and exploring the ruined regions of Hallownest; From gargantuan bugs to infected monstrosities, you must face anything the vast world throws at you, and become strong enough to save it. It is here in The Temple of the Black Egg where you will face the challenge of how you will defeat the infection, and save the kingdom of Hallownest from The Radiance and its evil corruption. How you choose to do so will determine which of the

Hollow Knight Endings you will get. After getting one ending, you can try to get the other endings on the same save file, so don't worry about locking in to one ending you like.

A Ruined Kingdom Awaiting a Savior

On The Knight's journey to save Hallownest, he will find the various regions of Hallownest which have been transformed as a result of the infection. The constructed roads in the caverns of Dirtmouth which used to conveniently led to the kingdom's capital have been overrun with vegetation, and infested with not just infected bugs, but also toxic mushrooms and more. In reflection of the state of the Kingdom, the capital's name which had been long forgotten was named The City Of Tears, also mirroring the endless rain that falls onto the once prospering city. The further you venture into this decaying kingdom, the more secrets you will unveil about its old ruler, The Pale King, including your purpose and role as a Hollow Knight in the liberation of Hallownest from the infection which threatens to cause the extinction of all bugs and ultimately bring about the downfall of Hallownest.

Master New Powers

As The Knight progresses in the game, he must become more powerful in order to face the mutations created by the test of time and continue on his duties as a vessel. New areas explored and interactions with various NPCs will eventually yield new powerful Spells and Abilities which can be used to defeat powerful Enemies and Bosses, or traverse areas in Hallownest which could not be accessed before.

Explore Hidden Areas with New Spells and Abilities

Hidden behind Bosses or within secret Locations lies a variety of spells and abilities which can be used to unlock new areas of the game, or simply create shortcuts between certain Locations. Each ability The Knight acquires marks a new milestone in the progression of the game. There are a multitude of paths which you are prohibited from entering from the moment you step foot into Hallownest, and you will find yourself lost in options of which way to go after acquiring a new traversal spell. You are given the freedom to choose whichever path entices you the most in the game, and are always rewarded for any exploration you do, be it with Geo, new Spells and Abilities or Key Items that help you progress the game. There are many times you will feel lost from the freedom that you are given, but the moment you unlock one of these new paths is an experience that is unique to Hollow Knight.

Master Ancient Nail Arts

The Nail is the primary and signature weapon of The Knight, requiring no Soul to use. It can be upgraded later on in the game, and can also be utilised to master the ancient Nail Arts which have been mastered by various NPCs you meet. You will be offered teachings by the Nailmasters to acquire these special skills, and utilise them against the Enemies and Bosses you face later. The damage of the Nail Art also depends on the type of Nail that is equipped or upgraded as well as Charms that can also change certain effects such as damage and charge time. Be sure to use Nail arts in between damage phases for maximum damage potential against Bosses.

Unleash the Might of Charms

Another way that The Knight gets stronger in Hollow Knight is through equipping the various Charms in the game. There are a total of 45 different Charms available in Hollow Knight, including the Charms from all of the free DLC. Some Charms you acquire are special, and can be upgraded through accomplishing certain tasks. The Knight may only equip a certain number of Charms depending on how many Notches he has acquired, which will increase throughout the progression in the game.

Unique and Powerful Charm Buffs

You will receive up to 40 Charms throughout the game, with each benefitting The Knight in a different, unique way. Some Charms may simply increase The Knight's Nail

damage/range, or decrease the Soul cost of Spells and Abilities. Other charms can provide you with companions to fight alongside with, or give you a unique healthbar which has extra masks or maybe even regenerates over time. There are dozens of different effects that Charms can provide, and it's up to you how you wish to build The Knight; whether that is becoming the ultimate exploration master or becoming extremely formidable in Combat. There are also Charms in the game which can be upgraded by either progressing an NPC's storyline, or spending heaps of Geo to do so. These Charms are especially powerful, and can be unlocked later on in the game.

Overcharming The Knight If you are a high risk high reward player, you may be interested in this mechanic. If you equip a Charm which has a Notch Cost which would exceed your current Notch Limit 5 times, you may become Overcharmed. In this state, you have all the buffs from the Charms you have equipped, including the one which would exceed your Notch Limit, but you take twice the damage.

Overcharmed in Hollow Knight is an extremely risky mechanic to utilise, and only some can pull it off. It becomes necessary in the later stages of the game where some special Bosses can defeat The Knight with one hit, making the double damage debuff obsolete. However, if you are willing to risk the damage potential, you can become extremely strong by overcharming up to 4 Notches.

Befriend Bizarre Bugs Hallownest is a kingdom of bugs, thus you will find some bug friends along The Knight's journey. Since most bugs have been infected or killed by The Infection, most sentient bugs reside in the small, relatively safe town of Dirtmouth which is where The Knight begins his Journey to become the Hollow Knight. Bugs can provide you with items that you need to upgrade your Equipment, or provide you with useful Maps and even teach you ancient Nail Arts which can be used against Enemies and Bosses.

Cornifer, the Helpful Cartographer One of the most important and friendly bugs you will meet in your journey is Cornifer, a cartographer willing to sell you Maps of the Locations in Hallownest for a small amount of Geo. He lives in Dirtmouth with his wife Iselda, and spends his days exploring all of Hallownest and drawing up a huge map of the ruined kingdom. His wife Iselda can also sell you special items, one of which being the extremely helpful Wayward Compass Charm and others being complementary to the Maps you acquire, such as pins for special locations such as Vendors and Hot Springs.

Challenge Over 30 Epic Bosses Bosses in Hollow Knight are characterized in the game as Enemies that have a higher amount of health and do more damage, unlike the normal enemies that wander around the various regions of Hallownest. These Bosses are special and important since some need be defeated in order to progress through the main game, whereas some drop important Items. In Hollow Knight, there will be a total of 47 Bosses for you to defeat, with some having more powerful variants included in this number. Below is a catalogue of the range of Bosses that exist in the game, as well as a link which will take you to the related boss page if you wish.

Barter, Upgrade, Train, Travel and Relax There exist a multitude of things to do in Hollow Knight, with plenty of options for The Knight. You can buy Items from the friendly bug NPCs of Hallownest, upgrade the Nail as well as your Spells and Abilities, train The Knight to learn new Nail Arts, explore what the world has to offer and even hang out in one of the many hot springs in the game.

Hollow Knight Media Hollow Knight is defined by its unique art style and approach to world design. From mines to a forest palace or a challenging arena, each area is crafted beautifully and

contrasts with the game's imposing pace and challenging gameplay. Check out our other Wikis: Complete List of Wikis

Honour Honour is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Honour Objective(s) Defeat the Dung Defender Honour Location(s) Royal Waterways Honour Related Pages Dung Defender Royal Waterways Isma's Grove Trophy and Achievement Execution, Falsehood, Illumination, Mortality, Obsession, Peace, Proof of Resolve, Release, Respect, Strength, Test of Resolve

Hopper Location Kingdom's Edge Colosseum of Fools Health 50 Drops 16 Hopper is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Leaps at prey and uses its sharp proboscis to drain vital fluids. This hopping thief's belly is full of the blood it has stolen from other beasts. If you hold it above a fire, the belly will grow and grow until it explodes in a steaming shower of fluids. Hopper Location Kingdom's Edge Colosseum of Fools Trial of the Conqueror Hopper Rewards 16 Hopper Notes & Tips A Hopper has a simple attack, where once it sees The Knight, it will start to hop towards its direction until it hits the wall. Once it hits the wall, it turns around and hops towards the opposite direction to try and chase The Knight - damage is dealt with upon contact. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Hopping Zoteling Location Spawned by Grey Prince Zote The Eternal Ordeal (Godmaster Content) Health 20 (60 in Godmaster) Drops None Hopping Zoteling is an enemy in Hollow Knight. The enemies are creatures that have succumbed

into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Figment of an obsessed mind. Jumps about in a nonthreatening manner. "That lowly map-maker's wife? Hah! My Queen, how could you compare yourself to her? In the face of your intoxicating beauty, all other females are merely dust!" The Grey Prince trembled with anger and indignation... and love. ♦ 'The Grey Prince' Chapter 178 Hopping Zoteling Location Hopping Zotelings Location in Hollow Knight is during the Grey Prince Zote Boss fight and the Godmaster secret challenge The Eternal Ordeal. Hopping Zoteling Rewards Hopping Zoteling Rewards: None Hopping Zoteling Notes & Tips ?? Other notes Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Hornet Location Greenpath, (boss fight), Fungal Wastes, City of Tears, Kingdom's Edge (boss fight), Deepnest Hornet is an NPC in Hollow Knight. Hornet is an arachnid warrior who wears a curved mask shaped vaguely like a boomerang, with two dark eye-holes near the bottom. In addition, Hornet wears a red dress-like cloak and wields a needle and silk as her weapon. Hornet primarily acts as an anti-hero, and her involvement unlocks 2 possible endings in Hollow Knight. To see the page for Hornet as one of the Bosses, click [here](#). Hollow Knight Hornet Lore Hornet was raised in the Deepnest, and survived the fall and the Infection of the kingdom. She wanders around its ruins, chasing off all travelers and outsiders whom she automatically assumes are trying to desecrate the place (despite most of them being harmless). She puts on an imperious facade to compensate for her lack of ability to truly protect the kingdom crumbling around her. At first she is antagonistic toward the Knight, trying to kill them and primarily acting as an anti-hero. Hornet's initial purpose is to protect the sealing of the Black Egg. She also guards the Cast-Off Shell

in Kingdom's Edge. After some time, she was able to sense the awakening of the Infection and started off on a journey to travel across Hallownest in search for answers.

Hollow Knight Hornet Information

Hornet is the daughter of Herrah the Beast, the queen of Deepnest, and The Pale King. Her birth was the result of a bargain: her mother would become a Dreamer if the King granted her a child. As such, Hornet spent only a short time with Herrah, though she remembers it with fondness and seems to admire her mother. Her shared heritage with The Knight and the rest of the Vessels makes them siblings.

Where to Find Hornet:

Hornet can be first found in Greenpath, where she will appear a number of times before you battle her at the end of the area. Then you'll briefly encounter her again in the City of Tears. She will then move on to Kingdom's Edge, where you will fight her the second time. If you're going for "Dream No More" or "Sealed Siblings" ending, she will rejoin you in the Abyss with some dialogue, and finally meet up with you at the Black Egg Temple (provided you have Void Heart).

Hornet Story Progression:

Hornet then moves to Kingdom's Edge after you defeat her in Greenpath.

Hornet Combat Information:

Hornet is fought twice, first in Greenpath, second in Kingdom's Edge. In Kingdom's Edge, she uses more attacks and moves more quickly.

Rewards for defeating Hornet:

Defeating Hornet in Greenpath will reward you with the Mothwing Cloak and the Test of Resolve Trophy/Achievement. Defeating her in Kingdom's Edge will reward you with the King's Brand and the Proof of Resolve Trophy/Achievement.

Hollow Knight Hornet Associated Endings

One of two possible endings involving Hornet:

Sealed Siblings - A semi-hidden ending.

To get this ending, obtain the Void Heart and enter the Black Egg. When Hornet interrupts, don't strike the Hollow Knight with your Dream Nail, but continue your attacks. Hornet will eventually get knocked out and pass out and the fight continues. Beat the Hollow Knight to get this ending. In this ending, you take the Hollow Knight's place, but because Hornet is sealed with you, she can never escape. The cycle is ended forever as no new knights can enter the Black Egg and Hallownest will eventually succumb to the Infection.

The other possible ending involving Hornet: Dream No More -

To get this ending, obtain a fully awakened Dream Nail by defeating the various spirit bosses, the Champion versions of False Knight (Failed Champion), Soul Master (Soul Tyrant), and Broken Vessel (Lost Kin). Additional essence can be gained from the various nonhostile spirits and the Dream Trees scattered around the map. You need a total of 1800 essence to fully awaken the Dream Nail. Additionally, go to the Queen's Gardens and obtain the White Crest Fragment. After awakening the Dream Nail, strike the Kingsmould sitting in the Palace Grounds. This will transport you to the Dream World, where you must complete the White Palace's platforming challenge. At the end of the palace, strike the Pale King until his exoskeleton drops from the throne. After striking the King's corpse, you must pick up the other half of the Kingsoul. This will make you leave the Dream World. Equip the Kingsoul and enter the Abyss. Go to the bottom-most section of the Abyss and enter the newly opened cave area. Descend down the area, defeating or dodging the Siblings. At the bottom of the Abyss, strike the mirror with your Dream Nail to travel into the Dream World. This will permanently change the Kingsoul into the Void Heart. Afterward, go to the Black Egg. Hornet will be waiting outside. Enter the Egg and fight The Hollow Knight. Halfway through the fight, Hornet will interrupt by hitting the Hollow Knight with her nail and tying him down. Hit the Hollow Knight with the Dream Nail. At this point, The Radiance will

appear. It is a three-stage boss fight. After you complete it, the Hollow Knight's Shade form will assist you along with all of the Siblings, and you can watch the ending cutscene. In this ending, you kill the Radiance and end the Infection.

Hollow Knight Hornet Dialogue

Come no closer, ghost. I've seen you, creeping through the undergrowth, stalking me. This old kingdom... A terrible thing awakens. I can smell it in the air... I know what you are. I know what you'd try to do. I can't allow it.

Shaw!

Hollow Knight Hornet Notes & Tips

In Hornet's second fight, she rarely stays in place long enough for more than two nail strikes. Because of this, it is useful to charge up Nail Arts strikes in between hits to allow players to deal more damage when an opening presents itself. Hornet is the only creature in Hollow Knight to wield a Needle. She is the protagonist in the upcoming sequel, Hollow Knight:

Silksong.

NPCs

Bardoon, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy, Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Hornet Location

Greenpath, Kingdom's Edge

Health

225 (First Encounter) 700 (Second Encounter)

Reward

Mothwing Cloak, King's Brand

Hornet is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Skilled protector of Hallownest's ruins. Wields a needle and thread. I have seen this nimble little creature. I thought her prey and pounced at her, but with a flash she stabbed me with her flying stinger and darted away. Could she be... a Hunter?

Hollow Knight Hornet Location

Greenpath

Kingdom's Edge

Hollow Knight Hornet Rewards

Mothwing Cloak

King's Brand

Hollow Knight Hornet Strategies

Strategy

Writeup

Hornet is one of the bosses you can encounter at the early part of the game, so do not underestimate her since she is an early boss that has increased movement speed and has a short recovery time allowing her to execute her attacks frequently. You will encounter Hornet in a boss fight twice in Hollow Knight. First is when you meet her for the first time in Greepath, and second is when you meet her at Kingdom's Edge. Whenever she performs a ground lunge attack, take that opportunity to jump over her and land a few strikes to damage her and recover SOUL. Since you are in the early stage of the game, the only spell you possibly have acquired is Vengeful Spirit, it is recommended that you use this spell whenever she executes her storm of threads attack. Other than that take your time and try to consume your SOUL wisely both offensively and defensively. When you encounter Hornet

for the second time at Kingdom's Edge, she will challenge you to test your resolve and strength in saving Hallownest. This is the second time you'll be facing her in a boss fight, and this time, she'll be using her full strength and abilities. Hornet would still have the same moveset and tactics as when you first fought her, but her attacks will be a lot faster now. She also has two additional moves during this fight. You can use the same strategy as before, but you will have to react faster as well. Take advantage of the Spells and Abilities you've already acquired in the process before you run into her the second time.

Attacks & Counters

Attack Counter Phase 1

Ground Lunge Hornet dashes and lunges with her needle on the ground. You can jump evade this attack by jumping on top of her.

Aerial Lunge Hornet jumps into the air and charges for a lunge attack towards The Knight in a 45-degree angle. Hornet dives in for the attack at the last position The Knight will be while she charges midair, use that opportunity to predict where she will land in order to evade her attack.

Needle Throw Hornet throws her needle for about mid-range and pulls it back with the thread attached to the needle's eye. You can avoid this attack by jumping on top of her nail and executing a downward strike on Hornet's needle to pogo off it. Be mindful that The Knight can still take damage upon contact with both the Needle and Thread.

Storm of Thread Hornet unleashes an AOE attack where her Thread engulfs around her for a brief period. She can perform this attack both on the ground and in the air. You can easily dodge this since she telegraphs this attack in place. If you want to be aggressive you can damage her by using Vengeful Spirit.

Parry Hornet will hold her needle and strike a defensive stance, if you hit her during this stance, you will hear her giggle before unleashing a wide-range slash of counterattack. So don't go charging in pressing buttons, this telegraphed parry is very noticeable so you should be able to counter her attempt in countering you easily.

Spike Hornet will use her thread to suspend spiked balls in the air, these spikes will deal contact damage and will remain there unless it's destroyed by either Nail attacks or Spells. The maximum number of spikes she can set at a time is 6, and she won't be using this move unless you've already reduced her health to about 480 HP.

Hollow Knight

Hornet Lore Hornet is the mysterious princess, protector, and guardian of Hallownest's ruins. She is the offspring of the queen of Deepnest Herrah the Beast and Hallownest's Pale King. Her existence was the result of a bargain made by her mother with her father: Herrah would become a Dreamer only if The Pale King would grant her a child. After Hornet was born, the mother and daughter were given little time to spend together, but Hornet says she remembers it fondly. She was then raised in Deepnest by the weavers. She was able to avoid The Infection and this survive the fall of the Kingdom of Hallownest with her sanity intact. Once she was ready, she became the protector and guardian of Hallownest's ruins, where she fends off those who pose a threat or try to seek out answers to the Kingdom's fall and the ancient secret sealed inside the Black Egg.

Hollow Knight Hornet Notes & Trivia

Unlocks the "Test of Resolve" Trophy/Achievement after defeating Hornet in Greenpath.

Unlocks the "Proof of Resolve" Trophy/Achievement after defeating Hornet in Kingdom's Edge.

Hornet will aid The Knight in the final battle, provided you have acquired Void Heart.

Hornet is the protagonist of the upcoming HK sequel Hollow Knight:

Silksong.

Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince

Zote, Gruz Mother, Hive Knight, Hollow Knight, Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Howling Cliffs is a location in Hollow Knight. Please see Walkthrough for other areas. Howling Cliffs is a wasteland located at the northwestern end of Hallownest, it is filled with corpses of bugs and heavily populated by enemies.

General Information
Previous: Deepnest
Next: Kingdom's Edge
Bosses: Gorb
Video Walkthrough [video goes here]
Map
NPCs in the area
Cornifer
Nailmaster Mato
Bosses
Gorb
Items
Materials & Consumables
1x King's Idol
Equipment & Upgrades
Cyclone Slash
Joni's Blessing
Key
Items
N/A
Enemies
Tiktik
Baldur
Crawlid
Vengefly
Husk
Bully
Elder Baldur
Leaping Husk
Husk
Hornhead
Wandering Husk
Howling Cliffs Walkthrough

Getting into the Howling Cliffs
There are a couple of ways to reach Howling Cliffs, but for this walkthrough, we'll take the path from Dirtmouth. From Dirtmouth, head to the west end side and back to the entrance leading to the town which is from King's Pass. Retrace your course back to where you landed at the beginning of the game and go west to find a secret path. You'll notice that there is a path at the top which you couldn't reach earlier, but with the Monarch Wings and Mantis Claw, you'll be able to reach and climb up to the top until you respectively arrive at the Howling Cliffs.

Nailmaster Mato
Upon arriving at the Howling Cliffs, head west until you reach the part of the area that has elevated platforms. From there, you'll want to drop down to the bottom of the spiked pit until you reach a corpse of a bug and a Nail then head east and enter the hut. You'll find a Bench that you can use and also Nailmaster Mato to your right. Speak to him and he'll teach you the Cyclone Slash Nail Art. Once that's done, head back outside, jump back up, then continue going west via the elevated platforms until you reach the tombstone of the mystic creature Gorb. Its spirit will appear on top of its tombstone only if you have acquired the Dream Nail.

Boss Battle, Gorb
To start the battle, speak to Gorb and then challenge it to a fight. You can click here to learn more about the strategies on how to defeat this boss - upon defeating Gorb, speak to it again to acquire your reward of 100 Essence.

Finding Cornifer
After the battle, head west towards the middle part of the room to find the next section. You'll want to drop down to the bottom east side until you find a trail of paper and hear Cornifer's humming which will lead you to where he is. Speak to him to purchase a copy of the map for 75 Geo.

Exploring the Howling Cliffs
Once you've acquired the map, head west until you reach the end where a gush of wind will stop you from pushing further which indicates it to be a dead end. This will then cause you to fall down to the very bottom where you'll find 1x King's Idol next to a broken statue. You'll also find a Whispering Root tree at the top east side where you can acquire Essence. When you're done, head back to where Cornifer is.

Acquiring Joni's Blessing
From Cornifer's location, head east into the next section which will lead you to a sub-area called Joni's Repose. Continue heading east, drop down when you reach the end and then continue following the path until you reach the bottom spiked pit. Be careful trying to get across, since you'll encounter Leaping Husks and Vengeflies. Just follow the path until you reach the entrance of the next section that has blue butterfly-like flowers at the background.

And once you're in, continue heading east and then drop down to the bottom where you'll find the Joni's Blessing charm by the altar. When you're done, head back to Dirtmouth to prepare for the next location, Kingdom's Edge. [Video](#) [\[video goes here\]](#) [Map](#) [Click on the image to enlarge the map.](#) [Trivia & Notes](#): Trivia and notes go here

[Hollow Knight Locations List](#)

[Ancestral Mound](#), [Ancient Basin](#), [Birthplace](#), [City of Tears](#), [Colosseum of Fools](#), [Crystal Peak](#), [Crystallised Mound](#), [Deepnest](#), [Dirtmouth](#), [Fog Canyon](#), [Forgotten Crossroads](#), [Fungal Wastes](#), [Godhome](#), [Greenpath](#), [Hallownest](#), [Isma's Grove](#), [King's Pass](#), [Kingdom's Edge](#), [Mantis Village](#), [Queen's Gardens](#), [Resting Grounds](#), [Royal Waterways](#), [Soul Sanctum](#), [Teacher's Archives](#), [Temple of the Black Egg](#), [The Abyss](#), [The Hive](#), [Trial of the Conqueror](#), [Trial of the Fool](#), [Trial of the Warrior](#), [White Palace](#)

Howling Wraiths Blast foes with screaming SOUL. The Wraiths require SOUL to be conjured. Strike enemies to gather SOUL.

Function **Damage** **Location** **Overgrown Mound** **Howling Wraiths** is a Spell in Hollow Knight. Spells are magical active skills that complement The Knight's offensive and defensive capabilities. Each Spell is powered by SOUL and has a base cost of 33 required to cast. Howling Wraiths releases a blast of screaming souls upwards, dealing damage above and around the Knight.

Hollow Knight Howling Wraiths Function & Usage The Howling Wraiths spell releases a burst of screaming souls upwards in a large, cloud-like formation, damaging opponents above and around the knight. It is performed by pressing the Focus/Cast or Quick Cast while holding Upon the D-Pad. Howling Wraiths hits 3 times over a very quick animation. Each hit deals 13 base damage, allowing the spell to deal up to 39 total damage. The spell has a very large and wide hitbox, allowing it to also hit opponents who aren't directly above the Knight. Howling Wraiths can be cast both on the ground and in mid-air. When cast in mid-air, it stalls the Knight for a split second, allowing them to stay in the air longer which can be useful for avoiding certain attacks or projectiles, or to simply delay the Knight's descent. Howling Wraiths can later be upgraded into the Abyss Shriek spell.

How to Obtain the Howling Wraiths Spell in Hollow Knight The Howling Wraiths spell is found next to the corpse of a large Snail Shaman in the Overgrown Mound, a sub-area located in the western section of Fog Canyon. The mound is near the entrance to the Queen's Gardens.

Hollow Knight Howling Wraiths Spell Modifiers The Howling Wraiths spell can be modified by the following Charms:

- Shaman Stone** - Improves Howling Wraiths's damage by ~50%, increasing each hit's damage from 13 to 20 and raising the spell's total damage to 60.
- Spell Twister** - Reduces the SOUL cost to 24 per cast.

Hollow Knight Howling Wraiths Notes & Tips The Snail Shaman's corpse next to the Howling Wraiths spell can be hit with the Dream Nail. The Shaman's Dream Nail dialogue reads "...Hear...me..."

All Spells in Hollow Knight

- [Abyss Shriek](#)
- [Descending Dark](#)
- [Desolate Dive](#)
- [Focus](#)
- [Shade Soul](#)
- [Vengeful Spirit](#)

Hunter's Journal Press INVENTORY to open the Menu, then navigate to the 'Journal' page. Defeat enemies to add new entries to the journal and decipher the Hunter's notes. Hunter's Journal is an Item in Hollow Knight. It is used to collect entries of Enemies that you encounter and defeat, eventually, deciphering the Hunter's notes and obtaining the Hunter's Mark.

Hunter's Journal Usage Hunter's Journal is a quest item. Defeating a specified number of each enemy unlocks additional notes from the Hunter

about that enemy, as well as bits of lore, techniques for fighting said enemy, or even information about the Hunter himself. A few entries can only be obtained by inspecting a specific object or as a reward for completing a challenge. After completing most entries, the Hunter's Mark can be acquired. How to Find Hunter's Journal Dropped on the ground by The Hunter in Greenpath after listening to him for the first time. When it is inspected, the Journal can be found by navigating the menu. Hunter's Journal Notes & Tips?? Other notes... Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Hunter's Mark The mark of a true Hunter. I have no offspring, nor subjects, nor worshippers. The sum of my being, my learning, my instincts... I leave it all to you. Good luck, Hunter. Hunter's Mark is an Item in Hollow Knight. It is used to show who is marked as a true hunter. You will obtain the Hunter's Mark after you've completed most of the entries in your Hunter's Journal. Hunter's Mark Usage Hunter's Mark is a Journal Entry that you will receive once you've completed most of the entries in your journal. How to Acquire Hunter's Mark Hunter's Mark will be granted by listening to The Hunter after completing most of the entries in the Hunter's Journal. Hunter's Mark Notes & Tips Other notes, tips, and trivia. Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, King's Brand, King's Idol, Love Key, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Husk Bully Location Multiple Locations Health 15 Drops 3 Husk Bully is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. The remains of a bug, animated by a strange force. It aggressively attacks any uninfected creature it finds. A thick orange mist fills these walking corpses. It has a sweet, sickly taste to it. I find it foul. After you kill these creatures, I suggest you do not eat them. Husk Bully Location Deepnest Greenpath City of Tears Ancient Basin Howling Cliffs Forgotten Crossroads Husk Bully Rewards 3 Husk Bully Notes & Tips Husk Bullies can be found walking around an area back and forth and will only attack upon encountering The Knight - it will slowly throw its body towards The Knight at a short distance where it can be easily avoided and quickly dealt with. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deeplinger, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great

Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Husk Dandy Location City of Tears Watcher's Spire Health 20 Drops 9 Husk Dandy is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Former member of Hallownest's high society. Limited offensive ability. It seems the weakest, greediest members of Hallownest were also the one who exerted the most influence. Truly a Kingdom that was always destined for ruin. Husk Dandy Location City of Tears Watcher's Spire Husk Dandy Rewards 9 Husk Dandy Notes & Tips A Husk Dandy can be found strolling back and forth and becomes hostile once it sees The Knight. It starts to attack with a whirl of short range blows while standing. This gives The Knight the window of opportunity to strike it since it is open for attacks. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflay, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile

Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Husk Guard Location Forgotten Crossroads Health 70 Drops 45 Husk Guard is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. The remains of a great Hallowest Crossguard, animated by a strange force. Instinct still drives it to guard its post against intruders. Larger and stronger than their brothers, these bugs are still forced to steal their weapons from the remains of other creatures. They do not roam or hunt, forever standing guard and lashing out at anything that wanders near. Husk Guard Location Forgotten Crossroads Husk Guard Rewards 45 Husk Guard Notes & Tips Husk Guards are found in an area standing and only attacks once they are disturbed. It uses two attacks which is an Overhead Slam where it smashes its weapon down from its head that deals 2 mask damage upon contact, and a shockwave-type of attack where the Husk Guard hops back, creating a shockwave that travels in a straight line. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Husk Hive Location The Hive Health 60 Drops 16 Husk Hive is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Cowardly husk, its body colonised by hivelings. Did the hivelings build their nest around this sorry bug, or

did the bug squeeze its body into their nest? Either way, they seem happy enough together.

Husk Hive LocationThe Hive

Husk Hive Rewards16

Husk Hive Notes & TipsA Husk Hive will tend to run away from The Knight once you are close enough within its range while Hivelingsspawn from its hive. Once it hits a wall and is cornered, it will jump towards the opposite direction that causes damage within contact.

EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Husk Hornhead LocationMultiple Locations

Health15

Drops4

Husk Hornhead is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.The remains of a bug, animated by a strange force. Uses its horn to attack any uninfected creature it finds. These bugs have an arrogant air about them, even after dying. Overly proud of their long horns! I enjoy snapping them off.

Husk Hornhead LocationDeepnestGreenpathCity of TearsKing's StationAncient BasinHowling CliffsFungal WastesRoyal WaterwaysForgotten Crossroads

Husk Hornhead Rewards4

Husk Hornhead Notes & TipsHusk Hornheads attack The Knight by lowering its head, revealing its horn and charges in.

EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive

Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Husk Miner LocationCrystal PeakHealth25Drops10Husk Miner is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Remains of a bug drawn to the Crystal Peak for its precious crystal. Its claw-pick now doubles as a fierce weapon. The bugs of Hallownest lusted after the strangest things in life. They would dig furtively through the dirt for stone, ore and in particular the crystals that grow at the top of the world. Husk Miner LocationCrystal PeakHusk Miner Rewards10Husk Miner Notes & TipsHusk Miners can be found in Crystal Peak mining, once it is provoked, its eyes will have orange dots which implies these beings have succumbed into The Infection and will start to attack. If The Knight is close enough it will swing its pickaxe, however, if you have distance between the enemy, it will throw its weapon towards The Knight. EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile

Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Husk Sentry Location Multiple Locations Health 25/28 Drops 10 Husk Sentry is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Animated remains of a Hallownest Sentry. Still retains some memory of its former task. More skilled at combat than most bugs of Hallownest, they are nimble but lightly armoured. Keep the pressure on them. Husk Sentry Location City of Tears Isma's Grove Ancient Basin Watcher's Spire Royal Waterways Husk Sentry Rewards 10 Husk Sentry Notes & Tips Husk Sentries can be found patrolling an area and will engage once it sees The Knight within its range. This enemy will start off with a slash attack and will mix it up with a triple slash attack. If The Knight tries to jump over them, these sentries will hop backward in order to avoid any incoming attacks. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Husk Warrior Location Forgotten Crossroads Health 15 Drops 6 Husk Warrior is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. The remains of a bug, animated by a strange force. Wields a nail and shell. Softened by generations of luxury, these bugs lack claws or armour or venom. Those who wish to protect themselves are forced to fashion weapons from stone,

ore or shell. Husk Warrior Location Forgotten Crossroads Husk Warrior Rewards 6 Husk Warrior Notes & Tips Husk Warriors has a sword and shell that acts as its shield. Once you engage in battle, it will raise its shield to block any attacks. Husk Warriors only attack with three consecutive strikes before it raises its shield up again. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Hwurmp Location Isma's Grove Royal Waterways Health 25 Drops 5 Hwurmp is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Tiny and placid but swells to enormous size when threatened. Extremely amusing creature. Hwurmp Location Isma's Grove Royal Waterways Hwurmp Rewards 5 Hwurmp Notes & Tips Hwurmps can be compared to a blowfish, they appear as small beings that float around the area. However, once they make contact by colliding with an enemy, taking damage, or approached by The Knight, these small creatures will bloat up and begin to bounce off walls and objects, dealing damage upon contact, making them dangerous if there are multiple Hwurmps in the area. While they are enlarged, they will deflate back into their original form after a short period of time. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great

Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Illumination Illumination is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Illumination Objective(s) Defeat the Soul Master Illumination Location(s) City of Tears Illumination Related Pages Soul Master Soul Sanctum Desolate Dive Trophy and Achievement Execution, Falsehood, Honour, Mortality, Obsession, Peace, Proof of Resolve, Release, Respect, Strength, Test of Resolve

Infected Balloon Location Ancient Basin Health 15 Drops N/A Infected Balloon is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Single cell of infection. Has a simple mind and can float using internal gasses. The infection creeping through the Kingdom's dead veins... does it have a mind? Does it produce soul? Is it truly alive? Infected Balloon Location Ancient Basin Spawns from the Lost Kin. Spawns from a Winged Nosk. Spawns from the Broken Vessel. Infected Balloon Rewards N/A Infected Balloon Notes & Tips An Infected Balloon attacks by floating towards The Knight that deals damage upon contact. They usually spawn from the boss battles of the Broken Vessel and Lost Kin, making it dangerous if there are multiple Balloons floating within the area. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Kingsmould, Lance Sentry, Leaping Husk, Lesser

Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Iselda Location Dirtmouth Iselda is an NPC in Hollow Knight. Iselda is Cornifer's wife and is one of the game's merchants. Iselda Information Iselda is the wife of Cornifer, she was known to be a warrior capable of battle but later chose a peaceful life with her husband and although complains a lot, manages a shop. She sells maps and mapping tools which is very crucial to the player's navigation - although she chose not to join her husband, she wishes that Cornifer would come home often and fears for his safety and wellbeing. If players miss the chance to find Cornifer in a new area, players can head over to Iselda's shop and purchase a part of the map for a higher price. Location: Iselda Can be found at Dirtmouth Combat: Players may not kill Iselda. Associated Quests Related NPCs: Cornifer Acquiring a map of each and all of the areas of Hallownest unlocks the Cartographer Trophy/Achievement Iselda's Shop Item Price (Geo) Maps Ancient Basin 150 City of Tears 120 Crystal Peak 150 Deepnest 50 Fog Canyon 200 Forgotten Crossroads 40 Fungal Wastes 100 Greenpath 80 Howling Cliffs 100 Kingdom's Edge 150 Resting Grounds 75 Royal Waterways 100 Queen's Gardens 200 Mapping Items Wayward Compass 220 Quill 120 Vendor Pin (Encounter Cornifer) 100 Stag Station Pin (Unlock the first Stag Station) 100 Bench Pin (Encounter Cornifer) 100 Cocoon Pin (Encounter Cornifer) 100 Hot Spring Pin (Encounter Cornifer) 100 Whispering Root Pin (Obtain the Dream Nail) 150 Warrior's Grave Pin (Obtain the Dream Nail) 180 Tram Pin (Obtain the Tram Pass) 100 Lifeblood DLC Scarab Marker 100 Shell Marker 100 Gleaming Marker 100 Token Marker 100 Dialogue Come to buy a map have you? Its really my husband you should be dealing with, but what a surprise! He's headed down below. He'll pop back occasionally to deliver new maps for the store but I do wish he'd spend a little more time up here. I've not much interest in retail myself. Now, let's see what's here for me to sell. Notes & Tips It is highly recommended to purchase Pins from Iselda to further mark points of interests and for easy navigation. Once the Quill has been purchased, The Knight will be able to update the map - players will need to rest at a bench after discovering an unknown room/area for it to be updated. NPCs Bardoona, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The

Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Isma's Grove is a location in Hollow Knight. Please see Walkthrough for other areas. This location is a grove where players can find Isma's Tear. It is a sub-area within the Royal Waterways that are filled with acid pools - players will need to defeat the Dung Defender in order to proceed further.

General Information
Previous: Royal Waterways
Next: Ancient Basin
Bosses: N/A
Video Walkthrough [video goes here]
Map
NPCs in the area
N/A
Bosses
N/A
Items
Materials & Consumables
N/A
Equipment & Upgrades
Isma's Tear
Key Items
N/A
Enemies
Bellyfly, Hwurmp, Husk Sentry, Lance Sentry, Heavy Sentry, Winged Sentry
Isma's Grove Walkthrough
Finding Isma's Grove and Isma's Tear
In order to gain access into Isma's Grove, you'll need to defeat the Dung Defender first in the Royal Waterways and then flip the lever that drains the acid water blocking the path that leads into the grove. From the Dung Defender's arena and after draining the acid water, you'll want to retrace your course back to the entrance leading to the arena of the Dung Defender. From here, you'll have to head southeast towards the path where you'll encounter a Pilflip and eventually, an opening you'll have to jump down into that leads into the next section. Now, follow the path then drop down to the bottom by hopping onto the elevated platforms until you reach the pool of acid. Next, head east until you reach a ledge with a crystal which indicates that you'll have to use the Crystal Heart ability to get across. Don't stop until you reach the next section after crossing the passage that has spikes. Once you've reached the section, drop down while clinging onto the wall and use the Crystal Heart ability upon reaching the crystal formation to get across. You'll eventually slam onto the wall where you'll now need to climb up. You'll now encounter yet another pool of acid that has elevated platforms and multiple Hwurmp enemies floating around. Make it across then head to the top right side until you reach a sign from the Dung Defender on the wall. Upon entering, you'll want to climb up the column until you reach the top. Be careful since you'll encounter 2x Winged Sentries as you climb to the top. When you get to the top, continue heading east then drop down into the 2nd column near the pool of acid where you'll arrive in a small arena. The gates will immediately close and you'll have to fight three waves of sentry enemies in order for the gates to re-open. After clearing the last wave, head east and follow the path where you'll respectively arrive in Isma's Grove. From here, go east and jump across by using the platforms until you reach the end where you'll find Isma's Tear - this ability repels acid which will allow The Knight to swim in acidic waters without taking any damage. Rescue a Grub
From where you picked up Isma's Tear, drop down into the pool of acid and swim to your right where you'll find a secret path. Climb up the wall and you'll find a trapped Grub. From here, you can retrace your steps back to the Dung Defender's arena where we'll head to the next location, the Ancient Basin.

Video [video goes here]
Map
Click on the image to enlarge the map.
Trivia & Notes: Trivia and notes go here

Hollow Knight Locations List
Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the

Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Isma's Tear Fruit formed from a single hardened tear. Once ingested, it provides protection from the searing, acidic pools found in certain parts of Hallownest. Function Grants the ability to swim in pools of acid Location Isma's Grove Isma's Tear is an Ability in Hollow Knight. Abilities are upgrades which impart various effects and skills that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before being available for use again. Isma's Tear allows the Knight to swim in pools of acid, granting access to new locations. Hollow Knight Isma's Tear Function & Usage Isma's Tear provides a passive immunity to the various pools of acid found in several locations across Hallownest, allowing The Knight to reach otherwise inaccessible locations. Allows the Knight to swim in acidic pools without taking damage. Grants access to the Queen's Gardens. Grants access to an area beneath the Lake of Unn in Greenpath where the Shape of Unn charm can be obtained. Grants access to an area in Isma's Grove where a Grub can be found. Grants access to an area in Kingdom's Edge where a Grub can be found. Grants access to an area of Fog Canyon through the Forgotten Crossroads. How to Obtain Isma's Tear in Hollow Knight Isma's Tear is located in Isma's Grove, a hidden sub-area east of the Royal Waterways. The Crystal Heart is required to reach Isma's Grove. The Luma fly Lantern is also recommended to illuminate the dark sections along the path. You will also need to have beaten the Dung Defender. The path to the grove is found in the lower-eastern section of the Waterways. From the Dung Defender's arena, head left and then back down to the central hub section of the Waterways. In this area, follow the path down and to the lower right section, then jump down the hole into the next area. Keep following the path until you reach the lower-eastern section of the Waterways. You will eventually find yourself on a ledge overlooking a pool of acid, with a cluster of pink crystals near the edge. Charge up your Super Dash here and fly towards the right. You will cut through a tunnel filled with spikes in the large broken elevator shaft below the city. On the other side, you will collide with a wall that drops down into a pool of acid below. Quickly wall jump to the left and slide down the wall up to where another cluster of crystals are. Charge up your Super Dash here and fly into the next wall, then quickly make your way up the wall and over the ledge to the next section. Make your way across and up the platforms while killing the Hwurmps, towards a ledge on the top right. Just above it and to the left is a narrow shaft you can climb. Climb up on its right side and over the ledge at the top. Continue eastwards to the next screen and climb up the shaft in the middle of the ceiling. Follow the path upwards and to the right, then drop down the shaft in the floor. In the next screen, you will be ambushed by several Heavy Sentries and Husk Sentries. Defeat them and continue on to the right and you will eventually reach Isma's Grove. Jump across the platforms to the right to find Isma's Tear. Hollow Knight Isma's Tear Ability Modifiers Isma's Tear does not have any modifiers available. Hollow Knight Isma's Tear Notes & Tips Obtaining Isma's Tear is not required to complete the game. All Abilities in Hollow Knight Awoken Dream Nail, Crystal Heart, Dream Nail, Dreamgate, Mantis Claw, Monarch Wings, Mothwing Cloak, Shade Cloak, World Sense

Items in Hollow Knight are found throughout Hallownest, and can be used in a variety of ways, such as progressing the main story, upgrading your Equipment or receiving new equipment such as Charms. Items that are collected throughout the game have different categories; they can be characterized as Key Items, Quest Items, Upgrade Items, and Tradeable Items. On this page, you can find a list of all the available items featured in Hollow Knight.

What are Items in Hollow Knight? There are four categories of types of items that can be found in Hollow Knight, each having its own function. These categories of items are Keys or Key Items, Quest Items, Upgrade Items, and Tradeable Items.

Keys or Key Items: These items are mainly used to unlock doors, new locations, and even chests that are scattered around Hallownest. You can either purchase these key items or locate them in various sections of an area.

Quest Items: Quest Items in Hollow Knight are to be used for completing specific Quests in Hollow Knight. It can either be given to certain NPCs, to unlock some features in the game, or to simply progress the story of the game. Quest Items can either be purchased from Merchants, given by an NPC, or simply found in specified sections of a location.

Trade Items: These special, unique items are to be traded with specific NPCs or Merchants in Hollow Knight. If given to a special character, a player can gain a reward in return or even request for services provided that you can hand over the required item.

Upgrade Items: Upgrade Items in Hollow Knight are vital for The Knight, these items help in increasing the stats of The Knight such as increasing its Health, SOUL, and Equipment such as the Nail.

What Hollow Knight Items Should You Buy? When you first start Hollow Knight in Dirtmouth, you may encounter the first couples of Merchants; Sly, a small bug who sells you Items from a shack and Iselda, a female bug who also sells items from a shack. It is recommended that you explore the Forgotten Crossroads for a bit when starting, then go back to Dirtmouth and buy the Charm Gathering Swarm from Sly. Additionally, you should buy the Charm Wayward Compass and the Item Map and Quill from Iselda to have a better sense of direction when exploring Hallownest. After buying these Items, you can start buying whatever you want from there on out. It is recommended that you frequently buy Mask Shards from Sly to get extra Masks and thus survive longer against Bosses or Enemies in exploration.

It's very important to note that in this game, you should never have to grind Geo. All of the Equipment in this game can eventually be obtained by exploring and continuing the main storyline as expected, so don't ever feel the need to grind Geo to buy specific Items from Merchants.

All Items

Key Items

Quest Items

Trade Items

Upgrade Items

Hollow Knight All Items

Hollow Knight Keys

Keys in Hollow Knight are items that are used to unlock certain doors within Hallownest. Some keys can be purchased from a Merchant and some are scattered throughout the map.

City Crest"Stone slab bearing the crest of the Hallownest capital city. Has an insert on the back that would fit into a slot."

Elegant Key"An explorer found this fancy key floating in the waterways of the city far below us. I've not cleaned it."

King's Brand"Marks the bearer as King."

Love Key"Covered in padding, it bears a symbol of love."

Shopkeeper's Key"Small brass key made in the likeness of a shopkeeper."

Simple Key"Simply, a simple key. It will fit a variety of locks, which is useful if you like to poke around in places you don't belong."

Hollow Knight Quest Items

Quest Items in Hollow Knight are items that are used as an aid to traverse and explore the depths of Hallownest. Some Quest Items can be purchased from a Merchant and some are scattered throughout the map.

The Collector's

Map"Allows the Hollow Knight to find the location of the Grubs."Delicate Flower"Given to you by the Grey Mourner in the Resting Grounds. She has asked you to place it at the grave of her mantis lover in the Queen's Gardens"Godtuner"Seek the gods of Hallownest. Tune their power. Through their strength, ascend."Hunter's Journal"Prove yourself worthy to bear the mark of Hunter."Hunter'sMark"The mark of a true Hunter. I have no offspring, nor subjects, nor worshippers. The sum of my being, my learning, my instincts... I leave it all to you. Good luck, Hunter."Lumafly Lantern"Crystal lantern containing a Lumafly. Brightens dark caverns so wanderers can find their way."Map and Quill" The map of Hallownest used to find undiscovered area."Ruined Flower"Given to you by the Grey Mourner in the Resting Grounds. It has been destroyed and is now worthless as an object of sentiment."Tram Pass"A lifetime pass to the tramways connecting parts of Hallownest."Hollow Knight Trade ItemsTrade Items in Hollow Knight are items that can be exchanged into Geoor assistance. These Trade Items can be found scattered within the depths of Hallownest.Arcane Egg"Mysterious stone egg from before the birth of Hallownest."Hallownest Seal"Official seal of the Kingdom of Hallownest, symbolizing the authority of the King and his Knights."King's Idol"A white idol depicting the King of Hallownest. The elusive king was worshipped through these idols."Rancid Egg"Fatty, rancid egg of an unknown creature."Wanderer's Journal"A journal left behind by a long-deadtraveller. The words are written in a forgotten dialect and difficult to understand."Hollow Knight Upgrade ItemsUpgrade Items in Hollow Knight are items that are used to enhance The Knight's status such as health, SOUL, and his equipment. Some Quest Items can be purchased from a Merchant and some are scattered throughout the map.Mask Shard"A shard of an ancient mask, worn to protect oneself from harm."Pale Ore"Rare, pale metal that emanates an icy chill."Salubra's Blessing"A boon bestowed by Charm Lover Salubra."Vessel Fragment"Fragment of a white vessel made to contain SOUL."

Joni's Blessing Cost:Geo:N/ALocation:Joni's Repose, Howling CliffsEffect:The bearer will have a healthier shell and can take more damage, but they will not be able to heal themselves by focusing SOUL.Joni's Blessingin Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.Joni's Blessing Information"Blessed by Joni, the kindly heretic. Transfigures vital fluids into blue lifeblood."Joni's Blessing is a charm that provides The Knight with a stronger shell to withstand attacks, where it converts at least 40% of its health masks into lifeblood masks. However, players will not be able to use SOUL to recover Lifeblood Masks and the only way to restore back your missing health is to unequip the charm for it to revert back into Health Masks.Joni's Blessing AcquisitionLocation:Joni's Repose,Howling CliffsAcquisition: You'll be able to locate this charm resting on thebody of Blue Child Joni.Joni's Blessing NotesCharms can only be equipped and unequipped by using a bench.Equip the Hivebloodcharm along with Joni's Blessing to recover any Lifeblood Masks lost. However, it is required to not take any damage for 24 seconds before the charm starts to work, anydamage received from an enemyinterrupts the process.Equip the Fragile Heart orUnbreakable Heartcharm along with

Joni's Blessing to increase the number of Health Masks that can be converted. Equip the Lifeblood Heart and Lifeblood Core along with Joni's Blessing to stack its effects. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Joni's Repose Main Location Howling Cliffs Joni's Repose is a Sub-Area Location in Hollow Knight. Joni's Repose can be found within Howling Cliffs. The various locations and sub-areas of the forgotten kingdom of Hallownest features a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. **Joni's Repose Information** Joni's Repose can be found within Howling Cliffs Joni's Repose is a sub-area with the Howling Cliffs where players can come across Joni's corpse that will bestow the Joni's Blessing Charm. **Howling Cliffs Map** Items Found in Joni's Repose Joni's Blessing Characters in Joni's Repose Enemies and Bosses in Joni's Repose Vengefly Wandering Husk Pilflip Joni's Repose Notes, Trivia and Notable Loot Other notes, tips, and trivia. **Hollow Knight Sub-Area Locations** Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Junk Pit Main Location Royal Waterways Junk Pit is a Sub-Area Location in Hollow Knight. Junk Pit can be found within Royal Waterways. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. **Junk Pit Information** Junk Pit can be found within Royal Waterways Junk Pit is connected to the City of Tears and the Fungal Wastes, and can be accessed with a key from the City of Tears and a secret breakable wall close to the resident area's boss room that can be broken through with the mantis jump. **Royal Waterways Map** Items Found in Junk Pit Godtuner Characters in Junk Pit Fluke Hermit Godseeker Enemies and Bosses in Junk Pit Enemy Name 1 Enemy Name 2 Junk Pit Notes, Trivia and Notable Loot Other notes, tips, and trivia. **Hollow Knight Sub-Area Locations** Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Keys or Key Items in Hollow Knight are items that are used to unlock certain doors within Hallownest. Some keys can be purchased from a Merchant and some are scattered throughout the map. Below is a list of keys available that can be obtained through the Hollow Knight game.

What are Items in Hollow Knight? There are four categories of types of items that can be found in Hollow Knight, each having its own function. These categories of items are Keys or Key Items, Quest Items, Upgrade Items, and Tradeable Items.

Keys or Key Items: These items are mainly used to unlock doors, new locations, and even chests that are scattered around Hallownest. You can either purchase these key items or locate them in various sections of an area.

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Trade Items: These special, unique items are to be traded with specific NPCs or Merchants in Hollow Knight. If given to a special character, a player can gain a reward in return or even request for services provided that you can hand over the required item.

Upgrade Items: Upgrade Items in Hollow Knight are vital for The Knight, these items help in increasing the stats of The Knight such as increasing its Health, SOUL, and Equipment such as the Nail.

How do I View my Items in Hollow Knight? When you first start Hollow Knight in Dirtmouth, you may encounter the first couples of Merchants; Sly, a small bug who sells you Items from a shack and Iselda, a female bug who also sells items from a shack. It is recommended that you explore the Forgotten Crossroads for a bit when starting, then go back to Dirtmouth and buy the Charm Gathering Swarm from Sly. Additionally, you should buy the Charm Wayward Compass and the Item Map and Quill from Iselda to have a better sense of direction when exploring Hallownest. After buying these Items, you can start buying whatever you want from there on out. It is recommended that you frequently buy Mask Shards from Sly to get extra Masks and thus survive longer against Bosses or Enemies in exploration.

It's very important to note that in this game, you should never have to grind Geo. All of the Equipment in this game can eventually be obtained by exploring and continuing the main storyline as expected, so don't ever feel the need to grind Geo to buy specific Items from Merchants.

All Items	Key Items	Quest Items	Trade Items	Upgrade Items
Hollow Knight	All Key Items	Click on the header to sort the table.	Name	Usage/Description
City Crest	Unlocks the gate of the City of Tears that is located between Fungal Wastes. However, it can only be used once, and the gate will later close.	Elegant Key	Unlocks the door in the Soul Sanctum- beyond the door lies the Shade Soul spell and a boss, the Soul Warrior.	King's Brand
This	unlocks a door at the Ancient Basin, which leads to The Abyss. Unlocking the door allows players to unlock four Endings and adds new dialogues for certain NPCs.	Love Key	Unlocks a door in the Tower of Love where The Collector can be found and fought.	Shopkeeper's Key
Provide the Shopkeeper's Key to Sly to unlock more items that can be bought.	Simple Key	Unlocks doors with simple locks, but breaks after using.		

King's Brand Marks the bearer as King. Hallownest's ancient places shall open before it. King's Brand is an Item in Hollow Knight. A white illuminating brand that serves as the bearer's mark as a king and is used to unlock a door at the Ancient Basin that leads to The Abyss.

Brand Usage This unlocks a door at the Ancient Basin, which leads to The Abyss. Unlocking the door allows players to unlock four Endings and adds new dialogues for certain NPCs. How to Find King's Brand Defeat Hornet at Kingdom's Edge King's Brand Notes & Tips?? Other notes... Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Idol, Love Key, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

King's Idol A white idol depicting the King of Hallownest. The elusive king was worshipped through these idols. Relic from Hallownest's past. This item now holds little value except for those dedicated to the kingdom's history. King's Idol is a Trade Item in Hollow Knight. It is an idol that resembles The Pale King and is made of metal. It is said that the Pale King's followers worshipped the idols instead since he was rarely seen - each idol has a slight difference to its looks and is uniquely made for its owner. King's Idol Usage A white idol depicting the King of Hallownest. The elusive king was worshipped through these idols. King's Idol is a tradable item that can be sold to Relic Seeker Lemm for 800. How to Find King's Idol 1 is acquired as a reward for finding 38 Grubs. Return to the Grubfather to claim the King's Idol. 1 in Crystal Peak just above where Corniferis found. Check behind the waterfall in Spirits' Glade at the Resting Grounds. Must have the Desolate Dive or Descending Darkness ability to find a secret room where the White Defender is fought in the Royal Waterways. Head southwest of the map in Howling Cliffs. 1 located in Deepnest, to the west section where Zotecan be found captured and trapped by a spider's web. Location: Kingdom's Edge 1 can be found under the Colosseum of Fools, at the other side of a breakable wall. Another behind the Colosseum of Fools, inside a secret room. King's Idol Notes & Tips There are 8 of the King's Idol that can be found in Hollow Knight Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, Love Key, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

King's Pass is a Location in Hollow Knight. Please see Walkthrough for other areas. King's Pass is a dark path that leads to Dirtmouth, it is the starting level of the game where a few lesser enemies inhabit the area. General Information Previous: N/A Next: Dirtmouth Bosses: N/A Video Walkthrough [video goes here] Map NPCs in the area N/A Bosses N/A Items Materials & Consumables Geo Equipment & Upgrades Fury of the Fallen 2x Lifeblood Mask Key Items N/A Enemies Crawlid Vengefly Full King's Pass Walkthrough King's Pass is the starting area of the game where players can get the feel of the game's basic controls and combat systems. It is also the path that leads to Dirtmouth. Arriving in King's Pass Once you gain control of The Knight, head left first to find a small cache of Geo. Strike it with your nail to obtain it. Once that's done, head right through the path and destroy the gates until you reach a section that has elevated platforms - just be careful since you will encounter 2x Crawlid along the way. Before going up the platforms, drop down and head right where you'll find another Crawlid and a small cache of Geo at the end. Destroy it to obtain Geo. Now, jump on the platforms and head left where you'll find a tablet

that will glow once you approach it. Read it to learn about how to collect SOUL and how to use FOCUS. Continue going left after reading it where you'll now encounter 1x Vengefly and more elevated platforms, ignore that first and continue going left where you'll find a breakable door, destroy it and head to the top to find another cache of Geo - there will be another Vengefly in this room. Return to the previous section after collecting the geo and head to the top left part until you reach a corner with blue flowers and a Lifeblood Egg. Destroy the egg and the blobs to obtain 2x Lifeblood Mask that will grant The Knight a temporary health boost. After collecting the lifeblood masks, go right where a Crawlid can be found. After killing it, walk slowly until the floor collapses. Try and walk at the edge where the floor will start to collapse so that you can jump below a small corridor that has another cache of Geo. Acquiring your First Charm Once you've collected the Geo, head to the bottom part of the area that has small elevated platforms above spiked floors. As soon as you jump on the platforms, spiked rocks will fall down from the ceiling. Upon reaching the 3rd small platform, jump down and head right into another section where you can find a cache of Geo and a path consisting of a spiked pit. It may look impossible to cross the path, but you can cross by jumping and performing a downward slash that will allow The Knight to pogo off it. Once you've crossed the path, head down to find another tablet for you to read. From here, you'll find a chest containing a charm, the Fury of the Fallen- hit the chest to open it and the charm will spring out from inside. After obtaining your first charm, head left to drop back down the section where you encountered a Vengefly and elevated platform. Head back to the top, and through the spiked floors. Only this time, head to the top right until you reach a breakable wooden leg. Strike it to destroy the walkway. The Path to Dirtmouth After you've destroyed the ceiling, head up where you'll find another tablet saying that you are now entering the Kingdom of Hallownest. Continue going right where you'll find a huge gate, continuously strike it with The Nail to destroy it. Upon entering the next area, drop down and continue heading right where you'll find yourself in Dirtmouth, the fading town. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

King's Station Main Location City of Tears King's Station is a Sub-Area Location in Hollow Knight. King's Station can be found within the City of Tears. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. King's Station Information King's Station can be found within the City of Tears. The King's Station is a Stag Station or Stagway that lies within the ruins of the City of Tears. This station was named after the late king of Hallownest. The flooded flooded Stagway beneath the working station infested with Belflies provides

access to Kingdom's Edge.City of Tears MapItems Found in King's Stationx1
Grubx1 Geo Depositx1 Hallownest SealCharacters in King's
StationN/AEnemies and Bosses in King's StationHusk
HornheadVengeflyBelflyLance SentryHusk DandyGluttonous HuskKing's Station
Notes, Trivia and Notable LootOther notes, tips, and trivia. Hollow
Knight Sub-Area LocationsBeast's Den,Blue Lake,Cast-Off
Shell,Crystallised Mound,Distant Village,Failed Tramway,Fungal
Core,Hallownest's Crown,Hidden Station,Joni's Repose,Junk Pit,Lake of
Unn,Land of Storms,Overgrown Mound,Palace Grounds,Path of Pain,Pleasure
House,Queen's Station,Shrine of Believers,Spirits' Glade,Stag Nest,Stone
Sanctuary,Tower of Love,Watcher's Spire,Weaver's Den

Kingdom's Edge is aLocation in Hollow Knight. Please see Walkthroughfor
other areas. Located at the far eastern part of Hallownest near the
King's Pass. Kingdom's Edge is an ashen place where white ash constantly
pours down which comes from a massively deceased Wyrn.General
InformationPrevious: Howling CliffsNext: The AbyssBosses: HornetVideo
Walkthrough[video goes here]MapNPCs in the areaCorniferBardoonNailmaster
OroBossesHornetItemsMaterials & Consumables1x Wanderer's JournalEquipment
& UpgradesDash SlashQuick SlashKey ItemsKing's
BrandEnemiesBelflyBooflyHopperHivelingPrimal AspidGreat HopperKingdom's
Edge WalkthroughGetting to the Kingdom's EdgeThere are two ways to reach
the Kingdom's Edge, first is via the tram from the Ancient Basinor by
taking the route from the City of Tears. For this walkthrough, we'll take
the path via the tram. From here, head east and then head up to the top
of the cavern then east again until you come across a breakable wall that
will respectively take you to Kingdom's Edge.Rescue the GrubsThere are
two sections that you can find that will take you to the location of two
nearby grubs. First, from the entrance leading to Kingdom's Edge, there's
a breakable floor next to where you broke the wall which opens up a path
to The Hive. Upon arriving at The Hive, you can find one Grub on the west
side of the room. The second grub can be found at the topmost cavern of
the room before the entrance of Kingdom's Edge where you can find an exit
that leads to the Royal Waterways. If you continue climbing to the top,
you'll come across a cluster of crystal which prompts you to use the
Crystal Heartability. Use it to super dash, then stop halfway where
you'll see a Hwurmp. From here, climb up the passage that will lead you
to where the second Grub is - once you've rescued the two grubs, head
back to the entrance of Kingdom's Edge.Finding CorniferFirst, you'll need
to acquire a copy of the map. As soon as you enter, you'll notice a piece
of paper on the ground. Follow the trail that will lead you to the
northwestern part of thearea where you'll find Cornifer inside a small
room. Speak to him to buy a copy of the map for 112 Geo.Nailmaster
OroOnce you've acquired the map, drop back down to the acid water and go
right into the next section that leads to Nailmaster Oro. Here, you'll
encounter Hoppers, Primal Aspidsand 3xGreat Hopperas you continue heading
east. Eventually, you'll reach a bench and Nailmaster Oro's hut at the
end. Enter the hut and speak to Nailmaster Oro to learn the Dash
SlashNail Art. But in order tomaster it, you'll have to pay 800 Geo -
when you're done head back outside and go right from the bench to find a
training dummy and a SOUL Totem and the east end.A Secret PathFrom the
SOUL Totem, walk back a little near the training dummy where you'll come
across a breakable ground. Use Desolate Diveto break through the ground
and into the cavern below. You'll find another SOUL Totem to your left

and a yet another breakable ground just next to it, break through the ground again to dive deeper into the cavern where you'll encounter 2x Hopper. From here, go west then head to the top to find another SOUL Totem to your right and another breakable ground to your left close to the end. Break through the ground until you reach the lair of a Great Hopper. From here, you'll want to head east until you reach the end where you'll find a trapped Grub - quickly break the jar and dash back down to avoid getting hit by the spiked rocks that will fall down from the ceiling. After rescuing the Grub, head back down and hug the wall to your right where you can find a breakable wall. Destroy it to open up a path that leads to an opening of another cavern that you can enter, be sure you have enough SOUL since you'll be using the Desolate Dive ability multiple times to reach the deepest bottom part of the area. At the end of the path, you'll find a huge deposit of Geo that grants you 420 Geo (nice) - once you're done, climb back up and retrace your course back to the spiked path where you encountered the Great Hopper and head west into the next section. Obtain the Quick Slash Charm. Upon entering the next section, head west where you'll find a Great Hopper and Primal Aspid. Fight your way through the Great Hopper then continue up the elevated platforms until you reach about midway to find a door to your right. Go inside where you'll find the Quick Slash charm on the altar of the ancient nailsmith, now leave and continue heading to the top. A Second Encounter with Hornet. Next, you'll have to look for Hornet. But before doing so, you're going to have to take a detour and find a few secret paths. Upon reaching the top, break through the wall and head northwest at the top corner of the room where you'll find a small cluster of geo and the next section above. Upon entering the next section head left, the path on the right, however, leads to another dream warrior named Markoth. But in order to get through, you'll need to acquire the Shade Cloak ability to pass through the stream of void that's blocking the path. So, for now, head left, climb up the ledges and head into the next section at the top northeastern side. Now, there is a secret path that leads to a Grub. To get there, head east, dash through the spiked pit and break the wall ahead of you to open up the path. Now climb up the wall while avoiding the spikes. Once you get to the top, you'll see 1x Primal Aspid patrolling the area, kill it first then proceed to your left where you'll find the trapped Grub. After that's done, head back to where you entered, head up, then east, then up again where you'll find a bent bench sign. You'll have to hit the ceiling to destroy it which will open up the section that will take you outside where the bench is. You can also pick up 1x Wanderer's Journal just next to the corpse of a bug. When you're done, head back down then east until you see Hornet. Follow her into the next section and then drop all the way down which will take you to the arena where Hornet awaits Boss Battle, Hornet. Once you approach her, a short dialogue will follow and the battle will begin afterward. This will be your second encounter with Hornet - she'll be using the same attacks that she was doing during the first encounter, however, she'll have an additional attack where she throws out multiple star-like needles around the arena. You can counter this by hitting it with The Nail to clear it out. In addition to this, she'll also have more health, about 700 HP. You can click here to learn more about the strategies on how to defeat her. After she is defeated, she will retreat and the gates will re-open. Continue to the right then down until you reach the exterior of what seems to look like the head of The Pale King. Head inside where you'll respectively

arrive in a sub-area called the Cast-Off Shell - at the end, you'll find the King's Brand that will allow you access into the next location, The Abyss. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here

Hollow Knight Locations List

Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Kingsmould Location White Palace **Health** 170 **Drops** N/A **Kingsmould** is an enemy in Hollow Knight. The enemies are creatures that are only found in the White Palace, made of void and created by the Pale King. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Guard construct of Hallownest's Palace and skilled wielder of the curved claw-blade. Its heavy white armour protects a fragile body. They say the old King died long ago, but his influence echoes around us still. A creature like that... what did he desire?

Kingsmould Location White Palace **Kingsmould Rewards** N/A **Kingsmould Notes & Tips** A Kingsmould is considered a formidable enemy. Once The Knight is within its range, it will stomp on the ground and start to attack. Its first attack is a fast single to three times swipe attack, while the other is a projectile attack, where the Kingsmould throws out its claw-blade that flies towards The Knight and back to its wielder like a boomerang. The Kingsmould usually is found idle or "unactivated", while in this stage, it will be immune to spells.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Kingsoul Cost:Geo:N/A Location:Queen's Gardens and White Palace Effect:The bearer will slowly absorb the limitless SOUL contained within. Opens the way to a birthplace. Kingsoul in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Kingsoul Information "Holy charm symbolising a union between higher beings." Kingsoul is a charm that has regenerative properties. While this is equipped, The Knight recovers SOUL at a slow rate every 2 seconds. It may be one of the useful Charms in the game but uses up a high cost of notch that restricts you from combining and equipping multiple charms. This charm is needed to unlock the Birthplace located at the bottom of The Abyss, where it will, later on, be reformed into the Void Heart. Kingsoul Acquisition Location: Queen's Gardens and White Palace Acquisition: This charm is obtained from two different places, the first half of the charm is given by The White Lady in Queen's Gardens, while the second half is looted off from The Pale King's body right after clearing out the White Palace. Once you've collected both sides of the charm, it will automatically change into the Kingsoul and will be ready for The Knight to be equipped. Kingsoul Notes Charms can only be equipped and unequipped by using a bench. Equip the Glowing Womb charm along with the Kingsoul to frequently spawn hatchlings while the Kingsoul restores SOUL. Once equipped, several bosses will be easier, enraged guardian is an example. As you do not have to trigger the boss to kill it. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukene's, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Lake of Unn Main Location Greenpath Lake of Unn is a Sub-Area Location in Hollow Knight. Lake of Unn can be found within Greenpath. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Lake of Unn Information Lake of Unn can be found within Greenpath Lake of Unn is a sub-area within Greenpath where Unn can be located the the Shape of Unn can be obtained. Greenpath Map Items Found in Lake of Unn Shape of Unn Characters in Lake of Unn Unn Enemies and Bosses in Lake of Unn Mossy Vagabond Duranda Lake of Unn Notes, Trivia and Notable Loot Other notes, tips, and trivia. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Lance Sentry Location Multiple Locations Health 25 Drops 12 Lance Sentry is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Winged Sentry of Hallownest equipped with a nail-lance. Charges at threats or throws its lance from a distance. This devious foe will often keep its distance and try to pick you off with its thrown weapons. When it charges at you, leap up and strike it down. Lance Sentry Location City of Tears Ancient Basin King's Station Watcher's Spire Royal Waterways Lance Sentry Rewards 12 Lance Sentry Notes & Tips Lance Sentries can be found flying in an area or clinging onto a wall. These beings keep their distance to execute their attacks. Lance Sentries can charge in by flying in with their lances pointed out to The Knight, while the other is a projectile attack where they throw their weapon in a horizontal line. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Land of Storms Main Location Godhome Land of Storms is a Sub-Area Location in Hollow Knight. Land of Storms can be found within Godhome. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Land of Storms Information Land of Storms can be found within Godhome Land of Storms is a sub-area within Godhome and can be accessible after clearing all the Pantheons and filling out all the binding notches for each Pantheon. You'll notice a crack in the wall opens, meaning you've discovered a secret area. You can go here by dropping off the left side and slide down the wall of the platform on

which the Pantheon of the Hallownest is found.Land of Storms is a small sub-area with a singular path littered with the masks of Godseekers. Once you reach the end of the path,you'll see 2 massive corpse figures looming in the background. These corpses could belong to the Gods of Thunder and Gods of Rain. You'll also discover an item on the ground, inspect it and you shall unlock the Journal entry for the Weathered Mask.Items Found in Land of StormsWeathered MaskHunter's Journal entryCharacters in Land of Stormsn/aEnemies and Bosses in Land of Stormsn/aLand of Storms Notes, Trivia and Notable LootOther notes, tips, and trivia. Hollow Knight Sub-Area LocationsBeast's Den,Blue Lake,Cast-Off Shell,Crystallised Mound,Distant Village,Failed Tramway,Fungal Core,Hallownest's Crown,Hidden Station,Joni's Repose,Junk Pit,King's Station,Lake of Unn,Overgrown Mound,Palace Grounds,Path of Pain,Pleasure House,Queen's Station,Shrine of Believers,Spirits' Glade,Stag Nest,Stone Sanctuary,Tower of Love,Watcher's Spire,Weaver's Den

Leaping Husk LocationMultiple LocationsHealth15Drops3Leaping Husk is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.The remains of a bug, animated by a strange force. It will instinctively leap at uninfected creatures to attack them.The bugs of old Hallownest did not hunt their own food, they had it brought to them. That's why they were so weak. That's why their kingdom crumbled into dust and faded away!Leaping Husk LocationGreenpathCity of TearsJoni's ReposeHowling CliffsForgotten Crossroads/ (Infected)Leaping Husk Rewards3Leaping Husk Notes & TipsAs its name implies, these husks attack The Knight by leaping in that deals damage upon contact.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumafly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Leg Eater LocationFungal WastesLeg Eater is an NPCin Hollow Knight.
 Leg Eater is a blind termite-like hermit and a charm vendor.Leg Eater
 InformationLeg Eater is a blind hermit and an eccentric charm vendor. He
 is a termite, thus he possesses an exceptional sense of smell despite his
 inability to see. Upon your first encounter, he willshow you "something
 nice"in exchange for86. After paying him, his Charm shop will be
 available packed with three Fragile type charms along with providing his
 service of repairing a broken charm - Leg Eater seems to be attracted to
 the smell of Divine, and once you speak to him after purchasing all of
 her Charms, he will head over to Divineand unfortunately, meets his
 demise.Location: Leg Eater Can be found atthe Fungal Wastesnear the
 entrance of the Forgotten Crossroads.Progression: Leg Eater's claws can
 be found in Divine's Room after acquiring all her charms and speaking to
 the Leg EaterCombat: Players may not kill Leg Eater.Associated
 QuestsN/ARelated NPCs: DivineLeg Eater's ShopItemPrice (Geo)With the
 Defender's CrestEquippedFragile Heart350280Fragile Greed250200Fragile
 Strength600480Charm RepairBroken Fragile Heart200160Broken
 FragileGreed150120Broken Fragile Strength350280DialogueDon't try to sneak
 past me. I can smell you.Hmm... Do you collect a lot of Geo?Give me Geo,
 and you can see something... nice.Notes & TipsEquipping the Defender's
 CrestCharm allows Leg Eater to offer his services at a 20%
 discount.NPCsBardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor
 Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung
 Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey
 Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Little
 Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the
 Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster
 Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail
 Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The
 Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master
 Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Lesser Mawlek LocationAncient BasinColosseum of
 FoolsHealth60Drops18Lesser Mawlek is an enemy in Hollow Knight.The
 enemies are creaturesthat have succumbed into The Infection and has
 turned them into hostilebeings who are determined to kill anyone who
 crosses their path. Acquiring the Hunter's Journalallows The Knight to
 acquire additional notes on an encountered and defeated enemy such as
 bits and pieces of lore, information on how to deal with the enemy, and
 information on The Hunter.Attacks by spitting acid and slashing with
 foreclaws.If you try to keep your distance it will spit sticky, burning
 globs of vile stomach juice. Move in quickly and strike decisively.Lesser
 Mawlek LocationAncient BasinColosseum of FoolsTrial of the Fool Lesser
 Mawlek Rewards18Lesser Mawlek Notes & TipsThese creatures can be found
 still on the ground, which once they are provoked, will start to shoot
 out acid projectiles. And once you are close enough, it will execute a
 melee attack by swiping its legs.EnemiesAluba, Ambloom, Armoured
 Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle
 Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse
 Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised
 Husk, Death Loodle, Deehunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder
 Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious

Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Lifeblood Released April 20, 2018. Previous The Grimm Troupe Next Godmaster Lifeblood is a DLC for Hollow Knight and is the third out of the four free contents that were released. This DLC was announced on the 23rd of March 2018 and was released on the 20th of April, 2018. Lifeblood Overview Lifeblood mainly focused on enhancing certain aspects of the game such as: A customizable theme, allowing players to change the background of the title screen. Visual Changes to the game such as using charms, locations, and new animations. Buffs and Nerfs to Combat, Enemies, and Bosses such as: Added two new attacks to the Traitor Lord. Hivelings appearance is larger and have increased health. A stagger can be performed on The Collector. Hive Guardians deals two masks of damage to The Knight. Upon death, a Volatile Mosskin quickly explodes. A Husk Hive increases in size, is faster, and summons Hivelings in a shorter period of time. A Desolate Dive can no longer be used on Flukemarm. The Knight must wear the Grimmchild charm to gain access into facing Nightmare King Grimm. Stagger animation of the False Knight is faster. The spore cloud released by a Fungified Husk is bigger. Added dialogue to NPCs. Added and optimized sound effects in the game. Changes made to some Charms: The damage dealt by the Fluke nest has been reduced and costs 3 notches. Weaverlings from the Weaversong deals more damage, has a new animation and can inflict stagger on bosses. Joni's Blessing has decreased its value of providing 50% +1 HP to 40% +1 HP. Fury of the Fallen now has a red smoke when it is used instead of a red aura. Other than the changes done and added, Lifeblood also introduces a boss and a new mapping tool listed below: Bosses Hive Knight Items Map Markers DLC Godmaster, Hidden Dreams, The Grimm Troupe, Voidheart Edition

Lifeblood Core Cost: Geo: N/A Location: The Abyss Effect: When resting, the bearer will gain a coating of lifeblood that protects from a large amount of damage. Lifeblood Core in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Lifeblood Core Information "Contains a living core that bleeds precious lifeblood." Lifeblood Core is a charm that provides The Knight 4 Lifeblood

Masks when resting at a bench. The addition of Lifeblood Masks helps with increasing The Knight's health and durability, however, if The Knight takes any damage, players will not be able to recover it with Focus.

Lifeblood Core Acquisition Location: The Abyss

Acquisition: To obtain this charm, first, you will need 15 or more Lifeblood Masks equipped in order to unlock the wall of a cave that is located on the left side of The Abyss. Players can equip Lifeblood Heart, Joni's Blessing, and collect Lifeblood Masks from Lifeseeds scattered around the map in order to gain the required number of Lifeblood Masks. It is important to take note that you must not take any type of damage, or rest at a bench since you will lose the Lifeblood Masks you have collected - once you have made it inside the cave, make sure to (FIRST) pick up the Arcane Egg, followed by the charm. Picking up the charm will automatically take The Knight out of the cave and permanently closing its walls.

Lifeblood Core Notes

Charms can only be equipped and unequipped by using a bench.

Equipping

Joni's Blessing and Lifeblood Core

Stacks

Lifeblood Masks.

Charms

Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Lifeblood Heart **Cost:** Geo:250 **Location:** Forgotten Crossroads **Effect:** When resting, the bearer will gain a coating of lifeblood that protects from a modest amount of damage.

Lifeblood Heart in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.

Lifeblood Heart Information

"Contains a living core that seeps precious lifeblood."

Lifeblood Heart is a charm that provides The Knight 2 Lifeblood Masks when resting at a bench. The addition of Lifeblood Masks helps with increasing The Knight's health and durability, however, if The Knight takes any damage, players will not be able to recover it with Focus.

Lifeblood Heart Acquisition Location: Forgotten Crossroads

Acquisition: This charm is bought from Charm Lover Salubra in Forgotten Crossroads for 250.

Lifeblood Heart Notes

Charms can only be equipped and unequipped by using a bench.

Equipping

Joni's Blessing and Lifeblood Core

Stacks

Lifeblood Masks.

Charms

Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Lifeblood Mask The Lifeblood Mask serves as a temporary health for The Knight. It cannot be healed or replenished when using Focus. Lifeblood Mask is a Stat of The Knight in Hollow Knight. Lifeblood Masks are temporary Health that you gain from Lifeseeds or by equipping specific Charms. Lifeblood Masks cannot be healed or replenished by using focus. It will also disappear once you rest at a Bench, but it can regenerate if certain Charms are equipped. Lifeblood Mask Usage Lifeblood Masks are temporary masks that cannot be healed or replenished when using Focus - these are granted by Lifeseeds and specific Charms. These masks will disappear upon resting at a Bench, but there are certain Charms that can regenerate them: Joni's Blessing - Blessed by Joni, the kindly heretic. Transfigures vital fluids into blue lifeblood. The bearer will have a healthier shell and can take more damage, but they will not be able to heal themselves by focusing SOUL. Lifeblood Core - Contains a living core that bleeds precious lifeblood. When resting, the bearer will gain a coating of lifeblood that protects from a large amount of damage. Lifeblood Heart - Contains a living core that seeps precious lifeblood. When resting, the bearer will gain a coating of lifeblood that protects from a modest amount of damage. How to Acquire Lifeblood Mask You can acquire Lifeblood Masks in certain locations from killing Lifeseeds or gain them with the Charms Lifeblood Heart or Joni's Blessing. Lifeseeds can be found inside Lifeblood Cocoons. Destroying the cocoon will release these harmless beings as they try to fly away. Here are the locations where you can find Lifeseeds throughout the game.

Hallownest: Deepnest Greenpath King's Pass Fog Canyon Mantis Village Kingdom's Edge Ancestral Mound Lifeblood Mask Notes & Tips Other Notes and Tips for Lifeblood Mask.

Hollow Knight The Knight Stats Health Mask, Soul, Soul Vessel

Lifeseed Location Multiple Locations Health 1 Drops Lifeblood Mask Lifeseed is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Small scuttling seed filled with Lifeblood, which can be extracted and consumed for its healthful properties. The bright liquid inside of these little fellows is delicious, and drinking it will make you feel stronger. I wonder how my own innards taste... would it be a heinous thing to try and drink some?

Lifeseed Location Deepnest Greenpath King's Pass Fog Canyon Mantis Village Kingdom's Edge Ancestral Mound Lifeseed Rewards 1 Lifeblood Mask Lifeseed Notes & Tips Lifeseeds can be found inside Lifeblood Cocoons. Once you destroy a cocoon, these harmless beings fly away from The Knight and provides The Knight 1 Lifeblood Mask upon killing them.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin

Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Lightseed LocationAncient BasinForgotten
CrossroadsHealth1DropsN/ALightseed is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.A single-celled organism, completely infected. Scurries about simple-mindedly.Strange air has been seeping down from above for years. Some of that air became liquid, and some of that liquid became flesh, and some of that flesh came to life. I don't know what to make of it.Lightseed LocationAncient Basin(Infected) Forgotten
CrossroadsLightseed RewardsN/ALightseed Notes & TipsHarmless beings that float around the area. Killing them does notrestore SOUL nor deal damage upon contact.EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Little Fool LocationColosseum of FoolsLittle Fool is an NPCin Hollow Knight. Little Fool is a chained bug who served under Lord Fool and is the Colosseum's warden.Little Fool InformationLittle Foolcan be found chained upside down at the Colosseum of Fools. He served under Lord Fool and mentions that his past failures are what led him to be restrained in chains. Little Fool serves as the colosseum's warden who explains the rules of the Colosseum and unlocks three different trials in exchange for Geo.Location: Little Fool Can be found at the Colosseum of Fools.Combat: Players may not kill Little Fool.Associated QuestsN/ALittle Fools'TrialsTrialPrice (Geo)Trial of the Warrior100Trial of the Conqueror450Trial of the Fool800DialogueAha! Another warrior finds their way to our fair Colosseum. Ours is the final destination for all seeking trials of intense and deadly combat.All one has to do is place their mark upon their Trial Board of choice and lo! The arena's gate will open.There's a small fee attached to each trial, but I'm sure as skilled a combatant as yourself will have accrued a wealth of Geo.Now, before you draw your nail and rush eagerly to battle, I'll offer one quick word of advice.There's a warriors' pit just below here, where others like yourself await their own trials. I'd strongly advise using it to rest up before placing your mark.Oh and have no doubt, I'm a fearsome warrior myself. Don't go judging me by my size, or my current... errr... constraint. The Colosseum beckons us both! I'll be back in battle soon.Notes & TipsNote 1Trivia and such go hereNPCsBarsoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Little Weaver LocationDeepnestBeast's DenHealth30Drops17Little Weaver is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Nimble spider that traverses its domain on thin strands of web. Often waits in ambush.They can appear from the darkness at any moment! They seem to fly through the air, dancing on invisible strings as they silently stalk prey.Little Weaver LocationDeepnestBeast's DenLittle Weaver Rewards17Little Weaver Notes & TipsThese spider-like creatures hide in the shadows where spiderwebs can be found. You will be able to identify its location and before it jumps in by listening to their shrieks. Their leaping attack deals damage upon contact.EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder

Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious
 Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
 Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
 Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
 Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
 Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
 Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
 Husk, Lesser Mawlek, Lifeseed, Lightseed, Loodle, Maggot, Mantis Petra, Mantis
 Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
 Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Locations in Hollow Knight consists of the ruins of the forgotten kingdom
 of Hallownest. At the surface of Hallownest also lies a small village
 called Dirtmouth where the last and surviving insects of Hallownest inhabit
 the village. The environment of Hallownest provides the player an
 opportunity of exploring and discovering exquisite areas that will allow
 you to understand and rediscover the secrets of the fallen
 kingdom. Exploration in Hollow Knight Map and Quill Exploration in Hollow
 Knight can be made effortless by purchasing a Map and Quill, this will
 allow The Knight to map a discovered area such as rooms, passages, and
 chambers that lie hidden within Hallownest. First, an incomplete map is
 needed that can be purchased from Cornifer, where usually, Cornifer
 appears each time a player defeats an area Boss. And the Quill can, later
 on, be purchased from Iselda - in case you miss the chance to interact
 with Cornifer, Iselda can also sell parts of the map for a higher rate.
 Once players have purchased both items and have discovered new areas,
 players need to locate and rest at a Bench in order to update the
 map. Benches in Hollow Knight are checkpoints that are scattered
 around the map, The Knight can use the Bench for several reasons, such as
 a respawn area, restoration of Health, equipping and managing Charms, and
 to update the map. Some benches in the map can be used freely, while
 others require The Knight to pay a small amount of Geo by using a Toll
 Machine for it to be used - as you progress through the game, a Bench Pin
 can be purchased from Iselda that will allow the players to reveal the
 locations of each Bench in an area that has both been discovered and
 updated in the map. Map of Hallownest Hollow Knight Locations Locations in
 Hollow Knight features unique areas, enemies, bosses and unique items
 that the players can discover. Listed below is all of the locations in
 Hollow Knight, including the DLC areas. Hollow Knight List of Locations
 Hollow Knight Gallery of Maps Quick Search of All Hollow Knight
 Locations Ancient Basin Palace Grounds Hidden Station City of Tears King's
 Station Nailsmith Pleasure House Soul Sanctum Tower of Love Watcher's
 Spire Colosseum of Fools Trial of the Warrior Trial of the Conqueror Trial of
 the Fool Crystal Peak Crystalised Mound Hallownest's Crown Deepnest Beast's
 Den Failed Tramway Distant Village Weaver's Den Dirtmouth King's Pass Fog

CanyonOvergrown MoundTeacher's ArchivesForgotten CrossroadsAncestral MoundTemple of the Black EggGrubhomeSalubra's ShopFungal WastesFungal CoreMantis VillageQueen's Station GodhomeLand of Storms*** Tuner WorkshopGreenpathLake of UnnNailmaster's HutStone SanctuaryHowling CliffsJoni's ReposeStag NestKingdom's EdgeCast-Off ShellNailmaster's HutQueen's GardensMarmu's TotemResting GroundsBlue LakeShrine of BelieversSpirits' GladeRoyal WaterwaysIsma's Grove Junk PitThe AbyssBirthplaceThe HiveNoneWhite PalacePath of PainHollow Knight Gallery of MapsThe AbyssAncient BasinCity of TearsColosseum of FoolsCrystal PeakDeepnestDirtmouthFog CanyonForgotten CrossroadsFungal WastesGodhomeGreenpathThe HiveHowling CliffsKingdom's EdgeQueen's GardensResting GroundsRoyal WaterwaysWhite Palace

Longnail Cost:Geo:300Location:Forgotten CrossroadsEffect:Increases the range of the bearer's nail, allowing them to strike foes from further away.Longnailin Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.Longnail InformationLongnail is a charm that increases the range of the Nail's basic attack. This provides the player space and distance between The Knight and an enemy in order to perform a variety of attacks. It may not be as strong as the Mark of Pride charm, but it compensates for its low cost of Notch and easy acquisition.Longnail only affects the range of the basic attack of The Nail and not on Nail Arts or projectile attacks from the Grubberfly's Elegy charm.Longnail AcquisitionLocation:Forgotten CrossroadsAcquisition: This charm is obtained from Charm Lover Salubrafor300.Longnail NotesCharms can only be equipped and unequipped by using a bench.Equip the Mark of Pridecharm along with Longnailto increase the range of the Nail by 40%.Equip the Quick Slashcharm along with Longnail to quickly execute long-range Nail attacks.CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep Focus,Defender's Crest,Dream Wielder,Dreamshield,Flukenest,Fragile Greed,Fragile Heart,Fragile Strength,Fury of the Fallen,Gathering Swarm,Glowing Womb,Grimmchild,Grubberfly's Elegy,Grubsong,Heavy Blow,Hiveblood,Joni's Blessing,Kingsoul,Lifeblood Core,Lifeblood Heart,Mark of Pride,Nailmaster's Glory,Quick Focus,Quick Slash,Shaman Stone,Shape of Unn,Sharp Shadow,Soul Catcher,Soul Eater,Spell Twister,Spore Shroom,Sprintmaster,Stalwart Shell,Steady Body,Thorns of Agony,Unbreakable Greed,Unbreakable Heart,Unbreakable Strength,Void Heart,Wayward Compass,Weaversong

Loodle LocationQueen's GardensHealth30Drops3Loodle is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Inhabits the wilds beside the Queen's Gardens. Not aggressive in nature, but its wild bouncing behaviour can be dangerous.It seems like their energy is limitless! Do they ever stop to sleep, or eat, or love?Loodle LocationQueen's GardensLoodle Rewards3Loodle Notes & TipsWith their long legs, Loodles attack by

jumping around and eventually sticks onto surfaces it lands on. Their slow attack makes it easier to avoid and land attacks on.

Enemies: Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Lore in Hollow Knight is an overview of the game's general plot. The story of Hollow Knight is less of a linear journey and more of a puzzle that can be pieced together through different aspects of the game, such as cutscenes, dialogues, lore tablets and entries in the Hunter's Journal. Due to the inherent ambiguity of environmental storytelling, much of the lore is open to interpretation.

Hollow Knight Lore

The Knight

NPCs

Enemies

Bosses

Before Hallownest existed, the land was split between tribes of insectoid and arachnoid beings: the moths who worshipped The Radiance, plant-like beings in Greenpath who worshipped Unn, the mantises, the mushrooms, the spiders and so forth. Then a higher being known as the Wyrn traveled to the land of Kingdom's Edge and metamorphosed into the Pale King. He shrank himself to appear like the bugs that inhabited the land, and built the kingdom of Hallownest. Ultimately he sought to expand his kingdom to encompass all of the nearby lands and tribes, whether it was through diplomacy or force. One way or another the bugs began to follow him, and in doing so surrendered their old religions. Among them were the Moths, who abandoned their old deity, The Radiance. The Radiance began to appear in the dreams of bugs in an attempt to re-establish its following. These visions caused most of them to go insane, which became known as The Infection. The Pale King countered The Radiance by creating Vessels, living insectoid beings made from Void, which the Radiance was powerless against as they had no dreams or free will. Though thousands of Vessels were created, the Pale King only chose the purest Vessel to become the **Hollow Knight**. This Pure Vessel was then used as an instrument to seal The Radiance within itself and locked inside a vault called the Black Egg Temple. For extra protection, the Pale King appointed three bugs, known as the Dreamers, to

make a seal that would stop the Infection. Monomon was a jellyfish-like scholar and teacher, Lurien was the enigmatic watcher of the City of Tears, and Herrah was the rebellious queen of Deepnest. Monomon and Lurien volunteered to become Dreamers while Herrah made a deal with the Pale King to produce a child. The Dreamers entered stasis to protect the Hollow Knight's slumber. The Hollow Knight's shell eventually cracked due to a small flaw in its purity (its emotional attachment to its creator and father the Pale King, who raised and trained it). The Infection began to leak out, corrupting the minds and bodies of everyone in Hallownest. The kingdom came to ruin, and the Pale King vanished in the chaos, along with his court and palace. The story of The Hollow Knight begins with the protagonist, The Knight, arriving in Dirtmouth on the border of the old kingdom. The Knight begins their journey through the ruins of Hallownest, seeking answers to the mysteries of their own past. The Knight

The Knight in Hollow Knight is the protagonist of the game. See their page below for more information. The Knight is a strange being known as a Vessel, created by the higher beings The Pale King and The White Lady. They were born in the Abyss, which was later sealed. It is unknown how they escaped the Abyss. Hornet mentions in the City of Tears that the Knight is "born from two voids", one being the Void that the Knight was created in, and the other the area outside of Hallownest. The time that the Knight has spent out there has caused a temporary amnesia, but granted them strength and resilience. Hornet also states that once the Knight obtains a Void Heart and gains back their memories, they will have the power to unify the Void under their own will. The Knight starts off with an Old Nail and the ability to heal themselves with the use of Soul. As you dive deep in to the game, the Knight will be given access to new spells, powers, abilities, items, and upgrades that will aid them in their bizarre journey. The Knight

Health and Soul

Health Mask

The Health of the Knight is represented by masks in the upper-left corner of the screen. The Knight starts off with 5 masks; more can be obtained by finding Mask Shards. 4 Mask Shards make up 1 new Health Mask, up to a maximum number of 9 Masks in total. The Knight loses health by taking damage from enemies or environmental hazards. Health can be regained by either resting at a Bench or by using Focus. Lifeblood Mask

Lifeblood Masks are temporary masks that cannot be healed with Focus. They are obtained from Lifeseeds and by equipping specific Charms. Lifeblood Masks from Lifeseeds will disappear once you rest at a bench. Lifeblood Masks granted by Charms are restored every time you rest. SOUL

SOUL is measured by a circular meter found in the left corner of the screen, next to the Health Masks. SOUL is used by The Knight to cast Spells and to heal. Hitting enemies with the Nail is the primary source of regaining SOUL. The Knight

Equipment and Abilities

Nail

The Nail is The Knight's main weapon. It can be swung in four directions, damaging enemies, destroying breakable objects or bouncing off walls and spikes. Due to the knockback mechanic, the Nail can be used to traverse certain areas in Hallownest. You can choose to upgrade The Nail and learn Nail Arts from Nailmasters, unlocking new devastating moves. Charms

Charms are special items that can be found, gained as rewards or purchased from Merchants. Charms can be equipped on Charm Notches. They provide various buffs, including increased health, reduction of healing time, higher Nail damage and many more. Spells

Spells are skills that use SOUL. The Knight starts off with a single spell (Focus) and acquires more as they forge on - for example, the Vengeful Spirit, granted by the Snail Shaman. Spells can be upgraded

to more potent versions, hidden in secret locations throughout Hallownest. Abilities are skills that do not use SOUL. They provide The Knight with new ways of traversing Hallownest's terrain and engaging in combat. They are granted by special items, such as Mothwing Cloak, Monarch Wings, and more.

The Knight Gallery

In Hollow Knight, NPCs are characters you can interact with. Some will act as Merchants, buying and selling items in exchange for Geo. Others will engage you in a conversation, provide Quests, influence the story and reveal new lore. Listed below are the NPCs that you will encounter in Hollow Knight.

Hollow Knight Merchants

Confessor Jiji"I am Jiji, and if you have found your way into my chamber you must need my help."
Charm Lover Salubra"Oooooooooohhhhhhh, you surprised me! Hello, hello! Come in, sweetling! Come in and make yourself at home."
Iselda"Come to buy a map have you? Its really my husband you should be dealing with, but what a surprise! He's headed down below."
Leg Eater"Don't try to sneak past me. I can smell you."
Little Fool"Aha! Another warrior finds their way to our fair Colosseum. Ours is the final destination for all seeking trials of intense and deadly combat."
Millibelle the Banker"Hello there dearie. I was about to close up shop and run, till you came along. I provide a banking service if you're interested."
Nailsmith"After a Nailsmith are you? Well, you've found one. I'm not much for talk, but if its a nail that needs repair then you've come to the right bug."
Relic Seeker Lemm"Aye Aye. Come searching for rare items, have you? Well, hands off! This collection is mine and I won't be selling to grubby little wanderers."
Sly"I'm Sly. Usually, I live an uneventful life up in Dirtmouth."
Steel Soul Jinn"Jinn, has only many small, shiny things... useless to Jinn, but will trade for wonderful gift."
The Last Stag"Greetings, little one! It's been an age since I last heard the ringing of a station bell. It echoed down the stagways and called me to you."
Tuk"Don't be angry. I'll share my food with you... if you give me Geo."

Hollow Knight Nailmasters

Nailmaster Mato"Hm? Ah, well met! Yes, I thought I could sense the aura of a fierce warrior approaching."
Nailmaster Oro"Hmph. How did you find me, down here where the world ends?"
Nailmaster Sheo"I am Sheo, and in a previous life I was a Nailmaster."

Hollow Knight Quest NPCs

Bretta"Oh?! Who are you?"
Dreamers"Let us sleep little shadow."
Grey Mourner"Ahhhh.... Me'hon. This world. This cruel, sinful world. Why does che' wake? Why does che' persist?"
Grubfather"Happy...happy...happy!!!"
Seer"Ahhhh, you've returned. Welcome back to the waking world."

Hollow Knight Wanderers and Other NPCs

Bardoon"Ohrm... Tiny thing. You climb high. Seek then knowledge of these lands?"
Cloth"Searching for dangerous places aye? Well, you're on the right track."
Cornifer"I'm a cartographer by trade, and I'm working on mapping this area right now. Would you like to buy a copy of my work so far?"
Distant Villagers"We are friends. Welcome. Sit and rest."
Dung Defender"...For the honour of Hallownest!"
Elderbug"Ho there, traveller. I'm afraid there's only me left to offer welcome. Our town's fallen quiet you see."
Eternal Emilitia"Isn't life just wonderful..."
Hornet"Come no closer, ghost."
Mask Maker"Is it mask or face upon the creature? In Hallownest, a difficult thing it can be to decipher."
Midwife"Is it information you seek? That I can provide. Yes. Oh yes. Heehee."
Mister Mushroom"To greater things, perhaps? So much can be achieved in just a short time..."
Moss Prophet"Oooohhh radiant being, we are blessed. Your rays touch us. Your warmth fills us. Hallownest is born again, united in your blazing image. Oohhh..."
Myla"So, what are you down here for? If you

came to g-get wealthy, just look around you!"Quirrel"Oh, hello there! Seems we both tread far from the path."Snail Shaman"Oho! Who is that creeping out of the darkness? My, you're looking grim! A strange, empty face and a wicked looking weapon!"The Hunter"Tiny squib... You approach fearless. Are you a hunter like me? Do you feel the urge inside, to stalk, to kill, to understand?"The Pale King"No cost too great.No mind to think.No will to break. No voice to cry suffering."The White Lady"Oh! One arrives. Far it walks to find me. Did it seek my aid? Or did the path carry it by chance to so pertinent a place?"Tiso"Pale thing. You wear that nail with ease. If you're in search of combat, you'll find no great warriors in this decaying burrow."Unn"... "Unnamed Moth"To believe or disbelieve... The choice is yours."Willow"Oh! Come in search of treats, have you? I chanced upon a unique little fungus growing right above us."Zote the Mighty"Begone! Lest I draw my nail..."Hollow Knight Grimm Troupe NPCsBrumm"Mrmm. You called us? Speak to Master."Divine"Aaaaaaaaahhhhhhhh!Did you call us? You called us, and we came. We came!"Grimmsteed"The roads between are dark and long, but the Master's light will always guide us."Nymm"Ah. Hello! Hello! I'm new around these parts, so it's marvellous to see so friendly a face, in such a sad town."The Nightmare's Heart"... "Troupe Master Grimm"Well met, my friend. Well met. I am Grimm, master of this troupe."Hollow Knight Godmaster NPCsFluke Hermit"Safe, gla... Little Sisters... Gla gla◆"Godseeker"Thou crawler! Thou cringer! Thou smallest of the small!"

The depths of Hallownest are home to a variety of dangerous creatures - mostly infected insects that will kill anything that comes across their path. Killing enemies unlocks new entries in the Hunter's Journal, revealing lore and strategy hints. Listed below are the enemies in Hollow Knight. Hollow Knight Enemies

AlubaAmbloomArmoured SquitAspid HatchlingAspid HunterAspid MotherBaldurBattle ObbleBelflyBluggsacBooflyCarver HatcherCharged LumafllyCorpse CreeperCowardly HuskCrawlidCrystal CrawlerCrystal HunterCrystallised HuskDeath LoodleDeephunterDeeplingDirtcarverDurandaDurandooElder BaldurEntombed HuskFlukefeyFlukemonFollyFool EaterFungified HuskFunblingFungoonFurious VengeflyGarpedeGlimbackGluttonous HuskGoamGorgeous HuskGreat HopperGreat Husk SentryGrub MimicGruzzlerGulkaHeavy FoolHeavy SentryHive GuardianHive SoldierHivelingHopperHusk BullyHusk DandyHusk GuardHusk HiveHusk HornheadHusk MinerHusk SentryHusk WarriorHwurmpInfected BalloonKingsmouldLance SentryLeaping HuskLesser MawlekLifeseedLightseedLittle WeaverLoodleMaggotMantis PetraMantis TraitorMantis YouthMaskflyMawlurkMenderbugMistakeMoss ChargerMoss KnightMosscreepMossflyMossskinMossy VagabondObbleOomaPilflipPrimal AspidRoyal RetainerShadeShadow CreeperShardmiteSharp BaldurShielded FoolShrumal OgreShrumal WarriorShrumelingSiblingSlobbering HuskSoul TwisterSpiny HuskSporgSquitStalking DevoutSturdy FoolTiktikUomaVengeflyViolent HuskVoid TendrilsVolatile GruzzlerVolatile MossskinVolt TwisterWandering HuskWinged FoolWinged SentryWingmouldBosses

are unique enemies that have a higher amount of health and do not respawn. Certain Bosses must be defeated in order to progress through the main game, to complete a Quest or to gain important Items. Below is a list of Hollow Knight bosses, both in the main game and those added by DLCs.Hollow Knight BossesBroken Vessel / Lost Kin"... "Brooding Mawlek"...Alone...Alone..."The Collector"A safe space, for you! And you! And you!"Crystal Guardian"...Die...Leave...Die..."Dung Defender / White

Defender"...For thehonourof Hallownest!"False Knight / Failed
Champion"This great shell...It belongs to me!"Flukemarm"...Breed..."God
Tamer"I'll kill you!"Gruz Mother"...Danger...Tired...Kill..."Hollow
Knight"...No mind, the usurper...Only strength..."Hornet"Come no closer,
ghost."Mantis Lords"...At last a true challenger..."Massive Moss
Charger"...Hungry...Hungry..."Nosk"...Oblobble"...Hurt...Kill...Hurt...K
ill..."The Radiance"...I DO NOT FEAR YOU..."Soul Master / Soul Tyrant"The
King falls, but I live forever!"Soul Warrior"...This power...What did it
cost?"Traitor Lord"...Intruder...Destroy..."Uumuu"...DO NOT
DESPAIR..."Vengefly King"...Defend...Kill..."Watcher
Knight"Defend...Seal..."Zote the Mighty / Grey Prince Zote"Begone! Lest I
draw my nail..."Hollow Knight DLC BossesBrothers Oro and Mato"Brothers
always fight together!"Great Nailsage Sly"Point your nail at the thing
you seek!"Paintmaster Sheo"What is a god, if not an artist?" Grimm /
Nightmare King Grimm"Well met, my friend. Well met. I am Grimm, master of
this troupe."Hive Knight"When you wake... the Hive..."Hollow Knight
Warrior DreamsWarrior Dreamsin Hollow Knightare unique bosses. The Knight
can only challenge them by using the Dream Nail. Eliminating a Warrior
Dream will grant you a large amount of Essence as a reward. Dream Nailing
a Warrior Dream will automatically start the battle. Dream Warriors are
scattered around Hallownest. Purchasing a Warrior's Grave
PinfromIseldawill allow you to mark their locations on your map.Elder
Hu"Beware dreams of glory, child. Turn back, and do not return."Galien"So
then... shall we do battle? Let us test our strength in joyful
combat!"Gorb"Bow! Bow bow bow bow to Gorb!"Markoth"You have come a long
way, just to die here at the edge of the world."Marmu"Shall we wait
together, stranger? Shall we play together?"No Eyes"My child... can you
still see? Please, don't hurt me!"Xero"Cursed are those who turn against
the King."

Lost Kin LocationAncient BasinHealth1200Reward400 EssenceLost Kin is a
Boss in Hollow Knight. Bosses are special Enemies that feature their own
arena, a large amount of health, and a variety of unique moves and
abilities.You will need to perform multiple attacks such as using The
Nail and Nail Arts along with theSpells and Abilitiesin order to defeat
them. Some bosses are capable of entering into a state of stagger after
landing a number of attacks on them.As soon as you encounter a boss, its
name will appear on the screen, the music will change into a boss battle
theme, and usually, pathsconnecting the arena will close or will be
blocked leaving you no choice but to face these devastating and unique
foes.Lost Kin faces upwards lightly shaking; its head being weighed down
by the sac of Lightseeds.Lost Kin LocationLocation: Ancient BasinAlso
faced again during the Pantheon of the Knight.Lost Kin RewardsRewards
??Lost Kin StrategiesStrategy WriteupLost Kin combat is the faster and
more aggressive version of Broken Vessel since it is its dream
counterpart. The strategy for this boss is to stay close to it and spam
it with hits. It takes a while in between attacks, so it is recommended
to hit it as much as possible, and heal yourself in between when you get
a chance.Broken Vessel Charm suggestions:Charms: First you would want to
consider havingQuick Focusequipped as it will help you recover your
health quickly while trying to avoid and close in for attacks. Second,
having a defensive charm such asThorns of Agony,Defender's Crest, orSpore
Shroomwill work so that you can inflict damage even when taking damage,
by running and jumping inside the arena, or by using FOCUS. And finally,

theGrubsongcharm. Since it is most likely that you will take damage from its annoying spawn ability, it would be better to have the Grubsong charm equipped so that you can recover SOUL while taking damage.

Spells and Abilities: Whichever Spell you have acquired will help you with inflicting more damage on this boss. Spells likeVengeful Spirit orShade Soulwill definitely work with dealing damage from a distance especially if The Broken Vessel will perform an attack that requires it to channel or concentrate first.Desolate Diveis also a helpful spell where you can inflict damage while avoiding any projectile attack it has such as the constant spawn or releasing ofInfected Balloons. And of course, theMothwing CloakorShade Cloakability will be your best friend in terms of constantly dashing and avoiding this boss' attacks. Note: if you are focused on using your Spells more rather than The Nail, make sure you have theShaman StoneandSpell Twistercharms equipped which will strengthen the damage of spells and reduce the SOUL cost of casting spells.

Attacks & Counters
AttackCounterPhase 1LeapAvoid/ Counter attack. This attack doesn't happen too quickly and players will have a chance to react.
Crash downSide Step. Before the crash down, it takes a big leap in the air followed by a long pause allowing players to calculate their next move.
Phase 2DashJump over/ EvadeLost Kin Lore
 Lost Kin is what the Broken Vessel was before it was infected. It was a vessel that managed to escape the Abyss like the Knight. Unfortunately, because it was not completely hollow, it was infected in the Ancient Basin by Lightseeds and became the Broken Vessel.

Lost Kin Notes & Trivia
 Voice Actor, homages, and other trivia go here.
 BossesBroken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Love Key Covered in padding, it bears a symbol of love. Love Key is an Item in Hollow Knight. It is used to unlock a door in the Tower of Love.

Love Key Usage Unlocks a door in the Tower of Love where The Collector can be found and fought.

How to Find Love Key Located next to a corpse at the southeast end of the Queen's Gardens right above the path to the Fungal Wastes.

Love Key Notes & Tips??Other notes...

Items
 Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Lumaflly Lantern What's more important? A light to guide your way, or a friend who'll stay by your side? Why not both? Take this bright little fellow as your companion and he'll light your way through the thickest darkness. Lumaflly Lantern is an Item in Hollow Knight. It is used to light your way through dark areas of Hallownest.

Lumaflly Lantern Usage In some areas, it is dark and the Knight will be unable to see. The Lumaflly Lantern is used to light and help navigate the Knight's way through these dark areas.

How to Find Lumaflly Lantern Sold by Sly for 1800 Lumaflly Lantern

Notes & Tips??Other notes... ItemsArcane Egg,Bench,City Crest,Delicate Flower,Elegant Key,Geo,Godtuner,Hallownest Seal,Hunter's Journal,Hunter's Mark,King's Brand,King's Idol,Love Key,Map and Quill,Mask Shard,Notches,Pale Ore,Rancid Egg,Ruined Flower,Salubra's Blessing,Shopkeeper's Key,Simple Key,The Collector's Map,Tram Pass,Vessel Fragment,Wanderer's Journal

Lurien the Watcher LocationWatcher's SpireLurien the Watcher is an NPCin Hollow Knight. Lurien the Watcher is one of the three Dreamers andwas known as the "Watcher" of Hallownest.Lurien the Watcher InformationLurien the Watcher, who residesat the top of Watcher's Spirein the City of Tears,is the most loyal Dreamer to the Pale King. His title of "The Watcher" was given to him for constantly watching the City Of Tears though his telescope at the top of his spire. He is guarded by Watcher Knights, large armored beetles who werehis servants before they became Infected.At the top of the Spire, Lurien's devoted butler, shown to be aCowardly Husk, remains guarding him, watching over his bed as he sleeps (though not much is known about the butler aside from Lurien mentioning him in his journal, which can be found and read in a hidden nook in the Spire). Lurien volunteered to become a Dreamer, and he shows a great admiration for the Pale King.Location: Lurien the Watcher Can be found at the top of Watcher's Spire in the City of TearsCombat:Players will need to strike his physical sleeping body with theDream Nailto enter the Dream World where they can find his vulnerable state which can be destroyed by The Nail and absorbed by using FOCUS.Rewards: Breaks their seal of theTemple of the Black Egg.Associated QuestsDream No MoreEachdreamer must be found to destroy the seal of theTemple of the Black Egg. Dialogue...For King beloved.....To sleep. To serve.....Bonds must remain.....Remain...Notes & TipsLurien's insectoid species is unknown. He is the most enigmatic of the Dreamers, but the most loyal to the Pale King and Hallownest. His body shape, seen partly beneath his robes, is oddly reminiscent to that of aKingsmould.You can find and read some of Lurien's writings in a journal within a hidden nook at the top of the Watcher's Spire.Lurien's devoted butler, a timidCowardly Husk (also mentioned in Lurien's journal), still watches over him in his resting place in the Spire. The butler appears to be Infected due to his glowing eyes, but he is not hostile, and immediately runs away from the Knight. He remains there even after Lurien has been defeated.While his precise occupation is unknown, his title and the environmental clues at the Watcher's Spire suggest he was spying on the bugs of Hallownest for the Pale King.NPCsBardoon,Bretta,Brumm,Charm Lover Salubra,Cloth,Confessor Jiji,Cornifer,Distant Villagers,Divine,Dreamers,Dung Defender,Elderbug,Eternal Emilitia,Fluke Hermit,Godseeker,Grey Mourner,Grimmsteed,Grub,Grubfather,Herrah the Beast,Hornet,Iselda,Leg Eater,Little Fool,Mask Maker,Midwife,Mister Mushroom,Monomon the Teacher,Moss Prophet,Moth,Myla,Nailmaster Mato,Nailmaster Oro,Nailmaster Sheo,Nailsmith,Nymm,PoggyThorax,Quirrel,Relic Seeker Lemm,Seer,Sly,Snail Shaman,Songstress Marissa,Steel Soul Jinn,The Hunter,The Last Stag,The Nightmare's Heart,The Pale King,The White Lady,Tiso,Troupe Master Grimm,Tuk,Unn,Vessel,Willoh,Zote the Mighty

Maggot LocationForgotten CrossroadsHealth1Drops2Maggot is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Weakest member of the kingdom of Hallownest. Generally looked down upon and forced to do menial labour.Consisting mainly of sweet fat, these helpless creatures make excellent provisions for long journeys. Best roasted over open flame. If they try to bargain for their life, just ignore them. They have nothing to offer.Maggot LocationForgotten CrossroadsMaggot Rewards2Maggot Notes & TipsMaggots simply run away from The Knight once you are close enough.One of the enemies that do not respawn. There are only two of them that can be found in Forgotten Crossroads.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumafly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Mantis Claw Claw carved from bone. Allows the wearer to cling to walls and leap off them. FunctionGrants the ability to slide on walls and perform a Wall JumpLocationMantis VillageMantis Clawis an Abilityin Hollow Knight.Abilities are upgrades which impart various effects and skills that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before being available for use again. TheMantis Claw allows The Knightto cling to walls and other vertical surfaces, and perform Wall Jumpsto reach higher locations.Hollow Knight Mantis Claw Function & UsageThe Mantis Clawallows The Knighttoscale vertical surfaces such as walls and pillars, and is an essential Abilityfor exploration. To use it, jump towards a wall and continue holding the input towards its direction. A Wall Jumpcan then be performed by pressingJumpto launch theKnight diagonally away from the wall and chain jumps to climb higher and higher.Wall Jumps can be

chained an infinite number of times, allowing the Knight to climb up any walls they can reach. When the Knight clings to a wall, they slide down it at a slightly slower rate than their standard falling speed. Clinging to walls resets the Knight's aerial dash ability imparted by the Mothwing Cloak, as well as the double jump ability from the Monarch Wings. Where these abilities can normally only be used once per jump, performing a Wall Jump makes them available once more, allowing the Knight to stay above ground and is the key to overcoming difficult platforming sections. This property also has its use in combat where walls are available to cling onto.

How to Obtain the Mantis Claw in Hollow Knight

The Mantis Claw is found in the Mantis Village, in the lower-central section of the Fungal Wastes. The Mothwing Cloak is required in order to reach the village, as well as the claw.

Travel down the Fungal Wastes until you begin encountering Mantis-type enemies. Keep heading downwards until you see some metallic poles wrapped with rope strewn about the area, and a single Mantis Warrior guarding an entrance to the left. This leads to the Mantis Village. After entering, keep heading in the same direction towards some buildings. Ignore the path above and simply head all the way left at the ground level. At the end of the path is another Mantis Warrior guarding a switch on the ceiling. Hit the switch to unlock a door above you. Head back to the entrance of this area and jump to the platforms above and follow them back to the door you unlocked. Carefully jump and dash into the opening that was blocked by the door and follow the path up and into a room with small shelves where the Mantis Claw can be found.

Hollow Knight Mantis Claw Ability Modifiers

The Mantis Claw does not have any modifiers available.

Hollow Knight Mantis Claw Notes & Tips

Additional Notes & Tips for the Mantis Claw ability go here.

All Abilities in Hollow Knight: Awoken Dream Nail, Crystal Heart, Dream Nail, Dreamgate, Isma's Tear, Monarch Wings, Mothwing Cloak, Shade Cloak, World Sense

Mantis Lords Location

Mantis Village

Health

1st phase: 210
2nd phase: 160
Total: 370

Reward

Mark of Pride

Hallow's Crest Seal

The Mantis Lords are a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Leaders of the Mantis tribe and its finest warriors. They bear thin nail-lances and attack with blinding speed. The Mantis tribe and the bugs of old Hallow's Crest had no love for each other. The Mantises outlived their rivals though, and their civilisation still stands.

Mantis Lords Location

Mantis Village

Mantis Lords Rewards

Mark of Pride

Hallow's Crest Seal

Mantis Lords Strategies

Strategy Writeup

Mantis Lords are probably the quickest boss you'll encounter, they are an optional boss and the only way to fight them is if you challenge them. Once you choose to do so, the battle will begin with the first Mantis Lord. All of them have the same three attacks which are the Boomerang, Charge, and Overhead attacks. The first mantis has more health compared to the other two, and once you've defeated the first mantis, the 2nd phase will begin where you'll fight

the other two simultaneously. Their pattern is pretty easy to follow since whatever attack the 2nd mantis does, the first will follow (meaning their first move will be random but all the following moves will be synced). However, their speed and ability to teleport and dance around the arena is what will make the battle difficult. Recommended Charms: With Quick Focus equipped you'll regain health faster, meaning you can use smaller windows of opportunity. The best time to heal is when they use their boomerang attack. Grubsong is another helpful charm since you will most likely get hit by their attacks, especially in Phase 2. In the second phase, when the boomerangs fall straight down and off to the side, you can heal if you stand directly in the center, as the knight's hitbox is shrunk just enough that the boomerangs pass overhead. With Thorns of Agony you can deal damage even after getting hit. If you are planning to use your spells often, be sure to have Shaman Stone and Spell Twist equipped to maximize the effects of your spells. Vengeful Spirit is best used when they cling onto the wall and telegraph their boomerang attack while Desolate Dive and Howling Wraiths is a nice counter whenever they perform the overhead attack. Desolate Dive can also be used to avoid damage whenever the mantis lords dash across the bottom while doing large damage. If you're having trouble beating them with the Old Nail, make sure to upgrade it by visiting the Nailsmith. It's better if you finish this fight quickly, as healing in it can be difficult.

Attacks & Counters

Attack Counter Phase 1

Boomerang Watch for the position of the Mantis, if it clutches onto the lower part of the wall the projectile will start from the bottom and will rise up. If it positions itself onto the higher part of the wall, the projectile will start high and then to the bottom before it boomerangs back up. Charge Attack One of the Mantis Lords will jump onto the platform and charge in to attack. This can be avoided by jumping on top, you'll have the time to jump since there will be a slight delay before it dashes. Overhead Attack Dash away once one of the Mantis jumps above you and drops onto your position. There is also a slight delay before it actually drops down.

Mantis Lords Lore

The Mantis Lords are unnamed mantisfly-like siblings of three who are the current leaders of the Mantis Tribe. Upon the spread of The Infection, they were able to resist and fight the plague all throughout the fall of the kingdom of Hallownest. The fourth sibling, the Traitor Lord, was exiled when he embraced the Infection. The Mantis Lords have kept order within their tribe even during The Infection and have killed any intruders who would try to break that order. After the Pale King took over Hallownest, the Mantis Tribe struck a deal that the Pale King would leave them be if the Mantis Tribe kept Deepnest out of the rest of the kingdom. A massive gate is present on the border between the two areas as a border, and after you defeat the Lords, the gate will open.

Mantis Lords Notes & Trivia

Unlocks the "Respect" Trophy/Achievement after defeating them. The three Mantis Lords, unlike Traitor Lord, highly resemble insects known as mantisflies, not actual mantises. Traitor Lord resembles a true mantis.

Bosses

Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm

(Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Mantis Petra LocationQueen's GardensColosseum of FoolsHealth45Drops12Mantis Petra is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Lurks amongst foliage and attacks by flinging wind-scythes from a distance.They will harass you from afar, so get close and strike quickly. Their bodies are brittle and will easily fall to your nail.Mantis Petra LocationQueen's GardensColosseum of FoolsTrial of the Fool Mantis Petra Rewards12Mantis Petra Notes & TipsMantis Petra is usually found grouped up with other Petras or the Mantis Traitor. They fly around the area, just above The Knight's reach to land attacks.These creatures attack by slowly flying down towards The Knight and immediately flies back up - deals damage upon contact.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumafly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mossskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mossskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Mantis Traitor LocationQueen's GardensColosseum of FoolsHealth74Drops21Mantis Traitor is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Once a member of the Mantis tribe, now cast out and driven mad by infection.Belonging to a tribe, or not belonging. I don't really understand what the difference is, or how it works. I have no tribe of my own.Mantis Traitor LocationQueen's GardensColosseum of

FoolsTrial of the Fool Mantis Traitor Rewards21Mantis Traitor Notes & TipsThe Mantis Traitor is a fast enemy that is able to adapt to The Knight's movements. Its basic attack is a lunging slash attack that has a long range. Second, it performs a jump attack, where it briefly hops and is immediately followed up with a downward slash towards The Knight. And last, an upward slash attack where if The Knight tries to jump above it, it immediately attacks upward.

EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Mantis Village is aLocation in Hollow Knight. Please see Walkthroughfor other areas. The Mantis Village is a sub-area in the Fungal Wastes and is also the home of the mantis species and where the Mantis Lords also reside, they are the only tribe who was able to fight off The Infection.

General InformationPrevious: Fungal WastesNext: City of TearsBosses: Mantis LordsVideo Walkthrough[video goes here]MapNPCs in the areaQuirrelBossesMantis LordsItemsMaterials & ConsumablesHallownest SealEquipment & UpgradesMantis ClawMark of PrideKey ItemsN/AEnemiesMantis YouthMantis WarriorMantis Village WalkthroughThe Boundary of the VillageYou'll first arrive within the boundaries of the village where you'll first encounter a Mantis Warrior, be careful with its attack since it has quite a long reach when it swings its claw. Continue going east where you'll now encounter a Mantis Youth hanging like a bat on the ceiling, once you're within its range, it will start to fly and swoop in to attack you, continue going east where another Mantis Warrior is blocking your path.Towradsthe end, there is a locked door, but you can drop down and then head clockwise where you'll find an intersection leading down - drop down to enter the next section.Acquiring the Dashmaster CharmFrom here, head down southeast, then southwest, then southeast again which will lead you towards the path to a Bench. Just be careful going down and always try to look below you to check if there are only a few platforms for you to jump on to avoid falling into the pool of acid.From the bench, head west into the next section where you'll see a shivering bug to your left. That bug is Bretta, and you'll have to save

her later when you acquire the Mantis Clawability. For now, head to the very bottom part of the cavern to find a statue of a warrior and the Dashmastercharm just next to it - obtain it and head back to the previous section. Into the Mantis Village Once you're back, we'll go through a few parts of the section before heading into the village. First, jump on the platforms and stay to the left where you'll see a Mantis Youth, just pass it, you'll find a cluster of Geo that you can destroy to obtain Geo. Second head back down and use the mushroom to pogo off it and proceed east, then head up on the platforms until you reach the surface where you'll encounter 1x Mantis Youth alongside 1x Mantis Warrior, kill both the enemies to reach 2 more caches of Geo. Continue heading up one level and proceed west where you'll find another Mantis Warrior blocking the path leading to the village - kill it and enter the next section. Acquiring the Mantis Claw From here, head all the way to the western end until you reach the switch that is on the ceiling. You'll encounter more Mantis Youth and Mantis Warrior as you walk down the path. After activating the switch, retrace your steps and jump onto the platform that will take you to the 2nd level of the section. Another Mantis Warrior will be blocking your way and a Mantis Youth by the large gap, kill it to regain SOUL and to clear your path. Once they're dead, jump and dash to reach the other end to your left and just continue heading west until you see shelves full of Mantis Claws just above The Knight. Jump up on the platforms, kill the Mantis Youth along the way and jump down into the room with the shelves where you can pick up the Mantis Claw- with the Mantis Claw, you can now cling onto walls to either reach higher ground or to slide down safely. You can test the ability out by going up one level, and perform a wall jump to your right to reach 2 caches of Geo. Finding the Mantis Lords From where you acquired the Mantis Claw, you'll want to go back down then proceed northeast where you'll find a spiked pit. Make sure to cling onto the wall and the dash towards the platform to avoid falling into the pit. Continue heading east and then clockwise to find a switch, hit it to open the gate in front of you as well as a big gate that will open on the lower part of the room. Before heading down, you'll find a cluster of Geo just across the gate in front of you. Collect the Geo and head down into the next section below. Now, you'll find more spikes on the ground and walls alongside Mantis Youth enemies that will follow you around once you are seen. Most of the gates are locked that has a switch that you can use to open it, so you'll want to head northwest and make your way down counterclockwise. Eventually, you'll come across the switches to unlock the gates and at the end will be a path that you'll drop down into leading to the Mantis Lords. Boss Battle, Mantis Lords To start the boss battle, walk up to the middle and interact to challenge them. This boss battle has two phases, the first is where you'll fight one of the mantis then upon defeating it, you'll enter phase 2 where you'll now fight the other two. You can click [here](#) to learn more about the strategies on how to defeat them. Upon defeating them you'll be considered as the new lord of the Mantis Village which will cause all the inhabitants in the village to become passive. Now, the door to their left will lead you to Deepnest, which you will enter later on. Claim your Rewards From the arena of the Mantis Lords, climb back up and head northeast where you'll find Mantis Warrior. You'll notice that they are no longer hostile and will now start to bow down to you when you approach them. Continue climbing up the wall until you reach the switch - open the gate by activating the switch then go east into the

next section.If you went here earlier, you'll find that you won't be able to enter further since the Mantis Warrior will hit the switch if you try to enter. But now that you've defeated the Mantis Lords, the Mantis by the switch will now bow down to you, allowing you to proceed further inside the room.If you continue heading east, you'll find a bench that you can rest on and save your game. When you're done, head back and jump onto the 2nd level with the spikes to find a chest on the 3rd level, cling onto the wall and jump-dash to reach it. You'll be able to acquire the Mark of Pride charm inside the chest. Now head back down and climb the wall opposite to where the Mantis Warrior is and head to the top to find another chest containing 1x Hallownest Seal. From the chest, head east and slide down the wall to the left side then dash towards the treasure room to your right to find another chest containing lots of Geo.Once you're done, head back down to the bench to save your game and replenish your health. This marks the completion for the Mantis Village, up next is the City of Tears.Video[video goes here]MapClick on the image to enlarge the map.Trivia & Notes: Trivia and notes go here Hollow Knight Locations ListAncestral Mound,Ancient Basin,Birthplace,City of Tears,Colosseum of Fools,Crystal Peak,Crystalised Mound,Deepnest,Dirtmouth,Fog Canyon,Forgotten Crossroads,Fungal Wastes,Godhome,Greenpath,Hallownest,Howling Cliffs,Isma's Grove,King's Pass,Kingdom's Edge,Queen's Gardens,Resting Grounds,Royal Waterways,Soul Sanctum,Teacher's Archives,Temple of the Black Egg,The Abyss,The Hive,Trial of the Conqueror,Trial of the Fool,Trial of the Warrior,White Palace

Mantis Warrior LocationMantis VillageHealth20Drops12Mantis Warrior is an enemyin Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Member of a proud tribe, fiercely protective of its territory. Launches savage attacks with bladed forelimbs.If you venture too deep into the fungal forests, these warriors will stand in your way. What is it they guard, deep at the bottom of their territory?Mantis Warrior LocationLocation: Fungal Wastes, Mantis VillageMantis Warrior RewardsRewards: Drops 12 GeoMantis Warrior Notes & Tips??Other notesEnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy

Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Mantis Youth LocationFungal WastesMantis VillageHealth15Drops5Mantis Youth is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Member of a proud tribe, fiercely protective of its territory. Launches stinging attacks with its needle sharp abdomen.As it grows, it loses the ability to fly. Passage into adulthood is often celebrated, but as time goes by we realise what we have lost.Mantis Youth LocationFungal WastesMantis VillageMantis Youth Rewards5Mantis Youth Notes & TipsA Mantis Youth is usually found clinging onto a wall or ceiling. Once you are within its range, it will fly in to ambush The Knight and flies back up to avoid any incoming attacks.These creatures become non-hostile after defeating the Mantis Lords. However, they will still retaliate if you try to attack them or gets caught up with attacks using spells.EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Map and Quill Map of Hallownest.When resting at a bench or elsewhere, the quill can be used to update the map with newly discovered areas. Map and Quill is an Item in Hollow Knight. It allows players to fully map and update newly found areas such as rooms, chambers, and passages within

Hallownest. You would need to rest at a Bench first, then it will automatically map out an area that you own. Hollow Knight Map and Quill Usage Allows The Knight to update areas of the map once players discover undiscovered or hidden parts of the map. Players will need to rest at a Bench after discovering a new area for The Knight to update the map. The entire map can be viewed by pressing the Inventory, then scroll to the Map page. It can also be accessed by double-tapping Quick Map instead of navigating through the menu. If you hold down the Quick Map, it will open an overlaid map of the area that you're currently walking through, allowing you to walk around the area while viewing the map.

How to Find Map and Quill
 Purchase the Quill from Iselda for 120. You can find her shop at Dirtmouth. Obtain an area map from Cornifer - if players miss his location, a new area map can be bought from his wife Iselda for a slightly higher price.

Map and Quill Notes & Tips
 Purchase Pins from Iselda for points of interests such as benches, cocoons, merchant locations can be marked on the map. Purchasing a Wayward Compass from Iselda for 220 will help in exploration, especially at the early parts of the game. It will also help if you plan on collecting every Item, Spell, or Mask Shard in the game.

Items
 Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Maps for Hollow Knight features the layout of the various locations of the game. On this page, you can find the different maps for the different areas of the game, you can find where loot are located, important points, benches, NPCs, Merchants and other main objectives of the mission. These maps are generated by the community or created by Fextralife, and may not be reproduced without permission. Please visit the Walkthrough page for complete details.

Getting Around Hallownest
 Map and Quill Exploration in Hollow Knight can be made effortless by purchasing a Map and Quill, this will allow The Knight to map a discovered area such as rooms, passages, and chambers that lie hidden within Hallownest. First, an incomplete map is needed that can be purchased from Cornifer, where usually, Cornifer appears each time a player defeats an area Boss. And the Quill can, later on, be purchased from Iselda - in case you miss the chance to interact with Cornifer, Iselda can also sell parts of the map for a higher rate. Once players have purchased both items and have discovered new areas, players need to locate and rest at a Bench in order to update the map.

The Collector's Map
 Apart from the Map and Quill, it is quite important to note that a helpful tool called The Collector's Map exists in the game. As you explore Hallownest, players will come across the Grubfather who asks you to find his all his 46 Grubs (children), all scattered across the kingdom. Of course, finding a Grub and returning to the Grubfather will provide you with unique rewards everytime you find a certain number of Grubs, so better find them and send them back home! Finding the Collector's Map in Hollow Knight is not easy, so be sure to visit the Collector's Map page by clicking [here](#).

Resting and Saving in Hollow Knight
 Benches in Hollow Knight are checkpoints that are scattered around the map, The Knight can use the Bench for several reasons, such as a respawn area, restoration of Health, equipping and managing Charms, and to update the map. Some benches in the map can be used freely, while others require The Knight to pay a small amount of Geo by using a Toll Machine for it to be used - as

you progress through the game, a Bench Pin can be purchased from Iselda that will allow the players to reveal the locations of each Bench in an area that has both been discovered and updated in the map. Hollow Knight Maps Hallownest Map Map of Hallownest - Kickstarter Illustration Cornifer's Sketched Map - Click on the image to enlarge it. Full Map with Pins - Click on the image to enlarge it. Hollow Knight Location Maps You can click on the image to enlarge the map. The Abyss Ancient Basin City of Tears Colosseum of Fools Crystal Peak Deepnest Dirtmouth Fog Canyon Forgotten Crossroads Fungal Wastes Godhome Greenpath The Hive Howling Cliffs Kingdom's Edge Queen's Gardens Resting Grounds Royal Waterways White Palace

Mark of Pride Cost: Geo: N/A Location: Mantis Village Effect: Greatly increases the range of the bearer's nail, allowing them to strike from further away. Mark of Pride in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Mark of Pride Information "Freely given by the Mantis Tribe to those they respect." Mark of Pride is a charm that greatly increases the range of the Nail's basic attack. This provides the player with slightly larger distance from an enemy, allowing for a greater variety of attacks and defensive strategies. The effect is stronger than that of Longnail; however, Mark of Pride costs one more notch and is more difficult to obtain early in the game. Mark of Pride Acquisition Location: Mantis Village Acquisition: You'll locate this charm inside a chest room northeast from the Mantis Lords arena. Players will only have access to that room after successfully defeating the Mantis Lords. Mark of Pride Notes Charms can only be equipped and unequipped by using a bench. Equip the Longnail charm along with Mark of Pride to increase the range of the Nail by 40%. Equip the Quick Slash charm along with Mark of Pride to quickly execute long-range Nail attacks. Equip the Grubberfly's Elegy charm along with Mark of Pride to increase the size of the projectile attacks from Grubberfly's Elegy. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneat, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Markoth Location Kingdom's Edge Health 250 - 705 Reward 250 Essence Markoth is a Warrior Dream Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Linger in dream of a fallen warrior. Only

member of his forgotten tribe to take up a weapon. May your efforts lead you somewhere worthy. - Markoth

Markoth Location Kingdom's Edge

Must have the Dream Nail Challenge his ghost upon talking to him. **Markoth Rewards** 250 Essence

Markoth Strategies Strategy Writeup

Markoth's attacks are quite tricky, especially the barrage of nails. Having the Shade Cloak ability will help you dodge the projectiles if you are caught in a difficult situation. Since Markoth constantly flies and teleports around the arena, you can try to cling onto the walls to reach him and follow-up with ranged attacks using your spells. In conjunction with this, having the Shaman Stone paired with Spell Twister will be beneficial since it will maximize the overall effectiveness of the spells.

Attacks & Counters

Attack Counter Phase 1

Dreamshield Use Spells to pierce through the shield

Circulating Shields Dash using Shade Cloak to avoid getting hit

Barrage of Nails Equip and use Shape of Unnto to avoid getting hit

Markoth Lore Markoth is a moth and a fierce warrior who was rejected in the kingdom of Hallownest. He decided to seclude himself in Kingdom's Edge where he would meditate hoping to find the reason for his existence, there, he fought and killed those who would come across him regardless of their reasons. At some point, he died and his remains were left to rot inside his cave. He only realizes that he is dead upon defeating him.

Markoth Notes & Trivia Markoth's health depends on the type of Nail The Knight has equipped.

250 (Old Nail)	400 (Sharpened Nail)	520 (Channelled Nail)	624 (Coiled Nail)	705 (Pure Nail)
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Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Marmu Location Queen's Gardens

Health 200 - 570

Reward 150 Essence

Marmu is a Warrior Dream Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Lingering dream of a fallen warrior. Protector of the Queen's Gardens. If you believe in something as hard as you can, with your eyes shut tight... eventually it will come true! - Marmu

Marmu Location Queen's Gardens

Must have the Dream Nail Marmu

Rewards 150 Essence

Marmu Strategies Strategy Writeup

Marmu only has one attack, he will curl into a ball and charge towards The Knight and simultaneously teleport. Marmu can easily be countered by staying at one corner and hitting him with The Nail to knock him back. Equip the Mark of Pride paired with Longnail and Quick Slash to maximize the range and speed of the Nail whenever The Knight swings his weapon. Another strategy to quickly finish the battle is to have Defender's Crest paired with Spore

Shroomequipped in order to conjure a toxic cloud that deals damage over time. Attacks & Counters Attack Counter Phase 1 Curl Attack Strike Marmu with any attack to knock him back. Marmu Lore Marmu was appointed by The White Lady to be a strong defender of the Queen's Gardens. Marmu was then trained and was later promised to be taught how to fly. However, he passed away before that day came. Marmu Notes & Trivia Marmu's health depends on the type of Nail The Knight has equipped. 200 (Old Nail) 320 (Sharpened Nail) 416 (Channelled Nail) 500 (Coiled Nail) 570 (Pure Nail) Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobber, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Mask Maker Location Deepnest Mask Maker is an NPC in Hollow Knight. Mask Maker is a large bug who specializes in creating and painting different kinds of masks. Mask Maker Information The Mask Maker's location can be found at the northwest side of Deepnest. You'll find this mysterious carpenter sitting behind a table full of masks of all shapes and sizes. He continuously works on the masks while he mumbles to himself in a voice muffled by his mask. The Mask Maker questions if a mask is needed to define, to focus, and to exist one's face. If a player executes a Desolate Dive or Descending Dark, it will destroy his mask and reveal the "true" face of the Mask Maker with grey colored skin and twirly eyeballs, startling him. Location: Mask Maker Can be found at Deepnest Combat: Players may not kill Mask Maker. Associated Quests N/A Dialogue A wonderful thing to have, a face. Not a thing with which we all are blessed. For this kingdom's faceless, I shall provide. A mask! A face! Does it need one? Does it not? To define. To focus. To exist. Notes & Tips The Mask Maker changes into one out of the three designs of his mask upon entering his room. NPCs Bardo, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Mask Shard This old thing? Merely a fragment of something larger. Still, maybe you can make some use of it. Mask Shard is an Upgrade Item in Hollow Knight. It is used to craft an Ancient Mask which increases the HP of The Knight. Upgrade Items in Hollow Knight are items that are used to enhance The Knight's status such as health, SOUL, and his equipment. Some Quest Items can be purchased from a Merchant and some are scattered throughout the map. Mask Shard Usage Mask Shards are used to create an Ancient Mask that increases the Knight's health by one. Collecting 4 shards will allow players to acquire one Ancient Mask. There are a total of 16 Mask Shards

in the game which can create a total of 4 additional Ancient Masks.

Mask Shard Locations You must find Sly first in the Forgotten Crossroads so that he can open his shop in Dirtmouth. One can be purchased for 150. Another Mask Shard can be purchased from Sly's shop for 500. Look for a Shopkeeper's Key and give it to Sly for more items to become available. Another can be purchased for 800. Similar to no. 4, if you provide the Shopkeeper's Key to Sly, more items become available to purchase. The last shard can be bought for 1500. Obtained as a reward for defeating the Brooding Mawlekat the far west section of the Forgotten Crossroads. Rescue 5 Grubs and return to the Grubfather who gives you the Mask Shard as a reward. You must have the Mantis Claw first to reach the spot. Head south from the False Knight at the Forgotten Crossroads where the Goam can be found. The Knight must have the Mantis Claw to again, reach the next spot. One can be found close to the east side of Queen's Station. Rescue Brett who is at the Fungal Wastes, then later, visit her house in Dirtmouth. You can find one in her house. Purchase the Luma-fly Lantern from Sly's shop and head to the Stone Sanctuary in Greenpath. You need the lantern to light up the area. Royal Waterways: Head northwest, and swim left under the main path. The Knight must have the Monarch Wing to reach this spot. Located in Deepnest, pass through the Fungal Core which is near the Mantis Lords. The Knight must have the Monarch Wing to reach this spot. Reward for defeating the Crystal Guardian. Located behind a breakable wall in The Hive. You must bait a Hive Guardian enemy into hitting and breaking the wall to reveal the secret spot. Collect 1500 Essence and use it as payment to give the Seer in exchange for the Mask Shard. Located at the Resting Grounds. Complete the quest, Delicate Flower (Quest). If you are able to deliver a pure undamaged Delicate Flower to the grave of the Traitor's Child in Queen's Gardens, the Grey Mourner provides you with the shard as a reward.

Mask Shard Notes & Tips There are 16 total Mask Shards to collect. Collecting 4 Mask Shards unlocks the Trophy/Achievement: Protected. Collecting all 16 Mask Shards unlocks the Trophy/Achievement: Masked.

Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallowest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Luma-fly Lantern, Map and Quill, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Maskfly Location Multiple Locations

Health 1 Drops N/A

Maskfly is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Harmless flying creature that favours serene environments. Usually travels in flocks. They all keep lookout for danger and when one flies away the rest do as well. I wonder how it feels to have the protection of a pack?

Maskfly Location Greenpath, Lake of Unn, Stone Sanctuary, Queen's Gardens

Maskfly Rewards N/A

Maskfly Notes & Tips Non-hostile beings that quickly fly away if they are disturbed.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma-fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder

Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Massive Moss Charger LocationGreenpathHealth100Reward300Massive Moss Charger is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Family of creatures that have learnt to bulk up with moss and live as one. There is strength in numbers, yes, but these creatures never had much strength to begin with. Cut through their trickery. Massive Moss Charger LocationGreenpathMassive Moss Charger Rewards300Massive Moss Charger StrategiesStrategy WriteupThe Massive Moss Charger is an easy battle that can be dealt with immediately. It only has two attacks which are a charge attack and a leaping attack. It will always start off with burrowing underneath the ground and will emerge after a brief moment and will follow up with either of the attacks. Just keep in mind to stand and stay in the middle of the arena and wait for it to emerge since it will always keep its distance before it attacks. If it charges in, quickly jump and perform a downward attack, if it leaps into the air, execute a dash towards the opposite direction and retaliate for an attack. You could use your spells and other charms here if you choose to do so, but having the Quick Slash charm equipped and upgrading The Nail is enough to defeat this boss. Attacks & CountersAttackCounterPhase1Charge AttackSimilar to a regular Moss Charger, it will emerge from the ground and will charge towards The Knight and will burrow itself back into the ground. It can simply be avoided by jumping over it. Leap and FlopInstead of charging in for an attack, this massive moss charger can leap into the air right after emerging from the ground and will land on its belly for a belly-flop that deals damage upon contact. It is recommended to not jump but instead dash towards the opposite direction as it leaps into the air. Massive Moss Charger LoreThis Massive Moss

Charger is revealed to be a combination of 3 regular Moss Chargers all merged into one. Massive Moss Charger Notes & Trivia The Massive Moss Charger is the only larger version of a normal enemy (others include the Gruz Mother, the Vengefly King, and the Oblobble) of which there is not more than one. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Mawlurk Location Ancient Basin Health 135 Drops 10 Mawlurk is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Large, immobile creature. Wildly spits venom when intruders pass by. How did this foolish creature lose its legs?! I suppose it's possible to lose anything, if you really try. Mawlurk Location Ancient Basin Mawlurk Rewards 10 Mawlurk Notes & Tips A Mawlurk is usually found still on the ground or on a ceiling. They shoot out large venomous blobs that remain on the ground for a short while. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Menderbug Location Forgotten Crossroads Health 1 Drops N/A Menderbug is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined

to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Member of an elusive guild of bugs fixated on the maintenance of Hallownest's many signs and wayposts. The bugs of Hallownest were obsessed with building things. What strange little minds they had.

Menderbug Location Forgotten Crossroads

Menderbug Rewards N/A

Menderbug Notes & Tips The Menderbug is quite tricky, upon approaching it, it immediately flies away from The Knight. You can spawn it by meeting the following conditions: The sign at the entrance of the Forgotten Crossroads must be destroyed. Leave and re-enter the room. To kill it, use Desolate Dive or Descending Dark for a fast attack before it flies away. Killing the Menderbug unlocks its house near the area where Sly was first found.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Merchants in Hollow Knight are covered on this page. Merchants are NPCs that can be interacted with in order to purchase or trade goods and services with The Knight - these Merchants are scattered within the Kingdom of Hallownest. You may also check our NPCs page to learn more about the inhabitants of the forgotten kingdom.

Hollow Knight Merchants

Confessor Jiji Location: Dirtmouth Charm Lover Salubra Location: Forgotten Crossroads Iselda Location: Dirtmouth Leg Eater Location: Fungal Wastes Little Fool Location: Colosseum of Fools Millibelle the Banker Location: Fog Canyon, Pleasure House Nailsmith Location: City of Tears Relic Seeker Lemm Location: City of Tears Sly Location: Dirtmouth, Forgotten Crossroads Steel Soul Jinn Location: Dirtmouth The Last Stag Location: Stag Station Tuk Location: Royal Waterways

Midwife Location Deepnest

Midwife is an NPC in Hollow Knight. Midwife is an arachnoid being and a former servant of Deepnest who claims to have the answers to The Knight's questions.

Midwife Information Midwife is a

long-bodied black arachnoid being that emerges from a wall in a chamber of Deepnest. As her name implies, she was a servant and midwife of Herrah and Deepnest. She claims that she can provide information that The Knight is looking for, but later on opens up her mask, revealing a mouth filled with sharp fangs, and attempts to attack and devour The Knight. She doesn't take any damage from being hit, but she does inflict damage on The Knight if you are caught in her attack - attacking her once will cause her to shrink back into her wall. She will re-appear after re-entering the area, coyly apologizing for her appetite, but will state she's still hungry. If The Knight goes to her once more, she will compliment them, calling them a caring host, but still attacks them. Further attempts to talk to her will result in the third dialogue being repeated, and once again she will attack. Midwife is an NPC who can tell when the Knight is reading her thoughts with the Dream Nail. When the Dream Nail is used on Midwife, she will defensively scream at them to get out of her head. Though she provides the Knight with some history regarding Deepnest, her seemingly gentle and calm facade is a deception in order to lure the Knight so she can get a meal. Location: Midwife Can be found behind a breakable wall at the end of a corridor at the bottom right exit of the Distant Village. Combat: Players may not kill Midwife. Associated Quests N/A Dialogue Oh. Please. Please. Don't be shy. There are some nasties about here alright. Not me. I'm friend to all and happy to serve a traveller so bold as you. Is it information you seek? That I can provide. Yes. Oh yes. Heehee. That village above here, home to a sad creature. Hers is a tale of tragic exchange. Cost her and her people greatly, though I suspect she bore no regret in making it. Heehee, yes. I know. I know. You're intrigued. You want to know the tale. Well I'm sorry. I'd love to tell it, but I'm just, I'm very, very sorry, and I haven't eat in some time... And oh, I'm STAA-AARVING... Notes & Tips When struck by the Dream Nail, she is aware and enraged that the Knight is reading her thoughts, as her thoughts are, ♡Gah!! Get out! Get out! Get out! ♡ When the Weaversong Charm is equipped, her Dream Nail thoughts change to, ♡Just because you ♡re suddenly rich with threaded friends, don ♡t think you ♡re welcome in my mind! Out! Out! Out! ♡NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Millibelle the Banker Location Fog Canyon Pleasure House Millibelle the Banker is an NPC in Hollow Knight. Millibelle the Banker handles a bank who provides her service of safekeeping Geo. Millibelle the Banker Information Millibelle the Banker can be located in her bank at Fog Canyon near the Queen's Station. She recommends opening an account and provides her service for depositing Geo for a minimum fee of 100 and the maximum amount that can be deposited is 4500. However, once she holds 2500 or more, she will leave the bank. She can then be found at the Hot Spring

of Pleasure House where she tries to explain the situation - this will give players the opportunity to recover the amount of Geo that was deposited 1.5 times more by attacking Millibelle's shell without harming her.

Location: Millibelle the Banker Can be found at Fog Canyon

Progression: Millibelle the Banker moves to the hot spring of Pleasure House after depositing 2500 or more.

Combat: Players may not kill Millibelle the Banker.

Rewards: You can reclaim your Geo 1.5 times more after finding her at Pleasure House and by continuously attacking her shell.

Associated Quests: Millibelle: After depositing 2500 or more, Millibelle will move to Pleasure House at the Hot Spring. She will try to explain that it is a part of a legitimate banking deal and nervously laugh about it, players will now have the option to get back the stolen Geo but at the same time recovers about 1.5 more. After attacking her shell continuously, geo will start to drop until her shell is empty. After doing so, she will say that she has nothing left and suggests it would be best for you to go on your way.

Dialogue: Hello there dearie. I was about to close up shop and run, till you came along. I provide a banking service if you're interested. Losing one's Geo is a terrible thing and it's so much more likely if you carry it about on yourself. My vault is much more secure. In all my time as a banker, I've never lost a single Geo! Maybe you'd considered opening an account?

Notes & Tips: The 100 opening bank amount cannot be recovered. She will be named Millibelle the Thief after she flees her bank. Her bank will turn out to be a cutout 2D board after attacking the empty bank and while heading out of the area. Depositing the full amount of 4500 Geo before she disappears will net you a 50% return (6750) when you finally catch up to her.

Equipping Grimmchild prevents dialogue with Millibelle (in Fog Canyon) and the Grimmchild will attack her.

NPCs: Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmstead, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Millibelle **Reward:** Geo **Location:** Fog Canyon **Pleasure House**

Prerequisite: Deposit more than 2500. Millibelle is a Quest in Hollow Knight. Quests can provide rewards from items, unlocking Trophies/Achievements, and uncovering more information to the lore. Quests can only be activated by speaking to NPCs.

Millibelle Objectives: Find Millibelle the Banker and her stand. Deposit more than 2500. Find her at the Hot Spring in Pleasure House.

Millibelle Locations: Fog Canyon Pleasure House

Millibelle Walkthrough: To kick things off, head to Millibelle the Banker's stand which is located in Fog Canyon near the Queen's Station. Once you speak to her, she will offer her services of safekeeping your Geo in her "vault" for a starting fee of 100. The maximum amount The Knight can deposit is 4500, however, something special will happen if you deposit an amount more than 2500. Deposit any amount for than 2500, rest at any bench or use fast travel, and return to her stand - you will be surprised that Millibelle has abandoned her stand

and will reveal that the stand is fake and made out of cardboard if you strike it a couple of times with The Nail. Now, it may seem that you have wasted such a huge amount of money, but you will be able to gain whatever amount you have deposited with a large interest rate by tracking Millibelle down. Simply head over to the Pleasure House in the City of Tears near the King's Station where you can find Millibelle relaxing by the hot spring - just make sure you have a Simple Key to unlock the door to Pleasure House. Unlock the door and take the lift all the way to the top to reach the hot spring. Once you've caught up with Millibelle, speak to her and you'll notice her name will change into Millibelle the Thief - anxious and startled, she will then try to explain what happened to all of your Geo and the reason why she had to leave. After you've listened to her plea, you will now have the opportunity to recover your Geo by striking her shell with the Nail, she will immediately hide in her shell like a turtle, and as you continuously strike her shell, countless Geo will start to drop. Hitting her shell won't inflict any damage or kill her but will just bounce her around the area - Geo will stop falling off from her shell which implies that all of the Geo you've deposited as well as more have completely fallen out of her shell, with this you can leave the area or head back to the hot spring and speak to her where she mentions that "she has nothing left and suggest for you to be on your way". You may strike her shell and bounce her around the area without inflicting any damage if you simply would like to play around with her.

Millibelle Notes & Notable Loot If you have the Grimmchild charm equipped, flying at the Knight's side, he will attack (spit fireballs at) Millibelle and her stand in Fog Canyon, psychically identifying the thief as an enemy, making it impossible for the player to speak to her. Players may not attack and bounce her shell out to another area.

Quests A Nailsmith's Obsession, Bretta (Quest), Delicate Flower (Quest), Dream No More, Grubfather's Lament, Nailsage's Pride, Secret of the Stagways, The Grimm Troupe (Quest)

Mistake Location Soul Sanctum Colosseum of Fools

Health 13

Drops 3

Mistake is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Once a highly intelligent bug, deformed by the misuse of soul. These fools meddled with the soul of other creatures and lost their shape. Now they skulk through the shadows of their Sanctum like slugs, hoping their old brothers will build them new bodies.

Mistake Location Soul Sanctum Colosseum of Fools

Trial of the Fool Summoned by the Soul Warrior.

Mistake Rewards 3

Mistake Notes & Tips Mistakes occasionally appear from the ground and charges in to perform an attack once The Knight is within its range. Damages The Knight upon contact.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma-fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great

Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Mister Mushroom Mister Mushroom is an NPC in Hollow Knight. He will start appearing in various locations after defeating the three Dreamers. **Mister Mushroom Information** Mister Mushroom is a mysterious entity first located in the Fungal Wastes and part of the mushroom "Hivemind". This can be seen as he seems to be talking to other entities including the Hungry Knight, a character for an eponymous Team Cherry game. He is also known as the Herald or Master Herald. **Location:** You will find Mister Mushroom standing right where Cornifer used to sell his map in the Fungal Wastes after defeating the three Dreamers. **Progression:** To trigger the quest start, you need to equip the Spore Shroom Charm before talking to him. If you interact with him without it, you won't understand what he's saying and only gibberish and the quest won't progress. **Combat:** Cannot kill Mister Mushroom. **Rewards:** Allows the player to get the secret achievement "Passing of the Age" as well as an extra scene at the end of the game. **Passing of the age achievement** In order to get the achievement, you need to interact with Mister mushroom in the following locations: In the Fungal Wastes, where Cornifer sells his map and after the three dreamers are Dreamnailed. In Kingdom's Edge. In a Small Cave on the middle left of the tall area between the tram station and the main area. In Deepnest. In the bottom left corner of the rectangular room below the failed tramway. In the Howling Cliffs. Inside of nailmaster Mato's house. In the Ancient Basin. In room just after the broken vessel fight. In the Fog Canyon. in the left side of the rectangular room just below the overgrown mound. In the Kings Pass, exactly where the Knight starts the game. Following this, getting any ending will add a secret scene as well as giving you the "Passing of the Age" achievement. **Notes & Tips** Mister Mushroom references a past unsuccessful Newgrounds game developed by Team Cherry called Hungry Knight. He is the only character that breaks the fourth wall. **NPCs** Bardoona, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The

Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Monarch Wings Wings of ethereal matter that shimmer in the darkness. Allows one to jump again in mid-air. **Function** Double Jump **Location** Ancient Basin **Monarch Wings** is an Ability in Hollow Knight. Abilities are upgrades which impart various effects and skills that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before being available for use again. The **Monarch Wings** enable a second jump while in mid-air, allowing the Knight to reach greater heights and cross larger gaps that a single jump cannot accomplish. **Hollow Knight Monarch Wings Function & Usage** The Monarch Wings impart the Double Jump ability to The Knight, allowing them to perform a second jump while in mid-air. Double Jump has a longer horizontal range than the Jump + Dash (Mothwing Cloak) combo. Using all three abilities in conjunction allows The Knight to travel even further. Similar to the Dash, the Double Jump can normally only be performed once per standard Jump, but it is reset whenever the Knight lands on the ground or a platform, clings to or jumps off of vertical surfaces with the Mantis Claw, as well as after bouncing off of an enemy or object using the Nail's Down Strike. **How to Obtain the Monarch Wings in Hollow Knight** The Monarch Wings are found in the western section of the Ancient Basin. The Crystal Heart is required to reach the Monarch Wings' location. The Lumafly Lantern is also recommended to illuminate dark sections along the path. From the Ancient Basin's tram station, make your way down to the middle section of the map and then head west. In the area with the Bench, there is a huge gap that requires the Super Dash to cross. Keep following the path westwards and you will eventually come across the Broken Vessel boss encounter. Defeat it to gain access to the following area where you can collect the Monarch Wings. **Hollow Knight Monarch Wings Notes & Tips** The Monarch Wings are technically not required to complete the game, but they do allow access to the Palace Grounds, the White Palace and The Fungal Core locations, as well as the Enraged Guardian boss encounter. Other locations that seemingly require the Monarch Wings to reach can be accessed with some clever platforming using the other abilities and Pogo-jumping off of enemies and objects. However, the Monarch Wings provide a huge quality of life ability that is useful in both exploration and combat. Collecting the Monarch Wings stops the strong gusts of wind that can be witnessed in several sections of the Ancient Basin. This implies that the winds are caused by the wings. Obtaining the Monarch Wings is one of the two triggers that will cause The Infection to spread across the Forgotten Crossroads, with the other being the death of any of the Dreamers. **All Abilities in Hollow Knight** Awoken Dream Nail, Crystal Heart, Dream Nail, Dreamgate, Isma's Tear, Mantis Claw, Mothwing Cloak, Shade Cloak, World Sense

Monomon the Teacher **Location** Teacher's Archives **Monomon the Teacher** is an NPC in Hollow Knight. Monomon the Teacher is a jellyfish-like being, and one of the three Dreamers, a renown scholar of Hallownest. **Monomon the Teacher Information** Monomon the Teacher was the most renown scholar of Hallownest. She volunteered to be a Dreamer and was put into an enchanted sleep where she used her power to seal away the Hollow Knight. Before she was put to sleep, Quirrel somehow acquired her mask through unknown means,

which served as additional protection for her seal for the Hollow Knight. At some point, Monomon wishes for the seal to be broken to break Hallownest free from stasis. Location: Monomon the Teacher Can be found at the Teacher's Archives in Fog Canyon Combat: Players will need to strike her physical body with the Dream Nail to enter the Dream World where they can find her vulnerable state which can be destroyed by The Nail and absorbed by using FOCUS. Rewards: Breaks their seal of the Temple of the Black Egg. Associated Quests Dream No More Each dreamer must be found to destroy the seal of the Temple of the Black Egg. Dialogue... For diversity, a Seal..... A world forever unchanging..... the Seals, must break..... Forever..... Better, an end... Notes & Tips NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Mortality Mortality is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Mortality is a secret achievement. Mortality Objective(s) Defeat the Soul Tyrant Mortality Location(s) City of Tears Mortality Requirement(s) Dream Nail Defeated Soul Master Mortality Related Pages Soul Master Soul Sanctum Dream Nail Trophy and Achievement Execution, Falsehood, Honour, Illumination, Obsession, Peace, Proof of Resolve, Release, Respect, Strength, Test of Resolve

Moss Charger Location Greenpath Health 15 Drops 8 Moss Charger is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Timid creature that frightens away intruders by covering itself in huge clumps of moss. It's small, but it finds a lot of courage and strength once it covers itself in foliage. And I can understand the desire to camouflage oneself... Moss Charger Location Greenpath Moss Charger Rewards 8 Moss Charger Notes & Tips A Moss Charger quietly hides and camouflages itself from danger. However, once you are in its territory, it quickly emerges out of hiding and charges into an attack. Upon contact, its leaves fall off revealing the actual insect that is within the leaves. It immediately flies away and burrows away before it attempts another attack. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great

Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Moss Knight Location Greenpath Lake of Unn Health 50 Drops 40 Moss Knight is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Protector of the Greenpath, trained in the ways of the Nail and the Shell. They hide as bush-like mounds and look soft, but beware these warriors! They are relentless in combat, fiercely guarding something hidden deep in the Greenpath. Moss Knight Location Greenpath Lake of Unn Moss Knight Rewards 40 Moss Knight Notes & Tips Moss Knights start off by hiding behind bushes. They jump out once The Knight is close enough the bush with their shields raised ready for battle. The Moss Knight has a couple of attacks: Slash Attack where they strike up to two times using their weapon. Projectile Attack where they shoot out thorns towards The Knight. Blocks any incoming attacks and Retreats backward to create distance between its foe - immediately strikes if The Knight closes in. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal

Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Moss Prophet Location: Queen's Gardens
Moss Prophet is an NPC in Hollow Knight. Moss Prophet is a preacher covered in moss and infected blobs who is in its early stage of The Infection.
Moss Prophet Information
Moss Prophet can be found at the Moss Chapel in Queen's Gardens preaching about The Radianceto a group of Mossy Vagabonds - here you'll learn that the Moss Prophet along with his devotees are in its early stage of The Infection. Right after obtaining Monarch Wings or defeating the Dreamers, you'll find the Moss Prophet and the Mossy Vagabonds dead and has been completely consumed by the plague.
Location: Moss Prophet Can be found at the Moss Chapel in Queen's Gardens
Progression: Moss Prophet dies after acquiring Monarch Wings or defeating the Dreamers
Combat: Players may not kill Moss Prophet.
Associated Quests N/A
Dialogue Oooohhh radiant being, we are blessed. Your rays touch us. Your warmth fills us. Hallowest is born again, united in your blazing image. Oohhh...Light is life, beaming, pure, brilliant. To stifle that light is to suppress nature. Nature suppressed distorts, plagues us. Embrace light! Achieve union! Oohh..Ahhh.
Notes & Tips The Moss Prophet can be Dream Nailed to unlock extra dialogues.
NPCs Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Mosscreep Location: Greenpath
Queen's Gardens
Health: 10
Drops: 2
Mosscreep is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.
Weakling that covers itself in leaves to appear larger. Hides amongst the undergrowth. I used to think these things were merely ambling plants. When I learned they were actually living creatures, I began to kill them on sight. This is the nature of the Hunt!
Mosscreep Location Greenpath
Queen's Gardens
Mosscreep Rewards 2
Mosscreep Notes & Tips Mosscreeps tend to hide within the area and emerges once you approach within its range. Deals damage upon contact.
Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deeplinger, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool

Eater, Fungified Husk, Funcling, Fungoon, Furious
Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
Petra, Mantis Traitor, Mantis Warrior, Mantis
Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
Knight, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal
Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile
Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
Zoteling, Wingmould

Mossfly LocationFog CanyonQueen's GardensHealth15Drops2Mossfly is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Winged weakling that covers itself in leaves to appear larger. Hides amongst the undergrowth, fleeing if predators draw near. They spend their whole lives hiding or fleeing. How sad. Or, perhaps that is the life they choose for themselves and they enjoy it? It's a strange thought, but not impossible. Mossfly LocationFog CanyonQueen's GardensMossfly Rewards2Mossfly Notes & TipsSeemingly flies around the area but immediately closes in once The Knight is within its range. EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile

Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Mossskin Location **Greenpath** Health **15** Drops **3** Mossskin is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Plant-like bug that charges at foes when close. They can be hard to spot amongst the foliage until you get too close and they suddenly come charging at you. Tread carefully. Mossskin Location **Greenpath** Mossskin Rewards **3** Mossskin Notes & Tips Patrols an area and becomes hostile when they are disturbed. It will immediately run towards The Knight which deals damage upon contact. Landing an attack will not cause the Mossskin to bounce back, but will continue to run. It is recommended to jump over them before attacking. Enemies **Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflay, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mossskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould**

Mossy Vagabond Location **Queen's Gardens** Health **25** Drops **8** Mossy Vagabond is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Lazy, portly Mossskin. Easily swayed by others. Slow, fat and easily vanquished; common threads in those who forget their calling and forsake their duties. Mossy Vagabond Location **Queen's Gardens** Mossy Vagabond Rewards **8** Mossy Vagabond Notes & Tips Located along with the Moss Prophet, these beings will become hostile once you attack them. They're attacks consist of hopping in place or

towards The Knight and will try to run that inflicts damage upon contact. After obtaining the Monarch Wings and defeating the Broken Vessel, you'll find their corpses left behind who have succumbed to The Infection. Enemies: Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Moth Location: Shrine of Believers The Moth is an NPC in Hollow Knight. The Moth is an enigmatic, ghostly white colored insect. He is found outside the Shrine of Believers. Moth Information This unnamed ghostly moth has no known name and remains shrouded in mystery. He is found outside the Shrine of Believers, where he simply talks about the area and what lies inside. Location: Moth Can be found at the Shrine of Believers Combat: Players may not kill the Moth. Associated Quests N/A Dialogue You who pry into even the most hidden of dreams... Take heed. Recorded within this shrine are utterings from another world. Though the words may seem strange, remember they come from minds different to ours, the minds of a group united in mysterious cause. To believe or disbelieve... The choice is yours. Notes & Tips He shares the same voice and effects with the Pale King's Royal Retainers in the White

Palace. NPCs: Bardoona, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nym, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Mothwing Cloak Cloak threaded with mothwing strands. Allows the wearer to dash forwards along the ground or through the air. Function Dash on the ground or through the air. Location Greenpath Mothwing Cloak is an Ability in

Hollow Knight. Abilities are upgrades which impart various effects and skills that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before being available for use again. The Mothwing Cloak allows the Knight to dash in the direction they are facing both on the ground and in the air.

Hollow Knight Mothwing Cloak Function & Usage

The Mothwing Cloak imparts the Dash ability to The Knight. This is one of the most essential Abilities that the Knight can obtain, allowing them to quickly dash forwards a short distance and reach platforms that are normally inaccessible with just the basic jump. Dashing is also a key skill for avoiding damage in combat. It is used simply by pressing the Dash button/key. The Mothwing Cloak dash has a cooldown of 0.6 seconds. This cooldown only applies to dashes on the ground. The Knight can also dash while in mid-air, allowing them to cover even greater horizontal distance. This mid-air dash can normally only be performed once and is not affected by the ability's cooldown, but it is reset when the Knight lands on the ground or a platform, clings to or jumps off vertical surfaces with the Mantis Claw, as well as after bouncing off of an enemy or object using the Nail's Down Strike. Dashing through an enemy, their attacks or projectiles is normally not possible with just the Mothwing Cloak alone and the Knight will receive damage when doing so. However, this property is granted by the Shade Cloak upgrade.

How to Obtain the Mothwing Cloak in Hollow Knight

The Mothwing Cloak can be found on the body of a Vessel in Hornet's boss arena in Greenpath after defeating her.

Hollow Knight Mothwing Cloak Ability Modifiers

The Mothwing Cloak and its effects can be modified with the following:

- Dashmaster Charm** - Reduces the dash's cooldown from 0.6 seconds to 0.4 seconds. Note that this only affects dashes along the ground. The charm also allows the Knight to dash downwards while in mid-air.
- Shade Cloak** - An upgrade that supplements the dash ability by protecting the Knight from harm while dashing, allowing them to dash through enemies, their attacks and projectiles. This ability has an internal cooldown independent of the dash's cooldown. Also allows the Knight to dash through Shade Gates found in different locations across Hallownest.

Hollow Knight Mothwing Cloak Notes & Tips

If the Knight leaves a platform by dashing off its edge, their mid-air dash charge is not consumed and they can technically perform another mid-air dash right after. This is also true if the Knight is clinging onto a wall or vertical surface with the Mantis Claw and they dash off of it instead of jumping. However, this has limited applications in platforming as the dash has a shorter range than the standard jump, but it may have practical uses in combat.

All Abilities in Hollow Knight

Awoken Dream Nail, Crystal Heart, Dream Nail, Dreamgate, Isma's Tear, Mantis Claw, Monarch Wings, Shade Cloak, World Sense

Myla Location

Forgotten Crossroads


Myla is an NPC in Hollow Knight. Myla is a cheerful miner bug who enjoys singing dirges and is keen on finding treasure.

Myla Information

Myla is a miner bug who is identical to the Infected Husk Miners found working in Crystal Peak - yet she does not appear to be Infected and seems to still have her sanity and sapience. She also does not have a sinister telltale orange glow in her eyes. She has a bit of a stutter when she talks. She can be encountered near the entrance to Crystal Peak in the Forgotten Crossroads, mining and joyfully singing dirges. Myla possesses a gleeful, optimistic personality, is very

friendly toward the Knight, and enjoys their company, wanting them to sing and mine for treasures with her. After the Knight acquires the Vengeful Spirit and Desolate Dive, Myla's personality gradually changes; she loses her joyous aura. She will eventually stop mining with her pickaxe and just stand still and stare, her voice shaky and sorrowful-sounding as she tries and struggles to continue singing. It sounds as if she is crying at this point. After the Knight claims the Crystal Heart, Myla completely succumbs to The Infection and turns into another infected Husk Miner, like her family she had sung of in her dirges, and she will attack the Knight in a hostile, zombified state if approached. Unlike other Husk Miners, she will cry out in deep sorrow if struck and killed (and will drop 10). There is no way to spare Myla from becoming Infected; however, you are not required to kill her. Location: Myla can be found at the Forgotten Crossroads, near the entrance to Crystal Peak. Combat: Players may kill Myla (when she becomes Infected). Rewards: Killing her once she is infected drops 10. Associated Quests: N/A Dialogue: Ohhh, bury my mother, pale and slight, bury my father with his eyes shut tight! Bury my sisters, two by two, and then when you're done, let's bury me too! Ha ha ha, do you know that one? It's one of my f-favourites! We can sing something else if you like. You start singing and I'll join in. I bet you have a b-b-beautiful singing voice! Ha ha ha! So, what are you down here for? If you came to g-get wealthy, just look around you! These mines are still bursting with riches! There's p-p-plenty for everyone, just grab a pick and join in! Ha ha! Notes & Tips Note 1 Trivia and such go here NPCs: Bardo, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

The Nail in Hollow Knight is the traditional weapon of the denizens of Hallownest. The Nail is a bladed weapon used by The Knight, the game's protagonist, as the primary means of dealing damage in combat. It can also be seen wielded by some Enemies, Bosses and NPCs. Typically used much like a sword, the Nail is a versatile weapon with which a practitioner can use slashing strikes to get the better of one's opponents. The Knight's Nail can be upgraded a number of times after locating the Nailsmith and providing him with the necessary resources in order to increase damage output. Powerful techniques known as Nail Arts can also be learned from Nailmasters, experts in Nail combat, offering different ways to approach battles. Hollow Knight Nail Combat Mechanics Overview In Hollow Knight, The Knight's attack moveset is comprised of seemingly very basic slashes with the Nail, allowing him to deal damage and defeat his opponents. Despite their simplicity, these attacks are very responsive and snappy, contributing to the game's highly nuanced and precise combat mechanics that demand mastery of The Knight and his Nail's fundamentals. Basic Slash The Knight's bread & butter move is the standard slash attack performed on the ground. It hits directly in front of the Knight, in

whichever direction he is facing. Fast and efficient, this move actually has two animations:  an up swing and a down swing which can be chained indefinitely. Its range and speed can be improved with certain Charm combinations. The arc of the swing can hit opponents that are slightly higher or lower than the knight, and this arc's size and hitbox can also be improved with charms. The Knight can also slash while in the air.

Upward Slash The Upward Slash is a basic slash that can prove invaluable for hitting opponents above the Knight. It is performed by attacking while pressing up on the analog stick or D-pad. Just like the standard slash, it can also be performed while in the air and while its swing arc is more vertical, it can still hit targets that are on either side of the Knight, especially when range Charms are equipped.

Down Strike The Down Strike can be performed by attacking while pressing down on the analog stick or D-pad whilst in the air. This is a very versatile move that not only allows the Knight to deal damage while jumping over enemies, but also allows him to bounce off of them and redirect himself to safety. When timed properly, the Knight can perform bounces on enemies indefinitely which allows for various strategies in combat. The Down Strike also has applications in the exploration and platforming aspects of the game. These three attacks with the Nail make up the basis for Hollow Knight's combat and give way to more complex mechanics. The Knight will also gain access to Spells and other abilities which he can weave in with these three fundamental attacks, while supplemented with the proper Charm combinations in order to best the toughest Enemies and Bosses. The Knight can also use the Nail to perform more advanced techniques pertaining to combat and exploration:

Charging the Soul Gauge Every attack successfully landed on opponents will fill up the Soul Gauge, depicted as a large mask-like icon next to your health masks in the top left of the HUD. This gauge fuels your Spells. Each of the Knight's Spells use a portion of this gauge and can be cast as long as the gauge is sufficiently filled, indicated by its white color. This gauge is also used for healing via the Focus Spell.

Parrying Attacks The Parry is a highly advanced combat move that the Knight can perform by timing his swings to collide with the attacks of opponents. This will result in a bright flash as the Nail deflects the attack, rendering the Knight invulnerable for a few short frames. Every single one of the Knight's basic attacks can deflect, whether performed on the ground or in the air and nearly every attack can be parried, including those of Bosses. Skillful use of the parry is rewarded by negating damage from the most deadly attacks, while allowing the Knight to weave in counters of his own.

Pogo Jumps Using the Down Strike, The Knight can "Pogo Jump" off of enemies, as well as breakable objects in the environment such as jars and lamps. This is a very important technique not only for combat, but for exploration and platforming as well, allowing the Knight to get to ledges and paths that would otherwise be out-of-reach. Some objects in the environment such as the purple mushrooms in the Fungal Wastes can be used to jump even higher by using the Pogo Jump technique. Furthermore, it can be used to traverse hazardous sections of the environment such as long stretches of thorns or spike pits that would normally deal heavy damage to the Knight on contact.

All Nail Upgrades in Hollow Knight The Nail in Hollow Knight can be upgraded a total of 4 times by locating the Nailsmith in the City of Tears. The Nailsmith is a craftsman who survived the fall of Hallownest through his sheer obsession with his craft. Often working in seclusion and with little care for the world around him, the Nailsmith is

fully dedicated to his hopes of one day forging the most powerful of Nails. Upon meeting him, you can commission him to upgrade your Nail in exchange for Geo and Pale Ore. The first upgrade requires Geo only, but every upgrade thereafter will also require Pale Ore, a rare resource that will require thorough exploration to obtain. Each subsequent upgrade will require more of these resources. Each Nail upgrade increases its damage output which can further be modified by equipping certain Charms. Each Nail upgrade also changes the weapon's name, as well as its appearance. However, the appearance change is only visible in the equipment menu.

Old Nail A traditional weapon of Hallownest. Its blade is blunt with age and wear. Damage Requirement 5 Default Weapon Sharpened Nail A traditional weapon of Hallownest restored to lethal form. Damage Requirement 9 250 Channelled Nail A cleft weapon of Hallownest. The blade is exquisitely balanced. Damage Requirement 13 800, 1 Pale Ore Coiled Nail A powerful weapon of Hallownest, refined beyond all others. Damage Requirement 17 2000, 2 Pale Ore Pure Nail The ultimate weapon of Hallownest. Crafted to perfection, this ancient nail reveals its true form. Damage Requirement 21 4000, 3 Pale Ore

Nail and Nail Arts in Hollow Knight is the primary weapon used by the game's protagonist, The Knight. It is also seen to be equipped by some enemies, bosses, and NPCs in the kingdom of Hallownest. This page will provide you an overview of the type of Nail that can be upgraded along with Nail Arts that is later on acquired as you progress through the game.

Hollow Knight Nail and Nail Arts Nail is the primary weapon of The Knight, by default, players will start off with the Old Nail and later can be upgraded into four different tiers by speaking to the Nailsmith in the City of Tears. In doing so, the Nailsmith will require The Knight to provide him with sufficient Geo and Pale Ore in order to upgrade it - this will increase the damage done of melee attacks. With regards to this, certain Charms can also be equipped in order to gradually top-up the overall damage of the Nail.

Nail Arts Nail Arts are abilities that The Knight can acquire by learning it from Nailmasters. These are abilities that deliver an even stronger attack than the melee attacks dealt by the Nail - depending on the type of Nail Art, some deal with multiple damages, or requires the player to charge the ability in order to deliver a single blow. The damage of the Nail Art also depends on the type of Nail that is equipped or upgraded as well as Charms that can also change certain effects such as damage and charge time.

Hollow Knight Nail Arts Nail Arts in Hollow Knight can be acquired by locating three different Nailmasters in certain locations and by interacting with them. The overall damage of the Nail Arts depends on the type of Nail that is equipped. Some Charms that is equipped can also change certain effects such as damage and charge time.

Cyclone Slash The signature Nail Art of Nailmaster Mato. A spinning attack that rapidly strikes foes on all sides. Acquisition: Learned from Nailmaster Mato. Location: Howling Cliffs

Old Nail: 21-49 Damage Sharpened Nail: 36-84 Damage Channelled Nail: 51-119 Damage Coiled Nail: 66-154 Damage Pure Nail: 81-189 Damage Dash Slash The signature Nail Art of Nailmaster Oro. Strike ahead quickly after dashing forward. Acquisition: Learned from Nailmaster Oro and 800. Location: Kingdom's Edge

Old Nail: 12.5 Damage Sharpened Nail: 22.5 Damage Channelled Nail: 32.5 Damage Coiled Nail: 42.5 Damage Pure Nail: 52.5 Damage Great Slash The signature Nail Art of Nailmaster Sheo. Unleashes a huge slash directly in front of you which deals extra damage to foes. Acquisition: Learned from

Nailmaster Sheo. Location: Greenpath
 Old Nail: 12.5 Damage
 Sharpened Nail: 22.5 Damage
 Channelled Nail: 32.5 Damage
 Coiled Nail: 42.5 Damage
 Pure Nail: 52.5 Damage
 Hollow Knight Nail Upgrades
 The Nail in Hollow Knight can be upgraded into 4 tiers by approaching the Nailsmith in the City of Tears- sufficient Geo and Pale Ore are needed to acquire the upgraded Nail. Certain Charms can also be equipped in order to strengthen the overall damage of The Nail.

Old Nail A traditional weapon of Hallownest. Its blade is blunt with age and wear. Damage Requirement 5
 Default Weapon Sharpened Nail A traditional weapon of Hallownest restored to lethal form. Damage Requirement 9
 250 Channelled Nail A cleft weapon of Hallownest. The blade is exquisitely balanced. Damage Requirement 13
 800, 1 Pale Ore Coiled Nail A powerful weapon of Hallownest, refined beyond all others. Damage Requirement 17
 2000, 2 Pale Ore Pure Nail The ultimate weapon of Hallownest. Crafted to perfection, this ancient nail reveals its true form. Damage Requirement 21
 4000, 3 Pale Ore

How to Acquire Pale Ore
 Acquiring a Pale Ore is no easy task, as it is one of the rarest items in Hollow Knight. You will have to explore every part of Hallownest to acquire all of these items. There are a total of 6 Pale Ores in Hollow Knight which are all in different Locations; Resting Grounds, Crystal Peak, Deepnest, Ancient Basin, Kingdom's Edge and Forgotten Crossroads. Listed below are the 6 obtainable Pale Ores in Hollow Knight and how to obtain them. (Click the images to enlarge)

Pale Ore	Map Image	In-Game Image	Location	How to get Pale Ore
Seer				A Pale Ore can be obtained through receiving a reward from the Seer. When you collect 300 Essence with the Dream Nail, then return to the Seer, she'll give you a Pale Ore for completing the task.
Hallownest Crown				A Pale Ore is embedded on the statue of The Radiance at Crystal Peak. The area is called Hallownest's Crown, on the top of Crystal Peak. To get up there, you'll need the Mantis Claw and Monarch Wings. After reaching the summit, look for the statue of The Radiance on the west part of the area, you'll see a Pale Ore embedded in the statue.
Nosk				A Pale Ore will also be rewarded once you beat the boss Nosk at Deepnest. You'll find him at the south part of Deepnest, you should be able to spot a hot spring. Once you defeat him there'll be a breakable room east of the boss area, which contains a Pale Ore embedded in a rock.
Ancient Basin				A Pale Ore can be located in the Ancient Basin. You will need to go northwest of Ancient Basin, west of the Tram Station. There should be a breakable floor near the west wall of the Tram Station, which will lead you to 2 Mawleeks. Defeat them and grab the Pale Ore in the room to the far west.
Colosseum of Fools				On the east side of Kingdom's Edge, you'll find the Colosseum of Fools. To get this pale ore, you have to beat the second trial named Trial of the Conqueror, which consists of 17 waves of Enemies. If you manage to successfully complete the Trial of the Conqueror, you'll be rewarded with a piece of Pale Ore and about 1,700 to 2,024 Geo.
Grubfather				Another way to earn a piece of Pale Ore is by rescuing Grubs, you'll need to rescue 31 Grubs to be exact. The Grubfather located in Ancestral Mound will give you a Pale Ore upon rescuing 31 of the Grubs. Rescuing Grubs can give you really good rewards along the way, so remember to always keep a lookout for Grubs whenever you're traveling across Hallownest.
Seer				A Pale Ore can be obtained through receiving a reward from the Seer. When you collect 300 Essence with the Dream Nail, then return to the Seer, she'll give you a Pale Ore for completing the task.
Hallownest Crown				A Pale Ore is embedded on the statue of The Radiance at Crystal Peak. The area is called Hallownest's Crown, on the top of Crystal Peak. To get up there, you'll

need the Mantis Claw and Monarch Wings. After reaching the summit, look for the statue of The Radiance on the west part of the area, you'll see a Pale Ore embedded in the statue. **Nosk Pale Ore** A Pale Ore will also be rewarded once you beat the boss **Noskat Deepnest**. You'll find him at the south part of **Deepnest**, you should be able to spot a hot spring. Once you defeat him there'll be a breakable room east of the boss area, which contains a Pale Ore embedded in a rock. **Ancient Basin Pale Ore** A Pale Ore can be located in the Ancient Basin. You will need to go northwest of Ancient Basin, west of the Tram Station. There should be a breakable floor near the west wall of the Tram Station, which will lead you to 2 Mawleks. Defeat them and grab the Pale Ore in the room to the far west. **Colosseum of Fools Pale Ore** On the east side of **Kingdom's Edge**, you'll find the **Colosseum of Fools**. To get this pale ore, you have to beat the second trial named **Trial of the Conqueror**, which consists of 17 waves of Enemies. If you manage to successfully complete the **Trial of the Conqueror**, you'll be rewarded with a piece of Pale Ore and about 1,700 to 2,024 Geo. **Grubfather Pale Ore** Another way to earn a piece of Pale Ore is by rescuing Grubs; you'll need to rescue 31 Grubs to be exact. The **Grubfather** located in **Ancestral Mound** will give you a Pale Ore upon rescuing 31 of the Grubs. Rescuing Grubs can give you really good rewards along the way, so remember to always keep a lookout for Grubs whenever you're traveling across **Hallownest**.

Nail Arts in **Hollow Knight** are special techniques that can be learned by The Knight, the game's protagonist. Nail Arts are powerful combat moves that can be unleashed with the Nail to deal more damage to Enemies and Bosses. They can be woven into your standard attacks with the and Spells in order to supplement your ability to defeat opponents. There are three Nail Arts to learn and each one is useful in varying situations, allowing the Knight to hit multiple opponents when surrounded, strike while dashing or perform a single devastating slash that can take out smaller opponents instantly while dealing heavy damage to stronger ones. See the Nail page for an overview of combat mechanics pertaining to the weapon. All Nail Arts in **Hollow Knight** are techniques that can be learned from the three Nailmasters found in various locations throughout **Hallownest**. The Nailmasters are the disciples of **Sly**, the former **Great Nailsage** who gave up this role in favor of a quiet life as a merchant. Each Nailmaster has perfected one Nail Art and will teach them to the Knight once they are found. Nail Arts typically deal more damage than your basic attacks but require charging by holding the attack button before they can be unleashed. Unlike Spells, they do not require any special resources to use. The damage dealt by these techniques is affected by your Nail's upgrade level. The Nailmaster's **Glory charm** can be equipped to reduce the charging time of all Nail Arts, allowing them to be unleashed faster.

Cyclone Slash The signature Nail Art of Nailmaster **Mato**. A spinning attack that rapidly strikes foes on all sides.
Acquisition: Learned from Nailmaster **Mato**. Location: **Howling Cliffs** Old Nail: 21-49 Damage Sharpened Nail: 36-84 Damage Channelled Nail: 51-119 Damage Coiled Nail: 66-154 Damage Pure Nail: 81-189 Damage

Dash Slash The signature Nail Art of Nailmaster **Oro**. Strike ahead quickly after dashing forward. Acquisition: Learned from Nailmaster **Oro** for 800. Location: **Kingdom's Edge** Old Nail: 12.5 Damage Sharpened Nail: 22.5 Damage Channelled Nail: 32.5 Damage Coiled Nail: 42.5 Damage Pure Nail: 52.5 Damage

Great Slash The signature Nail Art of Nailmaster **Sheo**. Unleashes a huge slash directly in

front of you which deals extra damage to foes. Acquisition: Learned from Nailmaster Sheo. Location: Greenpath
Old Nail: 12.5 Damage Sharpened Nail: 22.5 Damage Channelled Nail: 32.5 Damage Coiled Nail: 42.5 Damage Pure Nail: 52.5 Damage

Nailmaster's Glory Cost: Geo: N/A Location: Dirtmouth Effect: Increases the bearer's mastery of Nail Arts, allowing them to focus their power faster and unleash arts sooner. Nailmaster's Glory in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Nailmaster's Glory Information "Contains the passion, skill, and regret of a Nailmaster." Nailmaster's Glory is a tremendous charm that reduces the charge time of the Nail Arts to 0.75 seconds. Combining this charm with the fully upgraded Pure Nail will allow players to quickly clear a challenging area or arena - it is even recommended to use this charm once you are in the Colosseum of Fools in order to easily eliminate its tough enemies and bosses. Nailmaster's Glory Acquisition Location: Dirtmouth Acquisition: This charm is given by Sly only if you've learned all three Nail Arts from Nailmasters Oro, Mato, and Sheo. Nailmaster's Glory Notes Charms can only be equipped and unequipped by using a bench. Players can notice that the charm resembles the head of the Nailmasters. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Fluke, Greed, Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Nailmaster Mato Location Howling Cliffs Nailmaster Mato is an NPC in Hollow Knight. Nailmaster Mato is a legendary master of the Nail Arts who is willing to bestow their technique to new wielders of the Nail. Nailmaster Mato Information Nailmaster Mato is one of the three Nailmasters. Mato specializes in the Nail Art: Cyclone Slash. He is willing to teach and share his ways with the next generation of Nail wielders. He was taken under the supervision of the Great Nailsage Sly along with his brothers Sheo and Oro. His battle skills were weaker than those of his brothers, but he remained enthusiastic about learning. After speaking to him and learning the technique, he mentions that he considers The Knight to be his child. Location: Nailmaster Mato Can be found at the Howling Cliffs Associated Quests N/A Dialogue Hm? Ah, well met! Yes, I thought I could sense the aura of a fierce warrior approaching. I'm impressed you found my sanctuary here at the top of the world. No doubt you've endured many trials and overcome many foes in your quest to find me. No, don't speak a word. I, Nailmaster Mato, who was taught the Art of the Nail by the Great Nailsage himself, hereby accept you as my pupil! Let us begin the lesson immediately! Notes & Tips Note 1 Trivia and such go here NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung

Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Nailmaster Oro Location Kingdom's Edge Nailmaster Oro is an NPC in Hollow Knight. A large beetle-like bug, Nailmaster Oro is a legendary master of the Nail Arts who is willing to bestow their technique to new wielders of the Nail. Nailmaster Oro Information Nailmaster Oro is one of the three Nailmasters, Oro specializes in the Nail Art: Dash Slash- he also was taken under the supervision of the Great Nailsage Sly. Oro and Mato both share an unfinished and conflicted past that resulted to Mato seeing Oro as his enemy. Oro is the only Nailmaster who asks for Geo in exchange for teaching the Nail Art, though he will teach you if you give him the Delicate Flower as well. Location: Nailmaster Oro Can be found at Kingdom's Edge Associated Quests Delicate Flower: Players may give Oro a Delicate Flower. Once you give him the flower, he claims that it is useless and he will dispose of it. However, after leaving and coming back to him, you'll find the flower placed inside a vase beside him. Dialogue Hmph. How did you find me, down here where the world ends? Yes, I know why you're here. You came to learn a Nail Art from the legendary Nailmaster Oro. It is the law of the Great Nailsage that I must pass down my teachings to those who are worthy. But no law forbids me from exacting a payment for my time. If you truly wish to train under me, prove it with Geo! Notes & Tips Based on what Sly said in his dream, and Oro's current attitude, Oro was the proudest but least-skilled Nailmaster despite his definite combat prowess when Sly was training all three brothers. However, it seems that under his pompousness, Oro is actually quite sensitive, and has learned to cover it up with an imperious facade (hence why he keeps the Delicate Flower despite acting annoyed by it). NPCs Bardo, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Nailmaster Sheo Location Greenpath Nailmaster Sheo is an NPC in Hollow Knight. Nailmaster Sheo is a legendary master of the Nail Arts who is willing to bestow his technique to new wielders of the Nail. Nailmaster Sheo Information Nailmaster Sheo is one of the three Nailmasters, Sheo specializes in the Nail Art: Great Slash. He was taken under the supervision of the Great Nailsage Sly and is said to be the strongest and mightiest amongst the three. He decided to move to Greenpath to pursue a new art, the art of painting, sculpting, and creation of various artworks. Later, he befriends and the Nailsmith (if you choose to spare

the Nailsmith's life), and learn the Great Slash from Sheo. Location: Nailmaster Sheo Can be found at Greenpath Rewards: Choosing not to kill the Nailsmith and returning to Sheo unlocks the Happy Couple Trophy/Achievement. Associated Quests A Nailsmith's Obsession: The Nailsmith will move to Sheo's area if players choose to let him live. Related NPCs: Nailsmith Dialogue A visitor! Why have you crept in here, little grub? Perhaps, like me, you have a taste for discovering new things? I am Sheo, and in a previous life I was a Nailmaster. Yes, the only thing that drove me was becoming stronger and honing my skills with a nail. I imagined it was my one calling in life, but that feeling faded over time. Now I seek a new calling, something that speaks to my soul and compels me forward. That's why I spend my time here, secluded, trying to master the art of creation. Painting, sculpting... these things bring a different kind of pleasure. Mmm. You don't seem very moved by what I've said. Was it Sheo the Nailmaster you were looking for? Did you come to learn a Nail Art? I'll teach you if you insist... Notes & Tips Note 1 Trivia and such go here NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Nailmasters in Hollow Knight are special NPCs who are responsible of providing The Knight with special moves called Nail Arts. There are three Nailmasters that can be found in Hollow Knight, each having a distinct personality, appearance, and specialization of a certain Nail Art technique. These Nailmasters are legendary masters of the Nail Arts who are willing to bestow their technique to new wielders of the Nail. On this page, you can find the three Nailmasters featured in Hollow Knight. Finding the Nailmasters in Hollow Knight In Hollow Knight, there are three Nailmasters that can be found within the kingdom of Hollow Knight, and each one of them are actually optional for you to find. Although it may be optional, it is highly recommended to interact with these fierce masters since they are able to bestow strong techniques that can help in defeating the countless foes you encounter in Hollow Knight. As The Knight, it is your duty to seek out these masters and to learn from them. It is important to take note to always come prepared since each one is pretty much distinct from one another, you will fight them to prove your worth, while one of them may just simply ask for a request that needs to be done. Achievements upon finding the Nailmasters Apart from learning the various Nail Art Techniques, players can unlock unique achievements such as the Happy Couple Trophy/Achievement which can be acquired if you choose not to kill the Nailsmith and returning to Nailmaster Sheo about it. Hollow Knight Nailmasters Nailmaster Mato Location: Howling Cliffs "Hm? Ah, well met! Yes, I thought I could sense the aura of a fierce warrior approaching." Nailmaster Oro Location: Kingdom's Edge "Hmph. How did you find me, down here where the world ends?" Nailmaster Sheo Location: Greenpath "I am Sheo, and in a previous life I was a Nailmaster."

Nailsage's Pride Reward Nailmaster's Glory Location Forgotten Crossroads
 Prerequisite Find and rescue Sly
 Nailsage's Pride is a Quest in Hollow Knight. Quests can provide rewards from items, unlocking Trophies/Achievements, and uncovering more information to the lore. Quests can only be activated by speaking to NPCs.

Nailsage's Pride Objectives
 Rescue Sly. Obtain all three Nail Arts from the Nailmasters.

Nailsage's Pride Locations
 Forgotten Crossroads, Dirtmouth, Kingdom's Edge, Howling Cliffs, Greenpath.

Nailsage's Pride is a quest that focuses on saving the shopkeeper Sly, acquiring three Nail Arts from the Nailmasters and uncovering the truth of who Sly is. Rescuing an almost infected Sly. Sly's location in the Forgotten Crossroads. To start this quest, you must find and save Sly first from being consumed by The Infection. He can be found in a cave-like room in the Forgotten Crossroads, speaking to him will allow him to fight off The Infection and recover his sanity. After speaking to him, he will move to Dirtmouth, where he will open his shop and sell various Items and Charms that can be helpful for your survivability in the game. Now, if you hit Sly with the Dream Nail, a dialogue will appear, revealing that he is hoping that all "three" of them are looking after themselves which refers to the three Nailmasters who are Nailmasters Oro, Mato, and Sheo that The Knight will need to find in order to learn the Nail Arts.

Finding Nailmaster Oro. Nailmaster Oro's location in Kingdom's Edge. Nailmaster Oro can be found in Kingdom's Edgewhere he will teach the Dash Slash Nail Art. However, be prepared to have 800 since he will ask for payment in exchange for learning the Nail Art.

Finding Nailmaster Mato. Nailmaster Mato's location in Howling Cliffs. Next up is Oro's brother, Nailmaster Mato who can be found in Howling Cliffs where he teaches the Cyclone Slash Nail Art. Unlike Oro, Mato is willing to teach The Knight without asking for anything in return.

Finding Nailmaster Sheo. Nailmaster Sheo's location in Greenpath. And finally, the last Nailmaster, Sheo, can be found at the western end of Greenpath. He is the strongest Nailmaster out of the three and decided to learn a new art of painting, sculpting, and creation - he bestows The Knight with the Great Slash Nail Art. Once you have obtained all three Nail Arts, head back to Sly's shop in Dirtmouth and speak to him. Once you've arrived, Sly won't be at his counter which will allow you to walk further into his shop where you can find a hatch you can jump into - it will reveal another room which seems to be his sanctuary. Once you speak to him, he will acknowledge himself as the Great Nailsage who has taught all three Nail Arts to his former apprentices Oro, Mato, and Sheo. This will mark the completion of the quest and at the end, he will give The Knight the Nailmaster's Glory charm as a reward for recognizing The Knight's skill.

Nailsage's Pride Notes & Notable Loot??
 Quests A Nailsmith's Obsession, Bretta (Quest), Delicate Flower (Quest), Dream No More, Grubfather's Lament, Millibelle (Quest), Secret of the Stagways, The Grimm Troupe (Quest)

Nailsmith Location Junk Pit, Greenpath, City of Tears.

Nailsmith is an NPC in Hollow Knight. Nailsmith is a bug who specializes in forging Nails. Nailsmith Information Nailsmith is capable of strengthening The Knight's Nail and is obsessed with the thought of forging the "perfect" nail. He will offer his services to forge The Knight's Nail in exchange for Geo and Pale Ore. Once the Nailsmith has forged the Pure Nail, he

will realize that his work is done and will step outside his shop - after you speak to him, he will ask you for a final request to kill him with the use of the "perfect" nail leaving you with the choice to do his final wish or to spare his life. Location: Nailsmith Can be found at the City of Tears Progression: Nailsmith moves to Greenpath at Nailmaster Sheo's if players choose to spare his life and have acquired Great Slash. Combat: Players may kill the Nailsmith. Rewards: Finishing a quest grants the Happy Couple Trophy/Achievement, killing him grants the Purity Trophy/Achievement. Associated Quests A Nailsmith's Obsession: Players will need to forge The Knight's Nail until acquiring the Pure Nail. Once it has been forged, the Nailsmith will step outside his shop and realizes his work has come to an end. He will mention that he would like to see how the perfect nail strikes and asks for you to kill him using the newly forged Pure Nail. Now, it is up to you to either kill him or spare his life. Related NPCs: Nailmaster Sheo After killing him, you can find his corpse at the Junk Pit. However, if you choose to spare his life, you can find him in Nailmaster Sheo's house in Greenpath only if the Nail Art Great Slash has been obtained. Dialogue Have you brought me another nail to be honed? Leave it on the ground and return later, if you're still breathing. Hmm? Oh. I thought you were someone else. After a Nailsmith are you? Well, you've found one. I'm not much for talk, but if it's a nail that needs repair then you've come to the right bug. Your own nail is in quite a sorry state. It's obviously not one of mine. Still, anything can be refined with enough effort and skill, even that broken blade. Nailsmith's Shop Nail Requirement: Sharpened Nail 250, Channelled Nail 800, 1x Pale Ore Coiled Nail 2000, 2x Pale Ore Pure Nail 4000, 3x Pale Ore Notes & Tips The Nailsmith can be killed with other methods, such as using Spells. The Dream Nail can be used on him and his corpse for additional dialogues. NPCs Bardo, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nymm, Pogg, Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Nightmare King Grimm Location Dirtmouth Health 1500 Reward Fully upgraded Grimm child Nightmare King Grimm is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Nightmare King Grimm is a final dream boss that was added as part of the Grimm Troupe expansion, appearing the dream version of Troupe Master Grimm (Boss). In the back of his tent, Grimm enters a restless nightmare before being

reborn by fire. The Knight must strike him with the Dream Nail and enter his dream in order to battle his dream variant, thus completing the ritual of fiery rebirth. Afterward, Troupe Master Grimm will be reborn as Grimmchild (Stage 4, fully upgraded). Twisted spectre of scarlet flame. "The expanse of dream in past was split, One realm now must stay apart, Darkest Reaches, beating red, Terror of sleep. The Nightmare's Heart." - Seer Nightmare King Grimm Location: Large Troupe Tent, Dirtmouth. Troupe Master Grimm (Boss) must first be defeated before players can encounter Nightmare King Grimm. He is encountered after Grimm asks for the second batch of scarlet flames. Nightmare King Grimm Rewards: Fully upgraded Grimmchild. Nightmare King Grimm Strategies: Strategy Writeup: Nightmare King Grimm does more damage than the regular boss. He performs a variety of very fast and graceful moves. Time your attacks in between his attacks, as he makes a short pause. Keep an eye on indications for the fire pillars and spike spawns to position yourself in between its area of damage. As he makes his attacks, be prepared to dash towards him in order to make your attack. Try to read his prepping animations to anticipate his next attack. Attacks & Counters: Attack Counter Phase 1: Teleport, slash, Evade, Spawn Spikes. Position between indicators: Fireball Rain. Phase 2: Fire Bat Dodge Dash Jump Aimed Dive / Dash. This attack is aimed at your most recent location, reposition as he deals these attacks. Fire spawn pillars of fire appear like the spawn spikes. Nightmare King Grimm Notes & Trivia: The Hunter's Journal Description of the Nightmare King Grimm is a poem by the Seer. Bosses: Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

No Eyes Location: Stone Sanctuary Health: 200 - 570 Reward: 200 Essence No Eyes is a Warrior Dream Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Linger in dream of a fallen warrior. Disappeared during the plague. They're coming... What's inside of you... Strip it out! - No Eyes No Eyes Location: Stone Sanctuary Must have the Dream Nail No Eyes Rewards: 200 Essence No Eyes Strategies: Strategy Writeup: No Eyes only has one attack which is conjuring ghosts that flies and floats around the arena. These deal damage upon contact. No Eyes moves slow but teleports in random positions. First, you'll want to have Mothwing Cloak or better yet its upgraded version, Shade Cloak so that you can dash through the ghosts. And finally, you'll want to have the charms Quick Slash paired with Mark of Pridet to increase the range of the Nail as well as the speed. Attacks & Counters: Attack Counter Phase 1: Linger

SpiritsDash through the ghosts with the use of Shade Cloakto avoid getting hit.No Eyes LoreNo Eyes, although his name is unknown, is a warrior of Hallownest who succumbed to The Infection and became mad. Knowing that he would fully succumb once he sleeps and dreams, he, in his madness, decided to strip the eyes of the bugs who followed him, as well as his very own. At some point, No Eyes, alongside the other bugs, died and was laid to rest in the Stone Sanctuary.No Eyes Notes & TriviaNo Eyeshealth depends on the type of Nail The Knight has equipped. 200 (Old Nail)320 (Sharpened Nail)416 (Channelled Nail)500 (Coiled Nail)570 (Pure Nail) BossesBroken Vessel,Brooding Mawlek,Brothers Oro and Mato,Crystal Guardian,Dung Defender (Boss),Elder Hu,Failed Champion,False Knight,Flukemarm,Galien,God Tamer,Gorb,Great Nailsage Sly,Grey Prince Zote,Gruz Mother,Hive Knight,Hollow Knight,Hornet (Boss),Lost Kin,Mantis Lords,Markoth,Marmu,Massive Moss Charger,Nightmare King Grimm,Nosk,Oblobber,Paintmaster Sheo,Soul Master,Soul Tyrant,Soul Warrior,The Collector,The Radiance,Traitor Lord,Troupe Master Grimm (Boss),Uumuu,Vengefly King,Watcher Knight,White Defender,Winged Nosk,Xero,Zote the Mighty (Boss)

Nosk LocationDeepnestGodhomeHealth680RewardPale OreNosk is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities.You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them.As soon as you encounter a boss,its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.Mimics the shape of other creatures to lure prey to its lair.In the deepest darkness, there are beasts who wear faces stolen from your memories and pluck at the strings in your heart. Know yourself, and stay strong.Nosk LocationFirst encounter: DeepnestThe location of Nosk is hidden, so first, acquire Monarch Wings or Crystal Heart in order to reach the area. Directly left of the Hot Spring in Deepnest, there is a secret area where a Grub can be found, break the wall behind the Grub to discover a tunnel that leads into the lair of this shape-shifting creature. Second encounter in its Winged Form: GodhomeNosk RewardsPale OreNosk StrategiesStrategy WriteupNosk is an unpredictable boss, as it is able to move fast within its lair and quickly mix up its attacks. First, let's identify which Charms you should have equipped. Quick Focus is a must in order for The Knight to use healing as quickly as possible in order to keep up with Nosk's pace. Thorns of Agony, this charm is helpful in terms of dealing chip damage, since most likely you will get hit by Nosk's fast attacks, executing a counter-attack for getting hit is a wise thing to do in order to be consistent with dealing damage. Quick Slash can also be used if you want to be aggressive and face this boss head-on, having this charm will allow you to land your basic attacks as fast and frequently as you can when the opportunity is available.Now, there is a way for you to avoid some of its attacks. The arena has a middle platform where a wall from both directions can be found, however, at the left side of the middle platform, you will notice that the wall is higher compared to the right-hand side. If you hug the left side of the wall of the lower platform, you can avoid some of its attacks like the running and leap

attack, but the eruption or rain of infection will not work here since it most likely covers the arena and tracks the movement of The Knight. Use this spot to avoid his running and leap attack as well as for healing. If you continue to hug the wall, you can also use the opportunity to strike upwards in order to land attacks while it runs in between the gap. Be sure to upgrade your Mothwing Cloak ability to the Shade Cloak since 99.9% of the time you will need to phase through Nosk in order to evade its attacks. If the Shade Cloak is in cooldown, having Monarch Wings will also be helpful since you can jump high enough to evade it and also land a couple of downward strikes on top of Nosk. Take your time, watch its movement, upgrade your equipment, and utilize the spot in order to defeat this challenging boss.

Attacks & Counters

Attack Counter Phase 1

Running

Attack: Nosk begins this attack by standing tall and emitting a screech, followed by returning back to its hunching position to run in for a charged attack. Nosk will not stop if it hits The Knight or a wall since it will completely run around its arena, make sure to have Mothwing Cloak or better yet Shade Cloak in order to phase through it.

Eruption of Infection

Nosk will release blobs of infection near its feet and the rest across the arena. It will usually stop in the middle of the arena to perform this attack and while it executes the attack it is best to take cover using the gap or the wall that separates the middle platform and the rest of the arena. The blobs will remain in the arena for a short while and disperse afterward.

Leap Attack

Nosk will constantly leap around its lair up to 3 times as its way to move around and sometimes to jump in towards The Knight to deal damage. Keeping your distance and having the Mothwing Cloak or Shade Cloak ability will be helpful to dodge it in case it chases or decides to land on The Knight.

Barrage of Infection

This attack will have Nosk leap into the ceiling and will drop blobs of infection on The Knight. It takes about a second to drop one blob after the other and the Nosk will remain hidden for about 6 seconds. The only way to avoid damage from this attack is to watch the ceiling for its movement, dust will start to form on the ceiling to know where the blob will fall and where Nosk will eventually drop from. Run towards the opposite direction of where the blobs will drop and if you get cornered jump and dash away to get more space.

Nosk Lore

Nosk is a shape-shifting creature who uses its ability to lure its victims into its lair. It can mimic the image or shape faces and contort its body into any shape of a bug from a memory of its victim. Nosk usually mimics the image of its victim's loved or departed ones in order to either kill or eat them - Nosk remains a mysterious foe and doesn't have any thoughts but only to kill.

Nosk Notes & Trivia

Upon defeat, Nosk drops the same shell that The Knight drops upon death. A winged variation is introduced in the Godmaster content as a quest boss, it mimics Hornet's image.

Bosses

Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Notches You want to wear a lot of charms, don't you? Of course you do! Buy this charm notch and you'll be able to wear more of your charms at once. Notches are an Item in Hollow Knight. Notches are items that affect how many Charms can be equipped at once. What Are Notches Hollow Knight Notches in Hollow Knight are items that are required to equip Charms. The more notches you have, the more Charms you'll be able to wear. All Charms have a corresponding Notch Cost. The combined Notch Cost of equipped Charms cannot go past The Knight's Notch Limit (see the Charms general page for the Overcharming mechanic). A total of 11 Notches exist in Hollow Knight. By default, The Knight starts off with 3 Notches; the other 8 can be found as you progress through the game. Some are sold by Merchants in Hallownest, while the others are acquired by exploring secret areas and completing quests. Hollow Knight Notch Locations Charm Lover Salubra Charm Lover Salubra is a Merchant in the Forgotten Crossroads who sells 4 Notches. She is located at the South-Eastern side of the Forgotten Crossroads, and is only available once The Knight has defeated one of the Bosses, Gruz Mother, and acquiring the Abilities Mothwing Cloak or Mantis Claw (alternatively, you can perform a skip by bouncing off your Shade for early access). To purchase Notches from Salubra, The Knight needs to own a certain amount of Charms. Below is a small table detailing these prerequisites and prices:

Notch	Cost	Charms Needed
First Notch	120	5
Second Notch	500	10
Third Notch	900	18
Fourth Notch	1,400	25

Fog Canyon (hidden area) Fog Canyon has a hidden area which contains a Charm Notch, though it requires the player to own Isma's Tear. The hidden room is located on the North-East section of the area, near the Forgotten Crossroads and Fungal Wastes entrance. On the left wall of the passage, there is an opening to a room not seen on the map. Exploring this room will lead you to the Charm Notch. Fungal Wastes This Charm Notch is located at the Northern section of the Fungal Wastes, west of the Leg Eater (one of the Merchants) and underneath the entrance to Fog Canyon. The Notch is guarded by 2 Shrumal Ogres, but is relatively easy to acquire. Colosseum of Fools Reward Colosseum of Fools is an arena which rewards The Knight upon completing its various stages. To acquire the Charm Notch, The Knight must complete the Trial of the Warrior. Defeating Troupe Master Grimm (Boss) Upon defeating the main boss of the The Grimm Troupe DLC, you may acquire a Charm Notch. This Notch will be located inside the Grimm Troupe tent at Dirtmouth, but is only available once Troupe Master Grimm has been defeated.

Notches Notes & Tips?? Other notes... Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Luma Fly Lantern, Map and Quill, Mask Shard, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

NPCs in Hollow Knight are the non-playable inhabitants of Hallownest that The Knight will come across on their journey. These NPCs provide information and add context to the game's story and the world's lore. Most NPCs can be interacted with by listening to their dialogue. Their inner monologue can also be heard once The Knight obtains the Dream Nail. Some of these characters have more involved roles, such as the Merchants who offer trade services or those who advance Quests and progress the story. This page lists all NPCs the Knight will encounter in Hollow Knight. All NPCs in Hollow Knight

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Knight MerchantsConfessor Jiji"I am Jiji, and if you have found your way into my chamber you must need my help."Charm Lover
Salubra"Oooooooooooooohhhhhhh, you surprised me! Hello, hello! Come in, sweetling! Come in and make yourself at home."Iselda"Come to buy a map have you? Its really my husband you should be dealing with, but what a surprise! He's headed down below."Leg Eater"Don't try to sneak past me. I can smell you."Little Fool"Aha! Another warrior finds their way to our fair Colosseum. Ours is the final destination for all seeking trials of intense and deadly combat."Millibelle the Banker"Hello there dearie. I was about to close up shop and run, till you came along. I provide a banking service if you're interested."Nailsmith"After a Nailsmith are you? Well, you've found one. I'm not much for talk, but if its a nail that needs repair then you've come to the right bug."Relic Seeker Lemm"Aye Aye. Come searching for rare items, have you? Well, hands off! This collection is mine and I won't be selling to grubby little wanderers."Sly"I'm Sly. Usually, I live an uneventful life up in Dirtmouth."Steel Soul Jinn" Jinn, has only many small, shiny things... useless to Jinn, but will trade for wonderful gift."The Last Stag"Greetings, little one! It's been an age since I last heard the ringing of a station bell. It echoed down the stagways and called me to you."Tuk"Don't be angry. I'll share my food with you... if you give me Geo."Hollow Knight NailmastersNailmaster Mato"Hm? Ah, well met! Yes, I thought I could sense the aura of a fierce warrior approaching."Nailmaster Oro"Hmph. How did you find me, down here where the world ends?"Nailmaster Sheo"I am Sheo, and in a previous life I was a Nailmaster."Hollow Knight Quest NPCsBretta"Oh?! Who are you?"Dreamers"Let us sleep little shadow."Grey Mourner"Ahhhh.... Me'hon. This world. This cruel, sinful world. Why does che' wake? Why does che' persist?"Monomon the Teacher"...A world forever unchanging..."Lurien the Watcher"..Bonds must remain..."Herrah the Beast"...Bound... For brood... For child..."Grubfather"Happy...happy...happy!!!"Grub"...Home..."Seer"Ahhhh, you've returned. Welcome back to the waking world."Hollow Knight Wanderers and Other NPCsBardoon"Ohrm... Tiny thing. You climb high. Seek then knowledge of these lands?"Cloth"Searching for dangerous places aye? Well, you're on the right track."Cornifer"I'm a cartographer by trade, and I'm working on mapping this area right now. Would you like to buy a copy of my work so far?"Distant Villagers"We are friends. Welcome. Sit and rest."Dung Defender"...For the honour of Hallownest!"Elderbug"Ho there, traveller. I'm afraid there's only me left to offer welcome. Our town's fallen quiet you see."Eternal Emilitia"Isn't life just wonderful..."Hornet"Come no closer, ghost."Mask Maker"Is it mask or face upon the creature? In Hallownest, a difficult thing it can be to decipher."Midwife"Is it information you seek? That I can provide. Yes. Oh yes. Heehee."Mister Mushroom"To greater things, perhaps? So much can be achieved in just a short time..."Moss Prophet"Oooohhh radiant being, we are blessed. Your rays touch us. Your warmth fills us. Hallownest is born again, united in your blazing image. Oohhh..."Myla"So, what are you down here for? If you came to g-get wealthy, just look around you!"Quirrel"Oh, hello there! Seems we both tread far from the path."Snail Shaman"Oho! Who is that creeping out of the darkness? My, you're looking grim! A strange, empty face and a wicked looking weapon!"The Hunter"Tiny squib... You approach fearless. Are you a hunter like me? Do you feel the urge inside, to stalk, to kill, to understand?"The Pale King"No cost too great.No mind to think.No will to break. No voice to cry suffering."The White Lady"Oh!

One arrives. Far it walks to find me. Did it seek my aid? Or did the path carry it by chance to so pertinent a place?"Tiso"Pale thing. You wear that nail with ease. If you're in search of combat, you'll find no great warriors in this decaying burrow."Unn"... "Unnamed Moth"To believe or disbelieve... The choice is yours."Willow"Oh! Come in search of treats, have you? I chanced upon a unique little fungus growing right above us."Zote the Mighty"Begone! Lest I draw my nail..."Songstress Marissa"Welcome to my stage little one. I am Marissa, a songstress of some renown."Hollow Knight Grimm Troupe NPCsBrumm"Mrmm. You called us? Speak to Master."Divine"Aaaaaaaaahhhhhhhh!Did you call us? You called us, and we came. We came!"Grimmsteed"A new land. Different from the last. How many more will we see?"Nymm"Ah. Hello! Hello! I'm new around these parts, so it's marvellous to see so friendly a face, in such a sad town."Troupe Master Grimm"Well met, my friend. Well met. I am Grimm, master of this troupe."Hollow Knight Godmaster NPCsFluke Hermit"Safe, gla... Little Sisters... Gla gla❖"Godseeker"Thou crawler! Thou cringer! Thou smallest of the small!"Quick Search of All Hollow Knight NPCClick the header to sort the table.NPCTypeLocationDialogueConfessor JijiMerchantDirtmouth "I am Jiji, and if you have found your way into my chamber you must need my help." Charm Lover Salubra MerchantForgotten Crossroads "Oooooooooooooohhhhhhh, you surprised me! Hello, hello! Come in, sweetling! Come in and make yourself at home." IseldaMerchantDirtmouth "Come to buy a map have you? Its really my husband you should be dealing with, but what a surprise! He's headed down below." Leg EaterMerchantFungal Wastes "Don't try to sneak past me. I can smell you." Little FoolMerchantColosseum of Fools "Aha! Another warrior finds their way to our fair Colosseum. Ours is the final destination for all seeking trials of intense and deadly combat." MillibelleMerchant Fog CanyonPleasure House "Hello there dearie. I was about to close up shop and run, till you came along. I provide a banking service if you're interested." NailsmithMerchant Junk PitGreenpathCity of Tears "After a Nailsmith are you? Well, you've found one. I'm not much for talk, but if its a nail that needs repair then you've come to the right bug." Relic Seeker LemmMerchant City of Tears "Aye Aye. Come searching for rare items, have you? Well, hands off! This collection is mine and I won't be selling to grubby little wanderers." SlyMerchant DirtmouthForgotten CrossroadsGodhome (boss fight) "I'm Sly. Usually, I live an uneventful life up in Dirtmouth." Steel Soul JinnMerchantDirtmouth "Jinn, has only many small, shiny things... useless to Jinn, but will trade for wonderful gift." The Last StagMerchantStag Stations "Greetings, little one! It's been an age since I last heard the ringing of a station bell. It echoed down the stagways and called me to you." TukMerchantRoyal Waterways "Don't be angry. I'll share my food with you... if you give me Geo." Nailmaster Mato NailmasterHowling Cliffs "Hm? Ah, well met! Yes, I thought I could sense the aura of a fierce warrior approaching." Nailmaster Oro NailmasterKingdom's Edge "Hmph. How did you find me, down here where the world ends?" Nailmaster Sheo NailmasterGreenpath "I am Sheo, and in a previous life I was a Nailmaster." Bretta Quest NPC DirtmouthFungal Wastes "Oh?! Who are you?" Dreamers Quest NPC GreenpathResting Grounds "Let us sleep little shadow." Grey Mourner Quest NPCResting Grounds "Ahhhh.... Me'hon. This world. This cruel, sinful world. Why does che' wake? Why does che' persist?" Monomon the Teacher Quest NPCTeacher's Archives "...A world forever unchanging..." Lurien the Watcher Quest NPCWatcher's Spire "..Bonds must remain..."

Herrah the Beast Quest NPCBeast's Den"...Bound... For brood... For child..." Grubfather Quest NPCForgotten Crossroads
 "Happy...happy...happy!!!" GrubQuest NPCVarious "...Home..." Seer Quest NPCResting Grounds "Ahhhh, you've returned. Welcome back to the waking world." Bardoon WanderersKingdom's Edge "Ohrm... Tiny thing. You climb high. Seek then knowledge of these lands?" Cloth WanderersFungal Wastes, Ancient Basin, Queen's Gardens, Dirtmouth "Searching for dangerous places aye? Well, you're on the right track." Cornifer WanderersAll Areas(Excluding The Hive, The Abyss, and Resting Grounds) "I'm a cartographer by trade, and I'm working on mapping this area right now. Would you like to buy a copy of my work so far?" Distant Villagers WanderersBeast's Den "We are friends. Welcome. Sit and rest." Dung Defender WanderersRoyal Waterways "...For the honour of Hallownest!" Elderbug WanderersDirtmouth "Ho there, traveller. I'm afraid there's only me left to offer welcome. Our town's fallen quiet you see." Eternal Emilitia WanderersCity of Tears "Isn't life just wonderful..." Hornet WanderersGreenpath, (boss fight), Fungal Wastes, City of Tears, Kingdom's Edge (boss fight), Deepnest "Come no closer, ghost." Mask Maker WanderersDeepnest "Is it mask or face upon the creature? In Hallownest, a difficult thing it can be to decipher." Midwife WanderersDeepnest "Is it information you seek? That I can provide. Yes. Oh yes. Heehee." Mister Mushroom WanderersFungal Wastes "To greater things, perhaps? So much can be achieved in just a short time..." Moss Prophet WanderersQueen's Gardens "Oooohhh radiant being, we are blessed. Your rays touch us. Your warmth fills us. Hallownest is born again, united in your blazing image. Oohhh..." Myla WanderersForgotten Crossroads "So, what are you down here for? If you came to g-get wealthy, just look around you!" Quirrel WanderersBlack Egg Temple, Greenpath, Queen's Station, Mantis Village, City of Tears, Deepnest, Crystal Peak, Teacher's Archives, Blue Lake"Oh, hello there! Seems we both tread far from the path." Snail Shaman WanderersAncestral Mound "Oho! Who is that creeping out of the darkness? My, you're looking grim! A strange, empty face and a wicked looking weapon!" The Hunter WanderersGreenpath "Tiny squib... You approach fearless. Are you a hunter like me? Do you feel the urge inside, to stalk, to kill, to understand?" The Pale King WanderersOnly appears as a memory. "No cost too great.No mind to think.No will to break. No voice to cry suffering." The White Lady WanderersQueen's Gardens "Oh! One arrives. Far it walks to find me. Did it seek my aid? Or did the path carry it by chance to so pertinent a place?" Tiso WanderersDirtmouth, Forgotten Crossroads, Colosseum of Fools, Blue Lake "Pale thing. You wear that nail with ease. If you're in search of combat, you'll find no great warriors in this decaying burrow." Unn WanderersLake of Unn "..."
 Unnamed Moth WanderersShrine of Believers "To believe or disbelieve... The choice is yours." Willoh WanderersQueen's Station "Oh! Come in search of treats, have you? I chanced upon a unique little fungus growing right above us." Zote the Mighty WanderersGreenpath, Dirtmouth, City of Tears, Deepnest, Colosseum of Fools (boss fight) "Begone! Lest I draw my nail..." Songstress MarissaOther NPCsPleasure House, City of Tears "Welcome to my stage little one. I am Marissa, a songstress of some renown." Brumm Grimm Troupe DirtmouthHowling CliffsDistant Village "Mrmm. You called us? Speak to Master." Divine Grimm TroupeDirtmouth"Aaaaaaaaahhhhhhhh!Did you call us? You called us, and we came. We came!" Grimmsteed Grimm TroupeDirtmouth"A new land. Different from the last. How many more will we see?" Nymm Grimm TroupeDirtmouth"Ah.

Hello! Hello! I'm new around these parts, so it's marvellous to see so friendly a face, in such a sad town." Troupe Master Grimm Grimm TroupeDirtmouth"Well met, my friend. Well met. I am Grimm, master of this troupe." Fluke Hermit GodmasterJunk Pit"Safe, gla... Little Sisters... Gla gla◆" Godseeker Godmaster Junk PitGodhome "Thou crawler! Thou cringer! Thou smallest of the small!"

Nymm LocationDirtmouthNymm is anNPCaddedin the DLC ofHollow Knight, The Grimm Troupe.Nymm is a peculiar-looking bug who plays the accordion and only appears when the Troupe is banished.Nymm InformationNymm is a bug that highly resemblesBrumm(only he appears to have a slightly altered appearance, as he is in a disguised form after his betrayal). He appears after choosing to banish the troupe by conspiring with and assisting Brumm, after speaking to him he will provide theCarefree Melody charm.Location: Nymm can be found atDirtmouth.Combat: Players may not kill Nymm.Rewards:Provides the Carefree Melody charm.Unlocks the Banishment Achievement/Trophy. Associated QuestsThe Grimm TroupeIf a player chooses to banish the Troupe by conspiring withBrumm, he will appear later in Dirtmouth and provides you with a charm; if you choose to push through the ritual and help Grimm, he will not appear.DialogueAh. Hello! Hello! I'm new around these parts, so it's marvellous to see so friendly a face, in such a sad town.The old bug over there was very welcoming, but still I find the place a little melancholy, what with the wind, and the darkness, and the sense of decline... I was hoping my music could go some way to livening up the place.And now you've arrived with that wonderful, charming aura about you. The whole town feels brighter for it.Before you hurry about your business, I've a small gift to commemorate a wonderful new friendship. No use for it myself, but I believe it'd look rather fancy upon you.Please, enjoy it, and lets hope to see much more of one another about town.Notes & TipsNote 1Trivia and such go hereNPCsBardeen,Bretta,Brumm,Charm Lover Salubra,Cloth,Confessor Jiji,Cornifer,Distant Villagers,Divine,Dreamers,Dung Defender,Elderbug,Eternal Emilitia,Fluke Hermit,Godseeker,Grey Mourner,Grimmsteed,Grub,Grubfather,Herrah the Beast,Hornet,Iselda,Leg Eater,Little Fool,Lurien the Watcher,Mask Maker,Midwife,Mister Mushroom,Monomon the Teacher,Moss Prophet,Moth,Myla,Nailmaster Mato,Nailmaster Oro,Nailmaster Sheo,Nailsmith,PoggyThorax,Quirrel,Relic Seeker Lemm,Seer,Sly,Snail Shaman,Songstress Marissa,Steel Soul Jinn,The Hunter,The Last Stag,The Nightmare's Heart,The Pale King,The White Lady,Tiso,Troupe Master Grimm,Tuk,Unn,Vessel,Willoh,Zote the Mighty

Obble LocationGreenpathHealth10Drops40Obble is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Fat, slow, flying bug. Frequently discharges the acidic liquid stored in its round body.Does it realise what a nuisance it is? Drifting around, spilling its noxious juices everywhere it goes? If you see any, make sure to kill them.Obble LocationGreenpathObble Rewards40Obble Notes & TipsObbles can be found flying and bounces off anything it flies into. While it tries to attack The Knight by flying in, it also shoots out an acidic projectile. It is

recommended to stay underneath the Obble to avoid the X-shaped patterned projectile or trying to get above it. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Oblobble Location Colosseum of Fools Health 560 Reward ?? Oblobble is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Larger cousin of the Obble. Pairs with a mate for life and will never leave its side. Having a mate by your side... one that will never leave you until death. Strange. No mate has ever come forth to stay by my side... Oblobble Location Colosseum of Fools Trial of the Conqueror Oblobble Rewards Rewards ?? Oblobble Strategies Strategy Writeup As soon as you start this battle, you will be faced with two Oblobbles. Simply focus on one Oblobble first and try to follow it if it switches places with the other. They are quite slow in movement. Their main attack is shooting multiple acid blobs. The acid blobs shoot out in a circle in rapid succession. Whenever it executes the attack, it will remain in its position and takes about 2-3 seconds long before it stops and flies around and towards another spot. Taking your time is wise and focusing on the direction of the blobs is recommended in order to avoid any damage and after it executes the attack, you can quickly dive in to attack while it flies around. However, if you want to be aggressive, using ranged Spells like Vengeful Spirit, Shade Soul, or equipping charms that will increase the range of the Nail will allow you to consistently deal damage and kill one of the Oblobbles. Once one of the Obblebes die, the other will enter a

frenzied state where it will acquire a boost of health and an increase of movement and attacks. Again, using your spells in this battle will quickly get the job done, so having Charms that add buffs to The Knight's spells such as Shaman Stone or Spell Twister will help.

Attacks & Counters
Attack Counter Phase 1
Acid Spray The main and only attack of the Oblobble is where it shoots multiple small blobs of acid around its body. It's a matter of watching the direction of the blobs and avoiding it with the right spacing in order to evade it. While the Oblobbles telegraph this attack, they will not move and remain in their position. Fly Oblobbles will fly continuously after executing their main attack. They fly slow but bounce off walls and deal damage upon contact. Keep your distance and try to use offensive Spells or charms that grant The Knight an increase of range for its basic attacks for a safe play.

Phase 2 Frenzy State
 If one of the Oblobbles dies, the other will enter into a frenzied state. It does not obtain additional attacks but has a health boost and increased speed for its movements and attacks. Usage of spells from a distance will do the trick to quickly eliminate it.

Oblobble Lore
 The Oblobbles are larger variants of the Oblobble species. They were isolated and raised within the Colosseum to take part in the battle against the gladiators. As the Hunter's Journal suggests, they are life-long mates and are fiercely attached to one another. This is likely the reason why, after one of them is killed, the other will be frenzied.

Oblobble Notes & Trivia
 Defeating the Oblobbles will unlock the "Complete the Trial of the Conqueror" Trophy/Achievement.

Bosses
 Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Umuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Obsession Obsession is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Obsession is a secret achievement.

Obsession Objective(s) Defeat the Collector

Obsession Location(s) Tower of Love

Obsession Requirement(s) Love Key

Obsession Related Pages
 The Collector
 The Collector's Map
 Love Key
 Trophy and Achievement
 Execution, Falsehood, Honour, Illumination, Mortality, Peace, Proof of Resolve, Release, Respect, Strength, Test of Resolve

Old Nail Damage: 5 Requirements: None

Old Nail in Hollow Knight is the base form of the Nail, which is the weapon used by The Knight. The Nail is the primary means of dealing damage to Enemies and Bosses, and can be upgraded a total of 4 times. The Old Nail is the weakest form of the weapon, requiring multiple hits to take down all but the most basic opponents. See the Nail page for an overview of combat mechanics and moves pertaining to the Old Nail.

A traditional weapon of Hallownest. Its blade is blunt with age and wear.

Hollow Knight Old Nail Information
 The Old Nail has a base damage value of 5 which is used in the calculation for total damage dealt for attacks and effects that take Nail Damage into account. Nail Damage is affected by the following charms: Fragile Strength/ Unbreakable Strength
 Fury of the Fallen
 Nail Damage also affects the damage dealt by

Nail Arts. How to get the Old Nail in Hollow Knight The Old Nail is the default form of the Nail and is equipped by The Knight from the very beginning. How to Upgrade the Old Nail in Hollow Knight The Old Nail can be upgraded into the Sharpened Nail by finding the Nailsmith in his hut in the lower left-most section of the City of Tears map. Upgrading to the Sharpened Nail requires 250 and increases its base damage to 9. Hollow Knight Old Nail Notes & Tips Nails are bladed weapons akin to swords and are used in a similar fashion, with slashing strikes forming the basis of their attacks. Nails are prevalent in Hallownest and are used by its guards, soldiers and other warriors. Nails can be seen wielded by various Enemies, Bosses and NPCs that The Knight encounters. The denizens of Hallownest also wield other weapons that appear to be variations of the Nail such as the Mantis Lords' spears and Hornet's Needle. The Old Nail appears to have large cracks in its blade and handle in the equipment menu, indicating its disuse and lack of care given. While Nail appearances change in the menu as you upgrade them, these changes are not visible on The Knight's sprite when wielding the weapon. All Nails in Hollow Knight Channelled Nail, Coiled Nail, Pure Nail, Sharpened Nail

Ooma Location Fog Canyon Teacher's Archives Health 1 Drops 50 Ooma is an enemy in Hollow Knight. The enemies are creatures that have succumbed to the Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Passive outer being protecting an aggressive, explosive core. Ghastly, eerie creature made out of a thick liquid. You can peer right through them, and can't see where they keep their thoughts. I don't trust them at all. Keep away. Ooma Location Fog Canyon Teacher's Archives Ooma Rewards 50 Ooma Notes & Tips An Ooma is a jellyfish-like creature that constantly floats up and down. Upon hitting it, its body will burst into revealing an orange-colored core - where after a brief moment it will quickly fly towards The Knight that explodes upon contact or hitting a surface. The explosion causes 2 masks of damage. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zotelting, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny

Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Overgrown Mound Main Location Fog Canyon Overgrown Mound is a Sub-Area Location in Hollow Knight. Overgrown Mound can be found within the Fog Canyon. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Overgrown Mound Information Overgrown Mound can be found within the Fog Canyon You can find a Snail Shaman mound on the upper west side of the map where you can obtain the Howling Wraiths upgrade. Fog Canyon Map Items Found in Overgrown Mound x1 Geo Deposit Howling Wraiths upgrade Characters in Overgrown Mound N/A Enemies and Bosses in Overgrown Mound Squit Overgrown Mound Notes, Trivia and Notable Loot Other notes, tips, and trivia. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Paintmaster Sheo Location Godhome Health 950 Reward ?? Paintmaster Sheo is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Skilled and respected master of the nail. Always eager to learn new things. "O God inspired, master of arts, Whose works shall eternal endure, Peer beyond Our minds and hearts, Reveal to Us the God most pure!" - Prayer to the Artist Paintmaster Sheo Location Godhome Pantheon of the Artist Paintmaster Sheo Rewards Rewards ?? Paintmaster Sheo Strategies Strategy Writeup Paintmaster Sheo is fought in Godhome and appears as the final boss in the Pantheon of the Artist. Sheo's attacks can be evaded easily since similar to his fellow Nailmasters, Sheo needs to charge before releasing an attack and has a bit of a slow animation which allows players to predict its movements. An attack that is recommended to watch out for is Great Slash and the Lunge Attack since both have quite a long range that is enough to reach The Knight. Sheo can be staggered which you can use to either heal or go on the offense and bombard him with attacks. Your spells can be handy in this battle since you will be dancing around the arena to try and evade Sheo's long-range attacks, spells such as Shade Soul, Abyss Shriek, and Descending Dark will allow you to deal damage in all ranges and direction Sheo tries to move around - just be sure to have Shaman Stone and Spell Twister to increase the overall effectiveness of your spells, Soul Eater is also best paired with to increase the number of SOULS replenished from landing basic

attacks. Attacks & Counters

Attack	Counter	Phase
Painter's Lunge	Sheo will start to raise his brush and lunges it like a spear. This creates a yellow colored javelin paint that has a long range. You can either dash away from this attack or jump above before he releases the attack. Sheo's paintbrush turns into yellow when he executes this attack	Painter's Leap
Similar to the Brothers Oro and Mato's leap attack, Sheo first leaps into the air, releases red paint in a parabolic angle and finishes the move with stomping onto the ground. Since the attack is fast, you can bait out Sheo to jump at one end of the arena by running and standing at the end. Wait for him to jump on top of you and quickly dash towards the opposite end to give you space to avoid the projectiles. Sheo's paintbrush turns into red when he executes this attack	Splash of Paint	Sheo swings his paintbrush onto the ground, causing three blobs of blue paint to shoot out of Sheo's weapon in front of him. One low, mid, high blobs of paint travel once Sheo swings his paintbrush. Keep your distance and try to dash instead of jumping to avoid the mid and high projectiles. Sheo's paintbrush turns into blue whenever he executes this attack
Great Slash	Sheo performs his signature Nail Art, Great Slash. Sheo's paintbrush turns into Magenta and a white aura will engulf Sheo for players to identify that this attack is being telegraphed. If you want to play offensively, you can dash and phase through the attack and follow up with an attack but if you want to play defensively, simply keep your distance and do not stand close since Sheo releases a column of paint in front of him that has a long range	Paintmaster Sheo

Lore

Paintmaster Sheo is the the strongest and mightiest amongst the trio Nailmasters. I'm his youth Sheo was taken under the supervision of the Great Nailsage Sly, who nurtured and trained him and his brothers Oro and Mato to be the masters of Nail arts they are now. At some point in his life, Sheo decided to move to Greenpath to pursue a new mastery, the art of painting, sculpting, and creation. If the Knight spares the Nailsmith in the main game, Sheo will meet him and the two will live together, spending their time in pursue of art.

Paintmaster Sheo Notes & Trivia

Voice Actor, homages, and other trivia go here.

Bosses

Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Palace Grounds Main Location

Ancient Basin

Palace Grounds is a Sub-Area Location in Hollow Knight. Palace Grounds can be found within the Ancient Basin. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey.

Palace Grounds Information

Palace Grounds can be found within the Ancient Basin. The Palace Grounds served as the former location of the White Palace, but has now turned into a dried-up moat in spite of the palace gates that remain to be standing. Players must have the Monarch Wings upgrade in order to enter the area. In the centre of the Palace Grounds, in front of the palace gates, is the corpse of a King mould. This corpse can be Dream Nailed after the Awoken Dream

Nail has been acquired to access White Palace in the Dream Realm. Items Found in Palace GroundsN/A Characters in Palace GroundsKingsmould CorpseEnemies and Bosses in Palace GroundsN/APalace Grounds Notes, Trivia and Notable LootOther notes, tips, and trivia. Hollow Knight Sub-Area LocationsBeast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Pale Lurker LocationEast of the Colosseum of FoolsHealth200/240/290/340/400 (Nail: 0/1/2/3/4) DropsSimple KeyPale Lurker is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Forgotten champion of the Colosseum, drawn away by strange obsessions. This odd creature is unaffected by and unaware of the disease drifting through the caverns. Its madness is all its own. Pale Lurker LocationPale Lurker's Location in Hollow Knight is east of the Colosseum of Fools. On the right-most gate of the colosseum, there will be a breakable wall on the right which leads to the area in which you will find the Pale Lurker. Pale Lurker RewardsPale Lurker Rewards: Simple KeyPale Lurker Notes & TipsThe Pale Lurker is very defensive. If you get too close, she will lash out at you with an AoE attack, but if you are too far she will run off-screen. To finish the fight quickly, it is recommended to attack her from mid-range with long range attacks such as Vengeful Spirit. EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflay, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Pale Ore Rare, pale metal that emanates an icy chill. Prized by those who craft weapons. Pale Ore is an Upgrade Item in Hollow Knight. Pale Ore locations, uses and more on this Pale Ore Guide. Pale Ore is an upgrade item that is found throughout Hallownest and is given by various NPCs. Pale Ore is a needed requirement that is given to the Nailsmith to upgrade The Knight's Nail. Upgrade Items in Hollow Knight are items that are used to enhance The Knight's status such as health, SOUL, and his equipment. Some Quest Items can be purchased from a Merchant and some are scattered throughout the map. Hollow Knight Pale Ore Usage An upgrade item that is given to the Nailsmith in order to upgrade the Nail. Your first upgrade for the Nail will only require you to pay 250 Geo, no Pale Ore required. Your Nail will then be upgraded from Old Nail to Sharpened Nail. The next upgrades will require you to pay a certain number of Geos and Pale Ores, increasing every upgrade. Once you've been able to upgrade your nail to Sharpened Nail, you can then upgrade it to Channelled Nail for 800 Geo and 1 Pale Ore. From the Channelled Nail, you can then upgrade it to Coiled Nail for 2,000 Geo and 2 Pale Ore. The final upgrade for your nail is the Pure Nail, which you can get for 4,000 Geo and 3 Pale Ore. All Pale Ore Locations Hollow Knight Acquiring a Pale Ore is no easy task, as it is one of the rarest items in Hollow Knight. You will have to explore every part of Hallownest to acquire all of these items. There are a total of 6 Pale Ores in Hollow Knight which are all in different Locations; Resting Grounds, Crystal Peak, Deepnest, Ancient Basin, Kingdom's Edge and Forgotten Crossroads. Listed below are the 6 obtainable Pale Ores in Hollow Knight and how to obtain them. (Click the images to enlarge)

Pale Ore	Map Image	In-Game Image	Location	How to get Pale Ore
Seer			Seer	A Pale Ore can be obtained through receiving a reward from the Seer. When you collect 300 Essence with the Dream Nail, then return to the Seer, she'll give you a Pale Ore for completing the task.
Hallownest Crown			Crystal Peak	A Pale Ore is embedded on the statue of The Radiance at Crystal Peak. The area is called Hallownest's Crown, on the top of Crystal Peak. To get up there, you'll need the Mantis Claw and Monarch Wings. After reaching the summit, look for the statue of The Radiance on the west part of the area, you'll see a Pale Ore embedded in the statue.
Nosk			Deepnest	A Pale Ore will also be rewarded once you beat the boss Nosk at Deepnest. You'll find him at the south part of Deepnest, you should be able to spot a hot spring. Once you defeat him there'll be a breakable room east of the boss area, which contains a Pale Ore embedded in a rock.
Ancient Basin			Ancient Basin	A Pale Ore can be located in the Ancient Basin. You will need to go northwest of Ancient Basin, west of the Tram Station. It's guarded by 2 Mawleeks, defeat them and grab the Pale Ore in the room to the left.
Colosseum of Fools			Kingdom's Edge	On the east side of Kingdom's Edge, you'll find the Colosseum of Fools. To get this pale ore, you have to beat the second trial named Trial of the Conqueror, which consists of 17 waves of Enemies. If you manage to successfully complete the Trial of the Conqueror, you'll be rewarded with a piece of Pale Ore and about 1,700 to 2,024 Geo.
Grubfather			Ancestral Mound	Another way to earn a piece of Pale Ore is by rescuing Grubs, you'll need to rescue 31 Grubs to be exact. The Grubfather located in Ancestral Mound will give you a Pale Ore upon rescuing 31 of the Grubs. Rescuing Grubs can give you really good rewards along the way, so remember to always keep a lookout for Grubs whenever you're traveling across Hallownest.
Seer			Seer	A Pale Ore can be obtained through receiving a reward from the Seer. When you collect 300 Essence with the Dream Nail, then return to the Seer, she'll give you a Pale Ore for completing the task.

Hallownest Crown Pale Ore

Pale Ore is embedded on the statue of The Radiance at Crystal Peak. The area is called Hallownest's Crown, on the top of Crystal Peak. To get up there, you'll need the Mantis Claw and Monarch Wings. After reaching the summit, look for the statue of The Radiance on the west part of the area, you'll see a Pale Ore embedded in the statue.

Nosk Pale Ore A Pale Ore will also be rewarded once you beat the boss Nosk at Deepnest. You'll find him at the south part of Deepnest, you should be able to spot a hot spring. Once you defeat him there'll be a breakable room east of the boss area, which contains a Pale Ore embedded in a rock.

Ancient Basin Pale Ore A Pale Ore can be located in the Ancient Basin. You will need to go northwest of Ancient Basin, west of the Tram Station. It's guarded by 2 Mawleks, defeat them and grab the Pale Ore in the room to the left.

Colosseum of Fools Pale Ore On the east side of Kingdom's Edge, you'll find the Colosseum of Fools. To get this pale ore, you have to beat the second trial named Trial of the Conqueror, which consists of 17 waves of Enemies. If you manage to successfully complete the Trial of the Conqueror, you'll be rewarded with a piece of Pale Ore and about 1,700 to 2,024 Geo.

Grubfather Pale Ore Another way to earn a piece of Pale Ore is by rescuing Grubs; you'll need to rescue 31 Grubs to be exact. The Grubfather located in Ancestral Mound will give you a Pale Ore upon rescuing 31 of the Grubs. Rescuing Grubs can give you really good rewards along the way, so remember to always keep a lookout for Grubs whenever you're traveling across Hallownest.

Pale Ore Notes & Tips A total number of 6 Pale Ore can be found scattered throughout Hallownest. To fully craft the pure nail, you would need to collect 7,060 Geo and 6 Pale Ore.

Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Map and Quill, Mask Shard, Notches, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Pantheon of Hallownest is the final Pantheon in Hollow Knight. Pantheons in Hollow Knight are the new mechanics and trials that are included in the Godmaster DLC. There will be five pantheons available upon reaching the Location, Godhome. This page covers what to do during this Pantheon Trial. Below are five of the Pantheons players can encounter in the game.

Pantheon of the Master
Pantheon of the Artist
Pantheon of the Sage
Pantheon of the Knight
Pantheon of Hallownest

Available Bindings:
Nail: Removes Nail upgrades.
Shell: Lowers your health to max 4.
Charms: Removes Charms
Soul: Limits soul capacity to one use, regardless of how much capacity you have.

Pantheon of Hallownest This is the final pantheon out of five Pantheons available in Godhome. It is only accessible after beating the previous 4. This time you will be facing 42 bosses faced during previous boss rushes during the boss rush. Below are the enemies you will face before encountering this Pantheon's final boss once again, the Pure Vessel.

2x Vengefly King
 Gruz Mother
 False Knight
 Massive Moss Charger
 Hornet (Boss)
 Gorb
 Dung Defender
 Soul Warrior
 Brooding Mawlek
 Brothers Oro and Mato
 Xero
 Crystal Guardian
 Soul Master
 Oblibble
 Mantis Lords
 Marmu
 Flukemarm
 Broken Vessel
 Galien
 Paintmaster Sheo
 Hive Knight
 Elder Hu
 The Collector
 God Tamer
 Troupe Master
 Grimm (Boss)
 Watcher Knight
 Umuu
 Nosk
 Great Nailsage
 Sly
 Hornet (Boss)
 Enraged Guardian
 Lost Kin
 No Eyes
 Traitor Lord
 White Defender
 Soul Tyrant
 Markoth
 Grey Prince Zote
 Failed Champion
 Nightmare King
 Grimm
 Pure Vessel
 Absolute Radiance

There will be two

possible outcomes and endings to the Godmaster update. One is unlocked by completing all five pantheons and the other is unlocked by delivering the Delicate Flower to Godseeker. This is done before the pantheons are completed to initiate the next dialogue sequence in this ending: An offering? Yes. The Crawler makes an offering to Us. Rare bloom, tiny and pure. No God, though. No godliness. But Still! What does Crawler ask for in return? To touch? Our thick, gleaming hide? See the exquisite face beneath Our mask? Such strange prayers! No. No! Crawler presumes too much. The gift is Ours. Kept by Us. But Our Mysteries will be preserved. Godseeker

Pantheon of the Artist is the second Pantheon in Hollow Knight. Pantheons in Hollow Knight are the new mechanics and trials that are included in the Godmaster DLC. There will be five pantheons available upon reaching the Location, Godhome. This page covers what to do during this Pantheon Trial. Below are five of the Pantheons players can encounter in the game. Pantheon of the Master Pantheon of the Artist Pantheon of the Sage Pantheon of the Knight Pantheon of Hallownest Available Bindings: Nail: Removes Nail upgrades. Shell: Lowers your health to max 4. Charms: Removes Charms Soul: Limits soul capacity to one use, regardless of how much capacity you have. Pantheon of the Artist Seek the God Inspired. Below are the Enemies players should expect to encounter during this Pantheon before finally face the final boss of this Pantheon, Paintmaster Sheo. After each Pantheon trial before the final boss, the Godseeker will speak appear with a dialogue sequence. Ahh! Will the Gods not relieve Us of this troublesome speck? How it tests Us, seeing this worm raise its filthy weapon to the Gods! Thou hast luck beyond luck, o speck! The Gods of this pantheon, for purpose beyond Our understanding, allow you amongst them. Truly, the divine punishment they must be planning for you will be beyond all reckoning. Prepare thyself! Prepare thyself! Xero Crystal Guardian Soul Master Oblobble Mantis Lords Marmu Nosk Flukemarm Broken Vessel Paintmaster Sheo Paintmaster Sheo Paintmaster Sheo is the final boss in the Pantheon of the Artist. Sheo's attacks can be evaded easily since similar to his fellow Nailmasters, Sheo needs to charge before releasing an attack and has a bit of a slow animation which allows players to predict its movements. An attack that is recommended to watch out for is Great Slash and the Lunge Attack since both have quite a long range that is enough to reach The Knight. Sheo can be staggered which you can use to either heal or go on the offense and bombard him with attacks. Your spells can be handy in this battle since you will be dancing around the arena to try and evade Sheo's long-range attacks, spells such as Shade Soul, Abyss Shriek, and Descending Dark will allow you to deal damage in all ranges and direction Sheo tries to move around - just be sure to have Shaman Stone and Spell Twister to increase the overall effectiveness of your spells, Soul Eater is also best paired with to increase the number of SOULS replenished from landing basic attacks. Clearing this battle will reveal your trial time. Clearing this Pantheon will unlock the Achievement: Inspiration. Next: Pantheon of the Sage

Pantheon of the Knight is the fourth Pantheon in Hollow Knight. Pantheons in Hollow Knight are the new mechanics and trials that are included in the Godmaster DLC. There will be five pantheons available upon reaching the Location, Godhome. This page covers what to do during this Pantheon Trial. Below are five of the Pantheons players can encounter in the

game. Pantheon of the Master Pantheon of the Artist Pantheon of the Sage Pantheon of the Knight Pantheon of Hallownest Available Bindings: Nail: Removes Nail upgrades. Shell: Lowers your health to max 4. Charms: Removes Charms Soul: Limits soul capacity to one use, regardless of how much capacity you have. Pantheon of the Knight This is the fourth out of five Pantheons available in Godhome. It is only accessible after beating the previous 3. There will be a tower after the three gates where the gate to the Pantheon of the Knight will be. Below are the enemies you will face before encountering this Pantheon's final boss, Pure Vessel. After each Pantheon trial before the final boss, the Godseeker will speak appear with a dialogue sequence. Show reverence, o meagre one. Show fear! Thou approacheth a great and terrible God. Though its worldly body be bound and defiled, the glory of its pure form endures, ruler of this pantheon. Its endless power shall attune Us to the one greater still, a God of Gods! Meagre on, dost thou imagine thyself the equal of this God? Dost thou imagine thyself made in its image? Thou assume a similar shape, and the deep echo within thee seems familiar. Ahh! What thoughts are these? Thou sow blasphemies in Our mind, wretch! Begone! We pray that the God of nothingness silence thee forever! Enraged Guardian Lost Kin No Eyes Traitor Lord White Defender Failed Champion Markoth Watcher Knight Soul Tyrant Clearing this battle will reveal your trial time. Clearing this Pantheon will unlock the Achievement: Soul & Shade. Completing the fourth pantheon will allow players to gain access to the spade, opening up another area. Head up to reach hot springs and another opening, jump to reach the last pantheon. Next: Pantheon of Hallownest

Pantheon of the Master is the first Pantheon in Hollow Knight. Pantheons in Hollow Knight are the new mechanics and trials that are included in the Godmaster DLC. There will be five pantheons available upon reaching the Location, Godhome. This page covers what to do during this Pantheon Trial. Below are five of the Pantheons players can encounter in the game. Pantheon of the Master Pantheon of the Artist Pantheon of the Sage Pantheon of the Knight Pantheon of Hallownest Available Bindings: Nail: Removes Nail upgrades. Shell: Lowers your health to max 4. Charms: Removes Charms Soul: Limits soul capacity to one use, regardless of how much capacity you have. Pantheon of the Master Seek the Gods of Nail and Shell. Walk through to the first gate and this will take you to the pantheon of the master, a Bossrush feature before finally meeting Godseeker. Below are the enemies you will encounter before meeting the Godseekers and facing the final Bosses Nailmaster Brothers Oro and Mato. After each Pantheon trial before the final boss, the Godseeker will speak appear with a dialogue sequence. Why hast thou crept into this pantheon, o meagre one? The noise of thine wriggling creates much discord, drowning out the godly resonances we attune Ourselves to. Dost thou mean to thwart our sacred goal? Dost envy drive thou to such madness? We pray that the Gods of this Kingdom punish thee, obliterate thee, utterly destroy thee! Vengefly King Gruz Mother False Knight Massive Moss Charger Hornet Gorb Dung Defender Soul Warrior Brooding Mawlek Brothers Oro and Mato Clearing this battle will reveal the Hall of Gods and provide your trial time. Clearing this Pantheon will unlock the Achievement: Brotherhood. Brothers Oro and Mato Brothers Oro and Mato are the Final Bosses of the Pantheon of the Master. Once you start the battle, you'll first face off with Oro - Oro fights with three of his attacks, the Double Slash, Leap Attack, and his signature Nail Art: Dash Slash.

Fighting Oro alone is quite easy since you can dodge most of his attacks and you can predict where he will land whenever he performs the leap attack. Just be careful of his Dash Slash because this attack allows him to dash towards The Knight where he covers most of the arena, so always remember to time your jumps or dash/phase through him. After dealing with 400 damage, Mato jumps in the arena and fights alongside his brother. This is where it gets tricky, Mato's attacks are similar to Oro, the only difference is that Mato uses his own signature move, Cyclone Slash, and has a shorter cooldown allowing him to quickly recover and telegraph another attack. Another thing to take note of is that they also fight defensively where they block The Knight's basic attacks with their Nail. Timing your dodges and attacks will be a bit easy for you since most of their attacks require them to charge for a brief moment. If they perform their Nail Art attack, they have about a second before they actually release the attack. If they try to jump for a leap attack, they stop midair allowing you to predict where they will land and also giving you the window to dodge or perfect your spacing to dodge and attack at the same time. Being aggressive here is also a fun tactic since the brothers tend to stick to each other, you can spam them with your Spells by using Shade Soulor Vengeful Spirit allowing you to attack both of them. If they try to leap into the air an assurance of landing damage can be dealt with by using Abyss Shriek or Howling Wraiths- just be mindful that if you plan on using your Spells more often to equip Shaman Stone and Spell Twist to increase the effectiveness of your spells. At some point, there will be moments in the battle where you get cornered and the only way to dodge is to dash. If you have the Shade Cloak or Mothwing Cloak ability, be sure to have Sharp Shadow equipped so that you can deal damage and evade at the same time. The next Challenge gate will be directly next to the Pantheon of the Master: Pantheon of the Artist.

Pantheon of the Sage is the third Pantheon in Hollow Knight. Pantheons in Hollow Knight are the new mechanics and trials that are included in the Godmaster DLC. There will be five pantheons available upon reaching the Location, Godhome. This page covers what to do during this Pantheon Trial. Below are five of the Pantheons players can encounter in the game.

Pantheon of the Master
 Pantheon of the Artist
 Pantheon of the Sage
 Pantheon of the Knight
 Pantheon of Hallownest

Available Bindings:

- Nail: Removes Nail upgrades.
- Shell: Lowers your health to max 4.
- Charms: Removes Charms.
- Soul: Limits soul capacity to one use, regardless of how much capacity you have.

Pantheon of the Sage

You will need to have fought all the required bosses for the third door shown on symbols upon inspecting it. Below are the enemies you will face before encountering this Pantheon's final boss, Great Nailsage Sly. After each Pantheon trial before the final boss, the Godseeker will speak appear with a dialogue sequence.

❖ Thou art painfully persistent! Why dost thou defile this pantheon with thine presence? Seek ye glory, o vain one? Thou misunderstand Our purpose. Through ritual combat are We attuned to the voices of the Gods. Ever higher do they lead Us! Higher and higher and higher! Until through Godly focus do We attain communion with that great power sleeping in the Kingdom's heart.

❖ Hive Knight
 Elder Hu
 The Collector
 God Tamer
 Troupe Master
 Grimm
 Galien
 Grey Prince Zote (level 3) (only if already defeated in Dirtmouth)
 Umuu
 Hornet (Sentinel)
 Great Nailsage Sly
 Great Nailsage Sly
 The Great Nailsage Sly is quite a difficult and tricky boss. Compared to the others, he is faster and has a shorter

recovery rate of executing one attack after the other. Sly can be fought in Godhome and appear as the final boss in the Pantheon of the Sage. It is recommended that you rely on your Spells or Charms that provide long-range effects or buffs. So first, let's talk about the Charms. Quick Focus is a must to have equipped since Sly will not stop and will only give you little time or an opportunity to recover your health. So having this charm can help you recover health at a faster rate. Maintaining a safe space between you and Sly will be important, so in conjunction with that, make sure to have Mark of Pride to increase the range of the Nail allowing you to strike and be safe from a distance. Quick Slash is also helpful so that you can strike at even a faster rate. Spells, Shade Soul or Vengeful Spirit will most likely work here, Abyss Shriek or Descending Dark isn't recommended since Sly constantly dances around the arena and you'll most likely miss. The reason why Shade Soul or Vengeful Spirit can work since it can be executed fast and can guarantee that it will hit Sly. But of course, if you plan on using your spells more often than The Nail, you must have the following charms equipped that can buff the overall effectiveness of your Spells - Shaman Stone to increase the effect of the spells, Spell Twist to reduce the SOUL required whenever you cast a spell, and Soul Catcher or Soul Eat to increase the amount of SOUL gained from striking the enemy with The Nail. Keep your distance at all times, use long-range attacks, take your time, and use the opportunity to strike Sly whenever he falls onto the ground after performing an aerial attack. Clearing this battle will reveal your trial time. Clearing this Pantheon will unlock the Achievement: Focus. Next: Pantheon of the Knight

Pantheons in Hollow Knight are the new mechanics and trials that are included in the Godmaster DLC. There will be five pantheons available upon reaching the Location, Godhome. Below are a list of the Pantheons players can encounter in the game Hollow Knight Pantheons In Godhome there will be five pantheons to complete for the Godmaster DLC. Something to consider when going through the Pantheons, is that if players choose to complete them with bindings, using all bindings to complete all pantheons will unlock the Land of Storms. This is where the Weathered Mask can be obtained. The five Pantheons are as follows: Pantheon of the Master Pantheon of the Artist Pantheon of the Sage Pantheon of the Knight Pantheon of Hallownest Available Bindings: Nail: Removes Nail upgrades. Shell: Lowers your health to max 4. Charms: Removes Charms Soul: Limits soul capacity to one use, regardless of how much capacity you have. Once reaching the main area, head to the second platform to reach a bench before heading through the pantheons. Pantheon of the Master Seek the Gods of Nail and Shell. Walk through to the first gate and this will take you to the pantheon of the master, a Boss rush feature before finally meeting Godseeker. Below are the enemies you will encounter before meeting the Godseekers and facing the final Bosses Nailmaster Oro and Mato. After each Pantheon trial before the final boss, the Godseeker will speak appear with a dialogue sequence. ❖ Why hast thou crept into this pantheon, o meagre one? The noise of thine wriggling creates much discord, drowning out the godly resonances we attune Ourselves to. Dost thou mean to thwart our sacred goal? Dost envy drive thou to such madness? We pray that the Gods of this Kingdom punish thee, obliterate thee, utterly destroy thee! ❖ Vengefly King Gruz Mother False Knight Massive Moss Charger Hornet Gorb Dung Defender Soul Warrior Brooding Mawlek Brothers Oro and Mato Clearing this battle will reveal the Hall of Gods and provide your

trial time. Clearing this Pantheon will unlock the Achievement: Brotherhood. Brothers Oro and Mato are the Final Bosses of the Pantheon of the Master. Once you start the battle, you'll first face off with Oro - Oro fights with three of his attacks, the Double Slash, Leap Attack, and his signature Nail Art: Dash Slash. Fighting Oro alone is quite easy since you can dodge most of his attacks and you can predict where he will land whenever he performs the leap attack. Just be careful of his Dash Slash because this attack allows him to dash towards The Knight where he covers most of the arena, so always remember to time your jumps or dash/phase through him. After dealing with 400 damage, Mato jumps in the arena and fights alongside his brother. This is where it gets tricky, Mato's attacks are similar to Oro, the only difference is that Mato uses his own signature move, Cyclone Slash, and has a shorter cooldown allowing him to quickly recover and telegraph another attack. Another thing to take note of is that they also fight defensively where they block The Knight's basic attacks with their Nail. Timing your dodges and attacks will be a bit easy for you since most of their attacks require them to charge for a brief moment. If they perform their Nail Art attack, they have about a second before they actually release the attack. If they try to jump for a leap attack, they stop midair allowing you to predict where they will land and also giving you the window to dodge or perfect your spacing to dodge and attack at the same time. Being aggressive here is also a fun tactic since the brothers tend to stick to each other, you can spam them with your Spells by using Shade Soulor Vengeful Spirit allowing you to attack both of them. If they try to leap into the air an assurance of landing damage can be dealt with by using Abyss Shriek or Howling Wraiths - just be mindful that if you plan on using your Spells more often to equip Shaman Stone and Spell Twist to increase the effectiveness of your spells. At some point, there will be moments in the battle where you get cornered and the only way to dodge is to dash. If you have the Shade Cloak or Mothwing Cloak ability, be sure to have Sharp Shadow equipped so that you can deal damage and evade at the same time. The next Challenge gate will be directly next to the Pantheon of the Master. Pantheon of the Artist. Seek the God Inspired. Below are the Enemies players should expect to encounter during this Pantheon before finally face the final boss of this Pantheon, Paintmaster Sheo. After each Pantheon trial before the final boss, the Godseeker will speak with a dialogue sequence. ♠ Ahh! Will the Gods not relieve Us of this troublesome speck? How it tests Us, seeing this worm raise its filthy weapon to the Gods! Thou hast luck beyond luck, o speck! The Gods of this pantheon, for purpose beyond Our understanding, allow you amongst them. Truly, the divine punishment they must be planning for you will be beyond all reckoning. Prepare thyself! Prepare thyself! ♠ Xero Crystal Guardian Soul Master Obloble Mantis Lords Marmu Nosk Flukemarm Broken Vessel Paintmaster Sheo Paintmaster Sheo Paintmaster Sheo is the final boss in the Pantheon of the Artist. Sheo's attacks can be evaded easily since similar to his fellow Nailmasters, Sheo needs to charge before releasing an attack and has a bit of a slow animation which allows players to predict its movements. An attack that is recommended to watch out for is Great Slash and the Lunge Attack since both have quite a long range that is enough to reach The Knight. Sheo can be staggered which you can use to either heal or go on the offense and bombard him with attacks. Your spells can be handy in this battle since you will be dancing around the arena to try and evade Sheo's long-range attacks, spells such as Shade

Soul, Abyss Shriek, and Descending Dark will allow you to deal damage in all ranges and direction. Sheo tries to move around - just be sure to have Shaman Stone and Spell Twist to increase the overall effectiveness of your spells. Soul Eater is also best paired with to increase the number of SOULS replenished from landing basic attacks. Clearing this battle will reveal your trial time. Clearing this Pantheon will unlock the Achievement: Inspiration. Pantheon of the Sage. You will need to have fought all the required bosses for the third door shown on symbols upon inspecting it. Below are the enemies you will face before encountering this Pantheon's final boss, Great Nailsage Sly. After each Pantheon trial before the final boss, the Godseeker will speak appear with a dialogue sequence.

Thou art painfully persistent! Why dost thou defile this pantheon with thine presence? Seek ye glory, o vain one? Thou misunderstand Our purpose. Through ritual combat are We attuned to the voices of the Gods. Ever higher do they lead Us! Higher and higher and higher! Until through Godly focus do We attain communion with that great power sleeping in the Kingdom's heart.

Xero Crystal Guardian Soul Master Oblobble Mantis Lords Marmu Nosk Flukemarm Broken Vessel Great Nailsage Sly

The Great Nailsage Sly is quite a difficult and tricky boss. Compared to the others, he is faster and has a shorter recovery rate of executing one attack after the other. Sly can be fought in Godhome and appear as the final boss in the Pantheon of the Sage. It is recommended that you rely on your Spells or Charms that provide long-range effects or buffs. So first, let's talk about the Charms. Quick Focus is a must to have equipped since Sly will not stop and will only give you little time or an opportunity to recover your health. So having this charm can help you recover health at a faster rate. Maintaining a safe space between you and Sly will be important, so in conjunction with that, make sure to have Mark of Pride to increase the range of the Nail allowing you to strike and be safe from a distance. Quick Slash is also helpful so that you can strike at even a faster rate. Spells, Shade Soul or Vengeful Spirit will most likely work here, Abyss Shriek or Descending Dark isn't recommended since Sly constantly dances around the arena and you'll most likely miss. The reason why Shade Soul or Vengeful Spirit can work since it can be executed fast and can guarantee that it will hit Sly. But of course, if you plan on using your spells more often than The Nail, you must have the following charms equipped that can buff the overall effectiveness of your Spells - Shaman Stone to increase the effect of the spells, Spell Twist to reduce the SOUL required whenever you cast a spell, and Soul Catcher or Soul Eater to increase the amount of SOUL gained from striking the enemy with The Nail. Keep your distance at all times, use long-range attacks, take your time, and use the opportunity to strike Sly whenever he falls onto the ground after performing an aerial attack. Clearing this battle will reveal your trial time. Clearing this Pantheon will unlock the Achievement: Focus. Pantheon of the Knight

This is the fourth out of five Pantheons available in Godhome. It is only accessible after beating the previous 3. There will be a tower after the three gates where the gate to the Pantheon of the Knight will be. Below are the enemies you will face before encountering this Pantheon's final boss, Pure Vessel. After each Pantheon trial before the final boss, the Godseeker will speak appear with a dialogue sequence.

Show reverence, o meagre one. Show fear! Thou approacheth a great and terrible God. Though its worldly body be bound and defiled, the glory of its pure form endures, ruler of this pantheon. Its endless power shall attune Us to the one greater still, a God of

Gods! Meagre on, dost thou imagine thyself the equal of this God? Dost thou imagine thyself made in its image? Thou assume a similar shape, and the deep echo within thee seems familiar. Ahh! What thoughts are these? Thou sow blasphemies in Our mind, wretch! Begone! We pray that the God of nothingness silence thee forever! Enraged GuardianLost KinNo EyesTraitor LordWhite DefenderFailed ChampionMarkothWatcher KnightSoul TyrantClearing this battle will reveal your trial time. Clearing this Pantheon will unlock theAchievement:Soul & Shade. Completing the fourth pantheon will allow players to gain access to the spade, opening up another area. Head up to reach hot springs and another opening, jump to reach the last pantheon.Pantheon of HallownestThis is the final pantheon out of five Pantheons available in Godhome. It is only accessible after beating the previous 4. This time you will be facing 42 bosses faced during previous boss rushes during the boss rush. Below are the enemies you will face before encountering this Pantheon's final boss once again, thePure Vessel.2xVengefly KingGruz MotherFalse KnightMassive Moss ChargerHornet (Boss)GorbDung DefenderSoul WarriorBrooding MawlekBrothers Oro and MatoXeroCrystal GuardianSoul MasterOblobbleMantis LordsMarmuFlukemarmBroken VesselGalienPaintmaster SheoHive KnightElder HuThe CollectorGod TamerTroupe Master Grimm (Boss)Watcher KnightUumuuNoskGreat Nailsage SlyHornet (Boss)Enraged GuardianLost KinNo EyesTraitor LordWhite DefenderSoul TyrantMarkothGrey Prince ZoteFailed ChampionNightmare King GrimmPure VesselThere will be two possible outcomes and endings to the Godmaster update. One is unlocked by completing all five pantheons and the other is unlocked by delivering theDelicate FlowertoGodseeker. This is done before the pantheons are completed to initiate the next dialogue sequence in this ending:An offering? Yes. The Crawler makes an offering to Us. Rare bloom, tiny and pure. No God, though. No godliness. But Still. What does Crawler ask for in return? To touch? Our thick, gleaming hide? See the exquisiteface beneath Our mask? Such strange prayers! No. No! Crawler presumes too much. The gift is Ours. Kept by Us. But Our Mysteries will be preservedGodseeker

Hollow KnightPatch Notes will be contained in this page, this will provide the players an overview of any changes made, or any new content added in the game by Team Cherry - this includes adjustments to the mechanics, fixing of bugs and errors, patches for balanced gameplay, and DLC.Hollow Knight Patch Notes1.4.3.2Voidheart Edition Added1.4.2.4Godmaster Added1.3.3.7 (beta)Fixed being able to soft-lock the game by hard-quitting after the final Nailsmith upgradeFixed Monarch Wings cutscene issueAltered Shade spawn position near Watcher KnightsAdded auto-save when entering a Dreamer's hiding placeFixed splash reactions for Quirrel and Spa BugsAdditional bug fixes and improvements1.3.3.3 (beta)Fixed an issue from previous public beta where new game could not be createdAdded options for framerate cappingAdditional bug fixes and improvements1.3.3.1 (beta)Added options for framerate cappingAdditional bug fixes and improvements1.3.2.8 (beta)-1.3.2.7 (beta)Fixed display issue during final boss battleFixed mapping display issuesFixed missing dialogueFixed grimmchild effect errorsFixed musical error during late game NPC cutsceneFixed display error on shiny items1.3.1.8 (beta)Fixed Linux achievements not firingFixed issue where Soul Master could become stuck in an infinite loopFixed lever resetting in Stag StationsSmall graphical fixes1.3.1.7 (beta)Fixed issue where

Dreamshield was not blocking projectilesFixed compass pointer sometimes showing incorrect locationRemoved strange invisible wall in late-game areaFixed error in Simplified Chinese journal screenFixed issue where some save files from older versions weren't being readFixed Cloth never leaving DirtmouthMinor bug fixes and tweaksSmall graphical fixes.1.3.1.5Soul Tyrant has more health, and there are fewer delays between his attacks.The Hollow Knight has more health.1.3.1.5 (beta)-1.3.1.2 (beta)-1.3.1.1 (beta)-1.3.0.9 (beta)-1.3.0.8 (beta)The Hollow Knight's pillar attack does 2 damage.1.3.0.6 (beta)Mac OS X has 1800p resolution options.Salubra does not appear if the player has full SOUL while standing, then sitting on the bench.In Trial of the Fool, for the wave with the horizontal Garpedes, the player can no longer go on the top platform and still be beneath the most top Garpede.1.3.0.4 R8635 (trunk)One boss has been seriously upgraded. A true challenge awaits!A brand new boss with a new music track by Chris Larkin (sample below)!Map Markers are here! Cartographers rejoice!Extras added to the Extras menu!Numerous game balances and tweaks (Heavy Blow is now good💎 just kidding)Various bug fixesAdditional sound effects and voicesOptimizations and performance enhancements1.2.2.2 (beta)Fixed missing Dung Defender audioRemoved erroneous green/blue pixelFixed issue where a boss could be damaged before start of battleMinor graphical fixesMinor cutscene fixesFixed issue where some enemies and bosses could break when being killed by extra sources of damage eg. Dreamshield, FlukeneFixed issue where lever could be hit through a wallDialogue fixesFix for new boss's title in ItalianFixed issue where Fury of the Fallen did not work while wallsliding1.2.2.1Further fixes for the issues in the previous build, eg some switches not working in a late game area.1.2.1.7Fixed an issue where some chests will not open1.2.1.4The Grimm Troupe quest is now available. Seek out the Nightmare Lantern.Added Brazilian Portuguese (Beta)Added Russian (Beta)Added bindable mouse buttonsFixed Nightmare King not appearingFixed issue where Nightmare King didn't take damage correctly during stunned phaseFixed reactivity issue on Monomon's tankRemoved duplicate charm notchUpdated creditsFixed issue where Grimmkin could be fought twiceEnemy placement adjustment in City of Tears1.2.1.3Fixed issue where Collector's jars did not spawn enemiesFixed potential soft-lock in late-game hidden areaFixed issue where backtracking in a late-game hidden area could warp you to a completely different locationFixed Russian display issuesFixed missing button iconIn certain scenes, charm effects will not display (eg. Glowing Womb, Defender's Crest)Watcher Knights can now be damaged by spells while rolled up (seems fairer, right?)Fixed issues with Grimmchild targeting things incorrectlyFixed issue where Glimback could get stuck in placeFixed a potential issue where players could be permanently locked out of Ancestral Mound after Crossroads become infectedAdditional effects during Grimmkin battlesFixed Flame Pin display issue on mapSped up process for opening inventoryEffects changes1.2.1.0Fixed issue where, after dying and having a glass charm break, you could incorrectly remain overcharmedFixed issue where you could incorrectly remain overcharmed after picking up or buying a new charm notchFixed issue where using Dreamgate while standing in hot spring would cause some particle effects to follow player into next sceneLanguage menu fix. Now only switchable via the main menu.Various optimisationsVarious small scene updatesAnimation fixes1.1.1.8Fixed issue where defeating Collector with Defender's Crest equipped could make him invincible.Fixed issue where certain bosses were invulnerable to

FlukenestFixed issue where defeating a Warrior Dream with Flukenest, spore cloud or dung cloud caused an error that locked you out of retrieving EssenceFixed issue where Flukemarm didn't respond aggressively to being stunk out by Defender's Crest.Re-added missing audio and art to new Hidden Dreams boss.Slight adjustment to a Hidden Dreams boss's falling attack.1.1.1.7This fixes both the unkillable enemy in City of Tears and the credits glitch.1.1.1.6Title screen change to celebrate the release of Hidden DreamsFixed issue where a Hidden Dreams boss's roar could stay on screen if he was stunned during a certain moveFixed an issue where an enemy could 'die twice' if bombarded with attacks, eg multiple flukes, hatchlings, spore shroom. This was the cause of a number of issues, including the Mantis Lords fight sequence breaking and the waves in Colosseum of Fools desyncing. Should be all fixed now!Slight tweaks to Flukenest damage1.0.3.8Fixed additional issue where some boss/NPC names weren't appearing.Preliminary testing for Japanese language1.0.3.7Fixed an issue where Great Shield Sentry could become frozen.Further language refinements and fixes.1.0.3.5Fixed a soft-lock when speaking to certain characters in Chinese language.Further language refinements.1.0.3.4Further refinements to translation and display for German (Beta), Spanish (Beta), Simplified Chinese (Beta), Korean (Beta).1.0.3.3New languages: German (Beta), Spanish (Beta), Simplified Chinese (Beta), Korean (Beta).Fixed issue where some boss/NPC names weren't displaying correctly.Fixed issue where Quick Map shortcut could cause errors while entering/leaving scenes (for real).Slight adjustments to White Palace respawn locations.Enemy behaviour adjustments.Cutscene refinements.1.1.3.2Added beta support for Simplified Chinese and GermanFixed issue where Dung Defender did not react to Dream Nail during battleFixed issue where Quick Map shortcut could cause errors while entering/leaving scenesFixes to enemy dreamsVarious particle effect fixesVarious SFX/Music fixes1.0.3.1Added initial language menu on first game launchFixed issue where charms that increase nail-slash size did not apply while wallsliding.Fixed issue where in-game timer displayed incorrect playtime.Fixed issue where Soul Twister's orb projectiles could get stuck in mid-air permanentlyVarious adjustments to Hollow Shade spawn positionsFixed an issue where players could become stuck behind a gate in Greenpath.Fixed issue where menu wouldn't allow start of a new game in certain circumstancesFixed issue where doublejump would fire instead of normal jump, resulting in a lame floaty jump.Fixed display issue for Shade Marker on map.Fixed issue where Hornet's needle hitbox could stay active if stunned mid-attack.Fixed issue where super*dashing or quaking into a Vessel Fragment or Mask Fragment produced strange results.Fixed issue where rage-quitting during death sequence could leave impatient players with missing Geo but no Shade.Fixed Dream Dialogue not displaying correctly in late-game area.Fixed issue where quaking down into another scene caused a second loss of Soul.Fixed issue where player couldn't super*dash from the very edge of a platform.Fixed issue where players could get stuck behind a gate in White Palace.Fixed issue where Shade music could be faintly heard at incorrect times.Slight amendment to Uumuu battle. No longer causes a large knockback while shrivelled. Increased HP a little to compensate.Fixed an issue where stunning Dung Defender early left you fighting him without his extremely good theme playing in the background.Increased Fury of the Fallen's damage multiplier from x1.5 to x1.75.Fixed issue where incorrect congratulations message was displaying after finishing game on Steel Soul mode.Fixed issue where breakable wall

near a Hive exit could get the hero stuck moving left automatically.Fixed issue where map screen could be accessed without actually acquiring the map first.Fixed issue where striking a Warrior Dream with the Dream Nail as their 'defeat' animation plays could cause a soft*lock under certain circumstances.Fixed issue where footsteps could be heard during cutscenesFixed issue where white flames weren't showing on enemy corpses when they were killed by spell.Slight refinements to map room displayVarious enemy fixesVarious interface/menu fixesVarious SFX/Music fixesVarious graphical fixesSmall optimisations to enemy damage effects.1.0.2.8Fixed issue where trigger for Zote event could be skipped.1.0.2.7Fixed issue where Failed Champion dealt incorrect damage after being stunnedImproved performance in some targeted scenes, for lower end machines.Made Quickmap double-tap shortcut easier to register and made it work while sitting at benches1.0.2.6Fixed an issue where dying just as you defeat your Shade could produce some odd results.Fixed an issue where Giant Hoppers ignored damage-over-time effects such as spores.Fixed soft-lock issue that could occur before fighting Broken Vessel.Improved hitbox on Broken Vessel projectiles (don't worry, we made them more lenient).Fixed issue where a lift could stretch out player's x-scale temporarily.Fixed issue where player couldn't pause during first fight with a late-game bossFixed Grub Mimic persistence issue.Fixed issue with Shade spawning underground in a certain areaFixed an NPC name display bugFixed an issue with Vengeful Spirit dissipating incorrectlyFixed an issue where a blank dialogue could cause a soft-lockFixed an issue where Flukemarm was invulnerable to Scream spellFixed an enemy damage effect display issueImproved recycling system for certain effect objectsMinor map fixesAdditional sound improvementsMinor Game Text fixes1.0.1.8Fixed an issue where player could Superdash in mid-airLore clarification for Deepnest StagwayFixed an issue where game could crash at load of main menu for machines with low RAMFurther performance optimisationsInitial implementation of French language setting (add run command -forcelang at launch to enable)Fixed inaccurate hitbox on Traitor LordAdded a check to tram system that ensures an error can't place it at a non-existent stationFixed a display issue with Blue Hiveblood HPFixed an acid pool in Fog Canyon that respawned the Knight outside the tilemapFixed a certain gate taking damage as though it were an enemyChanged the way lifts alter the player's physics, to avoid scenarios where player can get through wallsFixed a double-up of Iselda's voice when she has no stockFixed an issue where Hunter's Journal entry for Elder Baldur could be missed. For existing files, if a single Elder Baldur has been killed, journal note is awardedWhen sitting on the ground, HUD now hides itself. Very atmospheric (eventually we'll make a button that hides HUD Hopefully)Game now auto-saves when Delicate Flower is broken. This may seem harsh, but it will make victory a lot sweeter. Please understand.Improved effects in an NPC cutsceneFixed missing Salubra titleFixed an issue where, after superdashing between scenes, player's body wouldn't break objects.Fixed a dodgy Camera Lock in White PalaceFixed an issue where player could respawn inside White Palace after completing it, forcing them to backtrack in order to leaveFixed an issue where a Heavy Sentry could spawn outside of a battle room in Isma's Grove.Increased enemy knockback on Great Slash and Dash SlashAdded an extra check for Charms equipped, so if a player's filled notches count is set incorrectly by an error, opening the inventory will recalculate and correct the countFixed an error where Grubfather would sometimes give out

less Geo than he should.Fixed hitch when entering waterFixed an issue where Mawlek's attack pattern could get stuck in a loopAdded some flies eager for exciting new scentsVarious small scene fixesVarious audio improvements and fixes1.0.1.4Fixed an issue where opening full map via Quickmap shortcut while in a late game area caused a game-freezeFixed an animation error on player character when exiting a late-game cutsceneFixed Shrumish Ogre persistence issueFixed an issue where hitting Zote with Dreamnail during his battle cry made him invincible, which he doesn't deserve.Decreased heap size allocation at start-up.1.0.1.3Fixed issue where Soul Master's shockwave attack would sometimes not spawnFixed issue with sfx not playing correctly on some breakable one-way wallsFixed issue for some players whereby collecting a mask fragment would white out the screenFixed display bug for cages in Colosseum of FoolsFixed bug on exiting Trial in the Colosseum of Fools that caused player to become stuck behind metal grateFixed a dialogue issue for IseldaFixed sound effects playing on incorrect mixer and thus being unaffected by in-game audio settingFixed issue where Speed Completion achievement was not being awarded correctlyFixed an issue with Thorns of Agony charm not firing correctly when taking damage with inventory openIncreased Geo reward for defeating Entombed HuskFixed inaccurate hitbox on Broken Vessel/Lost Kin when stunnedFixed issue in City of Tears where entering a battle room from the left spawned an enemy outside of roomFixed an issue where Lifeseeds and their cocoons couldn't be damaged by Grubberfly beam1.0.1.1Fixed issue where defeating Crystal Guardian and then immediately dying prevented his bench from becoming useable.Fixed issue where defeating Crystal Guardian (rematch) and then immediately dying prevented Battle Gate from staying open.Fixed City Crest in statue displaying over player.Fixed issue with Isma's Grove battle gates not re-opening on re-entry.Fixed players being able to escape tilemap in Abyss Dream.Increased Cyclone Slash sizeFixed intermittent frame-flickering on certain enemiesFixed inventory button not opening inventory on Logitech F310 in X mode.Added anticipation SFX to certain enemy attacksFurther optimisationsOptimisation: New pooling system for spawned enemiesFixed grammatical, and, spelling errors in Game TextFixed Hive Husk displaying incorrect Enemy Dream textAdded additional SFX to Husk HiveIncreased Geo awarded by Husk HiveAdded additional SFX to Hive SoldierFixed an issue where player could travel up through an unbroken window in Soul Sanctum, causing game freezeFixed Gruz Mother sometimes turning into a weird, stretched-out fatty when dying in the ColosseumIncreased Notch Cost of Quick Slash charm to 3 (affects new files only)Slightly decreased invulnerability time for Stalwart Shell charmImproved recycling system for frequently recycled objectsFixed an issue where Hornet was knocked out of the arena on being defeated, robbing the player of a hard-won victoryFixed an issue locking players out of Distant Village eventFixed an issue where getting hit with Inventory open and Thorns of Agony equipped caused a game-freezeFixed an issue with lifts in City of Tears becoming inoperableFixed issue with Grubberfly beams firing upward and downwards with Joni's Blessing equipped, regardless of health remainingFixed an issue with Red Grubberfly beams being fired with Joni's Blessing/Grubberfly Elegy/Fury charms equipped, regardless of health remainingFixed a Battle Scene in White Palace being triggered prematurelyFixed Failed Champion's dream remaining accessible after his defeatFixed fader stuttering in City lift scenesFixed an issue where Failed Champion's battle could be triggered prematurelyIncreased effect

of Soul Eater charmFixed a lever in White Palace that could be poked through its gateFixed an issue with the Warrior Dream's sprite lingering on after defeatFixed an issue where player couldn't jump out of water when up against some wallsFixed an issue where player could get locked back into a City room upon returnFixed an issue where progress past a Kingsmold battle was blocked by an unopening gate in certain circumstancesFixed an issue where dying on a conveyor belt could cause the effect to persist on respawnFixed an issue where roar lock could persist after deathFixed issue where shade summoned by Jiji becomes invulnerableFixed an issue where Hornet's needle's hitbox could remain after she's stunnedFixed an issue where player could perform actions while respawning from a hazardFixed an issue where player could become invulnerable when blocking a hit with Baldur ShellFixed an issue where Soul could be reimbursed incorrectly when focusing with Shape of Unn equippedFixed the spike respawn location in Soul Tyrant battle to be inside the battle arena.Fixed map display for Sharp Shade room showing the whole room whilst only able to access its entrance.Remodelled a wall in the White Palace that allowed a challenge to be bypassed.Fixed 2 spike pits in Deepnest that respawned the player outside the map.Numerous small scene fixes.1.0.0.7Reduced slowdown issues around Failed Tramway.Initial optimisation improvements.Added Cornifer ambient hum and paper trail.Fixed Soul Vessel sometimes not displaying on first collect.Fix for Kingdom's Edge soft-lock.Fixed Geo collection slow-down.Fixed Quick Cast keyboard map not saving between play sessions.Increased effects on colosseum Shade location.Various small scene fixes.Relinked missing dialogues for Lemm & Leg Eater.Fixed various spelling/grammatical errors in Game TextRestored Cloth event in Dirtmouth.Fixed issue where dying in a dream with Joni's Blessing equipped left you with 1 HP on waking up.Fixed Issue with Dash Slash effects sometimes disappearing.Fixed an issue where defeating Shade and quickly exiting scene didn't restore Soul Orb.Dream Pin and Bench Pin fixes for map.Fixed Collector's spawned creatures sometimes not dealing damage.Fixed issue with Mantis Traitor battle becoming unbeatable.

Path of Pain Main LocationWhite PalacePath of Pain is a Sub-Area Locationin Hollow Knight. Path of Pain can be found within White Palace. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCsand hostile characters that are encountered through your journey.Path of Pain InformationPath of Pain can be found within White Palace.Path of Pain can be opened by destroying a breakable wall just above the elevator in the upper part of the map.Completing this area will unlock a cutscene where you will see a depiction of the Pale King and a younger version of the Hollow Knight, alongside a Journal Entry for the Seal of Binding.The area is made up of several sections. Platforming the area can be difficult as it requires precise movement and good timing of jumps.You will need to use a technique known as pogoing to beat this area. Jump and hit the hazards underneath you with the Nail to generate knockback. Pogoing can halt your movement when there's no place to rest, or let you traverse a dangerous spot on the back of a moving hazard. It may take some practice to get the pogo timing right.Pogoing is made easier with charms like Longnail or Mark of Pride. Hiveblood and/or Grubsong can be useful for regaining health, so that you're not sent to the bench every five minutes.The

thorns that cover the walls in the Path of Pain cannot be pogoed. You'll have to use the buzzsaws and spikes to control your movement. Similar to other platforming areas, the saws and spikes in the Path of Pain follow a single rhythm. Watch the hazards and count as they appear and vanish. It might even help to tap your foot or nod. After a while you'll know which beats are safe, when to jump or hit the attack button. After you've managed to reach the final section, you'll fall down into a pit where you'll see yourself surrounded by thorns on the wall. You'll have to defeat the two Kingsmoulds in the area to end the challenge. Spells are very effective in dealing with them quickly. After completing this challenge, you'll wake up outside the area, and the Path of Pain will become inaccessible and you can no longer enter the sub-area again.

Items Found in Path of Pain
 Soul Totem x7
 Seal of Binding
 Hunter's Journal entry
 Characters in Path of Pain
 The Pale King
 Hollow Knight
 Enemies and Bosses in Path of Pain
 Kingsmould
 Wingmould
 Path of Pain Notes, Trivia and Notable Loot
 All the Charms that were useful for the main White Palace will also be useful for this challenge, except for the Dashmaster, as you can accidentally dash downwards because you'll be holding the Down button multiple times trying to Nail-bounce on the buzz-saws.

Hollow Knight Sub-Area Locations
 Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Peace

Peace is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Peace is a secret achievement. Peace Objective(s) Defeat the Lost Kin
 Peace Location(s) Ancient Basin
 Peace Requirement(s) Dream Nail
 Defeated Broken Vessel
 Crystal Heart
 Peace Related Pages Ancient Basin
 Dream Nail
 Trophy and Achievement
 Execution, Falsehood, Honour, Illumination, Mortality, Obsession, Proof of Resolve, Release, Respect, Strength, Test of Resolve

Pilflip Location
 Royal Waterways
 Health 30
 Drops 5
 Pilflip is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Odd creature that adapts to changing situations by flipping over and using the limbs on the other side of its body. Adaptability is an important survival skill. If a problem seems insurmountable, try approaching it from a different angle.

Pilflip Location
 Royal Waterways
 Pilflip Rewards 5
 Pilflip Notes & Tips
 A Pilflip can be found patrolling an area and will become hostile upon hitting it. Pilflips are unique - upon striking it, it will flip onto its back and will chase The Knight by hopping which deals damage upon contact. Once you strike it again, it will flip back to its original form and return back to patrolling its area. The name "Pilflip" is a joke, as it accounts for their flipping, but it also can be flipped around to spell the same thing. This phenomenon is known as a palindrome.

Enemies
 Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid

Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver
 Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal
 Crawler, Crystal Hunter, Crystallised Husk, Death
 Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder
 Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious
 Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
 Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
 Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
 Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
 Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
 Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
 Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
 Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp
 Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Pleasure House Main Location City of Tears Pleasure House is a Sub-Area
 Location in Hollow Knight. Pleasure House can be found within the City of
 Tears. The various locations and sub-areas of the forgotten kingdom of
 Hallownest feature a variety of objectives, quests, and secrets that need
 to be uncovered, as well as NPCs and hostile characters that are
 encountered through your journey. Pleasure House Information Pleasure House
 can be found within the City of Tears The Pleasure House is a sub-area
 located in the City of Tears which requires a Simple Key in order to
 unlock it. Players can find a hot spring that was used as a theatre
 where Songstress Marissa sang for the audience. You can still find her
 spirit on the stage. There are 5 floors here. Near the Hot Spring is a
 bench, as well as Millibelle the Banker. If you deposit money at her
 "bank", she will run away with your Geo. There is a breakable wall beside
 the resting Bench that allows access from the lift to the Resting
 Grounds. City of Tears Map Items Found in Pleasure House x1 Rancid Egg x1 Geo
 Deposit x1 Wanderer's Journal Characters in Pleasure House Marissa Poggy
 Thorax Millibelle the Banker Enemies and Bosses in Pleasure
 House N/A Pleasure House Notes, Trivia and Notable Loot You can find the
 ghost of a friendly pig-like bug, Poggy Thorax, in a kitchen within the
 Pleasure House. It appears (judging by his dialogue and the chopped-up
 bugs around him) he and his kin were being prepared and consumed like
 pork by some of the elites who visited the Pleasure House. Marissa, the
 ghost of a butterfly, can be found singing on a stage on the first floor.
 She is a songstress who used to sing for the elites of Hallownest who
 flocked there to visit her before the Infection. Hollow Knight Sub-Area
 Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant
 Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden
 Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of
 Storms, Overgrown Mound, Palace Grounds, Path of Pain, Queen's Station, Shrine

of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Poggy Thorax LocationPleasure housePoggy Thoraxis an NPCin Hollow Knight. Poggy Thorax Is a ghost in the pleasure House.Poggy ThoraxInformationJudging by his dialogue he and his kin were eaten by high class bugs.Location: Poggy ThoraxCan be found at pleasure houseProgression: NoneCombat: may not kill Poggy Thorax.Rewards: If dream nailed gives 1 essenceDialogue Skroink! You look pretty skinny. Very scrawny. That's the way to be I reckon. Just look at me! A great big, juicy, fatty, oily... scrumptious bug. No wonder I'm so popular around here. I've been waiting an awfully long while. Surely it's dinner time soon? Notes & TipsNote 1Trivia and such go hereNPCsBardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Primal Aspid LocationMultiple LocationsHealth35Drops6Primal Aspid is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Wilder, ancestral form of the Aspid. Once thought extinct, they have reappeared at the edges of the world.These cruel foes will ambush you and relentlessly attack with their searing venom. How strange that their descendants are so weak. If I have children, I hope they will be stronger than me...Primal Aspid LocationKingdom's EdgeColosseum of FoolsTrial of the FoolTrial of the WarriorTrial of the Conqueror Summoned by The Collector.Primal Aspid Rewards6Primal Aspid Notes & TipsPrimal Aspids are found flying from a distance making it difficult for The Knight to reach them. Upon seeing The Knight, they will begin to attack by shooting blobs of acid in a spread-like pattern. This makes them dangerous once they are seen in a cluster.when facing multiple in places likecolosseum of fools it is recommended to use great or dash slash to one shot them (most of the time).EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk

Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Proof of Resolve Proof of Resolve is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Proof of Resolve is a secret achievement. Proof of Resolve Objective(s) Defeat Hornet in Kingdom's Edge Proof of Resolve Location(s) Kingdom's Edge Proof of Resolve Requirement(s) Monarch Wings Proof of Resolve Related Pages Hornet Trophy and Achievement Execution, Falsehood, Honour, Illumination, Mortality, Obsession, Peace, Release, Respect, Strength, Test of Resolve

Pure Nail Damage: 21 Requirements: 4,000, 3 Pale Ore Pure Nail in Hollow Knight is an upgraded form of the Nail, which is the weapon used by The Knight. The Nail is the primary means of dealing damage to Enemies and Bosses, and can be upgraded a total of 4 times. The Pure Nail is the fourth and final upgrade that can be obtained for the Knight's Nail, maximizing its damage-dealing potential. See the Nail page for an overview of combat mechanics and moves pertaining to the Pure Nail. The ultimate weapon of Hallownest. Crafted to perfection, this ancient nail reveals its true form. Hollow Knight Pure Nail Information The Pure Nail has a base damage value of 21 which is used in the calculation for total damage dealt for attacks and effects that take Nail Damage into account. Nail Damage is affected by the following charms: Fragile Strength/Unbreakable Strength Fury of the Fallen Nail Damage also affects the damage dealt by Nail Arts. How to get the Pure Nail in Hollow Knight The Pure Nail is the final upgrade available for the Nail and is forged by the Nailsmith from the Coiled Nail after providing him with the following resources: Geo x 4,000 Pale Ore x 3 Pale Ore is a rare material used to upgrade the Nail. Starting from the Channelled Nail, all subsequent Nail upgrades require 1 or more Pale Ore in addition to Geo. There are a total of 6 pieces of Pale Ore that can be found throughout Hallownest and finding them is not an easy task. See the Pale Ore page for all locations and instructions on how to obtain this resource. How to Upgrade the Pure Nail in Hollow Knight The Pure Nail is the final form of the Nail and cannot be upgraded further. Pure Nail Related Quests in Hollow Knight The acquisition of the Pure Nail allows for the conclusion of the quest 'A Nailsmith's Obsession'. After forging the Pure Nail, the Nailsmith will step outside of his workshop. Believing that his life's work is complete and that he has served his purpose, he requests for The Knight to cut him down with the weapon, his greatest work. There are two options you can choose to proceed from here: Oblige and attack the Nailsmith with the Pure Nail which kills the old bug, sending him into the waters below and awarding the Purity

achievement. In the Godmastercontent, you can find the Nailsmith's corpse in the Junk Pitafterconquering two Pantheons.Refrain from attacking the Nailsmithand simply leave the area. He will then move to Sheo's hut in Greenpath, finding a new purpose in life by modelling for Sheo's artwork and creating wooden figurines together. Speaking to him here will award theHappy Couple achievement.Note that only one of these options can be chosen per playthrough.Hollow Knight Pure Nail Notes & TipsNailsare bladed weapons akin to swords and are used in a similar fashion, with slashing strikes forming the basis of their attacks. Nails are prevalent in Hallownestand are used by its guards, soldiers and other warriors. Nails can be seen wielded by various Enemies, Bossesand NPCsthat The Knightencounters. The denizens of Hallownest also wieldother weapons that appear to be variations of the Nail such as the Mantis Lords' spears and Hornet's Needle.The Pure Nailhas a vastly different look from the weapon's base form, withan intricate pattern etched into its blade that almost mimics that of the etchings found in blades forged from damascus steel. Its handlealso sports a new, coiled ivory-like appearance.While Nail appearances change in the menu as you upgrade them, these changes are not visible on The Knight's sprite when wielding the weapon.All Nails in Hollow KnightChannelled Nail,Coiled Nail,Old Nail,Sharpened Nail

Queen's Gardens is aLocation in Hollow Knight. Please see Walkthroughfor other areas. The Queen's Gardens is an area that is filled with plantlike enemies, narrow passageways filled with thorns and a lush green background. It was once a garden that was being taken care of by The White Ladybut has become a base for the Traitor Lordand its followers.General InformationPrevious: The AbyssNext: Fog CanyonBosses: Marmu, Traitor LordVideo Walkthrough[video goes here]MapNPCs in the areaClothCorniferMoss ProphetThe White LadyBossesMarmuTraitor LordItemsMaterials & ConsumablesN/AEquipment & UpgradesN/AKey ItemsLove KeyHalf of the Kingsoul charmEnemiesAlubaLoodleMaskflyMossflyDurandooFool EaterMosscreepSpiny HuskMantis PetraMantis TraitorMossy VagabondQueen's Gardens WalkthroughInto the Queen's GardensTo get to the Queen's Gardens, head to the western part of the map and enter the area via the Fog Canyon. Upon arriving, head west towards the Mosscreep and Spiny Husk enemies, drop to the bottom, then east where you'll find yourself trapped inside a mini-arena. You'll have to clear out two waves of Mantis Petrafor the gates to re-open then continue heading northeast into the next section where Corniferis.As soon as you enter, you'll hear Cornifer's voice. You'll have to work your way around to reach him, so continue heading west, then work your way around to reach him. Speak to him to purchase a copy of the map for 150 Geo - continue going left where you'll also find a bench that you can use.Acquire the Love KeyWhen you're done, head back outside and then drop down to where the pits with thorns are. You'll need to unlock the gate that is on your right to reach the area where the Love Key is, so for now, head left through the path with thorns where you'll find the lever that will unlock the gate at the bottom. Be careful when you're platforming since there is a Fool Eaterthat is burrowed into the ground and walls that will attack you once you are standing on top of it. Upon reaching the lever, flip it, then continue going east to make it around back to the locked gate - you can now enter the path which leads to the Love Key.Once you're in, simply head east then down southeast until you enter a room that has Mossfliesflying around. From here you'll want to jump to your right where

you'll find a small cluster of Geo and a narrow path that has acid water in it. Collect the geo and swim through the acid water where you'll encounter 2x Mantis Traitor guarding the area, you'll have to kill both of the enemies to unlock the gate behind them where you'll be able to acquire the Love Key that is lying next to a big corpse of a bug - upon acquiring the key, another Mantis Traitor will appear. When you're done, head back to the previous section then look to the lower left to find a Whispering Root tree. Strike it with the Dream Nail for the Essence to burst out, collect it and try to follow it until you reach the southwestern part of the room, enter the opening to your left to reach the next section. The Second Bench You should now find yourself in a section with multiple metal platforms, a spiked pit at the bottom, and Mossflies alongside Mantis Petras flying around. Head west until you reach the entrance of the next section, just be careful when platforming since the metal platforms will flip down after a second once you jump on it and the flying mantis will constantly attack you while you try to cross. Continue heading west until you reach a toll machine that requires 150 Geo to unlock the bench - when you're done head back to the previous section where the bench sign is.*** The path that you can drop down into near the bench can take you back to Deepnest. The Path to Marmu Once you've returned back to the section where the bench sign is, climb up the wall to enter the next section. You'll notice at the top right that there is a sign of a stag station that is pointing east. Follow it and you'll be locked inside a mini-arena where you'll have to fight three waves of enemies including a Mantis Petra, Mantis Traitor, and Spiny Husk. After clearing the last wave, the gates will re-open. Continue head east, then go up towards the Mossflies, then west through another path that is filled with thorns. Now, before heading up into the next section, continue going to your left to find a small cluster of geo and a secret room at the end where you can find a trapped Grub. Free it then continue into the next section that is above - once you arrive, you'll notice that the door to your left which leads into the Stag Station is locked, so you'll need to make your way around by going up then left into the next section followed by going southeast until you reach a monument of a warrior dream called Marmu. Boss Battle, Marmu When you walk up to the monument, Marmu's spirit will appear above. At this point, you'll want to fight any dream warrior you can encounter in order to gain Essence and to obtain the Awoken Dream Nail. Speak to Marmu and challenge him to start the battle. Fighting him is easy since he only has one attack in which he curls up into a ball and charges in try to get close to you. It is recommended to have the Mark of Pride charm equipped to increase the range of The Nail allowing you to land your hits from further away. By doing so, it will also knock him back each time he gets hit. You can click here to learn more about the strategies on how to defeat Marmu. Once you've defeated this warrior spirit, speak to him again to acquire 150 Essence. Now, continue heading east at the top to find a secret entrance that will take you to the Stag Station. Approach the toll machine and pay 200 Geo to unlock it then rest at the bench next to it to save your game and prepare for the main boss of this location - also, don't forget to flip the switch to your right to unlock a shortcut. The Path to the Traitor Lord From the Stag Station, head east, then climb all the way to the top and then head east again into the next section where you'll find a lever that removes a blockage that's on the ground next to it. Continue heading east from the lever, then climb up again, then west into a section where you'll need to do a lot of

platforming again to get across and to avoid getting hit by the thorns. Once you're through, you'll come across an entrance to your left which will lead you to where the Traitor Lord is. However, before doing so, you can take a detour, and head up to where the Spiny Husk and Mantis Petrais until you reach the gazebo-like structure which is at the top. When you reach it, you can break the glass on your left to open up the path which leads to another Grub. You'll have to cling onto the walls to climb and use the Crystal Heart ability to get across one end to the other. Just be careful since there is a Mossfly flying around the path. After rescuing the Grub, head back to the previous section and then head left to where the Traitor Lord is. You should find yourself inside a section where a stream of void is blocking your path. But with the Shade Cloak ability that you've gained earlier, you can easily phase through the stream and continue through the spiked path until you reach the arena of the Traitor Lord. Upon arriving, the gates will close and you'll have to fight and kill two waves of Mantis Traitors before the Traitor Lord appears. Boss Battle, Traitor Lord The battle with the Traitor Lord will start once he appears after killing two waves of the Mantis Traitors. This battle will be quite difficult and challenging since he has been buffed in an update that was previously released which gives him 800 HP, two melee attacks and 2 ranged attacks. You can click [here](#) to learn more about the strategies on how to defeat this boss. Upon defeating the Traitor Lord, the gates will re-open and you'll be able to gain access to The White Lady's chamber. The White Lady From the arena of the Traitor Lord, head west where you'll find the chamber of The White Lady. Head inside and go through the path where you'll find The White Lady herself, a root-like non-insect being, who is wrapped in a shell-like cocoon that resembles tree bark. Speak to her and she will provide The Knight half of the Kingsoul charm. This marks the completion of this location, up next is Fog Canyon.*** You can also head back to the eastern side of the City of Tears and use the Love Key to unlock a sub-area called the Tower of Love. Video [\[video goes here\]](#) Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go [here](#)

Hollow Knight Locations

Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Queen's Station Main Location

Fungal Wastes

Queen's Station is a Sub-Area Location in Hollow Knight. Queen's Station can be found within the Fungal Wastes. The various locations and sub-areas of the forgotten kingdom of Hallownest features a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey.

Queen's Station Information

Queen's Station can be found within the Fungal Wastes. Queen's Station is a run-down Stag Station which serves as a connection between the Fungal Wastes and Fog Canyon. In Hallownest's prime, Queen's Station was a bustling hub of travel, said to have been one of the busiest stations in the kingdom. The east part of Queen's Station contains a Mask Shard which can be acquired after getting the Mantis Claw. Quirrel can be encountered in the main hub

after arriving from Fog Canyon for the first time. Even though the station is decayed, Quirrel is highly impressed, and remarks that he can still vaguely hear the ringing of the bells and the voices of bugs. Willow can be found in one of the Stagway tunnels where she is eating fungus. Fungal Wastes Map Items Found in Queen's Station x1 Hallownest Seal x1 Mask Shard (Requires the Mantis Claw) Characters in Queen's Station Willow Quirrel Enemies and Bosses in Queen's Station N/A Queen's Station Notes, Trivia and Notable Loot Other notes, tips, and trivia. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Quest Items in Hollow Knight are items that are used as an aid to traverse and explore the depths of Hallownest. Some Quest Items can be purchased from a Merchant and some are scattered throughout the map. Below is a list of Quest Items available that can be obtained through the Hollow Knight game. What are Items in Hollow Knight? There are four categories of types of items that can be found in Hollow Knight, each having its own function. These categories of items are Keys or Key Items, Quest Items, Upgrade Items, and Tradeable Items. Keys or Key Items: These items are mainly used to unlock doors, new locations, and even chests that are scattered around Hallownest. You can either purchase these key items or locate them in various sections of an area. Quest Items: Quest Items in Hollow Knight are to be used for completing specific Quests in Hollow Knight. It can either be given to certain NPCs, to unlock some features in the game, or to simply progress the story of the game. Quest Items can either be purchased from Merchants, given by an NPC, or simply found in specified sections of a location. Trade Items: These special, unique items are to be traded with specific NPCs or Merchants in Hollow Knight. If given to a special character, a player can gain a reward in return or even request for services provided that you can hand over the required item. Upgrade Items: Upgrade Items in Hollow Knight are vital for The Knight, these items help in increasing the stats of The Knight such as increasing its Health, SOUL, and Equipment such as the Nail. How do I View my Items in Hollow Knight? When you first start Hollow Knight in Dirtmouth, you may encounter the first couples of Merchants; Sly, a small bug who sells you Items from a shack and Iselda, a female bug who also sells items from a shack. It is recommended that you explore the Forgotten Crossroads for a bit when starting, then go back to Dirtmouth and buy the Charm Gathering Swarm from Sly. Additionally, you should buy the Charm Wayward Compass and the Item Map and Quill from Iselda to have a better sense of direction when exploring Hallownest. After buying these Items, you can start buying whatever you want from there on out. It is recommended that you frequently buy Mask Shards from Sly to get extra Masks and thus survive longer against Bosses or Enemies in exploration. It's very important to note that in this game, you should never have to grind Geo. All of the Equipment in this game can eventually be obtained by exploring and continuing the main storyline as expected, so don't ever feel the need to grind Geo to buy specific Items from Merchants. All Items Key Items Quest Items Trade Items Upgrade Items Hollow Knight All Quest Items Click on the header to sort the table. Quest Item Usage/Description The Collector's Map

The Collector's Map marks the location of all 46 Grubs in the game, including ones that are in unexplored areas. The Grubfather will also be rewarding you upon reaching a certain number of Grubs freed, and here are the rewards: 5 Grubs - Mask Shard 10 Grubs - Grubsong 16 Grubs - Rancid Egg 23 Grubs - Hallownest Seal 31 Grubs - Pale Ore 38 Grubs - King's Idol 46 Grubs - Grubberfly's Elegy Delicate Flower After speaking to the Grey Mourner, The Knight will be tasked to deliver this unruined flower to the grave of the Traitor's Child in Queen's Gardens. Complete the quest by delivering the flower undamaged to the grave, followed by returning to the Grey Mourner to be rewarded with a Mask Shard. Godtuner The Godtuner icon will appear on the screen underneath the health bar and blink once you've defeated a boss and a pantheon is needed to be unlocked. Hunter's Journal Defeating a specified number of each enemy unlocks additional notes from the Hunter about that enemy, as well as bits of lore, techniques for fighting said enemy, or even information about the Hunter himself. A few entries can only be obtained by inspecting a specific object or as a reward for completing a challenge. Hunter's Mark Hunter's Mark is a Journal Entry that you will receive once you've completed most of the entries in your journal. Lumaflly Lantern In some areas, it is dark and the Knight will be unable to see. The Lumaflly Lantern is used to light and help navigate the Knight's way through these dark areas. Map and Quill Allows The Knight to update areas of the map once players discover undiscovered or hidden parts of the map. Ruined Flower The Delicate Flower turns into a Ruined Flower if The Knight takes damage while delivering it to the grave of the Traitor's Child in Queen's Gardens. Tram Pass Unlocks The Tram. Once you've acquired the Tram Pass, inspect the tram to activate it.

Quests in Hollow Knight are tasks that are given by NPCs. Quests provide the players with additional information about the world of Hallownest as well as new items and monetary rewards in form of Geo. There are no quest markers or entries in the game, so the list provided below might not be complete, as the term 'quest' isn't defined by the game itself. You may want to consult the Endings page or the Trophy and Achievement Guide for other types of objectives.

Hollow Knight Quests

Delicate Flower "Ull Waaaaii! Che's sacred, precious, one of its kind flower. Ruined. Che's love, denied her final gift." "A Nailsmith's Obsession" "With a Pure Nail forged, my work in this lifetime comes to an end. My only remaining desire is to see and feel the nail strike true!" "Nailsage's Pride" "Ah! The way you hold your nail! So you've learnt a Nail Art..." "Dream No More" ... "Grubfather's Lament" .. Empty ... "Secret of the Stagways" Continue to open the stations and you'll have my deepest gratitude. "Bretta" I... you came to rescue me, Bretta? The girl that everyone just... ignores? "Millibelle" Losing one's Geo is a terrible thing and it's so much more likely if you carry it about on yourself. "The Grimm Troupe" When flames burn bright inside one's mind, kin heed the call across lands and time.

Quick Focus Cost: Geo: 800 Location: Forgotten Crossroads Effect: Increases the speed of focusing, allowing the bearer to heal damage faster. Quick Focus in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The

Knight sit on a bench.Quick Focus Information"A charm containing a crystal lens."Quick Focus is a charm that provides The Knight the ability to cast FOCUS twice as fast as it normally is. This will allow players to frequently heal in challenging situations such as multiple enemies in an area or completing a trial in the Colosseum of Fools- combining certain charms like Stalwart Shell will even make this charm useful in pressurizing encounters, allowing you to survive and stay in a battle longer.Quick Focus AcquisitionLocation:Forgotten CrossroadsAcquisition: This charm is bought from Charm Lover Salubra for 800.Quick Focus NotesCharms can only be equipped and unequipped by using a bench.Equip the Stalwart Shell charm along with Quick Focus to gain invincibility from any incoming damage while using FOCUS to heal.Equip Shape of Unn along with Quick Focus to be able to move while casting FOCUS and to double the movement speed.Combining Deep Focus with Quick Focus will allow you to heal two masks close to its normal casting speed. However, it may consume most of your notches slots and restricts you to combine other charms, but compensates with its ability to keep you alive during difficult encounters.CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep Focus,Defender's Crest,Dream Wielder,Dreamshield,Flukenest,Fragile Greed,Fragile Heart,Fragile Strength,Fury of the Fallen,Gathering Swarm,Glowing Womb,Grimmchild,Grubberfly's Elegy,Grubsong,Heavy Blow,Hiveblood,Joni's Blessing,Kingsoul,Lifeblood Core,Lifeblood Heart,Longnail,Mark of Pride,Nailmaster's Glory,Quick Slash,Shaman Stone,Shape of Unn,Sharp Shadow,Soul Catcher,Soul Eater,Spell Twister,Spore Shroom,Sprintmaster,Stalwart Shell,Steady Body,Thorns of Agony,Unbreakable Greed,Unbreakable Heart,Unbreakable Strength,Void Heart,Wayward Compass,Weaversong

Quick Slash Cost:Geo:N/A Location:Kingdom's EdgeEffect:Allows the bearer to slash much more rapidly with their nail.Quick Slash in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.Quick Slash Information"Born from imperfect, discarded nails that have fused together. The nails still long to be wielded."Quick Slash is a charm that provides The Knight an increased attack speed of the Nail by 54%, this allows the player to land multiple attacks and to quickly absorb more SOUL - combining certain charms like Grubberfly's Elegy also affects the speed of producing projectiles from the NailQuick Slash AcquisitionLocation:Kingdom's EdgeAcquisition:Travel to the 3rd Nailmaster's home in the south-east side of the Kingdom's Edge, then use Desolation Dive on the breakable floor immediately on the right-side of the training dummy. Follow the path around till you reach the outside of the Hive, then travel halfway up the room and go into the dootway on the right. You will find the charm on the altar beneath the giant corpse of the Ancient Nailmaster.Quick Slash NotesCharms can only be equipped and unequipped by using a bench.Equip the Grubberfly's Elegy charm along with Quick Slash to produce projectiles at a faster rate.Equip the Longnail or Mark of Pride charm along with Quick Slash to increase the distance of the Nail's basic attack while having the increased attack speed.Equip the Heavy Blow charm along with Quick Slash for a quicker rate of knocking back enemies.CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep Focus,Defender's Crest,Dream Wielder,Dreamshield,Flukenest,Fragile

Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Quirrel Location Black Egg Temple, Greenpath, Queen's Station, Mantis Village, City of Tears, Deepnest, Crystal Peak, Teacher's Archives, Blue Lake

Quirrel is one of the first NPCs you will meet in the kingdom of Hallownest. First found in the Black Egg Temple, you can find him in various other places around the map. He is a pill-bug who is known as an explorer, as well as a very intelligent scholar who knows much about Hallownest. Quirrel is also extremely skilled at wielding a nail. He acts as a kindhearted and optimistic guide to the Knight, appearing in various locations throughout the Kingdom. Quirrel Information Just like the Knight, Quirrel is an amnesiac and doesn't remember Hallownest, or his unknown association with Monomon the Dreamer, despite being a part of it in the past. His past is shrouded in mystery that is not made clear in the game. Quirrel is very enigmatic, though incredibly kindhearted, optimistic, and helpful to those he meets, including the Knight, who he guides. He has a calm and peaceful disposition, and although he wields a sharp nail and is an extremely skilled warrior and nail-wielder, he is pacifistic and only ever fights to protect himself and others (such as the Knight when he assists him). Quirrel wears Monomon's mask on his head for the majority of the game, but takes it off to undo the Teacher's seal after helping the Knight defeat Uumuu. Shortly after this event, Quirrel remembers small parts of his past. Though he is still amnesic about his past and his association with the kingdom of Hallownest, he remains very much at peace, and very optimistic about his adventures, and admits that he is happy and astonished to witness the Knight's prowess and to journey through Hallownest yet again. He mysteriously vanishes from Hallownest after his final appearance at the Blue Lake where all that remains is his nail.

Location: Quirrel can initially be found at the Black Egg Temple.

Progression: Quirrel moves to Greenpath (The Lake of Unn), Queen's Station, the Mantis Village, the City of Tears, Deepnest (hot-spring), Crystal Peak, then to the Teacher's Archives in Fog Canyon, and finally at the Blue Lake.

Combat: Players may not kill Quirrel.

Rewards: Quirrel does not give the player any rewards, but assists in the battle with Uumuu.

Dialogue "Hello there! How delightful to meet another traveller on these forgotten roads. You're a short one, but you have a strong look about you. I'm Quirrel. I have something of an obsession with uncharted places." "Plenty have come before us and met their grisly end, many more equipped than you and I. I'm sure they wouldn't mind were a fellow explorer to relieve them of their tools. It's a kindness really. The dead shouldn't be burdened with such things." "Has she called you here, too?"

Notes & Tips Sitting beside Quirrel in silence after the player's final interaction with him grants you the "Witness" achievement, due to Quirrel being a major witness to the Knight's prowess. If you leave the room, Quirrel will disappear and his nail will be left behind. When fighting Uumuu in the Teacher's Archives, this boss will only be

vulnerable when Quirrel lets out a yell and attacks it with his nail. NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Rancid Egg I found this under the counter. Some creature must have laid it here while I was stuck down in the ruins. I suppose you could buy it? I won't miss its sour odour. Rancid Egg is a Trade Item in Hollow Knight. It can be traded with merchants in exchange for Geo. Rancid Egg Usage Provide a Rancid Egg to Confessor Jiji to summon the Shade. Rancid Egg can be sold to merchants such as Steel Soul Jinn in exchange for Geo. How to Find Rancid Egg Sold by Tuk. Sold by Sly for 60. 1 Given by the Grubfather after finding 16 Grubs. If you are playing in Steel Soul Mode, one can be found by looting Tuk's body. 2 eggs can be located in the City of Tears. 3 can be found in Crystal Peak. 1 can be located in Fungal Wastes. You can find 3 eggs in Deepnest. 1 egg can be discovered in Greenpath. 2 can be found at the Queen's Gardens. 4 in Royal Waterways. 1 can be located at the Resting Grounds. Rancid Egg Notes & Tips Tuk will stop selling Rancid Eggs if The Knight has 80 and more Rancid Eggs in possession. Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallow's Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Release Release is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Release Objective(s) Defeat the Broken Vessel Release Location(s) Ancient Basin Release Requirement(s) Crystal Heart Release Related Pages Ancient Basin Trophy and Achievement Execution, Falsehood, Honour, Illumination, Mortality, Obsession, Peace, Proof of Resolve, Respect, Strength, Test of Resolve

Relic Seeker Lemm Location City of Tears Relic Seeker Lemm is an NPC in Hollow Knight. Relic Seeker Lemm is a merchant in the game who seeks rare antiques in the kingdom of Hallownest. Relic Seeker Lemm Information Relic Seeker Lemm and his shop can be found in a tall tower in the City of Tears, which he claims was free to be used. He specializes in uncovering antique scriptures found on relics that are scattered around Hallownest. After speaking to him, he offers The Knight to trade in relics that have been found in exchange for a reasonable amount of Geo. Right after The Knight kills one of the Dreamers, he closes his shop and leaves - you can find him at the fountain of the Hollow Knight, contemplating on the likes of the statue. Speak to him and he will return to his shop. Location: Relic Seeker Lemm Can be found at the City of Tears Progression: Relic Seeker Lemm moves to the fountain of the Hollow Knight in the City of Tears after killing one of the Dreamers. Combat: Players may not kill Relic

Seeker Lemm. Associated Quests Players can sell Relics to him for Geo. Relic Seeker Lemm's Shop Item Selling Value (Geo) Wanderer's Journal 200 Hallownest Seal 450 King's Idol 800 Arcane Egg 1200 Dialogue Aye Aye. Come searching for rare items have you? Well hands off! This collection is mine and I won't be selling to grubby little wanderers. Still, I imagine you come across many interesting items in your travels. Maybe you'd care to part with some? I'll offer a fair trade for each. Notes & Tips Relic Seeker Lemm won't cooperate with The Knight if players have the Defender's Crest Charm equipped. Relic Seeker Lemm is one out of the two merchants who purchase items off from The Knight. Relic Seeker Lemm mentions other Relic Seekers, though none are found in game. It is unknown if they all look like him, or if Relic Seeker is simply a hobby. The description for the Void Idol is a quote from Lemm. NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Respect Respect is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Respect Objective(s) Defeat the Mantis Lords Respect Location(s) Fungal Wastes Respect Related Pages Mantis Lords Mantis Village Trophy and Achievement Execution, Falsehood, Honour, Illumination, Mortality, Obsession, Peace, Proof of Resolve, Release, Strength, Test of Resolve

Resting Grounds is a Location in Hollow Knight. Please see Walkthrough for other areas. The Resting Grounds is a large cemetery that is filled with graves and tombstones. It is grey and somehow a colorless area that changes into a blue-themed area where spirits appear upon acquiring the Dream Nail. General Information Previous: Crystalised Mound Next: City of Tears (East Side) Bosses: Xero Video Walkthrough [video goes here] Map NPCs in the area Seer Grey Mourner Bosses Xero (Warrior Dream) Items Materials & Consumables N/A Equipment & Upgrades Soul Eater Dream Nail Key Items N/A Enemies Belfly Winged Sentry Entombed Husk Great Husk Sentry Resting Grounds Walkthrough Acquire the Dream Nail From the entrance of the Crystalised Mound, drop down to the bottom opening to reach the Resting Grounds. Over to your left is a tram station which requires a Tram pass, ignore that for now and go east into the next section where you'll stumble upon the statues of the Dreamers. Upon inspecting the statues, you'll acquire the location of the three dreamers and you'll be teleported into the Dream World by the Dreamers. Once you've gained control of The Knight, walk a bit to the edge to your right and wait for the Unnamed Moth to appear. It will guide you to escape the dream world, all you have to do is follow it by using the elevated platforms to reach the end. Upon reaching the statue of the Unnamed Moth, speak to the spirit and it'll give you the Dream Nail. Take the weapon and you'll wake up from the dream and return to the real world - with the Dream Nail,

you'll be able to fight unique and optional bosses called the warrior dreams. These fallen warriors will appear as a spirit and will only become hostile if you challenge them. The Dream Nail can also be used on NPCs and Enemies to read and reveal their secret thoughts and to acquire Essence which is another form of currency used to purchase items from a special merchant called the Seer. Meeting the Seer Upon awakening, you'll find yourself inside the house/chamber of the Seer who is the last surviving species from the moth tribe. You can visit her page which is linked to her name to view her inventory. Deep within the Resting Grounds After speaking to her, head outside to your right and go down one level where you'll find a plant of Essence. Strike it with the Dream Nail and the Essence inside of it will burst and scatter, collect all the Essence then head back to the plant where you'll find it to grow larger. You can use the Dream Nail on it once again to reveal its thoughts. Now, head down another level and go right to find a Stag Station and a bench. This is where you should also find Cornifer to purchase a copy of the map, but in case you miss him, you can head back to his and Iselda's shop in Dirtmouth to buy the map. When you're done, head back outside, drop down to the bottom part of the room, then walk towards a casket tomb to your right. Jump on top of it and use Descending Darkness to destroy it which will reveal a path leading to the lower section of the Resting Grounds. From here, go to your right and the ground below you will break. Walk up to the wall to your right and strike it with The Nail to break the wall where you'll encounter a new enemy, an Entombed Husk. Once you've killed it, continue going right until you come across an opening just above you. Jump and strike upwards to destroy the ceiling. There will be 1x Belfly on the ceiling and 1x Entombed Husk at the upper right. Try to bait the Belfly first to charge in so it will explode and die upon hitting a surface, then climb up to the left-hand side to find a chest containing Geo. Walk close to the edge to bait the Entombed Husk, you should be able to attack it from a distance if you have the Mark of Pride charm equipped - upon killing it, jump to the right where you'll find a trapped Grub. Break the jar to free it then head back down and go east until you reach the end where you'll see another chest containing Geo. Obtain the Soul Eater Charm Once you've obtained the Geo, you can destroy the ceiling and wall near the chest to reveal a secret path. First, go to the secret path to your right, drop down and run towards the right until you reach the end. While you walk on the ground, some parts will break and open up to spiked pits. When you've reached the end, climb up, then continue going east, climb up again and destroy the ceiling which will open up the secret room that leads to the Soul Eater charm. Meet the Grey Mourner Once you've obtained the Soul Eater charm, retrace your steps back to where you've obtained the Geo from the chest and head up. This will lead you to the Grey Mourner's house and a bench that you can use just next to it. If you speak to her, she'll ask you to bring a Delicate Flower to her lover's grave which is located at the Queen's Gardens. You can click here to check the quest on how to complete it - it is recommended that you complete this quest later on. Finding the First warrior dream When you're done speaking to the Grey Mourner, head back down then go west until you reach a breakable wall that opens up an entrance towards the next section. There is a secret room just before entering which has a breakable ceiling, you'll find a breakable totem that has Geo in it alongside a Belfly guarding it - collect the geo then proceed into the next section. From here, you'll find a lift that can take you to the

eastern side of the City of Tears. Ignore it for now, head west into the next section where you'll encounter a Great Husk Sentry and a Winged Sentry. The Great Husk Sentry has a high amount of HP and will take a bit of time for you to fight it. But if you choose to do so, make sure to get rid of the Winged Sentry first so that you are focused on killing the Great Husk Sentry. Now, after you've killed them or chose to avoid it, continue going west and head to the top left where you will find a switch, flip it to unlock the gate above you which is the next section you'll need to go to. The path below will take you a sub-area within the Resting Grounds called the Blue Lake, it is also a path that is connected to Dirtmouth via the Forgotten Crossroads. So for now, head up into the next section. Boss Battle, Xero You'll now find yourself in the arena of the first warrior dream you will encounter called Xero. Since you've acquired the Dream Nail, these type of bosses will now appear as a spirit in specific places such as their monuments, graves, sanctuaries. Head to the 2nd platform and you'll see Xero's spirit appear next to its statue once you approach it. To start the battle, you'll have to talk to them and at the end choose YES once the option appears to challenge the Warrior Dream. To learn more about the strategies on how to defeat the boss, you can click [here](#). After defeating Xero, talk to him and he will reward you with 100 Essence after he disappears. From here, you can either head back to Dirtmouth to purchase any more charms before heading back to revisit the City of Tears [Video](#) [\[video goes here\]](#) [Map](#) [Click on the image to enlarge the map.](#) Trivia & Notes: Trivia and notes go [here](#) Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystalised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Royal Retainer Location White Palace Health 5 Drops N/A Royal Retainer is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. The most loyal and devout servants of the King. Simple, weak creatures find strength by forming a hive and obeying a ruler. Such creatures become the arms and teeth and claws of their monarch. Royal Retainer Location White Palace Royal Retainer Rewards N/A Royal Retainer Notes & Tips A non-hostile enemy that does not deal damage upon contact. These beings can be found in a small group and once they see The Knight, they will bow down. There are two variations of the Royal Retainers, one being rather slim, and the other being rounder and fatter. The slim ones have two prongs on their heads, while the chubby ones have three prongs. They can be killed to collect SOUL. A Dream Nail can be used on them to reveal additional dialogues. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma, Corpse Creeper, Cowardly Husk, Crawler, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death

Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder
 Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious
 Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
 Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
 Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
 Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
 Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
 Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
 Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
 Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Shade, Shadow Creeper, Shardmite, Sharp
 Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Royal Waterways is a Location in Hollow Knight. Please see Walkthrough for
 other areas. The Royal Waterways is a location filled with sewage pipes
 and support structures that are underneath the City of Tears. Mutated
 bugs can be found inhabiting the area. General Information Previous: City
 of Tears (East) Next: Isma's Grove Bosses: Flukemarm, Dung Defender Video
 Walkthrough [video goes here] Map NPCs in the area Cornifer Fluke
 Hermit Bosses Flukemarm Dung Defender Items Materials &
 Consumables N/A Equipment & Upgrades Fluke Nest 1x Mask Shard Defender's
 Crest Key
 Items Godtuner Enemies Pilflip Belfly Flukefey Hwurmp Bluggsac Flukemon Husk
 Bully Husk Sentry Lance Sentry Heavy Sentry Winged Sentry Husk Hornhead Royal
 Waterways Walkthrough Getting into the Royal Waterways To get into the
 Royal Waterways, head to the west side (on your left) of the City of
 Tears from the Memorial of the Hollow Knight. You'll need a Simple Key to
 unlock the hatch that leads into the waterways. You can find a Simple
 Key near the Stag Station in the west side of the City of Tears or by
 visiting Sly's shop in Dirtmouth and purchasing it for 950 Geo. Take note
 that you'll be needing the Lumafly Lantern to further explore the area,
 which can also be bought from Sly for 1800 Geo. You will also need the
 Desolate Dive spell for breaking floors, so be sure to visit Soul Master
 if you haven't done so already. Find a Bench and Cornifer Upon arriving at
 the Royal Waterways, head west towards the path where you'll encounter a
 new enemy, 2x Pilflip. Fight your way through and continue west and into
 the next section - you should notice a sign of a bench that is on your
 right before entering the next section. From here, drop down and use
 Desolate Dive to break the floor, which will take you all the way down to
 a bench. Use it to save your game and update your map. From here you'll
 want to walk to the right side of the bench to break the wall and open up
 a shortcut. When you're done, head back up until you reach the Bench sign
 again. Head across to the left where you'll encounter a Belfly. At the
 edge, drop down into the water and swim to the wall to your right. You
 can break the wall to discover a secret room that has a Grub that you can
 rescue. After rescuing the Grub, climb back up then continue going west by

using the platforms and avoiding the new enemies floating called a Hwurmp. Be cautious when avoiding it and try not to attack it since it will inflate like a blowfish once it is attacked and hits onto a surface or another enemy making them dangerous and difficult to avoid when there's multiple of them floating around - you'll notice that there will be a trail of paper on the ground, follow it into the next section where you'll encounter yet another new enemy called a Flukemon. Be careful when dealing with this enemy, since upon killing it, it will cut into half where the top part will attack you and upon killing it, the other half will also jump in for an attack. Upon entering the next section, you'll still need to follow the trail of paper which will take you into the next room which is to your left. You can find a Soul Totem to regain SOUL which is at the top left-hand side of the room just before entering the next section. Once you've reached the room at the far left, you'll hear Cornifer humming. As you continue forward, the gates will close and you'll need to kill all the Hwurmp floating around for the gates to re-open. When the gates are open, climb up to the middle platform, flip the switch above you to unlock the door at the bottom left that opens up the path that leads back to the Fungal Wastes, then continue going up to find Cornifer- you can purchase a copy of the map for 75 Geo. Acquire a Mask Shard From Cornifer's location, you'll want to walk to your right until you come across a floor that will break that takes you back into the previous section. Upon heading back, take a detour and head up to the top left to find a cache of Geo. After collecting the geo, jump down into the water then swim to your left where you'll find a secret room that contains 1x Mask Shard. Now, you'll want to head back to the bench and head towards a path leading to the first boss that you'll encounter in this area. Finding the Flukemarm From the bench, drop down into the opening to your left where you'll encounter a Flukefey and Flukemon. After killing the enemies, walk onto the floor just near where you fell through to find a breakable floor, use Desolate Diveto open up a path to another area below. Upon arriving, you'll want to drop down one level, head left into the water, then right into a pit with more Flukefey and Flukemon enemies. Continue going east until you encounter a Belfly alongside the Flukefey and Flukemon enemies, from here, you'll want to drop down into the bottom part of the room then go west towards a narrow path that has some worms sticking out of the floor and ceiling. You'll want to follow the path until you reach a high wall which can be destroyed to open up a secret passage that leads into the lair of the Flukemarm- before entering, you can replenish your SOUL by hitting the small worms with The Nail. Boss Battle, Flukemarm Upon arriving, you'll notice the Flukemarm hanging in the middle of the arena filled with elevated platforms. To start the battle, you'll have to attack it with The Nail or a spell. The Flukemarm only has one attack which is shooting out multiple Flukefey that aggressively attacks you once you're within its radius. You can click here to learn more about the strategies on how to defeat this boss. Upon defeat, the Flukemarm drops the Flukemarm charm which transforms the effect of the Vengeful Spirit spell into a horde of volatile baby flukes. Now, we'll have to find the main boss to unlock a sub-area in the Royal Waterways which is the next location called Isma's Grove- retrace your steps back to the tilted bench and save the game. Finding the Dung Defender To find the Dung Defender, you'll have to head at the far east side of the room where the tilted bench is. From the bench, you'll want to drop down into the path to your left then go east while fighting your way

through the Flukefey and Flukemon enemies. Eventually, you'll come across a small pit with water where you'll swim into to get across and then a path that is filled with dung - you'll know when he's close by once you hear him shouting. Just follow the path and his voice until you reach his arena, the gates will close once you're inside then the ground will start to shake and the Dung Defender will appear which prompts the start of the battle. Boss Battle, Dung Defender A couple of notes to remind you of, first, the Dung Defender's health ranges from 700 - 900 HP depending on the type of Nail you have upgraded it into. Second, he has three attacks and one defensive tactic, and finally, he has two phases where he enters into a state of frenzy in phase two. You can click [here](#) to learn more about the strategies on how to defeat this boss - upon defeating the Dung Defender, he drops the Defender's Crest charm as a reward and also grants you access to the switch that unlocks the path to Isma's Grove. From the Dung Defender's arena, head into the room to your right to find a huge lever. Flip it to drain the acid water from the entrance of Isma's Grove which will now allow you to reach that area. There is also a breakable wall to your right that opens up a path that will take you to a busted lift that connects between the City of Tears and the Ancient Basin. For now, we'll need to drain the acid water and head to Isma's Grove. [Video](#) [\[video goes here\]](#) [Map](#) [Click on the image to enlarge the map.](#) Trivia & Notes: Trivia and notes go [here](#) Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Ruined Flower Given to you by the Grey Mourner in the Resting Grounds. It has been destroyed and is now worthless as an object of sentiment. Ruined Flower is an Item in Hollow Knight. Once a Delicate Flower, it serves as an object of sentiment and is worthless. Ruined Flower Usage N/A How to Find Ruined Flower This item is acquired if the Delicate Flower is damaged by the following ways: Taking Damage. Venturing and using the Dreamgate. Using The Last Stag for Quick Travel. Ruined Flower Notes & Tips Players need to return and speak to the Grey Mourner to acquire a new Delicate Flower. Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Luma fly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Salubra's Blessing A boon bestowed by Charm Lover Salubra. Those blessed are followed by beauty and love. Salubra's Blessing is an Item in Hollow Knight. It is used to slowly recover SOUL while resting at a bench. While resting, players will see a ghost of Salubra floating above The Knight bestowing The Knight with beauty and love. Upgrade Items in Hollow Knight are items that are used to enhance The Knight's status such as health, SOUL, and his equipment. Some Quest Items can be purchased from a Merchant and some are scattered throughout the map. Salubra's Blessing

Usage Slowly restores The Knight's SOUL while resting at a bench. How to Find Salubra's Blessing Obtain 40 Charms and speak to Charm Lover Salubra, she will sell you the charm for 800. Salubra's Blessing Notes & Tips Purchasing her Blessing and collecting all Charms will reward players with the Blessed Trophy/Achievement. Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Seal of Binding Intricate seal of ancient design. Used to contain a powerful force, or to preserve something of great importance. Seal of Binding is a Journal Entry for the Hunter's Journal in Hollow Knight. It is stated that it was used to contain something very powerful, or preserve something important. Seal of Binding Usage in Hollow Knight The Seal of Binding has no real usage in progressing the game or making the game easier for The Knight. It is stated in the Hunter's Journal that it was used to seal away something powerful or contain something important. How to Find Seal of Binding in Hollow Knight To acquire the Seal of Binding, you must complete the Path of Pain; a challenging platforming area which can be accessed through the White Palace. Seal of Binding Notes & Tips?? Other notes... Journal Entries Void Idol

Secret of the Stagways Reward Vessel Fragment Trophy/Achievement Location Dirtmouth or Forgotten Crossroads Prerequisite Unlock the first Stag Station Secret of the Stagways is a Quest in Hollow Knight. Quests can provide rewards from items, unlocking Trophies/Achievements, and uncovering more information to the lore. Quests can only be activated by speaking to NPCs. Secret of the Stagways Objectives Unlock the first Stag Station Speak to The Last Stag Unlock all 10 Stag Stations Visit the Stag Nest Secret of the Stagways Locations Players can unlock any Stag Station found within the map. But the easiest way to locate one is in the Forgotten Crossroads or Dirtmouth. Secret of the Stagways Walkthrough The stagway consists of a path of tunnels that connects various ports within the kingdom of Hallownest, and these ports are called Stag Stations. Upon encountering your first Stag Station, players must hit the bell with The Nail to summon The Last Stag- he will mention to The Knight that it has been quite a very long period of time since someone has summoned him for traveling, this will also unlock the quest of unlocking all Stag Stations and finding his birthplace. There is a total of 11 Stag Stations (Stag Nest being the last and a hidden station) that can be found where you will need to pay Geo at a toll machine to unlock it, similar to your first encounter with The Last Stag, immediately strike the bell with The Nail after paying Geo at a Stag Station's toll machine to summon The Last Stag. In addition, he will also share facts about the area of each station that has been unlocked and he will begin to remember the whereabouts of the Stag Nest. Listed below are the Stag Stations' locations and prices. There is one station that is a hidden room that can be found in the Palace Grounds, you can find it behind a wall that can be destroyed - its location is indicated above. After all of the Stag Stations have been unlocked, The Last Stag will be able to recall the location of the Stag Nest, allowing him to bring The Knight there. Once you are in

the Stag Nest head to the east of the path where you will come across corpses of Stags, a Vessel Fragment and at the end, a lift, hop on it to reach the 2nd level. Now head to the western end of the area where you will find unhatched Stag Eggs along with one broken egg. Head back down and speak to The Last Stag where you will notice his name will change into Old Stag, this implies that there is still hope that his kind has survived the catastrophe and has ventured beyond the walls of Hallownest. This completes the quest and unlocks the Connection and Hope Trophy/Achievement.

Stag Stations' Locations and Prices

Stag Station	Price (Geo)
DirtmouthN/A	Forgotten Crossroads50
Greenpath	140
Fungal Wastes - Queen's Station	120
Queen's Gardens	200
City of Tears - City Storerooms	200
City of Tears - King's Station	300
Resting GroundsN/A	Deepnest - Distant Village250
Howling Cliffs - Stag NestN/A	Palace Grounds (Hidden Station)300

Secret of the Stagways Notes & Notable Loot??

QuestsA Nailsmith's Obsession, Bretta (Quest), Delicate Flower (Quest), Dream No More, Grubfather's Lament, Millibelle (Quest), Nailsage's Pride, The Grimm Troupe (Quest)

The Seer LocationResting GroundsThe Seer is an NPCin Hollow Knight. The Seer is a moth and is the last surviving species of the moths and the moth tribe. The Seer InformationThe Seer is a merchant in the game that provides items and unlocks an achievement in exchange for collecting and giving Essence. She is the one who provides the Dream Nailthat allows the Knight to look into the dreams of the NPCs. She is also the one rescues The Knight by guiding them through the realm of the Dreamers. She is the last member of the Moth Tribe, a nation that studied dreams and worshipped the dream deity, The Radiance. After joining Hallownest, the Moths continued to guard dream spirits, but a large portion of their culture has been forgotten over the years, particularly the worshiping practices. The Seer regards her tribe's betrayal of The Radiance as a source of guilt. After the Knight has gathered 2400 Essence, the Seer will ascend. While it is unclear what the process of her ascension entails, it seems that she lets go of her guilt. It is possible that she is redeemed in The Radiance's eyes and allowed to join its dream realm.

Location: The Seer Can be found at the Resting Grounds

Combat: Players may not kill The Seer.

Rewards: Upon the first encounter, she gives the Dream Nail. Unlocks the Awakening and Ascension Achievement/Trophy for collecting a certain number of Essence.

Associated QuestsN/A

The Seer's Rewards

Reward	Price (Essence)
Hallowmest Seal	100
Unlocks the Spirits' Glade	200
Pale Ore	300
Dream Wielder Charm	500
Vessel Fragment	700
Dreamgate	900
Arcane Egg	1200
Mask Shard	1500
Awoken Dream Nail	1800
Awakening Achievement/Trophy	1800
Ascension Achievement/Trophy	2400

DialogueThose figures, those Dreamers... they reached out with what little power they still have and dragged you into that hidden place. But that talisman you now wield, the Dream Nail... it can cut through the veil that separates the waking world from our dreams. Even the Dreamers themselves can not hide from such a weapon. Though I must admit, that sacred blade has dulled over time. Together perhaps, we can restore its power. You only have to bring me Essence. Essence... the precious fragments of light that dreams are made of. Collect it wherever you find it, and bring it to me. Once we have enough, we can work wonders together. Go out into the world, Wielder. Hunt down the Essence that lingers there! Collect 100 Essence and return to me. I will teach you more... Notes & TipsThe Seer is implied to be the moth ghost that appears

in the dream realm and guides The Knight's escape. The Seer is one of the NPCs who knows when the Dream Nail is used on them. NPCs: Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogg Thorax, Quirrel, Relic Seeker Lemm, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Shade Location Recent death location of The Knight. **Health** Changes based on The Knight's total health and Type of Nail. **Drops** All Geo lost upon death. Shade is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Echo of a previous life. Defeat it to retake its power and become whole. Each of us leaves an imprint of something when we die. A stain on the world. I don't know how much longer this kingdom can bear the weight of so many past lives... **Shade Location** Recent death location of The Knight. **Summoned by** Confessor Jiji in Dirtmouth. **Shade Rewards** Recover all lost Geo upon death. **Replenish** The Knight's SOUL Meter to normal. **Shade Notes & Tips** Upon dying, the Shade will appear at the area where The Knight recently died or the area/room before the death location. Upon killing the Shade, The Knight recovers all lost Geo along with the SOUL Meter returning to normal. In the event that The Knight dies again before finding The Shade, a new Shade will appear at the new location and the old Shade will disappear along with whichever amount of Geo it had. The new Shade, however, will now carry whichever new amount of Geo it will hold onto that The Knight has collected before dying the 2nd time around. To find out if you are approaching The Shade, an eerie melody will start to play which notifies the player that The Shade is around. Once you engage in battle, The Shade will also strike by using The Nail and will conjure whatever Spells The Knight has learned. The Shade's health depends on the Type of Nail that The Knight has along with the number of Health Masks The Knight has: For example, if The Knight has a Coiled Nail that has 17 Damage and has 9 Health Masks, The Shade's health will be 68. Where if The Knight has a Pure Nail that has 21 Damage and has 8 Health Masks, The Shade's health will result in 84 HP. The health of The Shade is calculated by the Nail damage multiplied by half of the number of Health Masks that The Knight has. Striking The Shade with a Dream Nail will instantly kill it regardless of whichever amount of HP it has. If you are having trouble finding The Shade or have forgotten its location, you can simply talk to Confessor Jiji in Dirtmouth to have it summoned in exchange for a Rancid Egg. **Enemies** Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death

Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder
 Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious
 Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
 Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
 Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
 Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
 Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
 Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
 Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
 Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shadow Creeper, Shardmite, Sharp
 Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Shade Cloak Cloak formed from the substance of the Abyss. Allows the
 wearer to dash through enemies and their attacks without taking damage.
 Function Grants the ability to Dash through enemies, projectiles and Shade
 Gates. Location The Abyss Shade Cloak is an Ability in Hollow Knight. Abilities
 are upgrades which impart various effects and skills that help The Knight
 traverse and interact with the environment in new ways. Unlike Spells,
 Abilities do not use SOUL or any other resources, but some may have short
 cooldowns or require resetting before being available for use again.
 The Shade Cloak supplements the Mothwing Cloak by allowing the Knight
 to safely dash through enemies and their projectiles. Hollow Knight Shade
 Cloak Function & Usage The Shade Cloak is an upgrade to the Mothwing
 Cloak which provides the Shadow Dash ability. Dashing with the Shade Cloak
 allows The Knight to phase through enemies, their enemies and projectiles
 without taking damage. It is also the only way to get through the Shade
 Gates scattered through Hallownest. Shade Cloak has a short cooldown of
 ~1.5 seconds. This cooldown is independent of the standard Dash
 ability. While Shade Cloak is on cooldown, The Knight can still perform a
 regular dash, but it will not have the invincibility frames granted by
 the ability. Shade Cloak's cooldown is indicated by shadowy particles
 floating around the Knight. Once these particles are reabsorbed by the
 Knight, the Shadow Dash is ready for use once again. Shadow Dash will
 destroy most projectiles, but will not protect the Knight against
 environmental hazards. How to Obtain Shade Cloak in Hollow Knight The Shade
 Cloak can be obtained in the lower-easternmost section of The Abyss. The
 King's Brand is required to unlock The Abyss and the Crystal Heart is
 required to reach the Shade Cloak's location. At the very bottom of The
 Abyss, head east towards the Lighthouse overlooking a sea of Void
 Tendrils. Make your way up to the lighthouse and flip the switch to
 illuminate the surroundings, suppressing the Void Tendrils. You can then
 use your Crystal Heart to fly across the chasm. Once across, simply
 continue to the right to find a large statue holding a bowl overflowing
 with Void. Sit inside the bowl for a few seconds to obtain the Shade
 Cloak. Hollow Knight Shade Cloak Ability Modifiers The Shade Cloak and its

effects can be modified by the following: Sharp Shadow Charm - Causes Shadow Dash to deal damage equivalent to the Knight's current Nail upgrade. Also increases Shadow Dash length by ~40%. Dashmaster Charm - Allows the Knight to Shadow Dash downwards. Note that this charm does not reduce Shadow Dash's cooldown, only the cooldown of the standard dash. Hollow Knight Shade Cloak Notes & Tips Players will need to acquire Mothwing Cloak first for the ability of Shade Cloak to work. All Abilities in Hollow Knight: Awakened Dream Nail, Crystal Heart, Dream Nail, Dreamgate, Isma's Tear, Mantis Claw, Monarch Wings, Mothwing Cloak, World Sense

Shade Soul Conjure a shadow that will fly forward and burn foes in its path. The shadow requires SOUL to be conjured. Strike enemies to gather SOUL. Function: Damage Location: Soul Sanctum. Shade Soul is a Spell in Hollow Knight. Spells are magical active skills that complement The Knight's offensive and defensive capabilities. Each Spell is powered by SOUL and has a base cost of 33 to cast. Shade Soul is the upgraded form of Vengeful Spirit which fires a projectile horizontally in the direction the Knight is facing. Shade Soul deals more damage for the same amount of SOUL. Hollow Knight Shade Soul Function & Usage Just like with Vengeful Spirit, the Shade Soul spell causes The Knight to fire a projectile which travels forward, dealing damage to enemies it passes through. It is used by pressing the Focus/Cast or Quick Cast buttons without holding the Up or Down inputs on the D-Pad. Shade Soul retains all of the properties of Vengeful Spirit but now fires a black, shadowy projectile. It deals a base damage of 30. Projectile size is larger than that of Vengeful Spirit's, moves 12% faster and will now penetrate walls. How to Obtain the Shade Soul Spell in Hollow Knight The Shade Soul spell can be obtained as follows: Obtain the Shopkeeper's Key in Crystal Peak and return it to Sly. Purchase the Elegant Key from Sly and use it to unlock the ornate door near the beginning of the Soul Sanctum sub-area of the City of Tears. Follow the path behind the door and you will come across a Soul Warrior mini-boss. Defeat him and follow the path to the left and to the top to find a device which appears to be connected to a Snail Shaman, which you can examine in order to obtain the Shade Soul. Shade Soul replaces the Vengeful Spirit spell. Hollow Knight Shade Soul Spell Modifiers The Shade Soul spell can be modified by the following Charms: Shaman Stone - Increases Shade Soul's damage by ~33% from 30 to 40. It also increases the size of the projectile. Spell Twister - Reduces the SOUL cost to 24 per cast. Fluke Nest - Replaces Shade Soul with a short range shotgun-like burst of 16 baby flukes. Each fluke deals 4 damage, with the spell potentially dealing up to 64 total damage. The spell is more effective when cast up close where all flukes can hit a target. With the Shaman Stone also equipped, fluke damage is increased to 5 per fluke with a total of 80 for the full burst. Defender's Crest modifies Fluke Nest further by replacing the swarm of baby flukes with a single, very large fluke which deals 3 damage on impact before exploding into a volatile cloud which deals ~22 damage. With the Shaman Stone also equipped, the cloud damage is increased to ~28. Note that this combo's damage does not differ from that of Vengeful Spirit with the same charm combo. Hollow Knight Shade Soul Notes & Tips Additional Notes & Tips for the Shade Soul spell go here. All Spells in Hollow Knight: Abyss Shriek, Descending Dark, Desolate Dive, Focus, Howling Wraiths, Vengeful Spirit

Shadow Creeper LocationThe AbyssAncient BasinHealth20Drops2Shadow Creeper is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Found only in deep, dark places. Has never been observed to eat or drink anything. This little creeper is weak and poses no threat, but something about it still unsettles me. The way it moves and the noises it make are... strange somehow.

Shadow Creeper LocationThe AbyssAncient BasinShadow Creeper Rewards2Shadow Creeper Notes & Tips

Similar to a Crawlid, the Shadow Creeper can be found crawling back and forth and doesn't target The Knight. However, these creatures can crawl on walls and has more HP.

Enemies

Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Shaman Stone Cost:Geo:220Location:Forgotten CrossroadsEffect:Increases the power of spells, dealing more damage to foes.

Shaman Stone in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.

Shaman Stone Information

"Said to contain the knowledge of past generations of the shaman."

Shaman Stone is a charm that strengthens The Knight's damage of spells by 33% as well as an increase of its size and hitbox. This will allow you to secure and land your hits at difficult enemies and bosses - this charm also provides a buff of 50% damage to Howling Wraiths and Abyss Shriek.

Shaman Stone Acquisition

Location:Forgotten Crossroads

Acquisition:This charm is bought from Charm Lover Salubra for 220.

Shaman Stone Notes

Charms can only be equipped and unequipped by using a bench.

Equip the Flukene's nest charm along

with Shaman Stone to summon stronger and bigger Flukes. Equip the Soul Catcher or Soul Eater charm along with Shaman Stone to frequently cast spells. Combining the Spell Twister charm along with Shaman Stone will allow you to conjure spells with a reduced cost of SOUL. Charms: Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Shape of Unn Cost: Geo: N/A Location: Lake of Unn Effect: While focusing SOUL, the bearer will take on a new shape and can move freely to avoid enemies. Shape of Unn in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Shape of Unn Information "Reveals the form of Unn within the bearer." Shape of Unn is a charm that transforms The Knight into a snail, allowing it to move freely while using Focus. It may be an advantageous tactic to avoid some incoming attacks from enemies and bosses while healing. However, it limits The Knight's movement to jump and to use other spells and abilities. Shape of Unn Acquisition Location: Lake of Unn Acquisition: This charm is given by Unn beneath the Lake of Unn. However, you will need Isma's Tear to be able to swim in the acidic water. Shape of Unn Notes Charms can only be equipped and unequipped by using a bench. Equip the Quick Focus charm along with Shape of Unn to increase the movement speed while in the snail form. Equip the Baldur Shell charm along with Shape of Unn to transform the Knight into a snail with a blue shell for added protection. Equip the Spore Shroom charm along with Shape of Unn to transform the Knight into a snail that has mushrooms growing out of its back. Combining both the Baldur Shell and Spore Shroom charms will transform the Knight into a snail that has a blue shell and mushrooms around it, adding both a defensive and offensive combat mechanic. Charms: Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Shardmite Location: Crystal Peak Crystallised Mound Health: 15 Drops 2 Shardmite is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's

Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Feeds on crystal dust and uses crystallised spines to protect itself from danger. I don't find this creature particularly notable or interesting. It should learn to fly, or breathe flames, or sing hauntingly. Anything to justify its existence.

Shardmite
Location Crystal Peak
Crystallised Mound
Shardmite Rewards 2
Shardmite Notes & Tips A Shardmite can be found crawling on the wall and once you are near it, it will spring out its crystal spikes from its back, making it invulnerable to attacks. Striking it quickly before it sprouts its crystals will allow you to kill it off guard.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Sharp Baldur
Location Colosseum of Fools
Health 65
Drops N/A
Sharp Baldur is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Hardened baldur, bred for battle in the Colosseum of Fools. Tougher and more aggressive than its wild ancestor. These creatures... I have never seen one fully grown. I suppose they aren't allowed to live long enough to become adults.

Sharp Baldur
Location Colosseum of Fools
Trial of the Fool
Trial of the Warrior
Summoned by The Collector.
Sharp Baldur Rewards N/A
Sharp Baldur Notes & Tips Similar to a Baldur, these beings will curl into a ball and will roll towards The Knight, bouncing off walls it comes in contact with. Sharp Baldurs compared to a Baldur has increased health.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal

Crawler, Crystal Hunter, Crystallised Husk, Death
 Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder
 Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious
 Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
 Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
 Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
 Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
 Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
 Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
 Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
 Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
 Creeper, Shardmite, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Sharp Shadow Cost:Geo:N/A Location:Deepnest Effect:When using the Shadow
 Dash, the bearer's body will sharpen and damage enemies. Sharp Shadow in
 Hollow Knight is one out of the 45 Charms that is found in the game.
 These charms are special items that provide The Knight buffs that will
 help with both traversing Hallownest and battling its foes. Charms
 require Notches and can only be equipped and unequipped while having The
 Knight sit on a bench. Sharp Shadow Information "Contains a forbidden spell
 that transforms shadows into deadly weapons." Sharp Shadow is a charm that
 increases the dash length of The Knight by 39% and damaging the enemy as
 well. Sharp Shadow isn't affected with other buffs when it is
 combined with charms such as Fragile Strength, Unbreakable Strength, or
 Fury of the Fallen but works with Dashmaster, adding an increase of the
 damage from dashing by 50%. A few important notes to remember is that
 enemies that take damage from Sharp Shadow will not generate SOUL, and
 some enemies and bosses that are immune to Nail Attacks can be damaged
 from using Sharp Shadow. Sharp Shadow

Acquisition Location: Deepnest Acquisition: This charm is obtained in
 Deepnest, you can find the charm behind a Shade Gate, southeast of the
 Hot Spring - you will need to have the Shade Cloak ability in order to
 pass through the Shade Gate. Sharp Shadow Notes Charms can only be equipped
 and unequipped by using a bench. Equip the Dashmaster charm along with
 Sharp Shadow to increase the damage of the shadow Charms Baldur
 Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream
 Wielder, Dreamshield, Flukemunga, Fragile Greed, Fragile Heart, Fragile
 Strength, Fury of the Fallen, Gathering Swarm, Glowing
 Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's
 Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of
 Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of
 Unn, Soul Catcher, Soul Eater, Spell Twister, Spore
 Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of
 Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void
 Heart, Wayward Compass, Weaversong

Sharpened Nail Damage:9Requirements:250Sharpened Nailin Hollow Knightisan upgraded form of the Nail, which is the weapon used by The Knight. The Nail is the primary means of dealing damage to Enemiesand Bosses, and can be upgraded a total of 4 times. The Sharpened Nail is the first of four upgrades that can beobtainedfor the Knight's Nail, allowing it to deal improved damage.See the Nailpage for an overview of combat mechanics and moves pertaining to theSharpened Nail.A traditional weapon of Hallownest restored to lethal form.Hollow Knight Sharpened Nail InformationThe Sharpened Nail has a base damage value of 9which is used in the calculation for total damage dealt for attacks and effects that takeNail Damage into account.Nail Damageis affected by the following charms:Fragile Strength/ Unbreakable StrengthFury of the FallenNail Damagealso affects the damage dealt by Nail Arts.How to get the Sharpened Nail in Hollow KnightTheSharpened Nail isthe first upgrade available for the Nailand is forged from the baseOld Nailas follows:Find the Nailsmithin his hut in the lower left-most section of the City of Tearsmap.Provide the Nailsmithwith 250 to complete the upgrade.How to Upgrade the Sharpened Nail in Hollow KnightTheSharpened Nail can be upgradedby the Nailsmithinto the Channelled Nail.Upgrading into the Channelled Nailincreases its base damage to13 and requires the following:Geox800Pale Orex 1Pale Ore is a rarematerial used to upgrade the Nail. Starting from the Channelled Nail, all subsequent Nail upgrades require 1 or more Pale Ore in addition to Geo.There are a total of 6 pieces of Pale Ore that can be found throughout Hallownestand finding them is not an easy task. See the Pale Orepage for all locations and instructions on how to obtain this resource.Hollow Knight Sharpened Nail Notes & TipsNailsare bladed weapons akin to swords and are used in a similar fashion, with slashing strikes forming the basis of their attacks. Nails are prevalent in Hallownestand are used by its guards, soldiers and other warriors. Nails can be seen wielded by various Enemies, Bossesand NPCsthat The Knightencounters. The denizens of Hallownest also wieldother weapons that appear to be variations of the Nail such as the Mantis Lords' spears and Hornet's Needle.The Sharpened Nailis the restored form of the Old Nail, with its cracks repaired and the weapontaking onits proper sword-like shape.While Nail appearances change in the menu as you upgrade them, these changes are not visible on The Knight's sprite when wielding the weapon.This is the only form of the Nail that does not require Pale Oreto forge.All Nails in Hollow KnightChannelled Nail,Coiled Nail,Old Nail,Pure Nail

Shielded Fool LocationColosseum of FoolsHealth65DropsN/AShielded Fool is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Warrior fighting for glory in the Colosseum of Fools. Warily approaches opponents with shield held high.That 'Colosseum' is a strange place where some bugs fight each other to the death and others watch. I don't understand such obscure rituals. If you venture in, stay on guard at all times.Shielded Fool LocationColosseum of FoolsTrial of the FoolTrial of the WarriorTrial of the Conqueror Shielded Fool RewardsN/AShielded Fool Notes & TipsA

Shielded Fool will start to close in The Knight by raising its shields to block any incoming melee attack. Once it is close enough, it may step back to perform a mix-up or will perform a lunge attack followed by a quick slash. Using Spells on a Shielded Fool from a distance like Vengeful Spirit can penetrate its shield to deal damage easily.

Enemies: Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Shopkeeper's Key Location: Crystal Peak

Shopkeeper's Key is an Item in Hollow Knight. The Shopkeeper's Key belongs to Sly, the merchant in Dirtmouth. The key was lost in the Crystal Peak and can be retrieved and returned to the merchant to unlock more items for purchase. Small brass key made in the likeness of a shopkeeper.

How to Find the Shopkeeper's Key in Hollow Knight

The Shopkeeper's Key is located in the Crystal Peak and can be obtained as follows:

To the left of the room where the Crystal Guardian is first encountered, climb up the mine shaft and look for a small room on the right where the key can be collected.

Hollow Knight Shopkeeper's Key Usage

The Shopkeeper's Key can be returned to Sly in Dirtmouth to unlock more items for purchase. Returning the Shopkeeper's Key will add the following items to Sly's stock:

- Heavy Blowcharm
- Sprintmastercharm
- Two additional Mask Shards (Requires purchase of previous shards)
- One additional Vessel Fragment (Requires purchase of previous fragment)
- Elegant Key

Hollow Knight Shopkeeper's Key Notes & Tips

The key's handle design bears a likeness to Sly himself.

All Items in Hollow Knight:

- Arcane Egg
- Bench
- City Crest
- Delicate Flower
- Elegant Key
- Geo
- Godtuner
- Hallownest Seal
- Hunter's Journal
- Hunter's Mark
- King's Brand
- King's Idol
- Love Key
- Lumaflly Lantern
- Map and Quill
- Mask Shard
- Notches
- Pale Ore
- Rancid Egg
- Ruined Flower
- Salubra's Blessing
- Simple Key
- The Collector's Map
- Tram Pass
- Vessel Fragment
- Wanderer's Journal

Shrine of Believers Main Location: Resting Grounds

Shrine of Believers is a Sub-Area Location in Hollow Knight. Shrine of Believers can be found

within Resting Grounds. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey.

Shrine of Believers Information
Shrine of Believers can be found within Resting Grounds. **Shrine of Believers** is a sub-area within Resting Grounds and can be located by travelling behind the waterfall and into the room with moth statues. After reaching the room, jump to the top left, you'll see a small hidden ledge, **Dream Nail** the largest moth's head to access the shrine. **Monarch Wings** are required to jump up this ledge. **Shrine of Believers** has lots of breakable tablets, and the outside is guarded by a mysterious ghostly **Unnamed Moth**.

Items Found in Shrine of Believers
 a **Character** in Shrine of Believers
Unnamed Moth
Enemies and Bosses in Shrine of Believers
 a **Shrine of Believers** Notes, Trivia and Notable Loot
 The mysterious **Unnamed Moth** makes a lot of fourth-wall-breaking references, revealing that the contents of the tablets within the shrine actually contains the names of the backers, the people who helped fund the game **Hollow Knight**.

Hollow Knight Sub-Area Locations
Beast's Den, **Blue Lake**, **Cast-Off Shell**, **Crystallised Mound**, **Distant Village**, **Failed Tramway**, **Fungal Core**, **Hallownest's Crown**, **Hidden Station**, **Joni's Repose**, **Junk Pit**, **King's Station**, **Lake of Unn**, **Land of Storms**, **Overgrown Mound**, **Palace Grounds**, **Path of Pain**, **Pleasure House**, **Queen's Station**, **Spirits' Glade**, **Stag Nest**, **Stone Sanctuary**, **Tower of Love**, **Watcher's Spire**, **Weaver's Den**

Shrumal Ogre Location
Fungal Core
Fungal Wastes
Health 80
Drops 45
Shrumal Ogre is an enemy in **Hollow Knight**. The enemies are creatures that have succumbed into **The Infection** and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the **Hunter's Journal** allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.

Huge fungal creature.
Attacks by spitting corrosive venom and slamming its body into foes. Are these hulking things beasts or are they mushrooms? I cut one in half and peered inside to find out, but could find no answers in its soft, stinking insides.

Shrumal Ogre Location
Fungal Core
Fungal Wastes
Shrumal Ogre Rewards 45
Shrumal Ogre Notes & Tips
 A **Shrumal Ogre** has two types of attacks: First, it will smash its head on the ground while closing in slowly towards The Knight that deals damage upon contact. And second, it spits out a toxic goo that remains on the ground after a short period of time. **Shrumal Ogres** take minimal damage from attacking above but spells like **Desolate Dive** will deal more damage.

Enemies
Aluba, **Ambloom**, **Armoured Squit**, **Aspid Hatchling**, **Aspid Hunter**, **Aspid Mother**, **Baldur**, **Battle Obble**, **Belfly**, **Bluggsac**, **Boofly**, **Carver Hatcher**, **Charged Lumafly**, **Corpse Creeper**, **Cowardly Husk**, **Crawlid**, **Crystal Crawler**, **Crystal Hunter**, **Crystallised Husk**, **Death Loodle**, **Deephunter**, **Deepling**, **Dirtcarver**, **Duranda**, **Durandoo**, **Elder Baldur**, **Entombed Husk**, **Flukefey**, **Flukemon**, **Flukemunga**, **Folly**, **Fool Eater**, **Fungified Husk**, **Funcling**, **Fungoon**, **Furious Vengefly**, **Garpede**, **Glimback**, **Gluttonous Husk**, **Goam**, **Gorgeous Husk**, **Great Hopper**, **Great Husk Sentry**, **Grimmkin Master**, **Grimmkin Nightmare**, **Grimmkin Novice**, **Grub Mimic**, **Gruzzler**, **Gulka**, **Heavy Fool**, **Heavy Sentry**, **Hive Guardian**, **Hive Soldier**, **Hiveling**, **Hopper**, **Hopping Zoteling**, **Husk Bully**, **Husk Dandy**, **Husk Guard**, **Husk Hive**, **Husk Hornhead**, **Husk Miner**, **Husk Sentry**, **Husk Warrior**, **Hwurmp**, **Infected Balloon**, **Kingsmould**, **Lance Sentry**, **Leaping Husk**, **Lesser Mawlek**, **Lifeseed**, **Lightseed**, **Little Weaver**, **Loodle**, **Maggot**, **Mantis**

Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Shrumal Warrior LocationFungal CoreFungal WastesHealth20Drops8Shrumal Warrior is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Fungal creature that attacks intruders to protect its young.Something queer in the air has caused these mushrooms to grow hearts, minds, and even faces! This means they now fear for their lives, like all other living creatures.Shrumal Warrior LocationFungal CoreFungal WastesShrumal Warrior Rewards8Shrumal Warrior Notes & TipsPlayers will need to be careful facing this enemy. Once The Knight is within its range, it will start roll into a ball and will jump into the air at the same time. While it does that, it leaves a trail of toxic gas that deals damage upon contact.EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deepphunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Shrumeling LocationFungal CoreFungal WastesHealth5DropsN/AShrumeling is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are

determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Young fungal creature. Spends most of its time in the ground but can uproot and flee if it senses danger. Looks like an ordinary mushroom until you get close, then it pops out of the ground and starts scurrying around blindly. Very, very amusing.

Shrumeling
Location Fungal Core
Fungal Wastes
Shrumeling
Rewards N/A
Shrumeling Notes & Tips A Shrumeling does not have any attacks and will immediately run away once you approach it. One of the enemies that do not deal with any damage upon contact.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Sibling
Location Birthplace
The Abyss
Temple of the Black Egg
Health 25 Drops
N/A
Sibling is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Fragment of a lingering will. Far down below us, beneath the kingdom, the air grows stiller and a sense of emptiness pervades. Can life flourish down there? If so, I will hunt it.

Sibling
Location Birthplace
The Abyss
Temple of the Black Egg
Sibling
Rewards N/A
Sibling Notes & Tips Commonly found in The Abyss, these beings will fly towards The Knight which deals 2 masks of damage upon contact. After acquiring the Void Heart, they will no longer be hostile and will no longer deal any contact damage. If you try to hit them, they will instantly die with one hit. Killing a Sibling does not recover any SOUL.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver

Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Simple Key Simply, a simple key. It will fit a variety of locks, which is useful if you like to poke around in places you don't belong. Simple Key is an Item in Hollow Knight. It is used to unlock doors with simple locks. Simple Key Usage Unlocks doors with simple locks, but breaks after using. Where to Find Simple Key One can be bought by shopkeeper Sly in Dirtmouth for 950 Geo. A key can be found in the City of Tears in a room to the top right, just below the City Storage rooms stage station. Another is found in Ancient Basin at the bottom of the loop west of the bench. You'll need Crystal Heart to reach it. As you encounter the third Mawlurk that's on the ceiling, cross the room and then drop down the next passage, where you'll find a large dead creature that looks like a Mawlurk. Go inside its mouth to find a secret room where you'll find 1x Simple Key next to a corpse of a bug. The last is located inside Colosseum of Fools. There's a secret area behind a breakable wall to the right of the cage wall, outside the arena. Find, chase and kill the Pale Lurker inside to acquire the key. Simple Key Notes & Tips Use a Simple Key to unlock Confessor Jiji's home at the far right of Dirtmouth, where you can give Rancid Egg in exchange for calling your Shade. Use a Simple Key in City of Tears (West), in the room to the left of the fountain statue. It opens a hatch to the right, where you can see light coming out. This brings you down into the Royal Waterways. Use a Simple Key in the City of Tears (East) to access the Pleasure Room. Use a Simple Key to free Godseeker from her bonds in the Junk Pit. Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallow's Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, The Collector's Map, Tram Pass, Vessel Fragment, Wanderer's Journal

Slobbering Husk Location (Infected) Forgotten Crossroads Health 30 Drops 17 Slobbering Husk is an enemy in Hollow Knight. The

enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. The body of a bug, completely consumed by infection. Spits corrosive liquid. The infection that swept through Hallowest so long ago... they say that the harder you struggled against it, the more it consumed you.

Slobbering Husk Location (Infected) Forgotten Crossroads

Slobbering Husk Rewards 17

Slobbering Husk Notes & Tips After acquiring the Monarch Wings or defeating one of the Dreamers, the infection will spread towards the Forgotten Crossroads which will cause the Leaping Husk to mutate into a Slobbering Husk. Unlike a Leaping Husk, these mutated being will not leap into the air to attack but instead will shoot out a large number of blobs that sticks onto the floor for a short period of time.

Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma-fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Sly Location Dirtmouth, Forgotten Crossroads, Godhome (boss fight)

Sly is an NPC in Hollow Knight. Sly is one of the game's merchants and is later known to be the Great Nailsage who almost succumbed to The Infection. **Sly Information** Sly must be found and rescued first at the Forgotten Crossroads before he fully succumbs to The Infection. After defeating the Gruz Mother, you'll find a shack in the small village where an infected Sly can be found - speak to him in order to save him and he will then open his shop in Dirtmouth. After learning all three Nail Arts, you'll find him in the backroom of his shop where he will reveal that he is the Great Nailsage who taught the Nailmasters. **Location:** Sly Can be found at the Forgotten Crossroads after defeating the Gruz Mother. **Progression:** Sly moves to Dirtmouth after finding him near the shack at the Forgotten Crossroads. **Obtaining the Shopkeeper's Key** unlocks more items in Sly's list. **Combat:** Players may not kill Sly. However, he can be challenged as a

final boss in the Pantheon of the Sage. Associated Quests Learn all three Nail Artsto obtain the Nailmaster's Glory Charm. Sly's Shop Item Price (Geo) Gathering Swarm 300 Stalwart Shell 200 Lumafly Lantern 1800 Simple Key 950 Rancid Egg 60 1st Mask Shard 150 2nd Mask Shard (Purchase the first) 500 1st Vessel Fragment 550 Obtaining the Shopkeeper's Key 3rd Mask Shard (Purchase the second) 800 4th Mask Shard (Purchase the third) 1500 2nd Vessel Fragment (Purchase the first) 900 Sprintmaster 400 Heavy Blow 350 Elegant Key 800 Dialogue...ugggh, Oro you oaf.... You wield your nail... like a club..... Esmy... how much deeper do we have to go... Oh! What?! Who are you?! ...I see. This old village. What a strange dream, to have led me down here! If you hadn't found me, I don't think I would've ever woken. I'm Sly. Usually, I live an uneventful life up in Dirtmouth. The air in these ruins doesn't agree with me, so I'd best be getting back. If you return above, come and see me. I'm probably the friendliest face left there, and I can thank you properly for your good deed. Notes & Tips Sly is a boss and known as the Great Nailsage Sly in the Godmaster DLC. This is actually referenced when, right before we wake him up, he mentions Oro (see above), who would be Nailmaster Oro whom he trains. It is unknown who Esmy is. For strategies on how to defeat him as Great Nailsage Sly, click on this word. NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogy Thorax, Quirrel, Relic Seeker Lemm, Seer, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Snail Shaman Location Ancestral Mound Snail Shaman is an NPC in Hollow Knight. Snail Shaman is a knowledgeable being who creates and knows various spells and is assumed to be the last surviving member of the clan of the Snail Shamans. Snail Shaman Information The Snail Shaman is somehow the last surviving being of her kind. She can be found at the Ancestral Mound where she provides the Vengeful Spirit spell and leaves The Knight with a task to kill an Elder Baldur. As you explore Hallownest, other snail shamans can be found dead in various places: one at the Crystallised Mound, one at the Overgrown Mound, one at the Soul Sanctum, and one (or at least one's sarcophagus) at the Resting Grounds. Speaking to the Snail Shaman after acquiring new spells will trigger unique dialogue, providing more information about the spells as well as the shamans who once wielded them. Based on her stories, all these shamans were her relatives (she refers to most of them as female). She also sadly mentions that she is bound at the Ancestral Mound, which prevents her from visiting her family. It is unknown if this means she is simply not allowed to leave the Ancestral Mound, or if she physically cannot. Location: Snail Shaman Can be found at the Ancestral Mound. Combat: Players may not kill Snail Shaman. Rewards: Speaking to her upon the first encounter will reward you with the Vengeful Spirit spell. Associated Quests N/A Dialogue Oho! Who is that creeping out of the darkness? My, you're looking grim! A strange, empty face and a wicked looking weapon! Something important has drawn you down into Hallownest's corpse,

but I won't ask what. Perhaps the reason you've found me is because you need my help? Say no more, friend. I'm going to give you a gift, a nasty little spell of my own creation. It's just perfect for a little one like you! Ohoho!

Notes & Tips

Snail Shaman is one of the few NPCs who can notice if a Dream Nail will be used on them.

NPCs

Bardoon, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogy, Thorax, Quirrel, Relic Seeker, Lemm, Seer, Sly, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Songstress Marissa

Location City of Tears

Marissa is an NPC in Hollow Knight. Marissa is a ghost and former songstress in the City of Tears, who passed away some time after the infection spread throughout Hallownest. She can be found in the Pleasure House, lingering around the theatre she used to perform in. Welcome to my stage little one. I am Marissa, a songstress of some renown, though given the sorry state of this place, you may find it hard to believe.

Hollow Knight Marissa Information

Marissa was a butterfly who was blessed with a voice that could ease all burdens and still troubled minds. In life, she performed for the crowds in the Pleasure House, a building in the City of Tears that houses a spa and theatre, where the citizens would go to unwind and engage in recreational activities. After the infection spread throughout Hallownest, Marissa's patrons ceased coming to see her perform. She eventually passed in the time after, but her spirit lingered in the theatre, still singing despite no one listening to her performances.

Marissa can be heard singing when The Knight approaches the entrance to the theatre in the Pleasure House. If the Dream Nail has been acquired, she will appear on the stage and she will ask the Knight if he'd like to hear her sing.

Location: Marissa can be found in the Pleasure House, a sub-area of the City of Tears. A Simple Key is required to access the building.

Progression: Marissa only appears after The Knight has acquired the Dream Nail.

Combat: Marissa cannot be fought, but can she be destroyed and absorbed with the Dream Nail, which grants it 1 Essence.

Rewards: None

Marissa Related Quests in Hollow Knight

None

Marissa Dialogue in Hollow Knight

"Welcome to my stage little one. I am Marissa, a songstress of some renown, though given the sorry state of this place, you may find it hard to believe." "Huge crowds once flocked to hear me sing, then something changed. The audience, once so enrapt, began to leave. I continued to sing yet my voice fell silent upon their ears." "Perhaps you'd care to listen to me sing? You'll be the first in an age to hear it." "Even if only you, it's a wonderful thing to have an audience again."

Hollow Knight Marissa Notes & Tips

Should I kill Marissa in Hollow Knight? "Killing" Marissa with the Dream Nail does not affect gameplay or the story in any meaningful way. The only real consequence to the act is no longer being able to hear her beautiful voice, in exchange for 1 Essence for your Dream Nail.

Other Notes

Other notes go here.

All NPCs in Hollow Knight

Bardoon, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke

Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

SOUL A life force that animates most beings found within Hallownest. **SOUL** is a Stat of The Knight in Hollow Knight. It's represented by a round meter called next to your health masks. Initially the meter is empty, but you will notice it being filled up with white liquid each time you hit an enemy with the Nail. **SOUL** can be used to heal or cast spells. The maximum amount of **SOUL** the main meter can hold is 99, but it can be upgraded with Vessel Fragments. The amount will be reduced to 66 when you die, but it can be restored to normal once you kill a Shade. **SOUL** Usage **SOUL** is used to cast spells to deal damage to enemies, or focus to heal yourself. You'll see the meter flashing briefly along with a sound effect when enough **SOUL** has been gathered for a spell. Using Focus or casting Spells will cost 33 **SOUL**. This amount can be reduced with Spell Twister. **How to Acquire SOUL** There are several ways to acquire **SOUL** in Hollow Knight, but the primary way is by attacking enemies with your Nail. Attacking an enemy can gain you 11 **SOUL** per hit. You can gain 14 **SOUL** per hit if you have the Soul Catcher charm equipped. You can gain 19 **SOUL** per hit if you have the Soul Eater charm equipped. Using the Dream Nail on enemies will let you gain 33 **SOUL** per hit. Equipping the Dream Wielder charm will double it, gaining 66 **SOUL** per hit. You can also find Soul Totems throughout Hallownest. They are statues that glow when you go near them. If you hit the totem with your Nail, it will release orbs of energy that you will absorb. Each hit generates 16 to 18 **SOUL**. If you hit the Soul Totem several times, it will stop glowing and giving you **SOUL**. It will recharge once you rest at a Bench. There are two standard sizes for the Soul Totem: a Small and a Large one. Their appearance varies throughout the game. You can hit a Small Soul Totem 3 times and it can give you 48 to 54 **SOUL**. You can hit a Large Soul Totem 5 times and it can give you 80 to 90 **SOUL**. Soul Caches are glass jars containing the same energy orbs as Soul Totems, but they can only be hit once before shattering. Soul Caches can be found in the Soul Sanctum located within the City of Tears. Shattering a Soul Cache can grant you 20, 22, or 24 **SOUL**. Two Soul Caches can be found in the lighthouse located within The Abyss. Soul Vessels are additional storage for **SOUL**. These are represented with small circles beside the main **SOUL** meter. After you've crafted a Soul Vessel, it can be used to catch more **SOUL** on top of your filled main meter. You can acquire a total of 3 Soul Vessels throughout the game, and these can be crafted by collecting Vessel Fragments. 3 Vessel Fragments are required in order to craft one Soul Vessel. Each Soul Vessel can contain 33 **SOUL**, meaning that with all three you will have a maximum of 132 **SOUL**. Soul Vessels transfer their **SOUL** to the main meter when it is not full and when **SOUL** is not being used. After filling up the main meter, the Nail provides the Soul Vessels with 6 **SOUL** per hit. Equipping the Soul Catcher will increase this to 8 **SOUL** per hit. Equipping the Soul Eater will increase this to 12 **SOUL** per hit. The effects stack if both Soul Catcher and Soul Eater are equipped, granting you 14 **SOUL** per hit. **Other Ways to Acquire SOUL** Standing in the

Hot Spring will grant you 50 SOUL per second. Hot springs can sometimes be found near benches, as well as in Godhome. Equipping the Grubsong charm will grant you 15 SOUL every time you receive damage from any source. Equipping both Grubsong and Grubberfly's Elegy charm will grant you 25 SOUL every time you get damaged. Having both Grubsong and Weaversong equipped will grant you 3 SOUL whenever the weaverling hits an enemy. Having the Kingsoulcharm equipped will grant you 4 SOUL every 2 seconds. Gaining Salubra's Blessing will grant you 50 SOUL per second when you rest at a Bench. SOUL Notes & Tips Use the Spell Twister charm to reduce the cost of casting spells from 33 to 24. The Charms Soul Catcher and Soul Eater stack their bonuses of SOUL per hit, meaning if you have them both equipped, you can gain 22 SOUL per hit. There are several unique Soul Totems that grant unlimited SOUL scattered throughout the Path of Pain which can be located within the White Palace. Hollow Knight The Knight Stats Health Mask, Lifeblood Mask, Soul Vessel

Soul Catcher Cost: Geo: N/A Location: Ancestral Mound Effect: Increases the amount of SOUL gained when striking an enemy with the nail. Soul Catcher in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Soul Catcher Information "Used by shamans to draw more SOUL from the world around them." Soul Catcher is a charm that is obtained in the early parts of the game, this charm provides The Knight the ability to gain more soul from striking an enemy with the nail. This can give you the opportunity to somehow frequently use your spells to heal or to conjure spell-based attacks. For each hit from the Nail, Soul Catcher adds an additional 3 SOUL that is added to the main Soul Vessel, while an additional 2 SOUL that is added to the reserved Soul Vessels. Soul Catcher Acquisition Location: Ancestral Mound Acquisition: To obtain this charm, make your way to the Ancestral Mound in Forgotten Crossroads- the area is located at the left side of the False Knight's arena. Eliminate the Elder Baldur guarding the area to pass through the area and find the charm. Soul Catcher Notes Charms can only be equipped and unequipped by using a bench. Equip the Shaman Stonecharm along with Soul Catcher, allowing you to frequently use powerful spells. Equip the Spell Twistercharm along with Soul Catcher, allowing you to cast spells with a reduced cost of SOUL with more SOUL gained. Equip the Grubsongcharm along with Soul Catcher to maximize the amount of SOUL gained. Combining Soul Eater with Soul Catcher allows you to stack the maximum effect of gaining SOUL to 22 points to the main Soul Vessel. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneat, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

escape. Soul Master LocationSoul SanctumSoul Master Rewards380Desolate DiveSoul Master StrategiesStrategy WriteupSoul Master is yet another unpredictable boss and a trickster, most of his attacks allow him to quickly shift into another attack or even fakes his movements before even executing an attack. Depending on how you progress in the game, having certain Spells and Abilitiesare recommended for you to win this fight, having the Mothwing Cloakability will be handy here as you will need to frequently dodge around the arena. Howling Wraithscan also be useful since Soul Master will sometimes appear above you, allowing for a spell attack.Now, your movement and the ability to time your attacks is very important in this battle. Most of his attacks can be dodged, and jumping or dashing will be your best friend in evading his attacks. Whenever Soul Master tries to use his rotating orbs, be sure to only perform a short jump and focus on the orb that is most likely to hit you. If he instead summons the orbs that target you, it is best to watch out for the direction and time your jumps right.Soul Master has 2 phases, upon defeating him the first time, the Desolate Dive spell will appear and after you try to acquire it, Soul Master will reappear and slam down onto the glass ground where you will find yourself in a new arena for phase 2. Soul Master in the second phase will only have two attacks: an enhanced slam and orb attack. It is recommended that you focus on dodging when Soul Master uses his slam attack. He will always spawn directly above you, so just stay on the move. Since the slam has a wind-up and he can fake out his attack, you can interrupt or land one or two hits before committing to dodging his actual attacks.Once he shifts into his 2nd attack, which is summoning orbs, use this opportunity to land multiple attacks since he will be telegraphing this attack in place.Take your time and strike when the opportunity is available.Attacks & CountersAttackCounterPhase 1Dash AttackSoul Master teleports to either the left or right side of the arena and dashes towards The Knight until it hits a wall. It's best to run away from the Soul Master and jump at the right time, followed by executing a downward attack to deal damage.Soul SlamA fast attack where Soul Master will teleport up high and quickly slam onto the ground where The Knight is standing followed by emitting a shockwave. Watch if the Soul Master will teleport even higher and maintain a distance and be ready to jump after it slams on the ground since the shockwaves will follow.Fake OutIn conjunction with the Soul Slam, Soul Master can fake out its slam attack once before actually slamming onto the ground. This is quite tricky since Soul Master telegraphs it quickly, so the recommended strategy is to take your time and try to dash to maintain a distance enough for you to avoid both the slam attack and shockwaves released. Do not jump since you will take damage upon contact with Soul MasterOrb of InfectionA projectile attack where Soul Master will shoot one or two orbs that target and follows The Knight. It can be easily dodged, but you will need to bait it for it to hit a wall or the ground for it to completely disperse. If you dodge it but it doesn't hit any surface, it will continue to chase you like a boomerang.Rotating OrbsAn attack that works as an offensive and defensive tactic for Soul Master. Four rotating orbs will appear around Soul Master where he will try to fly towards the direction of The Knight. Afterward, he will disappear for a short moment and the orbs will fly towards The Knight. Be mindful that not only does the orb deal damage upon contact, but also Soul Master himself if you get close enough while evading. It is recommended to jump at a normal height instead of trying to jump up high

- focus on the orb that is at the same level of The Knight so that you can dodge it while Soul Boss flies in. Phase 2 Final Slam Soul Master will change its slam attack into a stronger and trickier version. While he charges the attack, Soul Master will float and track The Knight's position and follow up with slamming onto the ground, he can also mix up with another fake out before actually slamming onto the ground. Instead of releasing shockwaves, a huge burst of energy will be released that deals damage upon contact. Be aware that Soul Master can perform this attack multiple times before shifting into another attack. Summoned Orbs Soul Master also changes his Orb attacks where he will conjure Orbs in random locations that will shoot towards The Knight. Soul Master conjures this attack in place, so you can have the assurance of landing multiple attacks, but be mindful of the orbs since it comes out in a random time and location. Soul Master Lore Soul Master is the leader of the Soul Sanctum of Hallownest who once worked hand-in-hand with The Pale King. He was committed to finding solutions and ways to expand the mind and soul of the bugs to acquire pure focus. During the spread of The Infection, he opposed The Pale King's plan and instead came up with the solution of using SOUL as a cure. It seems that his efforts were in vain, as he is overtaken by The Infection when the Knight meets him. He and his followers continue to use and consume SOUL even as infected husks of their former selves. It is hinted that their use of SOUL and lust for power had corrupted them before The Infection did. The dialogue with the Soul Master's dream variant, Soul Tyrant, reveals that he was obsessed with immortality, driving him to perform progressively more extreme experiments on other bugs and himself. Using Dream Nail on him will also produce a dialogue line that suggests a link between the SOUL use and the onset of The Infection (he wonders if "their souls brought him closer to light"). The harmful effect of SOUL is further supported by the Follies that inhabit the Soul Sanctum: they are described as bugs who misused SOUL, presumably by consuming too much of it. While exploring the Soul Sanctum, players can encounter a corpse of a Snail Shaman hooked up to a device of unknown purpose. Talking to the surviving Snail Shaman after acquiring the Desolate Dive spell will reveal that this spell used to belong to the Snail Shaman clan, implying that the Soul Master stole it and that the Shaman was killed in the process. Soul Master Notes & Trivia Defeating the Soul Master unlocks the "Illumination" Trophy/Achievement Soul Master is the only boss that grants The Knight with a Spell as a reward. This Spell is Desolate Dive, and you can actually see him using it in the fight. Desolate Dive is the only spell that you can get that does not involve Snail Shamans or the Abyss. Presumably, he stole Desolate Dive from the Snail Shaman in the Soul Sanctum. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Soul Sanctum is a Location in Hollow Knight. Please see Walkthrough for other areas. The Soul Sanctum was a place of worship, as well as a sort

of research facility where spiritual bugs (such as the Soul Twisters, Soul Warrior, and Soul Master) experimented to try and harness the power of the SOUL to achieve immortality.

General Information

Previous: City of Tears

Next: Crystal Peak

Bosses: Soul Warrior, Soul Master

Video Walkthrough [video goes here]

Map

NPCs in the area

N/A

Bosses

Soul Master

Soul Warrior

Items

Materials & Consumables

N/A

Equipment & Upgrades

Spell Twister

Desolate Dive

Key Items

N/A

Enemies

Folly

Mistake

Soul Twister

Soul Sanctum Walkthrough

Into the Soul Sanctum

Players can reach the Soul Sanctum by heading back to where Cornifer was in the City of Tears, from here, you'll want to head down into the bottom section and head east where you'll have to fight a Soul Twister. This is a new enemy that will constantly teleport around the arena and shoot out projectiles. Upon defeating it, the door will re-open, allowing you to reach the top leading to the Soul Sanctum.

Upon arriving in the sub-area, go right, then ride the lift and dash to 2nd level where you'll find a vase that has SOUL inside. Break it and a new enemy called a Mistake will appear on your left. Once that's done, head back down, hit the switch and ride the lift again all the way to the top. From here, go left and climb up to the 2nd level where a Soul Twister and a Mistake will spawn in the area. Kill both enemies then go right to find another jar with SOUL inside it. After you've collected the SOUL, continue going up towards northwest onto the next level where you'll find another jar with SOUL that is being guarded by another Mistake and Soul Twister. Now, just above the jar, you'll find a switch - head up and hit it to open the locked door above. When you're done, head back down and ride the lift all the way up that will take you to a boss arena.

Boss Battle, Soul Warrior

Upon entering the arena, the doors will close and the Soul Warrior will appear. The Soul Warrior has three attacks, first is a lunge attack, the second is an overhead attack, and the third is a projectile attack. This boss is able to mix-up its attacks but each time it telegraphs its attacks it'll take about half a second before it actually executes its attack. For example, you'll know if it will perform a lunge attack when it swings its weapon behind its back before striking. To learn more about the strategies on how to defeat this boss, you can [click here](#) - the Soul Warrior drops Geo upon defeat.

Further into the Sanctum

After the boss battle, go right into the next section, jump down into the opening, and head all the way to the bottom to find another section you can head into to unlock a shortcut. Along the way, you'll encounter a Soul Twister, a Mistake, and a jar filled with SOUL. Once you're done, make your way to the top towards northeast where you'll find another switch, hit it to unlock the door below you then ride the lift up - continue going up and into the next section while fighting your way through 3x Mistake. From here, you'll notice the door to your left is locked so you'll need to work your way around by jumping down to the bottom then climb back up to get to the other side. Just be careful since you'll be fighting about 3x Soul Twister as you try to reach make it around. Once you've reached the northwestern side, you can flip the switch first that's on your right to unlock the door. Now, head left, climb up to where you'll see a Mistake and go right until you reach the end. Here, you'll be able to find the Spell Twister charm. Just be careful since there will be multiple Folly and Mistake enemies that will spawn around the area - after acquiring the charm, head back down and go left into the next section that will lead you into another boss arena.

Boss Battle, Soul Master

Upon entering the room, drop down the path where you'll find 3 jars of SOUL. Break the

jars to acquire the SOUL if needed. Continue going left until you reach the arena of the boss, Soul Master. Stand in the middle and look at the background as the boss floats from behind, the battle begins once it teleports onto your position. The Soul Master is a trickster; he fakes out his movements before he actually executes his attack. It is best to watch out for his slam attack where he'll teleport above The Knight then dive onto the ground following up with a shockwave, the Soul Master can fake this attack by teleporting twice then actually diving on the ground after the 2nd blink. You can click [here](#) to learn more about the strategies on how to defeat this boss. Another note to remember is that this boss has two phases, where at the first upon defeating him, he'll drop the Desolate Dive ability. Upon absorbing it, he'll reappear to grab the ability and then dive onto the ground causing the glass floor to break - you'll now find yourself facing the Soul Master in its second phase in the second arena. At this point, the Soul Master will change up his attacks, allowing him to be more aggressive and dangerous. After you've finally defeated him, he'll drop the Desolate Dive ability that you can finally absorb. With this ability, you'll be able to break fragile floors and locate new areas. Now, you'll head off to the next location, the Crystal Peak. [Video](#) [\[video goes here\]](#) [Map](#) [Click on the image to enlarge the map.](#) [Trivia & Notes](#): [Trivia and notes go here](#) [Hollow Knight Locations List](#) [Ancestral Mound](#), [Ancient Basin](#), [Birthplace](#), [City of Tears](#), [Colosseum of Fools](#), [Crystal Peak](#), [Crystallised Mound](#), [Deepnest](#), [Dirtmouth](#), [Fog Canyon](#), [Forgotten Crossroads](#), [Fungal Wastes](#), [Godhome](#), [Greenpath](#), [Hallownest](#), [Howling Cliffs](#), [Isma's Grove](#), [King's Pass](#), [Kingdom's Edge](#), [Mantis Village](#), [Queen's Gardens](#), [Resting Grounds](#), [Royal Waterways](#), [Teacher's Archives](#), [Temple of the Black Egg](#), [The Abyss](#), [The Hive](#), [Trial of the Conqueror](#), [Trial of the Fool](#), [Trial of the Warrior](#), [White Palace](#)

Soul Totem Remnants of the ancient civilisation. Soul Totems are environmental structures that contain SOUL in Hollow Knight. Soul Totems are remnants of ancient civilisation and are scattered throughout Hallownest. These structures also tend to glow whenever you approach one. Soul Totem Information Soul Totems contain SOUL energy, and hitting it with the Nail releases these energies and your Soul Vessels absorb and generate at least 16 or 18 SOUL. After hitting the Soul Totem a certain number of times, it will stop glowing meaning you've already absorbed all the SOUL you can within it. These Soul Totems will recharge once you rest at a Bench. You can hit a Small Soul Totem 3 times and it can give you about 48 to 54 SOUL. You can hit a Large Soul Totem 5 times and it can give you about 80 to 90 SOUL. There are several unique Soul Totems that grant unlimited SOUL scattered throughout the Path of Pain which can be located within the White Palace. There are two standard sizes for the Soul Totem, and both have several different appearances. There are also some unique ones that can be found in different areas of the game. Listed below are the different appearances for the Soul Totems: Small Soul Totem Large Soul Totem Large Soul Totem Large Soul Totem (located in Ancestral Mound) Soul Totem depicting The Pale King (located in the White Palace) Small Soul Totem Large Soul Totem Large Soul Totem Unusable Soul Totem (located in Deepnest where you can find the Sharp Shadow) Soul Totem depicting Pure Vessel (located in Path of Pain) How to Acquire Soul Totem Soul Totems are scattered throughout Hallownest and are present in almost all areas, but there are several Soul Totems that can be located

within Deepnest in the Sharp Shadow area. Soul Totem Notes & Tips
Other Notes and Tips for Soul Totem.

Soul Twister Location
Soul Sanctum Colosseum of Fools
Health 35 Drops 25
Soul Twister is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Highly intelligent bug that uses arcane knowledge to twist soul into vicious spells. I have heard others talk about 'soul' but I do not understand what it actually is. I do know that freshly killed meat tastes best - is that because the 'soul' still clings to it?
Soul Twister Location
Soul Sanctum Colosseum of Fools
Trial of the Fool
Soul Twister Rewards 25
Soul Twister Notes & Tips
A Soul Twister is a tricky enemy, as it frequently teleports to evade any attacks and summons orbs that surround them or flies towards The Knight. Learning the Great Slash Nail Art is recommended to quickly eliminate this being.
Enemies
Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, King's Mould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Soul Tyrant Location
Soul Sanctum
Health 1250 Reward 300 Essence
Soul Tyrant is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. In my dreams I could see it. The Kingdom's salvation, the cure for

the plague... the answer was in the soul that animates our bodies.

Soul Tyrant LocationLocation: Soul Sanctum**Soul Tyrant Rewards**Rewards 300 Essence**Soul Tyrant Strategies**Strategy Writeup**Soul Tyrant** is the dream variant of Soul Master, it has the same moves with a few minor changes and it attacks at a much faster rate. The Soul Tyrant also teleports much more rapidly than the Soul Master and that's what makes it difficult to land an attack on him. It'll be difficult for you to gather Soul so it is advisable to have Charms like Soul Eater and Soul Catcher equipped. The Mothwing Cloak is an ability you must have as it will help you maneuver and dodge effectively against its attacks. Howling Wraiths can also be useful for this fight as the Soul Tyrant often flies over you. Similar to its weaker counterpart, the Soul Tyrant also has 2 phases for the fight. It is important for you to time your jump, dodges, and movement when fighting this enemy. The most annoying move he has is its rotating orbs, try to perform only a short hop when you see it coming towards you, as it will most likely hit you on your level. When he summons those homing orbs, be sure to time your dodge correctly, try running to a wall first then jump, if you jump too early or dodge it without hitting the ground or wall, the orb will continue to chase you as it has strong homing. After defeating him, the Soul Tyrant will smash through the floor. There are enough floors that remain before you can go down with the Soul Tyrant, so use this time to heal if you need to before coming down, as the 2nd phase will only trigger once you come down with the Soul Tyrant. During this phase, you won't have any time to heal, as orbs will come at a non-stop pace. Soul Tyrant's health is already low during this phase so it is best to use high damaging Spells and Abilities like the Desolate Dive and Abyss Shriek on him, this way you can defeat him quickly before you take more damage. The Soul Tyrant also won't be using its Fake Out Slam during this phase. Take your time in observing the movements and try to strike when you see an opening, most of his moves are very telegraphed, and since you've already fought the Soul Master, you should have an idea on how some of his moves work.

Attacks & Counters**Attack**Counter**Phase 1****Dash Attack****Soul Tyrant** teleports to either the left or right side of the arena and will dash towards you until it hits a wall. It's best to run away from the Soul Tyrant and jump at the right time, followed by executing a downward attack to deal damage. **Soul Slam** A fast attack where the Soul Tyrant will teleport up high and quickly slam onto the ground where you're standing followed by emitting a shockwave. Watch if the Soul Tyrant will teleport even higher and maintain a distance and be ready to jump after it slams on the ground since the shockwaves will follow. This time the shockwaves produced from the slam will be much more taller and will travel at a faster pace. **Fake Out** In conjunction with the Soul Slam, Soul Tyrant can fake out its slam attack once before actually slamming onto the ground. This is quite tricky since Soul Tyrant telegraphs it quickly, so the recommended strategy is to take your time and try to dash to maintain a distance enough for you to avoid both the slam attack and shockwaves released. Do not jump since you will take damage upon contact with Soul Tyrant. **Orb of Infection** A projectile attack where Soul Tyrant will shoot one or two orbs that will target and follow you. It can be easily dodged, but you will need to bait it for it to hit a wall or the ground for it to completely disperse. If you dodge it but it doesn't hit any surface, it will continue to chase you since this attack has strong homing. **Rotating Orbs** An attack that works as an

offensive and defensive tactic for Soul Tyrant. This time, six rotating orbs will appear around SoulTyrant where he will try to fly towards your direction. Afterward, he will disappear for a short moment and the orbs will fly towards you. Be mindful that not only does the orb deal damage upon contact, but also SoulTyrant himself if you get close enough while evading. It is recommended to jump at a normal height instead of trying to jump up high - focus on the orb that is within the same level as you so that you can dodge it while the SoulTyrant flies in.

Phase 2 Final Slam SoulTyrant will change its slam attack into a stronger and trickier version. This time, the impact radius of each slam will be much larger compared to the Soul Master's Final Slam. While he charges the attack, SoulTyrant will float and track your position and follow up with slamming onto the ground. Instead of releasing shockwaves, a huge burst of energy will be released that deals damage upon contact. Be aware that SoulTyrant can perform this attack multiple times before shifting into another attack.

Summoned Orbs SoulTyrant also changes his Orb attacks where he will conjure Orbs in random locations that will shoot towards you. SoulTyrant conjures this attack in place, so you can have the assurance of landing multiple attacks, but be mindful of the orbs since it comes out in a random time and location.

Soul Tyrant Lore The Soul Tyrant is the Dream variation of the Soul Master. You can fight him by visiting the Soul Master's corpse and striking it with the Dream Nail, where it'll transport you to the dream world. The Soul Tyrant has the same moves as the Soul Master, but it performs at a much faster pace with a few minor changes here and there.

Soul Tyrant Notes & Trivia Defeating the Soul Tyrant unlocks the "Mortality" Achievement/Trophy. There is a bug in the 2nd Phase of the fight where if you kill the Soul Tyrant as you take damage, the Soul Tyrant's death animation does not go through. This will mean that the Soul Tyrant is in its dying state but the infection does not burst out of him. If this happens, you are somehow stuck and the only way you can progress or get out is by exiting the game.

Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Soul Vessel An additional storage for SOUL for The Knight. Soul Vessel is a Stat of The Knight in Hollow Knight. Soul Vessels are additional storage for SOUL. These are represented as small circles beside the main SOUL meter. If your main SOUL meter is full, the SOUL you will be gaining afterwards will then be transferred to one of your Soul Vessels if you've already crafted one. Soul Vessel Usage Soul Vessels transfer the SOUL into the main SOUL meter when it has free space or when SOUL is not being used. You will also notice that there's a delay when it comes to the Soul Vessel transferring SOUL to the main meter once you've emptied it.

How to Acquire Soul Vessel By collecting 3 Vessel Fragments, you'll be able to craft one Soul Vessel. You can acquire a total of 3 Soul Vessels throughout the game by collecting Vessel Fragments. The Nail acquires SOUL for the Soul Vessel, providing 6 SOUL per hit. Equipping the Soul Catcher

will increase this to 8 SOUL per hit. Equipping the Soul Eater will increase this to 12 SOUL per hit. The effects stack if both Soul Catcher and Soul Eater are equipped, granting you 14 SOUL per hit. Soul Vessel Notes & Tips A single Soul Vessel can contain about 33 SOUL. All other sources of SOUL fill up Soul Vessels at a normal rate. It is better for you to use SOUL as soon as possible when needed if you have your Soul Vessels full because it takes more Nail hits to fill up your Soul Vessels than it is when transferring it to your main meter. Hollow Knight The Knight Stats Health Mask, Lifeblood Mask, Soul

Soul Warrior Location Soul Sanctum Colosseum of Fools Health 180 Reward 200 Shade Soul Soul Warrior is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Learned bug, wielding a refined pinblade. Enhances its combat prowess with harvested soul. Where these strange warriors go, whispers follow them. Not only are they skilled with a nail, they can also use some strange power to shift suddenly from place to place. Stay on guard. Soul Warrior Location Soul Sanctum Colosseum of Fools Trial of the Fool Soul Warrior Rewards 200 Shade Soul Soul Warrior Strategies Strategy Writeup Soul Warrior is a mini-boss that is encountered in the Soul Sanctum and in the Colosseum of Fools. Soul Warrior will teleport and dance around the arena with small windows to strike at it. It is best to punish once it executes a drop or after its dash attack. These attacks provide longer windows and are relatively easy to dodge. Be mindful of its projectile attack. During the fight the Warrior may summon a Folly or a Soul Twister. If that happens, be sure to kill the summoned enemies first then shift your focus back to the Soul Warrior. Attacks & Counters Attack Counter Phase 1 Dive Attack Soul Warrior will teleport up into the air above The Knight and dive down for a slash attack. This attack can be evaded easily since this attack doesn't have any AOE attack but instead only deals damage upon contact. Simply keep a distance from where it will land and jump in for the attack. Dash Attack Soul Warrior rushes in forward with a slash attack. It is a mid-range attack and it can be avoided with a long jump and following it up with a downward slash to deal attack. Orbs if Soul Similar to the Soul Master's attack, Soul Warrior summons a homing orb that chases The Knight. It can only disappear once it lands on a surface, it is recommended that you try to evade towards the Soul Warrior's direction in order to fake out the direction of the orb and for it to quickly land on a surface. Summon During the battle, Soul Warrior will summon either a Folly or Soul Twister. Follies can appear in numbers, so be sure to quickly eliminate the Follies summoned for you to keep your attention towards the Soul Warrior. Soul Warrior Lore Soul Warrior is a follower of the Soul Master. Soul Warriors studied combat alongside the mastery of SOUL. They continued to consume SOUL after being infected, which allowed them to obtain great power. However, they have lost their sanity and identity. Soul Warrior Notes & Trivia Voice Actor, homages, and other

trivia go here. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Spell Twister Cost: Geo: N/A Location: Soul Sanctum Effect: Reduces the SOUL cost of casting spells. Spell Twister in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Spell Twister Information "Reflecting the desires of the Soul Sanctum for mastery over SOUL, it improves the bearer's ability to cast spells." Spell Twister is a charm that reduces the cost of SOUL needed to conjure spells from 33 to 24. This charm is useful for managing The Knight's SOUL and usage of Spells. The effect of reducing the SOUL cost will allow you to freely conjure spells without depending on landing attacks using the Nail to restore the lost amount of SOUL. Spell Twister

Acquisition Location: Soul Sanctum **Acquisition:** To acquire this charm, you will need to locate a secret room that is located on the top of Soul Sanctum which is located right before you encounter and fight Soul Master. After locating the secret room, you will need to avoid or fight through Mistakes and Follies to reach the top of the area. And once you've reached the top, you'll find the charm attached to a machine that looks similar to the Lore Tablets. **Spell Twister Notes** Charms can only be equipped and unequipped by using a bench. Equip the Shaman Stone charm along with Spell Twister to conjure powerful spells at a reduced cost of SOUL. Equip the Soul Catcher or Soul Eater to simultaneously collect more SOUL faster and to conjure spells at a reduced cost of SOUL. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukemarm, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Spells and Abilities in Hollow Knight refer to special skills that The Knight can acquire and use. Spells are powered by the SOUL resource and primarily complement The Knight's offensive and defensive capabilities, while Abilities typically supplement movement and exploration aspects. Both types of skills are important upgrades for The Knight, allowing them to unlock their true potential as they progress through the many trials and tribulations in Hallownest. This page covers all information on Spells and Abilities that can be acquired in Hollow Knight, including their usage, as well as how and where to acquire them. All

[Hollow Knight Spells and Abilities](#) [Gallery View](#) [List View](#) [Hollow Knight Spells](#)

Spells are magical active skills that allow The Knight to conjure projectiles or energy forces to deal damage to Enemies and Bosses, complementing their standard Nail attacks in combat. The Knight also has access to a healing spell to recover from injuries. Some Spells also allow the Knight to unlock new paths for exploring.

SOUL is the spiritual energy that flows through most beings in Hallownest. SOUL can be harvested by The Knight by hitting Enemies with the Nail. It is represented on the HUD by a large circular icon depicting a face, which fills up as more SOUL is obtained. This main SOUL Meter can hold a maximum of 99 SOUL and each Spell in Hollow Knight requires 33 SOUL to cast. Spell casting costs can be reduced to 24 SOUL by obtaining and equipping the Spell Twister Charm. SOUL is primarily obtained by attacking Enemies, but can also be acquired from other sources such as Soul Totems, Hot Springs, as well as the passive abilities granted by certain Charms. See the [SOUL](#) page for details on this resource.

SOUL Vessels are upgrades that The Knight can acquire, granting them the ability to store more SOUL than the SOUL Meter will allow. Soul Vessels are acquired by collecting Vessel Fragments. Every three fragments collected will permanently bestow upon The Knight an additional SOUL Vessel. Each Vessel can hold a maximum of 33 SOUL and they are filled when The Knight collects more of this resource while their main SOUL Meter is full. SOUL contained in a vessel is automatically transferred to the main SOUL Meter when it has space to fill. There is a brief delay before this transfer happens, and it will not occur while SOUL is being used such as while The Knight is healing or using other spells. The Knight can obtain a total of 3 SOUL Vessels throughout their adventure. See the [SOUL Vessels](#) page for details and Vessel Fragment locations.

Focus collected SOUL to repair your shell and heal damage.

Vengeful Spirit Conjure a spirit that will fly forward and burn foes in its path.

Desolate Dive Strike the ground with a concentrated force of SOUL. This force can destroy foes or break through fragile structures.

Howling Wraiths Blast foes with screaming SOUL.

Shade Soul Conjure a shadow that will fly forward and burn foes in its path.

Descending Dark Strike the ground with a concentrated force of SOUL and Shadow. This force can destroy foes or break through fragile structures.

Abyss Shriek Blast foes with screaming SOUL and Shadows.

Hollow Knight Abilities Abilities are upgrades acquired by collecting certain items which impart various effects that help The Knight traverse and interact with the environment in new ways. These Abilities are the key to gaining access to new pathways and progressing further throughout Hallownest. Many of the Knight's abilities also have combat applications. Unlike Spells, Abilities do not use SOUL or any other resources, but some of them may have short cooldowns or require resetting before being available for use again.

Mothwing Cloak Cloak threaded with mothwing strands. Allows the wearer to dash forwards along the ground or through the air.

Mantis Claw Claw carved from bone. Allows the wearer to cling to walls and leap off them.

Crystal Heart The energy core of an old mining golem, fashioned around a potent crystal. The crystal's energy can be channeled to launch the bearer forward at dangerous speeds.

Monarch Wings Wings of ethereal matter that shimmer in the darkness. Allows one to jump again in mid-air.

Isma's Tear Fruit formed from a single hardened tear. Once ingested, it provides protection from the searing acidic pools found in certain parts of Hallownest.

Shade Cloak Cloak formed from the substance of the Abyss. Allows the wearer to dash through enemies and

their attacks without taking damage. Dream Nail Allows the wielder to cut through the veil between dreams and waking. Can be used to reveal hidden dreams or open gateways. Dreamgate Allows the wielder to travel instantly through dreams. Awoken Dream Nail The power of the Dream Nail has fully awoken, allowing entry into certain protected memories. World Sense Displays the completion percentage in the inventory and on the save file in the main menu. Also shows the number of enemies encountered in the Hunter's Journal. Quick Search of all Spells and Abilities in Wayfinder: Name Type Description Location / Acquisition Focus Spell Focus collected SOUL to repair your shell and heal damage. Available by default Vengeful Spirit Spell Conjure a spirit that will fly forward and burn foes in its path. Given by the Snail Shaman at the Ancestral Mound in the Forgotten Crossroads. Desolate Dive Spell Strike the ground with a concentrated force of SOUL. This force can destroy through fragile structures. Defeat the Soul Master in the City of Tears. Howling Wraiths Spell Blast foes with screaming SOUL. Next to the entrance to Queen's Gardens in the Overgrown Mound in Fog Canyon. Shade Soul Spell Conjure a shadow that will fly forward and burn foes in its path. Purchase the Elegant Key from Sly in Dirtmouth and unlock the door at the Soul Sanctum in the City of Tears. Descending Dark Spell Strike the ground with a concentrated force of SOUL and Shadow. This force can destroy foes or breakthrough fragile structures. Obtained from the Snail Shaman's corpse at the Crystallised Mound in Crystal Peak. Abyss Shriek Spell Blast foes with screaming SOUL and Shadows. Use Howling Wraith on the pedestal in the room at the bottom left of The Abyss. Mothwing Cloak Ability Cloak threaded with mothwing strands. Allows the wearer to dash forwards along the ground or through the air. Defeat Hornet in Greenpath. Mantis Claw Ability Claw carved from bone. Allows the wearer to cling to walls and leap off of them. Found in the middle-left section of Mantis Village. Requires the Mothwing Cloak to obtain. Crystal Heart Ability The energy core of an old mining golem fashioned around a potent crystal. The crystal's energy can be channeled to launch the bearer forward at dangerous speeds. Reach the end of the difficult platforming section in the middle-right side of Crystal Peak. Monarch Wings Ability Wings of ethereal matter that shimmer in the darkness. Allows one to jump again in mid-air. Defeat the Broken Vessel in the Ancient Basin. Isma's Tear Ability Fruit formed from a single hardened tear. Once ingested it provides protection from the searing, acidic pools found in certain parts of Hallowest. Located in the Royal Waterways. Requires the Crystal Heart to access. Shade Cloak Ability Cloak formed from the substance of the Abyss. Allows the wearer to dash through enemies and their attacks without taking damage. Found in The Abyss, in the rightmost section after the shadow sea. You have to stand in the shadow fountain and wait until you get the ability. Dream Nail Ability Allows the wielder to cut through the veil between dreams and waking. Can be used to reveal hidden dreams or open gateways. The Dream Nail can collect Essence, remnants of wishes and dreams. The Dream Nail is acquired in the Resting Grounds by inspecting the Dreamer Statues. Dreamgate Ability Allows the wielder to travel instantly through a dream. Some areas may lack a strong connection to any dream, disallowing use of the Dreamgate. Talk to the Seer in the Resting Grounds after earning 900 Essence to get the Dreamgate. Awoken Dream Nail Ability Allows the wielder to cut through the veil between dreams and waking. Can be used to reveal hidden dreams or open gateways. The power of the Dream Nail has fully awoken, allowing entry into certain protected memories.

Return to the Seer in the Resting Grounds after acquiring 1,800 Essence.
World Sense Ability Allows the player to see their Completion percentage in their inventory and on their save file in the main menu. Also shows the number of enemies encountered and required in the Hunter's Journal. Found in the Temple of the Black Egg once it has been opened by killing all three Dreamers.

Spiny Husk Location Queen's Gardens Health 44 Drops 12
Spiny Husk is an enemy in Hollow Knight. The enemies are creatures that have succumbed to the Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Overgrown with vegetation, it attacks by firing sharp spines from its body. The spines they fire seem to be mildly poisonous. Don't use them to clean between your fangs after eating! Spiny Husk Location Queen's Gardens Spiny Husk Rewards 12
Spiny Husk Notes & Tips These type of Husks shoot out spikes when you are close enough within its range. However, its delay to launch its spikes will allow you to bait it to attack, evade its spikes, and quickly close in to kill it. Take note that once it dies, it shoots out one final set of spikes, and its corpse will release spikes that inflict damage upon contact.
Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflay, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Spirits' Glade Main Location Resting Grounds
Spirits' Glade is a Sub-Area Location in Hollow Knight. Spirits' Glade can be found within Resting Grounds. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Spirits' Glade Information
Spirits' Glade can be found within Resting Grounds. Spirits' Glade is a sub-area within

Resting Grounds and can be found by the Bench closest to the Resting Grounds. The place is guarded by Revek, a powerful spirit, who then tells you that you will face consequences if you ever harm the spirits resting in the glades. Attempting to Dream Nail Revek will simply cause him to dodge you, and if you Dream Nail any of the spirits residing in the area, Revek will spawn and charge at you, dealing 2 Masks of damage. Revek cannot be damaged or defeated, but you can parry his attacks. If all spiritis in the glade are consumed, you canm then finally Dream Nail Revek. Items Found in Spirits' Glade King's Idol x1 Essence x34 Characters in Spirits' Glade Atraboss Caspian Dr Chagax Garro Grohac Hex Hundred Nail Warrior Karina Kcin Magnus Strong Millybug Molten Perpetos Noo Revek Thistlewind Waldie Wayner Wyatt Enemies and Bosses in Spirits' Glade Revek Spirits' Glade Notes, Trivia and Notable Loot "Glade of Hope" was the original name for Spirits Glade before the game came out. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Spore Shroom Cost: Geo: N/A Location: Fungal Wastes Effect: When focusing SOUL, emit a spore cloud that slowly damages enemies. Spore Shroom in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Spore Shroom Information "Composed of living fungal matter. Scatters spores when exposed to SOUL." Spore Shroom is a defensive charm that is useful for damaging slow or stagnant. Once The Knight heals a mask using Focus, it releases a cloud of spores that deals 1 damage per tick and has a duration of 4.1 seconds. Multiple clouds can be released if you heal several masks continuously. Players may strengthen the damage to 2 per tick if the Defender's Crest charm is equipped at the same time. However, the cloud will only last for 20 ticks of damage for a total of 40 damage points. While The Knight has this charm equipped, it will be able to understand the mushroom language in the following cases: Selected Mushroom Lore Tablets found in Fungal Wastes. Shrumal Warrior and Shrumal Ogre's Dream Nail dialogues Mister Mushroom's dialogue and his Lore Tablet in Kingdom's Edge. This is required for completing his quest line and earning the "Passing Of The Age" achievement. Spore Shroom Acquisition Location: Fungal Wastes Acquisition: This charm can be found in Fungal Wastes, near the secret path going to Queen's Gardens and Deepnest. You will need to have the Mantis Clawability to traverse this area. Spore Shroom Notes Charms can only be equipped and unequipped by using a bench. Equip the Deep Focus charm along with Spore Shroom to increase the cloud's radius by 35%. Equip the Defender's Crest charm along with Spore Shroom to increase the damage of the toxic cloud. Equip Shape of Unn along with Spore Shroom to transform The Knight into a snail with mushrooms on its back. Combining Shape of Unn and Baldur Shell along with Spore Shroom transforms The Knight into a snail with a blue shell and mushrooms on its back. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneat, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering

Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Sporg LocationFungal CoreFungal WastesHealth25Drops3Sporg is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Detects nearby movement and fires out explosive spores that drift towards their target. If you're skillful, you can lead their spores back to them and watch them perish in a destruction of their own making. There is a lesson in that, I think. Sporg LocationFungal CoreFungal WastesSporg Rewards3Sporg Notes & TipsSporgs are usually hiding beneath walls, ceilings, and floors. These creatures emerge from wherever they've grown onto and attack once The Knight is close enough within its range, and once you are close enough, it will retreat back into the wall/ceiling/ground to avoid any damage. Its attack consist of shooting out a slow spore that follows The Knight. It explodes upon contact or after a period of time dealing with an AOE damage of 2 masks. Executing ranged attacks such as spells or nail arts is recommended to kill them. EnemiesAluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Sprintmaster Cost:Geo:400Location:DirtmouthEffect:Increases the running speed of the bearer, allowing them to avoid danger or overtake rivals. Sprintmasterin Hollow Knight is one out of the 45 Charms that is

found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.

Sprintmaster Information"Bears the likeness of a strange bug known only as 'The Sprintmaster'."Sprintmaster is a charm that provides The Knight an increase of its running speed by 20%, allowing players to traverse Hallownest quickly, and to dodge agile bosses like Hornet.The charm's effect only applies when The Knight is running on the ground.

Sprintmaster AcquisitionLocation:
DirtmouthAcquisition: This charm is bought from Slyfor400 after giving him the Shopkeeper's Key.

Sprintmaster NotesThis charm is available in theDLC:The Grimm Troupe.Charms can only be equipped and unequipped by using a bench.Equip the Dashmastercharm along with Sprintmaster to increase and gain the maximum movement speed to 37%.Equipping the Weaversongcharm along with Sprintmaster allows the weaverlings to move faster and jump higher.

CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep Focus,Defender's Crest,Dream Wielder,Dreamshield,Flukenest,Fragile Greed,Fragile Heart,Fragile Strength,Fury of the Fallen,Gathering Swarm,Glowing Womb,Grimmchild,Grubberfly's Elegy,Grubsong,Heavy Blow,Hiveblood,Joni's Blessing,Kingsoul,Lifeblood Core,Lifeblood Heart,Longnail,Mark of Pride,Nailmaster's Glory,Quick Focus,Quick Slash,Shaman Stone,Shape of Unn,Sharp Shadow,Soul Catcher,Soul Eater,Spell Twister,Spore Shroom,Stalwart Shell,Steady Body,Thorns of Agony,Unbreakable Greed,Unbreakable Heart,Unbreakable Strength,Void Heart,Wayward Compass,Weaversong

Squit LocationGreenpathOvergrown MoundHealth10Drops5Squit is an enemy in Hollow Knight.The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Charges at prey with its needle-like proboscis.When they lunge at you, don't panic. Stand your ground, and strike back as they come close.

Squit LocationGreenpathOvergrown MoundSquit Rewards5Squit Notes & TipsA Squit will attack The Knight by flying towards you once you are within its range. It will not stop following The Knight until it hits you or a surface.However, you may stop a Squit from following you by attacking it, causing it to bounce back before it gathers itself to charge in for another attack.If a Squit hits a surface after getting hit, it becomes stunned for a brief moment.

EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping

Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Stag Nest Main Location
Howling Cliffs
Stag Nest is a Sub-Area Location in Hollow Knight. Stag Nest can be found within Howling Cliffs. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey.
Stag Nest Information
Stag Nest can be found within Howling Cliffs
Stag Nest is a sub-area within Howling Cliffs and is located at the northwest part of the area. It is accessible via Stagways or by Nail-bouncing on nearby Vengeflies
Items Found in Stag Nest
Vessel Fragment
Characters in Stag Nest
The Last Stag
Enemies and Bosses in Stag Nest
n/a
Stag Nest Notes, Trivia and Notable Loot
You can reach the Stag Nest if you have Monarch Wings and by luring 1-2 Vengflies in the area to Nail-bounce off to reach the ledge.
Hollow Knight Sub-Area Locations
Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stone Sanctuary, Tower of Love, Watcher's Spire, Weaver's Den

Stag Station (Stagways) No. of Stag Stations
11
Trophy/Achievement
Hope
Connection
Stag Station or Stagways are an interconnected system of tunnels throughout Hallownest that link different areas together via Stag Stations. Unlocking a Stag Station makes it easier for the Knight to traverse or fast travel to various Locations with the help of The Last Stag, it is important that you listed to what The Last Stag has to say upon opening new stag stations.
Stag Station Information
There are 11 Stag Stations that can be discovered across Hallownest. Unlocking Stag Stations is related to the quest, Secret of the Stagways. Discovering and opening a stag stations rewards the player with the Trophy/Achievement Hope and Connection. The Connection Trophy/Achievement can be obtained when you open half of Hallownest's Stag Stations, while Hope is upon opening all of the stations and discovering the Stag Nest. Most of the stations require activating a toll machine with Geo. But also take note that not every area has a Stag Station. After unlocking a Stag Station, the nearby bell must be hit with the Nail to summon The Last Stag. This must also be done every time an open Stag Station is reached other than the one that was last used. A Stag Station Pin may be purchased from Iselda for 100, which reveals the locations of every Stag Station in the area after that area's Map has been purchased.
Stag Station Related Character
The Last Stag: The Last Stag is the last surviving stag beetle in Hallownest, he can be found when a

player finds a Stag Station (there is one in Dirtmouth). Each time a Stag Station is unlocked, he mentions how he used to carry passengers when he was young and that the highways and crossroads of Hallownest were full of life. After unlocking all Stag Stations, he finds the Stag Nest and is given hope that there are other Stags that may have survived and made their way out into the wider world.

Stag Station Location and Price

List Stag Station	Price	Dirtmouth	N/A	Forgotten Crossroads	50	Greenpath	140	Fungal Wastes - Queen's Station	120	Queen's Gardens	200	City of Tears - City Storerooms	200	City of Tears - King's Station	300	Resting Grounds	N/A	Deepnest - Distant Village	250	Howling Cliffs - Stag Nest	N/A	Palace Grounds (Hidden Station)	300
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Stag Station Notes & Tips
Other notes, tips, and trivia

Stalking Devout Location
Deepnest
Beast's Den
Health 100
Drops 43

Stalking Devout is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.

Worshippers of Herrah the Beast. Shield themselves with hard plated foreclaws, then lash out suddenly to cut down prey. Powerful, well-armoured and fast, these are no mere beasts. Study their movements and watch carefully for an opening.

Stalking Devout Location
Deepnest
Beast's Den
Stalking Devout Rewards 43
Stalking Devout Notes & Tips

A Stalking Devout can be found sleeping in narrow paths. Once you are close enough, it will start to move back and forth, waiting for The Knight to be within its range before it attacks. If you strike its mask, it will quickly crawl back and will follow up with an attack. It strikes by opening its mask, revealing its face and unleashes a flurry of attacks, the damage received removes 2 health masks from The Knight. It is recommended to bait this creature to attack, and while it opens up its mask, quickly land an attack, evade, and follow up with another attack. Striking it with Spells such as Vengeful Spirit will deal damage and pierce through its mask.

Enemies

Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrimal Ogre, Shrimal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void

Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Stalwart Shell Cost:Geo:200Location:DirtmouthEffect:When recovering from damage, the bearer will remain invulnerable for longer.**Stalwart Shell**in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.**Stalwart Shell Information**"Build resilience. Makes it easier to escape from dangerous situations."**Stalwart Shell** is a charm that is useful against some bosses. In cases that a player is unable to avoid a difficult attack from a boss, The Knight gains invincibility for 1.7 seconds after getting hit and reduces the recoil of being hit to 0.8 seconds. With this effect, players will have a window of opportunity to either execute an attack or recover any lost health.**Stalwart Shell AcquisitionLocation:**Dirtmouth**Acquisition:** This charm is bought from Slyin Dirtmouth for200.**Stalwart Shell Notes**Charms can only be equipped and unequipped by using a bench. Equip the Quick Focuscharm along with Stalwart Shell to quickly use Focus to heal while The Knight is invincible. Equip the Quick Slashcharm along with Stalwart Shell to execute fast attacks from the Nail while The Knight is invincible. Equip the Fragile Strength or Unbreakable Strength charm along with Stalwart Shell to deliver a stronger attack while The Knight is invincible.**Charms**Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeness, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Steady Body Cost:Geo:120Location:Forgotten CrossroadsEffect:Allows one to stay steady and keep attacking.**Steady Body**in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.**Steady Body Information**"Keeps its bearer from recoiling backward when they strike an enemy with a nail."**Steady Body** is a charm that provides the Knight the ability to stand still upon receiving an attack. This reduces the recoil and removes any knock-back, allowing you to have the opportunity to attack quickly. However, in situations that the Knight is damaged from environmental attacks (such as spiked walls, acid water, standing close to an enemy's armour, and getting hit while in the air) the knock-back and recoil will still apply.**Steady Body AcquisitionLocation:** Forgotten Crossroads**Acquisition:** This charm is bought from Charm Lover Salubrain Forgotten Crossroads for120.**Steady Body Notes**Charms can only be equipped and unequipped by using a bench. Equip the Heavy Blow and Quick Slash charm along with Steady Body to push back

the enemies at a faster rate. Equip the Longnail or Mark of Pride charm along with Steady Body to increase the distance of the Nail's attack in order to reach enemies that keep their distance. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeness, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Steel Soul Jinn Location Dirtmouth Steel Soul Jinn is an NPC in Hollow Knight. Steel Soul Jinn is a merchant that is only available in Steel Soul Mode. Steel Soul Jinn Information Steel Soul Jinn is an exclusive merchant that only appears if a player is in Steel Soul Mode. Jinn doesn't sell items but buys Rancid Eggs from The Knight - it is also found at the same spot where Confessor Jiji is found and it replaces him. It doesn't say that much about its past but mentions that it is fragile and cannot take any damage. Location: Steel Soul Jinn Can be found at Dirtmouth Combat: Players may not kill Steel Soul Jinn. Associated Quests Jinn buys off Rancid Eggs in exchange for Geo. Dialogue... Is It... here, waking Jinn?... Observed... Small. Dull. No Soul. Long shadow... It is blank, but brave... Does it bring offering? Jinn, has only many small, shiny things... useless to Jinn, but will trade for wonderful gift. Notes & Tips NPCs Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nym, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Steel Soul Mode No Shade. No Reviving. Death is Permanent. The Ultimate Challenge. Steel Soul Mode is a game mode in Hollow Knight. You can unlock this game mode after completing the game for the first time. Steel Soul Mode Overview Steel Soul Mode added four main changes to the gameplay in Hollow Knight: You do not respawn upon death. Once you die, the game ends and the file resets. Added a unique animation upon dying. Steel Soul Jinn, who trades Rancid Eggs for Geo, replaces Confessor Jiji. Tuk has already been killed by the Infection and you can find a Rancid Egg beside her corpse. And as death is already permanent, Fragile Charms sold by Leg Eater becomes more useful as their main penalty is nullified. Soul Steel Mode Notes & Tips Trying to enter a failed Steel Soul will result in the game asking you if you would like to clear the save slot. You will also notice that the said save slot says "DEFEATED" instead of the last location the file was saved in. Finishing the game in Steel Soul Mode unlocks a new menu style. Dying to a Dream Boss or dying in Godhome does not

result in a permanent death.Dying within the White Palace or to The Radiance willcount as a permanent death.Unlocks the "Steel Soul" Trophy/Achievement upon completion.Unlocks the "Steel Heart" Trophy/Achievement after achieving100% game completion and finishing the game in Steel Soul mode.

Stone Sanctuary Main LocationGreenpathStone Sanctuaryis a Sub-Area Locationin Hollow Knight. Stone Sanctuary can be found within Greenpath. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCsand hostile characters that are encountered through your journey.Stone Sanctuary InformationStone Sanctuary can be found within Greenpath.Stone Sanctuary is a sub-area within Greenpath and is located at the southeast portion of the area. You can find it at the end of a dark passage below the Bench room, and above it, lies The Hunter in his lair.Stone Sanctuary is a dark area filled with spiked pits. The area can be illuminated with the Lumaflly Lantern. This is also the resting place of No Eyes, a Warrior Dream Boss.Greenpath MapItems Found in Stone SanctuaryMask ShardCharacters in Stone Sanctuaryn/aEnemies and Bosses in Stone SanctuaryMaskflyNo EyesStone Sanctuary Notes, Trivia and Notable LootOther notes, tips, and trivia. Hollow Knight Sub-Area LocationsBeast's Den,Blue Lake,Cast-Off Shell,Crystallised Mound,Distant Village,Failed Tramway,Fungal Core,Hallownest's Crown,Hidden Station,Joni's Repose,Junk Pit,King's Station,Lake of Unn,Land of Storms,Overgrown Mound,Palace Grounds,Path of Pain,Pleasure House,Queen's Station,Shrine of Believers,Spirits' Glade,Stag Nest,Tower of Love,Watcher's Spire,Weaver's Den

Strength Strengthis an achievementin Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-gameQuests (Nintendo Switch).Strength is a secret achievement.Strength Objective(s)Defeat theFailed ChampionStrength Location(s)Forgotten CrossroadsStrength Requirement(s)Dream NailMantis ClawDefeatedFalse KnightStrength Related PagesFalse KnightDream NailTrophy and AchievementExecution,Falsehood,Honour,Illumination,Mortality,Obsession,Peace,Proof of Resolve,Release,Respect,Test of Resolve

Sturdy Fool LocationColosseum of FoolsHealth80DropsN/ASTurdy Fool is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Warrior fighting for glory in the Colosseum of Fools. Uses crescent-shaped blades to cut down foes.You can hit this warrior's spinning weapons out of the air, straight back into them! Useful if they manage to corner you.Sturdy Fool LocationColosseum of FoolsTrial of the FoolTrial of the Warrior Sturdy Fool RewardsN/ASTurdy Fool Notes & TipsA Sturdy Fool has two types of attacks. First, a slash attack where it lunges in and swipes its weapon in close range. And second, it throws its weapon towards The Knight from a long range.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal

Crawler, Crystal Hunter, Crystallised Husk, Death
 Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder
 Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious
 Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
 Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
 Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
 Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
 Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
 Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
 Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
 Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
 Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Tiktik, Uoma, Vengefly, Violent Husk, Void
 Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt
 Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Teacher's Archives is a location in Hollow Knight. Please see
 Walkthrough for other areas. The Teacher's Archives is a sub-area found in
 the Fog Canyon, it is an experimental lab that was used by one of the
 Dreamers, Monomon the Teacher and it is also where her body rests. General
 Information Previous: Fog Canyon Next: White Palace Bosses: Uumuu Video
 Walkthrough [video goes here] Map NPCs in the area Quirrel Monomon the
 Teacher Bosses Uumuu Items Materials & Consumables N/A Equipment &
 Upgrades N/A Key Items N/A Enemies Uoma Ooma Charged Lumaflies Full Teacher's
 Archives Walkthrough Rest at a Bench Upon arriving inside the Teacher's
 Archives, you'll want to walk at the center of the room and head up the
 second platform to find a bench. Make sure to save the game and to manage
 your Charms since you'll be facing a boss as you further explore the area.
 When you're done, drop down into the bottom exit that will take you to
 the next section. Uumuu the Guardian You'll now find yourself in a section
 that is filled with Uoma, Ooma, and Charged Lumaflies. Head west, then
 southeast until you drop down into the acid water. Swim to your left and
 then drop down into the arena of Uumuu. After a brief moment, the gates
 will close and Uumuu will appear which prompts the start of the
 battle. Uumuu only has 300 HP but his jelly armor is making him
 invulnerable to all types of attacks. After trying to land attacks on
 this boss, Quirrel will appear and join you in this battle. He will help
 you by breaking its armor for a short moment giving you the opportunity to
 deal damage while it is vulnerable. While its armor is temporarily broken,
 try to deal as much as damage as you can before it regenerates its armor.
 Simply wait for Quirrel to try and break the armor again and repeat the
 process. You can click here to learn more about the strategies on how to
 defeat this boss. Once you've defeated Uumuu, the gates will open,
 allowing you access to Monomon the Teacher. Monomon, the Teacher Now,
 you'll need to find one of the three Dreamers, Monomon the Teacher. From
 Uumuu's arena, proceed west and drop down into the very bottom part of
 the lab and swim into the acid water. Swim to your right until you reach
 the 2nd passageway then climb up to the top where you'll find a large

tube with a glowing body inside it. Continue climbing to the top and over it, then inspect the large tube. Quirrel will then appear. Speak to him and he'll take off the mask he's wearing causing it to return to the glowing body inside the tube. This mask is Monomon's which causes her physical body to appear inside the tube, from here you'll want to strike the tube with the Dream Nail which will bring you into the dream world where you'll find Monomon's spirit. Before you kill her, strike her with the Dream Nail first for about 5 times to gain a few dialogues from her. Once that's done, strike her with The Nail to kill her then hit the FOCUS button to absorb her. A cutscene will then follow where the seal with Monomon's mask at the Temple of the Black Egg has broken. This marks the completion for this sub-area. Up next is the White Palace [Video](#) [video goes here] [Map](#) Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here [Hollow Knight Locations List](#) Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Temple of the Black Egg is a Location in Hollow Knight. Please see [Walkthrough](#) for other areas. A temple with a large black egg where three masks of the Dreamers can be found carved onto the seal. It is where the Hollow Knight is being kept bound with chains and sealed by the power of the Dreamers. [Spoilers ahead!] [General Information](#) Previous: White Palace Next: N/A Bosses: Hollow Knight, The Radiance NPCs in the area Hornet Bosses The Radiance Hollow Knight [Items](#) [Materials](#) & [Consumables](#) N/A [Equipment](#) & [Upgrades](#) N/A [Key Items](#) N/A [Enemies](#) N/A Temple of the Black Egg [Walkthrough](#) Dream No More There are three endings that you can acquire, but for this walkthrough, we have focused on acquiring the true ending, Dream No More. You can check the [Endings](#) page to further learn more about the possible outcomes. A couple of things to remind you of to obtain the true ending: Acquire the Dream Nail and upgrade it into the Awoken Dream Nail by collecting 1800 Essence from defeating Warrior Dreams, Dream Boss Variants, (Check the [Bosses](#) page to learn more) and by extracting Essence from Whispering Root Trees. Once you have enough essence, speak to the Seer to acquire the upgraded item. Make sure to find all three Dreamers' physical bodies (Monomon the Teacher, Lurien the Watcher, and Herrah the Beast) and kill them in the Dream World which will cause their seals to break. You'll need to use the Dream Nail or Awoken Dream Nail on their physical bodies to find their actual conscious spirit in the Dream World. Make sure you've acquired the King's soul charm. Half of the charm is given by The White Lady at the Queen's Gardens, while the other half is obtained from the corpse of The Pale King at the White Palace. And finally, with the King's soul charm, use it to gain access into The Birthplace which is located deep within The Abyss and absorb the void which will cause the King's soul charm to transform into the Void Heart charm. Once you have done the following, you can head to the Temple of the Black Egg which is located in the Forgotten Crossroads. You'll find Hornet standing next to the sealed gate. Speak to her first then walk up to the gate and it will finally shatter and open up the path that will lead you into the Hollow Knight's lair. Hornet will mention that she

won't be able to join you in battle, but if the opportunity presents itself, she will help. Head inside the temple and continue into the long path, you'll find a bench midway before you respectively arrive at the Hollow Knight's lair. Boss Battle, Hollow Knight Upon arriving, you'll find the Hollow Knight is still bound by the chains. In order to start the battle, you'll have to destroy the chains that are on both sides. Upon destroying the last chain, the Hollow Knight will break free and the battle will start. You can click hereto learn more about the strategies on how to defeat this boss. Once you've reached the third phase and have almost defeated it, Hornet will appear and pin down the Hollow Knight for a brief moment - quickly ready the Awoken Dream Nail and strike the Hollow Knight with it which will take you to the Dream World where you'll face the true boss, The Radiance. True Boss, The Radiance The Radiance has 1700 HP and five phases that you'll have to fight your way through. You can click hereto learn more about the strategies on how to defeat this boss as well as to check its phases and attacks. You'll know when you're in the last phase once The Radiance teleports to the topmost level of the arena and shoots down laser beams in random positions or towards where you are, you'll need to make your way up the platforms and then hit the boss with one strike with The Nail which will cause the Void to restrain it. The Hollow Knight's shade then appears and helps to hold The Radiance down, and The Knight turns into a shade and executes the final blow to kill and obliterate The Radiance along with its Infection once and for all. A cutscene will then follow which marks the end of the game.

VideoN/A Map Trivia & Notes: The Temple of the Black Egg is a temple located near the entrance to Dirtmouth. The outside of the temple was made from the shell of an ancient bug. In the centre of the temple lies a black, stone egg, adorned with the three masks of the Dreamers. To stop the Infection, the Hollow Knight was sealed in this egg after sealing away the Radiance. In the past, some bugs went to the temple to pray, but they stopped going there after some time. Initially, access to the Black Egg is blocked by a seal on the entrance. After killing all three Dreamers, this seal is broken and the entrance is opened. This area grants access to the Hollow Knight and Radiance boss fights. The World Sense Ability can be acquired from the Lore Tablet next to the Bench.

Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystalised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallowynest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Test of Resolve Test of Resolve is an achievement in Hollow Knight. Achievements are awarded as Achievements (Xbox and Steam), Trophies (PS4), or in-game Quests (Nintendo Switch). Test of Resolve Objective(s) Defeat Hornet in Greenpath Test of Resolve Location(s) Greenpath Test of Resolve Related Pages Hornet Trophy and Achievement Execution, Falsehood, Honour, Illumination, Mortality, Obsession, Peace, Proof of Resolve, Release, Respect, Strength

The Abyss is a Location in Hollow Knight. Please see Walkthrough for other areas. The Abyss lies beneath the Ancient Basin where a huge amount of corpses of the failed vessels and their shades can be found. It is also

the home of the Void and the birthplace of the vessels. General
Information Previous: Kingdom's Edge Next: Queen's Gardens Bosses: N/A Video
Walkthrough [video goes here] Map NPCs in the area N/A Bosses N/A Items Materials
& Consumables 2x Arcane Egg Equipment & Upgrades Shade Cloak Abyss
Shriek Lifeblood Core Key Items N/A Enemies Sibling Void Tendrils Shadow
Creeper The Abyss Walkthrough Into The Abyss To return to the entrance of
The Abyss, you'll have to make your way back to the Ancient Basin. At
this point, you should have acquired the King's Brand after fighting
Hornet for the second time in Kingdom's Edge. Once you've arrived,
approach the door and it will open. There is a charm that you can acquire
in this area which is the Lifeblood Core charm. But in order to open the
door, you'll need to use a bench then equip the Lifeblood Heart and
Joni's Blessing charms in order to obtain 15 Lifeblood Masks. Just make
sure you don't take any damage while heading to The Abyss. Upon entering,
drop down about midway into The Abyss towards your left where you'll find
a locked door covered in blue vines and petals. Simply approach the
mechanism in the middle and wait for the orbs to light up one by one. The
door will then open after the last orb lights up. Make your way through
the spiked cavern and then stop once you reach the platform that has a
path that you can either drop down to the left or right. Drop down into
the left side first to find an Arcane Egg that you can sell to Relic
Seeker Lemm for 1200 Geo, then head east where you can find the Lifeblood
Core charm sitting on top of an altar. Upon acquiring the charm, The
Knight will lose consciousness and wake up at the entrance of the
lifeblood door which has now turned into a grey color. If you miss the
Arcane Egg and chose to obtain the charm first, you won't be able to
acquire the egg and even re-enter the room. Upgrading Spells After
collecting the charm, drop down into the bottom of The Abyss and go west
into another section. At the end of the room, you'll find a podium that
you can stand on where you'll need to use the Howling Wraith spell to
upgrade it into the Abyss Shriek- just make sure you've acquired the
spell from the corpse of a Snail Shaman located at the Fog Canyon, if you
don't have the spell yet, you can return here later on once you've
acquired the spell. When you're done, head back outside and go east into
the next section. The Lighthouse Now, continue going east through the path
where you'll encounter an environmental hazard-type enemy called the Void
Tendrils. They will only appear at the bottom of the void filled pit if
you're close enough but you can easily get past them if you don't fall
into the pit. As you continue heading east, stop once you encounter
another enemy called a Sibling which are the shades of the dead vessels
who now wander around the deepest part of The Abyss. If you continue
heading east, you'll notice that the pool of void is filled with Void
Tendrils that are stopping you to get across. From where you first
encountered the Sibling, head up to the entrance of the Lighthouse by
using the elevated platforms. Just be careful since there will be
multiple shades that will appear as you ascend. Once you've reached the
entrance, head inside and flip the switch to turn on the light. Now, head
back down into the lake and continue to the right where you'll find a
fountain that is overflowing with void. Stand inside the fountain and
wait for a brief moment to acquire the upgrade to the Mothwing
Cloak, Shade Cloak. With the Shade Cloak consumed, you can now dash through
enemies and their attacks as well as gaining access into areas that were
blocked by a stream of void. The next location you'll need to head off to
is the Queen's Gardens, but you can also take a detour and return to the

Kingdom's Edgeto fight Markothin order to gain more Essence and also back to Deepnestto acquire the Sharp Shadowcharm.Video[video goes here]MapClick on the image to enlarge the map.Trivia & Notes: Trivia and notes go here Hollow Knight Locations ListAncestral Mound,Ancient Basin,Birthplace,City of Tears,Colosseum of Fools,Crystal Peak,Crystalised Mound,Deepnest,Dirtmouth,Fog Canyon,Forgotten Crossroads,Fungal Wastes,Godhome,Greenpath,Hallownest,Howling Cliffs,Isma's Grove,King's Pass,Kingdom's Edge,Mantis Village,Queen's Gardens,Resting Grounds,Royal Waterways,Soul Sanctum,Teacher's Archives,Temple of the Black Egg,The Hive,Trial of the Conqueror,Trial of the Fool,Trial of the Warrior,White Palace

The Collector LocationTower of LoveHealth750RewardGrubsThe Collector's MapThe Collector is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities.You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them.As soon as you encounter a boss,its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.Dark figure locked inside the Tower of Love. Preserves Hallownest's creatures in glass jars with particular attention given to Grubs.A shadow that sometimes flits through the caverns, making strange noises to itself. I've never seen it clearly so I have no idea what type of creature it is.The Collector LocationTower of LoveGodhome(Mini-boss)The Collector Rewards3xGrubsThe Collector's MapThe Collector StrategiesStrategy WriteupThe Collector is an unpredictable and agile boss who loves to fake its attacks by continuously leaping around the arena and loves to keep you busy by summoning enemies as well. The first thing you want to remember once you encounter The Collector is DO NOT JUMP. The Collector's attacks always start off with it leaping erratically which make you susceptible to getting hit if you try to evade by jumping. Stay on the ground, keep a decent distance, be patient, and strike when the opportunity is available.Charms: Now, let's list down a couple of charms that can help you in battle. First, Thorns of Agony. This charm can be very useful as a counter attack since it can quickly land a hit on The Collector regardless of its agility, the way the thorns emerge from The Knight is as fast as The Collector's speed and its radius will ensure that it will inflict damage on it. Grubsong, since you will receive damage most of the time, it is wise to have Grubsong equipped. This allows you to have another option of recovering SOUL while taking damage since striking The Collector with The Nail will not allow you to gain SOUL but only from the enemies summoned. Quick Focus, it is an assurance that you will be healing a lot and Quick Focus is what you need in order to use your spells as fast as possible in order to keep up with the pace of The Collector. And finally,Quick Slash, it is highly recommended to have this equipped to be able to perform your attacks faster allowing you to clean up the arena of the enemies as quickly as possible and securing at least one or two hits on The Collector - if you want to maximize your defensive capabilities, equipping Defender's Crest along withSpore Shroomis helpful since you can frequently inflict chip damage on the enemies and boss and you can release toxic gas and fill the

room with it while using Focus to continuously inflict damage on the boss.

Spells and Abilities: For the spells, it's more of a hit or miss situation since there's a small chance that you can inflict damage by using your spell due to The Collector's quick reflexes. It is recommended that you focus on upgrading the ability *Mothwing Cloak* to the *Shade Cloak* in order for you to dash but also phase through its attacks. And finally, make sure you upgrade *The Nail* in order to maximize the damage of The Knight's primary weapon. You can check the *Nailsmith* page to know more about upgrading *The Nail*.

Attacks & Counters

Phase 1

Rain of Jars

The Collector's main attack is throwing down jars in random positions that spawn enemies upon breaking. The Collector jumps into the ceiling and throws down 3 jars and pops back down into the arena after doing so. The jars do not break upon hitting The Knight but instead, once it lands on the ground and breaks, enemies such as a *Vengefly*, *Baldur* or an *Aspid Hunter* will appear. You can identify the number of jars The Collector will throw down and where it will come from by the following: First, you can hear a glass-like chime that sounds like The Collector rummaging through his possessions which indicate the number of jars he will throw down, the maximum number of jars it can throw is three. And second, rubble will come out from the ceiling which indicates the direction it will fall out from - the same goes to when The Collector will emerge from the ceiling. Your dash ability will come in handy in this situation. If there are no enemies spawned, it will drop 2 jars, if there is one enemy, it will only drop 1 jar.

The Collector's Grab

One of its attacks is a grab attack which doesn't really grab The Knight upon reach, but rather, inflicts damage upon contact. The Collector first leaps in a short distance and once lands on The Knight's position, it will perform a grabbing motion attack. The Collector can perform a mix up where it can leap once and reach in for the grab, or leap twice until it's close enough before grabbing. It is recommended to avoid its leaps and bait it to perform its grab before striking it from a distance.

Countless Hops

This is considered to more of The Collector's mechanic of moving around the arena and evading your attacks. This move is unpredictable since it hops fast like it's on a pogo stick for about three times in different positions before it performs an attack of either jumping into the ceiling for raining down jars or leaping in for a grab attack. It also makes this move dangerous since The Collector can hop once, twice, or thrice before it decides which attack it will perform.

Maximum Summon

For Phase 1, The Collector can only reveal three enemies.

Phase 2

Rain of Jars

If there are no enemies in the arena, it will drop 3 jars. If there is one remaining, The Collector will throw 2 jars and if there are 2, it will only drop 1 jar.

The Collector's Grab

The Collector will most likely mix up its attack depending on the situation. If there are no enemies in the arena, chances are high that it will jump into the ceiling to perform its jar attack to summon the enemies. If there are a few, chances are it will try to leap in and grab you as well as mixing it up by jumping into the ceiling. If it has its maximum amount of spawning enemies, it will only perform its hops and grab attack.

Maximum Summon

As for phase 2, the maximum amount it can spawn enemies is two.

The Collector Lore

The Collector is found at the Tower of Love in the City of Tears. Neither a bug nor a plant, this unique and enigmatic creature made out of Void is obsessed with collecting bugs of Hallownest and putting them into jars. It claims to love them, and its jars are meant to protect and preserve them. During the fight The Collector often cackles and whoops with an eerie delight,

seemingly a creature gone mad. When staggered for the final time and about to die, it clutches its face and drips out Void profusely. It is unknown where The Collector came from or why it has an obsession with collecting and preserving Hallownest's fauna. It is also unclear how it came to reside in the Tower of Love, which used to belong to the bug you obtain the Love Key from. The Collector is the one responsible for capturing Grubs and placing them in jars. It seems to believe this "protects" the Grubs, either from the outside world or some other perceived threat. The Collector Notes & Trivia Defeating the Collector unlocks the "Obsession" Trophy/Achievement. The Collector can be encountered in Godhome. If The Knight dies in the middle of a battle with the Collector, the Shade can appropriately be found trapped inside a jar upon re-entering the Tower of Love. There is a hidden area above the Collector's study where the Grubs and the Map are located. There is a strange drawing in this room depicting a Grub in its final stage of life. Bosses: Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

The Collector's Map Allows the Hollow Knight to find the location of the Grubs. The Collector's Map is an Item in Hollow Knight. It grants the ability to identify and find all the locations of the Grubs. This works similar to the pins purchased from Iselda. How to Use The Collector's Map The Collector's Map marks the location of all 46 Grubs in the game, including ones that are in unexplored areas. The Grubfather will also be rewarding you upon reaching a certain number of Grubs freed, and here are the rewards: 5 Grubs - Mask Shard 10 Grubs - Grubsong 16 Grubs - Rancid Egg 23 Grubs - Hallownest Seal 31 Grubs - Pale Ore 38 Grubs - King's Idol 46 Grubs - Grubberfly's Elegy How to Find The Collector's Map Before heading out, you will first need to acquire some Spells and Abilities to successfully obtain the Collector's Map. You will need Shade Cloak, Isma's Tear, and Mantis Claw. Now head over to the Queen's Gardens, it is located on the western part of the map. It has an upper and lower entrance. If you want to take the upper entrance, it is advisable that you first acquire the Shade Cloak so you can dash through the gate that's blocking the way. If you prefer the lower entrance, you'll need to acquire Isma's Tear, since this area is hindered by a pool of acid. After making your way to the Queen's Gardens, you'll need to work your way to a corner area located at the southeast level. This is where the Love Key is hidden, which will be needed to open the Tower of Love, where The Collector's Map is located. You'll encounter a bunch of enemies along the way before you reach the Love Key. The key is also blocked by an acid pool, this is where you'll use Isma's Tear so you can swim through the pool. Once you reach the area, you can now loot the Love Key off the corpse. Once you've acquired the Love Key, head over to the Tower of Love. Upon entering the area, you will be met with a closed door with a giant keyhole. Now open this door with the Love Key that you've just acquired. Enter and climb the tower. Defeat a couple of enemies you'll encounter

along the way. At the end, you will meet the boss of the area, The Collector. To learn more tips on how to beat this boss, [click here](#). After defeating The Collector, go to the next room and climb up using Mantis Claw. You'll find The Collector's Map there at the end of the room. The Collector's Map Notes & Tips Obtaining the map will automatically reveal all the Grubs you haven't collected yet, including those that are still in unexplored areas. There are a total of 46 Grubs in Hollow Knight. You will receive 5-10 Geos for every Grub you rescue. Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallow's Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, Tram Pass, Vessel Fragment, Wanderer's Journal

The Grimm Troupe Released October 26, 2017. Previous Hidden Dreams Next Lifeblood The Grimm Troupe is a DLC for Hollow Knight and is the second out of the four free contents that were released. This DLC was revealed on the 14th of September, 2017 and was released on the 26th of October, 2017 and added in new foes, areas, content, charms, items, and much more to the game. The Grimm Troupe Overview The Grimm Troupe is an extra chapter of the main game, introducing a mysterious otherworldly group of bugs that appear in Dirtmouth and intend to perform a fiery ritual. This will leave you with the decision of helping the Troupe complete the ritual and to learn more about them, or choose to betray and banish them out of town. In order to start this quest, you will first need to summon them to the town. Make your way to the Howling Cliffs and through two breakable walls into a tight passage with unlit torches. At the end of the passage, you will see a body of a large beetle clad in a strange mask; you will need to use the Dream Nail to strike it. This will unlock a Dream dialogue and will cause the screen to flash scarlet red. Retrace your steps to the previous area, where a huge torch with a glowing furnace covered by a grate will appear. Strike it multiple times to ignite a blazing scarlet fire from the torch, and the Grimm Troupe will be summoned and have set camp in Dirtmouth. The Grimm Troupe's main content is composed of new bosses, NPCs, new Charms and a new mini-story to uncover. New enemies (three ranks of ghostly Grimmkin who test the Knight's skill as part of the flame ritual) were also added, and some changes in the game were included, such as adding a new theme for the menu, The Grimm Troupe's blazing scarlet embers. Listed below is all the content that has been added. How to summon The Grimm Troupe Travel to the Howling Cliffs and go through two breakable walls. Use the Dream Nail on the large bug that you will see at the end of the passage. Go back to the previous area and hit the torch with a glowing furnace grate to trigger a cutscene. The Grimm Troupe will then appear and be summoned to Dirtmouth. The Grimm Troupe DLC features The Grimm Troupe DLC features brand new content such as: A new chapter and quests that introduces a group of ghostly bugs who appear in Dirtmouth to perform a mysterious flame ritual. Two mutually exclusive endings. You can either choose to help the Troupe Master Grimm carry out and complete the ritual to learn more about him, or choose to conspire with the traitor of the group Brumm by banishing the Grimm and his kin from the town. New NPCs to meet once you've summoned The Grimm Troupe. New enemies, locations, bosses, charms, and other items in the game. How do I download The Grimm Troupe DLC? Update your game. This works on all platforms, since this was

a part of the four free DLCs that was released. The Grimm Troupe DLC will automatically be added to your game. The Grimm Troupe DLC New Features

The Grimm Troupe Bosses

Troupe Master Grimm

Nightmare King Grimm

The Grimm Troupe Enemies

Grimmkin Novice

Grimmkin Master

Grimmkin Nightmare

The Grimm Troupe NPCs

Troupe Master Grimm

Brumm

Divine Grimm

steed

Nymm

The Grimm Troupe Charms

Grimmchild

Carefree Melody

Dreamshield

Sprintmaster

Unbreakable Greed

Unbreakable Heart

Unbreakable Strength

Weaversong

The Grimm Troupe Items

Additional Charm

Notch

DLC

Godmaster, Hidden Dreams, Lifeblood, Voidheart Edition

The Grimm Troupe Reward

Grimmchild

Charm

Notch

Carefree Melody

Trophy/Achievement

Location

Dirtmouth

Howling Cliffs

Prerequisite

Summon the Grimm Troupe.

The Grimm Troupe is a Quest in Hollow Knight. Quests can provide rewards from items, unlocking Trophies/Achievements, and uncovering more information to the lore. Quests can only be activated by speaking to certain NPCs. For this quest, you will have to gather flames for the Grimmchild and complete the flame ritual. You can choose to conspire with Brumm to banish the Grimm Troupe, or continue helping the Troupe Master Grimm with his tasks, and thus gain the flame master's eternal protection and companionship.

The Grimm Troupe Objectives

Note that this quest has two possible endings that have different rewards and achievements depending on which path you'll be taking. This will also affect some of the items that will stay with you and also the NPCs that will remain in the game after finishing the quest.

Summon the Grimm Troupe.

Speak to Troupe Master Grimm.

Defeat all three Grimmkin Novices with the Grimmchild charm equipped.

Defeat all three Grimmkin Masters with the Grimmchild charm equipped.

Defeat all the Grimmkin Nightmares with the Grimmchild charm equipped.

(Option 1) Assist Brumm and banish the Grimm Troupe from Dirtmouth.

(Option 2) Follow through with the ritual and help Troupe Master Grimm.

The Grimm Troupe Locations

Dirtmouth

Howling Cliffs

The Grimm Troupe Walkthrough

In order to start this quest, players will need to summon the Grimm Troupe into town. And to do that you will need to make your way to Howling Cliffs (its location is indicated above). From there, you will find a breakable wall that can be destroyed with The Nail which leads to a secret passageway. At the end, you will find the exoskeleton of a large beetle-like bug wearing a peculiar cloak over its head. At this stage of the game, we will assume that you have already acquired the Dream Nail which you will need to strike it at the body of the bug. Red lights will appear and dream gates will float in the background. After hitting the cloaked bug with the Dream Nail, head back to the previous path where you'll find a mystical furnace or brazier with an unlit torch that resembles a long-fingered claw. Strike the grate of the furnace multiple times for the torch around the area to burst out red flames along with music that will start to play. This will summon the Grimm Troupe and they will set up camp in Dirtmouth. Immediately head back to Dirtmouth and enter the large tent with two Grimmsteeds resting in between the entrance to find Troupe Master Grimm, speak to him to receive the Grimmchild charm and to learn about the task he will provide. After speaking to Grimm, open your map to find red flame pins which indicate the location of the multiple Grimmkin and their flames you will need to find and harvest (which is shown on the photo above). The first task will be easy since all you need to do is proceed to its location, defeat the Grimmkin Novice, absorb his flame and head back to Troupe Master Grimm - returning to him will reward you with an upgraded Grimmchild and at the

same time he will send you off again to collect three more flames. Up next, the second task will be similar to the first, as to proceed to the area with the flame pins marked on the map and harvest the flames, only this time the Grimmkin Novices have now been replaced by Grimmkin Masters and their location has been pushed further into the depths of Hallowest to make the quest a bit challenging - one can be found in King's Pass, one in Kingdom's Edge, and one in Resting Grounds. Once you've collected all three, head back to Dirtmouth and speak to Grimm which will trigger a boss battle. His attacks consist of emitting multiple pyrokinetic fiery projectiles, quick dash attacks both on the ground and mid-air and phasing spikes up through the ground. And upon entering his second and third phase, his movement increases and adds more projectiles to his attacks - after defeating him, he will upgrade the Grimmchild to his next phase as well as Charm Notch. Grimm will then ask you to harvest the last three flames to complete the ritual. After that's done, head outside and check your map to find the location of the last flames, where one is found in the Distant Village, one in the Fungal Wastes near the Mantis Village and one in the Ancient Basin. At this point, it will be more difficult to obtain the flames since it is now heavily guarded by Grimmkin Nightmares and are located even further compared to the first two tasks. As the same as before, defeat all three the Grimmkin and consume their flames before moving forward. Now you will have two options on how you would like to finish this quest. You can either betray Grimm by conspiring with Brumm to banish the Grimm Troupe from the town, or you can continue the task and deliver the remaining flames back to the Troupe Master Grimm. Whichever decision you make will impact on how the story ends, as well as the continuity of the game, and you will no longer be able to redo it after saving the game.

Brumm and the Nightmare King Walkthrough

If you choose this option, you will have to head back to the Howling Cliffs where the torch was lit to summon the troupe to find Brumm. Speak to him and he will tell you about defying his master and wanting to cast out the troupe, proving himself to be a traitor. After the dialogue, he will thrust his staff on the grate of the furnace, causing the mechanism to break. Shortly after, you will gain control of The Knight and you will have to continue striking the grate to destroy it - as you continue hitting it, the flames within the torch will explode and the screen will turn into white. The Knight will regain consciousness in the same area. The torch along with Brumm will disappear, implying that you have successfully banished the troupe. Doing this will have several consequences. First, the Grimmchild charm will disappear from your inventory. Second, the Grimm Troupe along with anything that is related to them disappears from Dirtmouth as well. Third, any fragile charm that is currently consumed and unrecovered from Divine will be left where her tent had been, and you can no longer upgrade any Fragile Charms into Unbreakable ones. And finally, a new NPC called Nymm (Brumm in disguise), who has supposedly lost his memories, will appear in town and provide the Carefree Melody charm upon talking to him. Choosing this path will also grant you with the Banishment Achievement/Trophy and close the quest.

Nightmare King Grimm can still be fought in Godhome even after banishment.

Troupe Master Grimm and the Grimmchild Walkthrough

In choosing this option, you will have to continue with completing the task and providing the flames to the Troupe Master Grimm. Upon collecting the last set of flames, head back to Dirtmouth and to Grimm's tent - you will notice that Brumm is no longer inside the tent and you can now walk

further inside, where you will see Grimm upside down on the ceiling, sleeping in a bat-like position. From here, make sure you have equipped the Charms you prefer and have benched, since you will be ported into the dream world. The boss fight with Nightmare King Grimm will initiate once you use the Dream Nail on Grimm. Nightmare King Grimm's attacks are similar to Troupe Master Grimm, with some additional moves, faster pace and more health. After defeating the Nightmare King Grimm, the screen will fade into white and The Knight will awaken outside with a fully evolved Grimmchild. Thus Master Grimm is reborn by the flames. Troupe Master Grimm's tent along with the Grimmsteeds will disappear; however, Divine will remain in town, which will give you the chance to upgrade any fragile charms into unbreakable ones. Choosing this path will also grant you with the Ritual Achievement/Trophy and close the quest. The Grimm Troupe Notes & Notable Loot Every time you return to Troupe Master Grimm, make sure you have the Grimmchildcharm equipped. If you head to Millibelle's stand while you have the Grimmchildcharm equipped, he will consider her an enemy and will attack her to protect the Knight from the con-artist, making it impossible to speak to her. If you exit the Lantern room before you break the brazier, Brumm will disappear and his quest to banish the Grimm Troupe will disappear forever. If you chose to complete Brumm's quest, any unbreakable charms that you haven't acquired yet will not be obtainable anymore. If Divine has a Charm that is currently consumed once you've banished the Grimm Troupe, you will see it will be left on the ground in its fragile form when you return to Dirtmouth. Quests A Nailsmith's Obsession, Bretta (Quest), Delicate Flower (Quest), Dream No More, Grubfather's Lament, Millibelle (Quest), Nailsage's Pride, Secret of the Stagways

The Hive is a Location in Hollow Knight. Please see Walkthrough for other areas. The Hive is an area that consists of a large community of bees and warriors in which a queen ruled and eventually, grew large until it could no longer leave - it was hidden away and was walled off from the kingdom of Hallownest to try and protect itself from the spread of The Infection. General Information Previous: N/A Next: N/A Bosses: Hive Knight Video Walkthrough [video goes here] Map NPCs in the area N/A Bosses Hive Knight Items Materials & Consumables N/A Equipment & Upgrades Hive bloodlx Mask Shard Key Items N/A Enemies Hiveling Husk Hive Hive Soldier Hive Guardian The Hive Walkthrough Finding The Hive To reach The Hive, you'll need to find the Tram Pass which is found at the Failed Tramway in the northeast side of Deepnest and you'll need to have the Vengeful Spirit spell and at least the Monarch Wings and Mantis Claw abilities for traversing the area. Once you have the Tram Pass, ride the tram and go to the eastern side of the map towards Kingdom's Edge. From the tram, head east until you see a few small bees called Hivelings flying around, this indicates that you're near the entrance. Just behind the bees is a breakable wall which can only be destroyed by using the Vengeful Spirit spell - use the spell to open up the path that will take you to The Hive. Into The Hive Upon respectively arriving into The Hive, continue pushing through by going northeast into the next section, then drop all the way to the bottom, and then head west to find a bench. When you're done resting, continue pressing onto the east side of the area until you reach the elevated platforms. You'll encounter enemies such as a Husk Hiveling that spawns a couple of the Hivelings upon death and a Hive Soldier that tracks the movement of The Knight before it attacks aggressively. From the elevated platforms,

make your way to the top and then go west into the next section. Now, you should find yourself in a room where you'll encounter a new enemy by the elevated platforms called a Hive Guardian which are these overgrown bees that will aggressively charge towards The Knight's position and bounce off of surfaces. You'll have to make your way to the topmost part of the area then proceed east and then drop all the way to the bottom part of the room. At the bottom, there is a secret room behind a breakable wall which is at the lower west part of the room. You'll need to bait a Hive Guardian to charge onto the wall for it to break - if you've successfully done it, you'll find 1x Mask Shard inside the secret room. From the secret room, head east, then about midway, jump onto the platforms and continue heading east where you'll encounter a path that is blocked by two breakable walls, you can destroy it with The Nail. Keep going to the right where you'll encounter more breakable walls until you reach the arena for the area's main boss, The Hive Knight. Boss Battle, Hive Knight Upon stepping inside the arena, the gates will close on both sides, the ground will start to shake, multiple Hivelings will start to fly down from the ceiling, and the Hive Knight will appear. The Hive Knight has 800 health and most of his attacks are ground-based attacks. You can click [here](#) to learn more about the strategies on how to defeat this boss. Once you've defeated the Hive Knight, the gates will re-open and you can continue into the next room that is on your right. Follow the path down and through the spiked pit where you'll find the Hiveblood charm at the end of the path. This charm can be helpful since it transforms The Knight's masks of health into golden nectars that allow The Knight to recover one golden health mask over time without using FOCUS and SOUL. [Video](#) [\[video goes here\]](#) [Map](#) [Click on the image to enlarge the map.](#) [Trivia & Notes](#): Trivia and notes go [here](#) [Hollow Knight Locations](#) [List](#) [Ancestral Mound](#), [Ancient Basin](#), [Birthplace](#), [City of Tears](#), [Colosseum of Fools](#), [Crystal Peak](#), [Crystallised Mound](#), [Deepnest](#), [Dirtmouth](#), [Fog Canyon](#), [Forgotten Crossroads](#), [Fungal Wastes](#), [Godhome](#), [Greenpath](#), [Hallownest](#), [Howling Cliffs](#), [Isma's Grove](#), [King's Pass](#), [Kingdom's Edge](#), [Mantis Village](#), [Queen's Gardens](#), [Resting Grounds](#), [Royal Waterways](#), [Soul Sanctum](#), [Teacher's Archives](#), [Temple of the Black Egg](#), [The Abyss](#), [Trial of the Conqueror](#), [Trial of the Fool](#), [Trial of the Warrior](#), [White Palace](#)

[The Hunter](#) [Location](#) [Greenpath](#) The Hunter is an NPC in Hollow Knight. The Hunter's short description goes [here](#). The Hunter Information The Hunter information or lore description goes [here](#). Location: The Hunter can be found at [Greenpath](#) Progression: The Hunter moves underground once enough bestiary entries are completed Combat: Players may not kill The Hunter. Rewards: Completing certain entries in the Hunter's Journal and returning to the Hunter gives you the Hunter's Mark Associated Quests Filling out the journal that's given to the Knight Rewards The Hunter's Journal, a bestiary detailing all enemies in Hallownest. Lore. Related NPCs Endings impact Dialogue Example Dialogue Lines Quest Progression optional dialogue Notes & Tips Note 1 Trivia and such go [here](#) NPCs [Bardoon](#), [Bretta](#), [Brumm](#), [Charm Lover](#) [Salubra](#), [Cloth](#), [Confessor Jiji](#), [Cornifer](#), [Distant Villagers](#), [Divine](#), [Dreamers](#), [Dung Defender](#), [Elderbug](#), [Eternal Emilitia](#), [Fluke Hermit](#), [Godseeker](#), [Grey Mourner](#), [Grimmsteed](#), [Grub](#), [Grubfather](#), [Herrah the Beast](#), [Hornet](#), [Iselda](#), [Leg Eater](#), [Little Fool](#), [Lurien the Watcher](#), [Mask Maker](#), [Midwife](#), [Mister Mushroom](#), [Monomon the Teacher](#), [Moss Prophet](#), [Moth](#), [Myla](#), [Nailmaster](#)

Mato, Nailmaster Oro, Nailmaster

Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

The Knight The Knight in Hollow Knight is the protagonist of the game. **The Knight General Information** The Knight is a Vessel, a mystical insectoid being created by the higher beings The Pale King and The White Lady. They are made of Void and were born in The Abyss, a limbo-like place deep beneath Hallownest. The Pale King created many other vessels, one of which was the Hollow Knight. It was taken to the White Palace while the other vessels, including the Knight, were discarded and left in the Abyss. The Abyss was then sealed up, but somehow (it's never explained in the game) the Knight and a number of their Vessel siblings escaped. For a while they wandered the world, oblivious to their heritage and purpose. Some time later, the Knight was called back to Hallownest by the Hollow Knight, now sealed in the Temple of the Black Egg. In the City of Tears, Hornet metaphorically mentions to the Knight that they were born from two voids, one being the Void of the Abyss and the other an unknown region outside of Hallownest where they spent their youth. The time spent away from Hallownest caused them to forget the circumstances surrounding their birth and escape, but granted them great strength and resilience. After she is defeated the second time at Kingdom's Edge, Hornet will grudgingly encourage the Knight to acquire the King's Brand from the Cast-Off Shell, which she states will allow them to claim themselves as King of Hallownest. The King's Brand also lets them enter the Abyss, which Hornet hopes will influence their decision to "perpetuate Hallownest". Once the Knight obtains Void Heart and restores their memories, they gain the power to unify the Void under their own will. This causes Hornet to ally with them in the final battle. The Knight starts off with an Old Nail as their sole weapon and the ability to heal themselves with the use of SOUL. The Knight will be given access to new spells, powers, abilities, items, and upgrades as they progress through their bizarre journey. **The Knight Health and Soul** The Health of the Knight is represented by a number of masks in the upper-left corner of the screen. The Knight starts off with 5 masks. More can be obtained by finding Mask Shards. You will need 4 Mask Shards to create 1 new Health Mask, up to a maximum of 9 Health Masks. The Knight loses health when they run into enemies, are attacked, or touch an environmental hazard. Health can be regained by resting at a Bench or by using Focus. **Soul** Soul Vessels are additional storage for SOUL. They are represented by small circles beside the main SOUL meter. You need 3 Vessel Fragments to craft 1 new Soul Vessel, up to a maximum of 3. Soul Vessels automatically transfer SOUL to the main meter when it has free space. **Lifeblood Mask** Lifeblood Masks are blue masks added on top of the base health. They cannot be healed with Focus. They are granted by Lifeseed or specific Charms. Lifeblood Masks gained from seeds will disappear once you rest at a bench, while Lifeblood Masks granted by Charms will regenerate on resting. **SOUL** SOUL is represented by the circular meter next to the Health Masks. SOUL is used by The Knight to cast Spells such as Focus. SOUL is primarily gained by hitting enemies with the Nail. It can also be gained from Soul Totems or by using certain charms, e.g. Grubsong. **The Knight's Equipment and Abilities** **Nail** The Nail is The Knight's

main weapon. It can be swung in four directions to hit enemies, walls or certain objects. It is The Knight's main tool for facing the dangers of Hallownest. As you progress throughout the game, you can choose to upgrade The Nail with Pale Ore and learn Nail Arts from Nailmaster to unlock new moves. Hitting anything with the Nail generates knockback. This mechanic can be used to traverse areas with spikes or to gain height from breakable objects. This is known as pogoing. Charms Charms are special items that can be acquired by completing quests, searching areas, or purchasing them from Merchants. Charms provide enhancements to The Knight's existing powers as well as adding new ones - including increased health, reduction of healing times, higher Nail damage and many more. Spells Spells are skills that use SOUL. They have a variety of purposes like dealing damage, opening up new areas and dialogue and more. The starting spell is Focus, which replenishes The Knight's health. New spells can be found in various areas throughout Hallownest. There are 4 spells available in total. 3 of them can be upgraded into Void versions: for example, a Vengeful Spirit spell can be upgraded into Shade Soul. Spells are largely connected to Snail Shamans, one of whom you will encounter early in the game. Offensive spells tend to deal higher damage than the Nail, but they must be used sparingly as they drain your healing resource. Abilities Abilities are skills that do not require SOUL. This includes Mothwing Cloak, Monarch Wings, and more. Abilities provide you with new ways of traversing Hallownest and engaging in combat. There are 6 abilities available in total. Every time you gain an ability, it is automatically equipped and ready for use. Unlike with charms, you do not need to choose between abilities in your inventory - you can use any and all of them. Note that some areas can only be accessed once you have a certain ability. If you encounter a ledge or an item that's out of reach, don't worry; you can always come back later. The Knight Gallery

The Last Stag Location Stag Stations The Last Stag is an NPC in Hollow Knight. The Last Stag is a large beetle that helps The Knight fast travel from one stag station to another within Hallownest. The Last Stag Information The Last Stag is the last surviving stag beetle in Hallownest, he can be found when a player finds a Stag Station (there is one in Dirtmouth). Each time a Stag Station is unlocked, he mentions how he used to carry passengers when he was young and that the highways and crossroads of Hallownest were full of life. After unlocking all Stag Stations, he finds the Stag Nest and is given hope that there are other Stags that may have survived and made their way out into the wider world. Location: The Last Stag Can be found at the Stag Station of Dirtmouth Combat: Players may not kill The Last Stag. Rewards: Unlocking half of the Stag Stations grants the Connection Trophy/Achievement, while unlocking all stations and discovering the Stag Nest grants the Hope Trophy/Achievement. Associated Quests Secret of the Stagways: Unlock all Stag Stations for The Last Stag to eventually remember the location of the Stag Nest. Make your way to the Stag Nest after it has been discovered and learn that there may be hope for other stags. Afterward, his name will change from The Last Stag to Old Stag. Stag Stations' Location You'll find an image below of all the Stag Stations that can be unlocked, there are 9 Stag Stations that need to be discovered before The Last Stag discovers the Stag Nest. Speak to him to have the Stag Nest available for fast travel - you may click on the image below for a higher resolution. Dialogue Greetings, little one! It's been an age since I last

heard the ringing of a station bell. It echoed down the stagways and called me to you. I've grown stiff and tired over these many years and I've forgotten much, but the sound of the bell will always call me back. These stagways stretch the depths of Hallownest. If you want to travel them, hail me from the platform. I will take you where you need to go.

Notes & Tips You'll find the stag nest filled with Stag corpses. However, there are also freshly hatched eggs that point out to the possibility that there are surviving Stags.

NPCs Bardoona, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke, Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

The Nightmare's Heart **Location** Dirtmouth

The Nightmare's Heart is an NPC added in the DLC of Hollow Knight, The Grimm Troupe. The Nightmare's Heart is an enormous being of a beating heart that towers in the background of the boss area of the Nightmare King Grimm.

The Nightmare's Heart Information The Nightmare's Heart is a higher being of great power. It binds the Nightmare Realm together, similar to how Radiance controls the realm of dreams. The Grimm Troupe serves and worships the Heart. The ritual of flame gathering that is performed by the Troupe feeds the Heart with fire and renews the life of its vessel, Troupe Master Grimm.

Location: The Nightmare's Heart can be found inside the Grimm's dream in Dirtmouth.

Combat: Players may not kill The Nightmare's Heart.

Associated Quests N/A

Dialogue N/A

NPCs Bardoona, Bretta, Brumm, Charm Lover, Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke, Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

The Pale King **Location** Only appears as a memory.



The Pale King is an NPC in Hollow Knight. The Pale King was the king of Hallownest and also the White Palace and is a mate to The White Lady.

The Pale King Information The Pale King, previously referred to as a Wyrn, reduced his form to the size and appearance of most of the bugs in Hallownest. Some lore tablets indicate that, after he transformed, he granted the bugs in Hallownest sapience, insight and knowledge in order for them to follow him towards the rise of Hallownest. However, artifacts such as Arcane eggs suggest that other sapient civilizations existed long before Hallownest.

The Pale King was rarely seen outside of his palace, but he had innumerable devotees and followers who strongly believed that The Pale King created the world they live in. His worshippers grew in numbers, gaining

followers such as the moth tribe and the mushrooms living at the Fungal Wastes, who glorified him. When the Moth tribe joined Hallownest, it angered The Radiance, goddess of light and dreams. The Radiance began to appear in the dreams of Hallownest's inhabitants in order to force them to recall it and worship it again. This manifested as The Infection. The Pale King countered The Infection by sealing it in a Vessel, a hollow being created by him and The White Lady using Void. He also tasked three bugs to become the guardians (known as the Dreamers) and contain the Hollow Knight and The Radiance. Eventually, the Hollow Knight could no longer contain The Infection. Foreseeing this, The Pale King created dozens upon dozens of new Vessels, all of whom he intended to sacrifice in order to keep Hallownest standing. The Infection started to leak and spread out, infecting the minds and bodies of the bugs of Hallownest. The White Palace disappeared along with its ruler. The Godseeker claims that The Pale King's existence has been wiped out of history and that the cause of his death is still unclear. Location: The Pale King Can be found as a memory at the White Palace, Path of Pain, and The Abyss. Progression: The Pale King's body can be found in his throne room, still seated upon his throne. Combat: Players may not kill The Pale King. Associated Quests: No cost too great. No mind to think. No will to break. No voice to cry suffering. Born of God and Void. You shall seal the blinding light that plagues their dreams. You are the Vessel. You are the Hollow Knight. Notes & Tips: The Pale King is responsible for most structures created in Hallownest, including the Stagways and Tram that was built for traveling within the kingdom. Upon encountering his corpse in the memory of The White Palace, players can strike him with a nail until he falls to the floor, granting the White Fragment. Before you pick up the item, you may sit on the emptied throne. NPCs: Bardo, Bretta, Brumm, Charm, Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nym, Poggy, Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

The Radiance Location: Temple of the Black Egg Health: 1700 Reward: Dream No More Ending: The Radiance is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. The light, forgotten. The plague, the infection, the madness that haunts the corpses of Hallownest... the light that screams out from the eyes of this dead Kingdom. What is the source? I suppose mere mortals like myself will never understand. The Radiance Location: Temple of the Black Egg Must acquire Void Heart and use the Dream

Nail on the Hollow Knight once Hornet helps. The Radiance Rewards  Dream No More  Ending The Radiance Strategies Strategy Writeup For this boss, you'll want to upgrade your Nail to its maximum level as well as obtaining the empowered versions of your Spells and Abilities. Shade Cloak is your best friend in this battle as you will be dashing through The Radiance's attacks. Abyss Shriek is also recommended here in order to deal maximum damage since The Radiance often positions itself above The Knight. Charms: having Quick Focus and Quick Slash equipped for this battle will be useful in order to perform your actions at a quicker rate. Pairing it with Grub Song will also help you gain SOUL. Having Shaman Stone paired with Spell Twister can help you increase the overall effectiveness of your Spells. The Radiance has 5 Phases. Its first phase will consist of its common attacks. Phase 2 starts once it starts spawning spikes on the floor randomly. Phase 3 is the most difficult. The Radiance will execute all of its attacks in rapid succession, forcing you to focus on not getting hit - this is where the usage of Abyss Shriek or any spells will come in handy. For Phase 4, you'll be fighting The Radiance on small separated platforms, so ranged spells may come in handy. Its last phase will consist of it shooting a beam of light as you climb the platforms. You'll need to reach the top and to strike it with a single blow using The Nail. Attacks & Counters Attack Counter Phase 1 Circular Swords Watch for the swords as they appear around the Radiance and position yourself in the gap between their trajectories to avoid getting hit. Pillar of Light With the help of Mothwing Cloak or Shade Cloak, dash through the pillar to avoid it. You can also use Descending Dark to i-frame through it. Horizontal Swords Dash through the swords or watch their positioning and use the gaps in between to jump through. Orb of Light The best way to avoid it is to try to bait it to land on the surface and disperse. Phase 2 Spiked Floors Look at the floor and stand where it is clear of the spikes. Lights will start to flash on the floor to identify where the spikes will emerge. Burst of Light Watch the beams. It will first release thin rays of light to identify where it will be hitting. Try to position yourself between them before they grow into larger beams. Vertical Swords Look at the ceiling to see the positioning of the swords. As it falls down, use the gaps to avoid getting hit. Phase 3 Endless Barrage Focus on dodging its attacks striking from range. The Radiance will continuously spawn spikes on the ground and call forth horizontal and vertical swords. Use Abyss Shriek or Spells to inflict damage. Phase 4 The Radiance uses all of its attacks except the spiked floor and vertical swords. The platforms will be smaller, making it difficult to maneuver around the arena. Phase 5 Beam of Light Similar to the burst of light attack. Watch out for the first thin beam to identify its position and avoid it before it expands into a larger beam. The Radiance Lore The Radiance is a higher being of light and the former leader of the Moth Tribe. It was worshipped by the bugs of Hallownest before the kingdom itself was created. Then The Pale King arrived to found Hallownest, claiming to grant a higher intellect and free will to anyone who accepted his rule. Through his persuasion and through conquest, the tribes of Hallownest eventually followed him, forgetting The Radiance. As the following of the Pale King grew, The Radiance was forgotten. Furious with its former subjects, it began to appear in their dreams, which manifested as The Infection. Those who were afflicted became frenzied. The Pale King created a plan to stop The Infection by sealing it inside a Vessel infused with the Void. This was the Hollow Knight. After its creation in the Abyss, the Hollow Knight was then raised and trained in

the White Palace and grew into a mature Vessel. Eventually it sealed The Radiance within itself and was locked in the Temple of the Black Egg. Many more Vessels were abandoned in the Void as they were deemed not strong enough, while others escaped, unaware of the sacrifice they were meant to perform. Over the years The Radiance was able to influence the Hollow Knight, making it a source of The Infection. Its shell broke open, allowing the Radiance's energy to seep out and overtake Hallownest once more. This led to the decline of Hallownest and the disappearance of its rulers.

The Radiance Notes & Trivia

Unlocks the "Dream No More" Trophy/Achievement upon defeating The Radiance.

Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

The White Lady Location Queen's Gardens The White Lady is an NPC in Hollow Knight. The White Lady is not a bug, but an ethereal root being.

The White Lady Information The White Lady is a mysterious non-insectoid root being who is wrapped in an immobile shell, and was The Pale King's partner at one point in Hallownest's history. Along with the Pale King, she is responsible for creating the Vessels that would seal The Radiance. She fled from the White Palace upon realizing the Infection could not be stopped and hid with one of the Five Knights, Dryya, who guarded her. Upon finding her in Queen's Gardens, the players discover she is blind and has not left her retreat for many years. She also has no idea that her warrior servant Dryya had been killed by a group of powerful mantises. When the White Lady is encountered, she provides The Knight with a half of the King's soul charm and asks The Knight to finish off the Hollow Knight and to replace it as a seal in order to contain The Radiance.

Location: The White Lady Can be found northwest at the Queen's Gardens but requires you to defeat the Traitor Lord.

Combat: Players may not kill The White Lady.

Rewards: Gives half of the King's soul once she is encountered.

Associated Quests N/A

Dialogue Oh! One arrives. Far it walks to find me. Did it seek my aid? Or did the path carry it by chance to so pertinent a place? It is true. True, that you were awaited. No. Perhaps that is inaccurate. True one like you was awaited. I have a gift, held long for one of your kind. Half of a whole. When united, great power is granted, and on the path ahead, great power it will need.

Notes & Tips Her area consists of a giant black cocoon-like cave with white roots emerging from the holes. She can be offered a Delicate Flower. She will reject it, stating it has "great power" that doesn't belong in the kingdom. She will react to Defender's Crest. Wearing it will prompt a bit of dialogue in which she reminisces on her friendship with Dung Defender.

NPCs Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster

Mato, Nailmaster Oro, Nailmaster
Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail
Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The
Nightmare's Heart, The Pale King, Tiso, Troupe Master
Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Thorns of Agony Cost:Geo:N/A Location:Greenpath Effect:When taking damage, sprout thorny vines that damage nearby foes. Thorns of Agony in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Thorns of Agony Information "Senses the pain of its bearer and lashes out at the world around them." Thorns of Agony is a defensive charm that damages nearby enemies after getting hit. The Knight releases thorns that damage enemies and bosses at the first hit and can cause a knockback after getting hit the second time only if the enemy is in range. This charm is useful when you are facing multiple enemies, however, if you are exploring areas and want to regain lost SOUL, this charm doesn't collect it and can instantly kill weaker enemies without gaining any SOUL. This also removes the opportunity of players to move or reposition when you get hit since players will not be able to control The Knight while the animation of this charm is triggered - players will only be able to move right after the animation is finished. Thorns of Agony Acquisition Location: Greenpath Acquisition: This charm can be obtained in Greenpath, in the maze of thorns. Players will need the Mothwing Cloak ability to reach its location. Thorns of Agony Notes Charms can only be equipped and unequipped by using a bench. Equipping the Stalwart Shell charm along with Thorns of Agony will decrease the time for the thorns to activate after getting hit. Equipping the Baldur Shell charm along with Thorns of Agony will still allow The Knight to release the thorns even if The Knight is in the shell. Equipping the Carefree Melody charm along with Thorns of Agony will still allow The Knight to release the thorns even if the damage is negated. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass, Weaversong

Tiktik Location Multiple Locations Health 8 Drops 2 Tiktik is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Uses its small, sharp claws to climb along walls and rooves. Spends its time tap-tap-tapping its way through the roads and caverns near the surface of this kingdom. If you're patient, you can wait for it to come to you and pick it off. Tiktik

LocationGreenpathBlue LakeHowling CliffsAncestral MoundForgotten CrossroadsTiktik Rewards2Tiktik Notes & TipsThese small creatures do not attack The Knight whether it is attacked or sees you. It constantly crawls to whichever surface it is on such as walls, floors, and ceilings that deals damage upon contact. If The Knight strikes it with The Nail, it will fall off from its place and continue to crawl on whichever surface it lands on.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Luma-fly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Tiso LocationDirtmouth, Forgotten Crossroads, Colosseum of Fools, Blue LakeTiso is an NPCin Hollow Knight. Tiso is a bug who's only desire is to find the Colloseum of Fools to fight in it. He is killed, and you can find his body at the edge of a cliff coming into Kingdoms Edge from the tram.Tiso InformationTiso information or lore description goes here.Location: Tiso can be found at Dirtmouth,Progression: Tiso moves to the Forgotten Crossroads, the Colosseum of Fools, and the Blue Lake.Combat: Players may not kill Tiso.Rewards:NoneAssociated QuestsQuestline Information and ProgressionRelated NPCsEndings impactDialogueExample Dialogue Lines"Pale thing. You wear that nail with ease. If you're in search of combat, you'll find no great warriors in this decaying burrow.""I've heard an arena exists somewhere below. One built for our like. Meet me there and we'll test what skills you possess.""I'll be heading down soon. Come and find me if you dare.""Ehh. Pale thing. You use these old lines? Pathetic. A real warrior carries himself to combat. He has no need for such convenience.""Leave me be. It's the arena I seek. I've already wasted far too long on these cursed roads."Quest Progression optional dialogueNotes & TipsTiso is killed in the colosseum.NPCsBardoon,Bretta,Brumm,Charm Lover Salubra,Cloth,Confessor Jiji,Cornifer,Distant Villagers,Divine,Dreamers,Dung Defender,Elderbug,Eternal Emilitia,Fluke Hermit,Godseeker,Grey Mourner,Grimmsteed,Grub,Grubfather,Herrah the Beast,Hornet,Iselda,Leg Eater,Little Fool,Lurien the Watcher,Mask

Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, PoggyThorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh, Zote the Mighty

Tower of Love Main LocationCity of Tears**Tower of Love** is a Sub-Area Location in Hollow Knight. Tower of Love can be found within City of Tears. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey.**Tower of Love Information**Tower of Love can be found within City of TearsThe Love Key is needed to unlock the padded door that is used to enter the Tower of Love and is where players can encounter The Collector and take The Collector's Map**Items Found in Tower of Love**GrubsThe Collector's Map**Characters in Tower of Love**en/a**Enemies and Bosses in Tower of Love**The Collector**Tower of Love Notes, Trivia and Notable Loot**Other notes, tips, and trivia. **Hollow Knight Sub-Area Locations**Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Watcher's Spire, Weaver's Den

Trade Itemsin Hollow Knight are items that can be exchanged into Geo or assistance. These Trade Items can be found scattered within the depths of Hallownest. Below is a list of Trade Items available that can be obtained through the Hollow Knight game.**What are Items in Hollow Knight?**There are four categories of types of items that can be found in Hollow Knight, each having its own function. These categories of items are Keys or Key Items, Quest Items, Upgrade Items, and Tradeable Items.**Keys or Key Items:** These items are mainly used to unlock doors, new locations, and even chests that are scattered around Hallownest. You can either purchase these key items or locate them in various sections of an area.**Quest Items:** Quest Items in Hollow Knight are to be used for completing specific Quests in Hollow Knight. It can either be given to certain NPCs, to unlock some features in the game, or to simply progress the story of the game. Quest Items can either be purchased from Merchants, given by an NPC, or simply found in specified sections of a location.**Trade Items:** These special, unique items are to be traded with specific NPCs or Merchants in Hollow Knight. If given to a special character, a player can gain a reward in return or even request for services provided that you can hand over the required item.**Upgrade Items:** Upgrade Items in Hollow Knight are vital for The Knight, these items help in increasing the stats of The Knight such as increasing its Health, SOUL, and Equipment such as the Nail.**How do I View my Items in Hollow Knight?**When you first start Hollow Knight in Dirtmouth, you may encounter the first couples of Merchants; Sly, a small bug who sells you Items from a shack and Iselda, a female bug who also sells items from a shack. It is recommended that you explore the Forgotten Crossroads for a bit when starting, then go back to Dirtmouth and buy the Charm Gathering Swarm from Sly. Additionally, you should buy the Charm Wayward Compass and the Item Map and Quill from Iselda

to have a better sense of direction when exploring Hallownest. After buying these Items, you can start buying whatever you want from there on out. It is recommended that you frequently buy Mask Shards from Sly to get extra Masks and thus survive longer against Bosses or Enemies in exploration. It's very important to note that in this game, you should never have to grind Geo. All of the Equipment in this game can eventually be obtained by exploring and continuing the main storyline as expected, so don't ever feel the need to grind Geo to buy specific Items from Merchants.

All Items	Key Items	Quest Items	Trade Items	Upgrade Items	Hollow Knight
All Trade Items	Click on the header to sort the table.	Trade Items	Usage/Description	Arcane Egg	This can be traded with Relic Seeker Lemm for 1200.
Hallownest Seal	This item can be traded with Relic Seeker Lemm in exchange for 450.	King's Idol	A white idol depicting the King of Hallownest. The elusive king was worshipped through these idols.	Rancid Egg	Provide a Rancid Egg to Confessor Jijito to summon the Shade. Rancid Egg can be sold to merchants such as Steel Soul Jinn in exchange for Geo.
Wanderer's Journal	A relic from Hallownest's past. This item now holds little value except for those dedicated to the kingdom's history.				

Traitor Lord Location Queen's Gardens **Health** 800 **Reward** Gain access to The White Lady **Traitor Lord** is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

Deposed Lord of the Mantis tribe. Embraced the infection and turned against his sisters. I have felt that desire. The desire to take the infection into myself. To become stronger, more powerful... these thoughts haunt my dreams during the darkest times. A false hope, but it can burn so brilliantly in one's mind.

Traitor Lord Location Queen's Gardens **Traitor Lord Rewards** Gain access to The White Lady **Traitor Lord Strategies** Strategy Writeup **Traitor Lord** is quite a fast boss, so having the right Charms, Spells and Abilities is needed in order to win this battle. First, Mothwing Cloak or Shade Cloak- this ability will be your savior, almost 3 out of 4 attacks can be easily dodged with the use of the said ability. Now, let's talk about the right Charm to bring into this fight. Since you will be frequently using your dash ability, having the Sharp Shadow charm is a must, if chances are you get close enough or get caught up in a sticky situation, and if you dash and phase through Traitor Lord's attacks and himself, you can instantly deal damage while dashing through him and evading at the same time. Quick Slash, it is quite easy to close in the gap between yourself and Traitor Lord, so landing quick attacks can be beneficial here since Traitor Lord's attacks mostly have a window of opportunity to strike. You can also be a trickster and have Shape of Unnequipped, this will allow you to easily evade the dancing scythe attack because of the size of The Knight's transformation will be too small for the scythes to reach The Knight - pairing Quick Focus with this charm will allow you to gain an increase movement speed while in the snail-like form making it difficult for Traitor Lord to land most of its attacks. Another strategy for cases

where you need to recover health, be sure to have Quick Focus cast FOCUS as fast as you can and take your time and wait for the opportunity to be available to heal. The best time to recover your health is when Traitor Lord uses his projectile attacks since whenever he telegraphs these attacks and you are able to dodge them quickly, you can use that brief moment to heal before Traitor Lord shifts to another attack.

Attacks & Counters
AttackCounterPhase 1Dash AttackTraitor Lord will dash towards The Knight and swing its claws forward, this attack is about mid-range and can easily be dodged if you jump over him or if you run/dash away - you can also use your Mothwing Cloak or Shade Cloak ability to phase through his attacks and follow up with striking the Traitor Lord with The Nail.
Dive AttackThis attack will have the Traitor Lord jump up into the air and dive down towards The Knight in a 45 degrees angle. This attack could cover most of the arena when he dives down and he can also perform it twice, if you try to perform a downward slash attack and pogo on top of him, this will trigger him to perform a dive attack. Other than that he can also shift into this attack as he pleases Simply use your dash ability to be able to evade the attack. Do not jump once he dives since you can get caught up in his attack.
Dancing ScythesTraitor Lord will throw out two orange-colored scythes that move in a wave-like motion towards The Knight. To avoid this attack, once Traitor Lord throws out the Scythes, try to keep your distance and wait for it to separate from each other where you can use the gap in between to dash in and avoid it. If you do this, you can dash in the middle of the gap of the scythes then dash towards Traitor Lord to follow up with a few strikes.
Pounding ShockwavesFor this attack, Traitor Lord will pound the ground in place causing it to emit shockwaves that will run in both left and right. The Shockwaves are high enough that it covers the arena while it moves, so the best way to counter this is to use your Mothwing Cloak or Shade Cloakability and phase through the waves and close in the gap to follow-up with landing a few attacks. Use this as an opportunity to attack Traitor Lord since he will stay in place for a brief moment.

Traitor Lord LoreThe Traitor Lord was one of the leaders of the Mantis Tribe alongside his three siblings. Once The Infection spread out, he and his followers chose to embrace it in order to gain more power, which led his siblings to cast him and his followers out of the Mantis Village. He and his followers decided to take refuge at the Queen's Gardens and tried to drive The White Lady away, but were temporarily held back by her retector Dryya, one of The Pale King's five knights. However, Dryya was eventually killed. Now, his many followers along with himself remain within the gardens overrun by the Infection, and will destroy anyone or anything who enters their domain. While exploring the Queen's Gardens, players can learn that at some point Traitor Lord had a child, as we can find her grave there, mentioned also by Grey Mourner. Very little is known of her except that she was the Mourner's lover and that they couldn't be together due to the Lord's rebellion. It is unknown how she died or who buried her there (since the epitaph reads "here lies the Traitor's child", it would seem someone from Hallownest authorized the burial, as it is unlikely that the mantises in Queen's Gardens would call their patriarch a traitor).

Traitor Lord Notes & TriviaDefeating the Traitor Lord unlocks the "Execution" Trophy/Achievement Originally Traitor Lord only had two attacks, but after the Lifeblood update, he grew in size and two more attacks were added. **Bosses**Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed

Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Tram Pass A lifetime pass to the tramways connecting parts of Hallownest. These passes cost a huge amount of Geo and each purchase required authorisation by the King. Tram Pass is an Item in Hollow Knight. It unlocks the usage of riding the Tram for quick travel. Tram Pass Usage Unlocks The Tram. Once you've acquired the Tram Pass, inspect the tram to activate it. How to Find Tram Pass Located inside the wreck of a tram of the Failed Tramway in Deepnest. Tram Pass Notes & Tips?? Other notes... Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's Mark, King's Brand, King's Idol, Love Key, Lumafly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Vessel Fragment, Wanderer's Journal

Trial of the Conqueror is a Location in Hollow Knight. Please see Walkthrough for other areas. Trial of the Conqueror is the second trial in the Colosseum that will be available for you once you enlist in the trials and have already completed the Trial of the Warrior. General Information Previous: Trial of the Warrior Next: Trial of the Fool Bosses: Oblobble Video Walkthrough [video goes here] Map [map goes here] NPCs in the area Little Fool Bosses Oblobble Items Materials & Consumables n/a Equipment & Upgrades 1x Pale Ore Key Items n/a Enemies Heavy Fool Winged Fool Armoured Squit Primal Aspid Volatile Gruzzer Belfly Hopper Great Hopper Grub Mimic Shielded Fool Battle Obble Oblobble Full Trial of the Conqueror Walkthrough Enlist in the Trials Now this second trial is a bit more challenging than the last one, and as all trials go within the Colosseum, you would first need to enlist yourself. Go to the banner in the middle and enlist in the trial, you would have to pay 450 Geo for the entry fee, then head right to enter the arena. Fight your way through waves of enemies To beat this trial, you would need to fight your way through 16 waves of enemies before battling the final boss, Oblobble. For the first wave, you will first be facing off against a Heavy Fool. This enemy will charge towards you and jump to counter your air attacks. Try slashing while jumping over when you see it charging towards you. Upon defeating the Heavy Fool, two Winged Fools will spawn. They will also constantly charge towards you and try to slash you with their swords. Wall-jumping and nail-jumping off their heads is a good way to deal with them. After defeating the two, another Winged Fool and a Heavy Fool will spawn together. The second wave immediately starts with platforms rising up from the ground, then two Armoured Squits will spawn. These enemies aren't as tough as the others, but they attack by charging straight towards you in a straight line, trying to impale you with their beaks. If you're facing several Armoured Squits at once, it can be a hassle. Try jumping over them and nail-jump when you see them charging towards you, or you can use spell to quickly wipe them out. For the third wave, spikes will come out of the ground along with two more Armoured Squits spawning.

Deal with the Squits as you stay on the platforms. Note that these spikes will be staying for a few more waves. The fourth wave will start with two platforms falling off leaving a single elevated platform in the middle. You'll be facing off against a Winged Fool, followed by an Armoured Squit shortly after. You'll be having limited space to move during this wave, so try not to move around too much when you're dodging their attacks, you might end up falling down the spikes if you do. For the fifth wave, six more elevated platforms will rise. Now you'll be fighting a group of flying enemies. Take advantage of the platforms during this wave. An Armoured Squit and a Primal Aspid will first spawn, then it will be followed by another Squit and Aspid shortly after. Three Volatile Gruzzers will also spawn, followed by two more Gruzzers afterwards. Take out the Squits and the Aspids first, then you can take your time to heal if you need to, as the Gruzzers have slow movement, you can also use the platforms as some kind of shield from the blobs they drop. Take out the Gruzzers by nail-jumping and slashing them, make sure to avoid their bodies after you take them out, as they explode and deal damage upon contact. The sixth wave will start with most of the platforms disappearing, leaving you with a medium-sized platform in the middle of the arena. A Heavy Fool will then spawn in the middle. This would just be a simple fight, as you can just push or dodge out of its way, then it will fall to its death on the spikes. After taking out the Heavy Fool, three Belflies will spawn. These enemies will dive towards you, and then exploding on contact. Trying to attack them will only damage you and get you blown up, so it's best to just avoid them entirely. When you hear their high-pitch cry, that's your cue as to when they will be diving towards you. Having the Monarch Wings will save you here, as you can jump out the platform as they dive, then jump back again to the platform after the explosion. There isn't really that much for the seventh wave, as two platforms will just disappear, leaving one in the middle. Then a single Belfly will spawn, and that's about it for this wave. You can just avoid its attack then you can quickly move on to the next wave. The spikes will disappear along with the platform for the eighth wave. You'll be dealing with Hoppers this time, as their names suggest, they will hop around the arena and land on your head, there will be eight of them spawning, but they can be easily taken down so it shouldn't be a problem. Once you've defeated 8 of the Hoppers, a Great Hopper will spawn. This one is larger than a regular Hopper and will follow you around the arena until it's able to squish you. Still, this isn't much of a tough opponent, just dodge its attacks and strike it when you have the chance once it lands and they should be taken out easily. The ninth wave will start with the walls closing in on you, then a Great Hopper will spawn. The enclosed walls will now make it difficult for you to dodge the Great Hopper's attacks. You can try to wall-jump off the walls then land on the Great Hopper's head and nail-jump until you defeat it. For the tenth wave, the walls will now revert back to its original state, but then the ceiling drops down. A glass jar with a Grub inside will then appear. Shatter the jar and a Grub Mimic will come out, defeat it by jumping over their heads and nail-jump until they die. The eleventh wave will start with the ceiling rising back up, and a single platform will appear in the middle. You'll be fighting another group of enemies for this wave. First, two Shielded Fools will spawn, followed by two Winged Fools, then a single Heavy Fool, and finally, two Armoured Squits. The platform will start to lower itself after you've finished dealing with the first batch of

enemies. Prioritize in taking out the flying enemies first, as they will tend to get in the way and make it difficult for you when you're dealing with the rest of the enemies. The walls will start closing in again for the twelfth wave. A Heavy Fool will first appear, then will be followed by a Winged Fool afterwards. You can quickly defeat them by wall-jumping then nail-jumping on their heads. For the thirteenth wave, spikes will reappear on the ground, but there will be no platforms for you to stand on. The only way for you to avoid the spikes is by constantly wall-jumping off of the enclosed walls. Flying enemies will then start to spawn, first off is an Armoured Squit, then a Winged Fool, and then followed by two more Armoured Squits. You will need to keep wall-jumping to try and avoid the spikes while trying to take down the enemies in the air. Monarch Wings and Shade Cloak will prove useful for this wave, as it will allow you to double jump and dodge through some of the enemies. For the fourteenth wave, the walls will revert back to its original state, then three platforms will appear. Now you'll be fighting a pair of Winged Fools, followed by a single Winged Fool, then two Armoured Squits afterwards. The fifteenth wave will start with the spikes temporarily going away, and now you'll have four platforms to move across from the arena. This will be the wave where you'll encounter the enemy Battle Obbles. This type of enemy flies around while simultaneously shooting projectiles in an X shaped arrangement. This will make it easy for you to dodge if you directly beneath, above, or beside them. More Battle Obbles will spawn constantly after killing one after the other and about halfway through this wave, the spikes will begin to reappear and more platforms will return. You'll have to defeat a total of 9 Battle Obbles to continue to the next wave. For the sixteenth wave, the spikes and platforms will lower, the ceiling will also drop down. Four Battle Obbles will spawn, this can be a bit difficult since you'll have less space for you to move around. Try to get beneath them and slash upwards or try to jump over them then nail-jump over their heads to get your attacks in. For the final challenge of this trial, it'll start off with the ceiling going back to its original state. Then you'll be facing off against two Obblobs, these are much larger than your average Obble, and they will shoot out projectiles in all directions, making it hard to dodge. Try focusing on one of them at a time. When you defeat one of them, the other becomes enraged and starts shooting projectiles a lot faster. Keep dodging and slashing, also try using spells, it could be a life saver. Completing this trial will grant you access to enlist in the last trial and you'll be awarded with 1800 Geo, 1x Pale Ore, and the Conqueror Achievement/Trophy. Replaying this trial will reward you with 2,000 Geo for each completion. Video [video goes here] Map [map goes here] Trivia & Notes: Trivia and notes go here

Hollow Knight Locations List

Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Fool, Trial of the Warrior, White Palace

Trial of the Fool is a location in Hollow Knight. Please see Walkthrough for other areas. Trial of the Fool is the third and final trial within the Colosseum, but you will first need to complete the Trial of the Warrior

and Trial of the Conqueror to unlock this.

General Information

Previous:
Trial of the Conqueror
Next: n/a
Bosses: God Tamer
Video Walkthrough[video goes here]
Map[map goes here]
NPCs in the area
Little Fool
Bosses
God Tamer
Items
Materials & Consumables
n/a
Equipment & Upgrades
n/a
Key Items
n/a
Enemies
Heavy Fool
Sturdy Fool
Armoured Squit
Shielded Fool
Primal Aspid
Winged Fool
Sharp Baldur
Battle Obble
Furious Vengefly
Belfly
Death Loodle
Garpede
Mantis Traitor
Mantis Petra
Soul Twister
Mistake
Soul Warrior
Folly
Volt Twister
Lesser Mawlek
Brooding Mawlek
God Tamer

Full Trial of the Fool Walkthrough

Enlist in the Trials

This is the third and final trial within the Colosseum, and it's also the hardest. Now go towards the last banner and enlist in the trial. You would need to pay 800 Geo for the entry fee, then head right to enter the arena.

Fight your way through waves of enemies

The first wave will start off with you already facing off against a group of enemies. A Heavy Fool and a Shielded Fool will first spawn, followed by two Armoured Squits. Two Shielded Fools and a Primal Aspid will spawn next, followed by two Winged Fools and two Sharp Baldurs afterwards. Prioritize the flying enemies first before dealing with the ones on the ground. Also try to create some distance between enemies whenever you need to heal.

The second wave will start with platforms rising up, two Sturdy Fools and a Primal Aspid will then spawn. Just focus on the Primal Aspid, the spikes on the ground will eventually come out during this wave and it'll take care of the Sturdy Fools on the ground.

The ceiling will start to drop down for the third wave, then three Battle Obbles and a Winged Fool will spawn. First take out the Winged Fool and try to stay away from the Battle Obbles' projectiles. After defeating them, two Furious Vengflies will spawn. Try taking them out one at a time and make sure to keep away from their exploding corpses once you're done.

The fourth wave will start with the spikes and platforms disappearing from the arena, then two Heavy Fools will spawn. Do not try to attack yet, as six Belflies will spawn after shortly and start diving in. Just try to cling to the wall and watch the Belflies explode and kill the Heavy Fools with them.

For the fifth wave, the ceiling will now revert back to its original state. Three Death Loodles will then spawn. This type of enemy tends to jump around the room, then it'll start leaping at you from the wall. Try to kill them quickly just as they start spawning so they won't be able to surround you.

Four platforms will appear and rise up for the sixth wave, and you'll be facing off against five Death Loodles this time. With the same strategy, try to take them out as soon as they start spawning to continue to the next wave.

For the seventh wave, the platforms will disappear, and it will be the same as the previous wave, but only three Death Loodles will spawn. Kill them as soon as they appear to quickly finish this wave.

The eighth wave will begin with four platforms rising and stack up, and spikes will also appear from the ground. You'll be fighting several flying enemies and each time you take one out, another will immediately spawn afterwards. First will be two Armoured Squits, then two Primal Aspids, then followed by a Winged Fool. Try to keep moving around as you dodge their attacks, as it is not a good idea to stay in between the platforms because you might get trapped with their attacks. After taking out the flying enemies, four Garpedes will spawn taking up the space between each of the platforms. This type of enemy are invulnerable to any attacks and cannot be killed, they're just really considered as an environmental hazard, so all you have to do is avoid them. Once you've gotten past one of them, a platform should be safe for you to stand on, take this advantage to heal when you need to.

After defeating the rest of them, a Winged Fool and two Armoured Squits will spawn. Defeat them to continue with to the next wave. The arena will now revert back to its original state for the ninth wave. You'll be fighting a lot of enemies during this wave. It'll start off with a Shielded Fool, Heavy Fool, and a Primal Aspid. Killing one of them will immediately spawn another enemy. you'll then have to fight a Mantis Traitor, this type of enemy is fast and can adapt to your movements. Its basic attack is a lunging slash attack that has a long-range. Second, it performs a jump attack, where it briefly hops and is immediately followed up with a downward slash towards you. And last, an upward slash attack where if you try to jump above it, it immediately attacks upward. Next up is a Mantis Petra, it will fire a spinning blade, then the spinning blade will come back to them, acting like a boomerang. Then you'll encounter two more Mantis Petras and a Mantis Traitor, followed by a Heavy Fool afterwards. Two Soul Twisters will then spawn, they will teleport around the arena while shooting projectiles at you. After defeating them, three Mistakes will pop out of the ground. After dealing with the Mistakes, a Soul Warrior will spawn in and try to land on your head, so keep a lookout above you after dealing with the Mistakes. This enemy will keep teleporting towards you and try to hit you with its close-range attacks, if you try to create some distance, it will start shooting projectiles. After a while, the Soul Warrior will summon a Folly, these are ghost-like beings that as soon as they appear, they will follow you like a homing projectile and deal damage upon contact. Six platforms will appear and spikes will rise up to start the tenth wave. Your first enemy will be a Volt Twister. This type of enemy will try to avoid you by teleporting from place to another, its only attack is charging bolts of lightning then strike to wherever you are in the arena. Just try to attack it when it starts charging up for an attack, since it is when they're vulnerable. After defeating that, a Soul Twister will spawn. This type of enemy is almost similar to the Volt Twister, as it tries to teleport to evade any attacks you try to land on them, but this one summons orbs that either surrounds them or use it as a projectile to shoot you. After that, two more Volt Twisters and a Soul Twister will spawn. Defeat them to advance to the next wave. The arena will now revert back to its original state for the eleventh wave. You'll only be fighting a Soul Twister and a Soul Warrior. Take out the Soul Twister first before dealing with the Soul Warrior. The twelfth wave will start with the walls closing in. This will make it difficult for you to move around the arena. First you'll have to fight a Winged Fool and a Sturdy Fool. Two Lesser Mawleks will then show up afterwards, start swiping them with your nail as soon as they spawn in, as they can be difficult to deal with, considering their attacks are annoying. Another pair of Lesser Mawleks will spawn after defeating the first two, along with one Winged Fool. The last enemy that'll spawn is a Brooding Mawlek, this is a bigger version of the Lesser Mawlek, and has a bunch of other attacks. It'll spit more blobs at you and will try to swipe you with its claws if you get too close. It will also jump in the air and try to land on you. It can also spit out multiple projectiles at once and can almost seem impossible to dodge. You can use your Shade Cloak here to dash through the projectiles and try to land an attack when you can. The walls will start moving in a lot closer for the thirteenth wave. It's almost like you have no space to move around, then a Garpede will start to come at you from above. The walls will start to retract a little to let you dodge the incoming attack. You will then have to dodge

7 more Garpedes that will come crashing down at you from above. After dodging all of them, the next wave will begin shortly after. The fourteenth wave may be the hardest wave in possible the hardest challenge within Hollow Knight. The walls will start to retract a bit and the spikes will rise back up. The only way for you not to fall down the spikes is by continuously wall-jumping off the wall and cling to it as long as possible, while trying to deal with the group of enemies that will spawn shortly after. First, you'll have to deal with the flying enemies, A Winged Fool and two Armoured Squits, followed by a Primal Aspid and another Armoured Squit, a Mantis Petra and four Battle Obbles, then lastly another pair of Winged Fools. Spells will save you during this wave, you won't be able to heal since you'll be stuck clinging to the walls while dealing with the enemies so might as well use your soul. Just be precise with your jumps, dashes, and nail-jumps to avoid mistiming and falling down the spikes. For the fifteenth wave, the ceiling will lower, giving you less space to maneuver. This time you'll be facing off against two Armoured Squits. Dealing with them can be a bit tough at the moment especially with the enclosed space. The sixteenth wave will start with the arena reverting back to its original state as the walls and ceiling recede, then platforms will appear. Now you'll be facing 14 Death Loodles, just be on your toes and dodge their attacks, they'll eventually kill themselves and hit the spikes below. For the final wave, everything will be back to normal, no more spikes and platforms. You'll be facing off against a group of enemies during this wave before fighting the boss, God Tamer. You will encounter the group of enemies in this order: A Heavy Fool, a Sturdy Fool, a Mantis Traitor and a Winged Fool, Mantis Petra, Shielded Fool, Soul Twister, a Shielded Fool and a Volt Twister, a Heavy Fool, a pair of Sharp Baldurs and two Armoured Squits, another Heavy Fool, Winged Fool, a Shielded Fool, and finally a Sturdy Fool. After defeating all of these enemies, you'll now face the final boss of this challenge, which is the God Tamer. This boss is represented as a warrior on top of a slug-like beast, it only attack is jumping in the air and trying to hit you with its lance. The other problem is with its beast, while jumping in the air, the beast will spit out a goo of infection that remains on the ground for a few seconds. These blobs travel in three groups, one being close to The Beast, the second in the middle, and the third shooting at the farthest from the two. Once it lands on the ground, it will remain for a few seconds that deal damage upon contact. Then it can also curl into a ball revealing its shell, then rolls towards you. The beast is invulnerable to the Nail when it is curled up. It will only stop rolling if it either hits you or it hits a wall. You can bounce off its shell with a downward strike while it's curled up and spells can penetrate its armour that inflicts damage. Focus your attacks on the beast even knowing that the Tamer is an easy target. Once you've killed the beast, the God Tamer will simply give up, and this is how you complete the challenge. Upon completing the trial, you'll be awarded 2700 Geo and the Fool Trophy/Achievement. You can re-run the trial and will still be rewarded with 3000 Geo for each completion. Video [video goes here] Map [map goes here] Trivia & Notes: Trivia and notes go here Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's

Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Warrior, White Palace

Trial of the Warrior is a Location in Hollow Knight. Please see Walkthrough for other areas. Trial of the Warrior is the first trial in the Colosseum that will be available for you once you enlist in the trials. It is also a Gauntlet Arena located within the Colosseum of Fools.

General Information
Previous: n/a
Next: Trial of the Conqueror
Bosses: Zote the Mighty
Video Walkthrough [video goes here]
Map [map goes here]
NPCs in the area: Zote the Mighty
Little Fool
Bosses: Zote the Mighty
Items: Materials & Consumables
n/a
Equipment & Upgrades: 1x Charm Notch
Key Items: n/a
Enemies: Shielded Fool, Sharp Baldur, Sturdy Fool, Primal Aspid, Vengefly, Vengefly King, Volatile Gruzzer, Gruz Mother, Zote the Mighty

Full Trial of the Warrior Walkthrough

Enlist in the Trials

To enlist in the trials, you would first need to rescue Zote the Mighty. Upon rescuing him, head towards the Colosseum of Fools, which is located at the northeast side of Kingdom's Edge. Once you reach the Colosseum, you'll get to meet Little Fool, the colosseum's warden. He'll be the one to explain to you the rules and regulations of the upcoming trials once you enlist in them. You would then need to pay 100 Geo for the entry fee. After that, head right and enter the arena.

Fight your way through waves of enemies

For the Trial of the Warrior, it will consist of a total of 11 waves before fighting the final boss, Zote the Mighty. These trials will get harder as they progress and it can be difficult, so knowing what comes next may be extremely helpful when it comes to fighting your way through these trials.

The first wave is of course, the easiest. You'll first encounter a Shielded Fool, followed by two more afterwards. These are not the toughest of enemies so you should be able to handle them just fine, slash and nail-jump on them to get around their shields. After defeating the rest of the Shielded Fools, two Sharp Baldurs will then spawn. They're also pretty easy to deal with since all they do is roll towards their target.

After defeating the two Sharp Baldurs, the second wave will begin, you'll notice five platforms will rise up and appear within the arena, along with the five Sharp Baldurs that will spawn. The baldurs will spawn at the same time with the platforms that will rise up from the ground, meaning they can just roll towards you from above and land on your head. Try to evade and watch your head and take them out one by one. You can try to bait one or two baldurs at a time, since the ones at the higher platforms won't move until you get close enough to them.

Once you've cleared out the room, the platforms will disappear and the arena will revert back to its original state. Now the third wave will begin, and this time you'll be fighting some Sturdy Fools. One Sturdy Fool will spawn first, followed by two more afterwards. Nail-jump attacks aren't the best idea for this type of enemy, since they can throw projectiles in an upward arc. But they're not as tough as the previous enemies you've encountered, so you can treat them like normal enemies, just watch out for their projectiles and slash away.

After defeating the Sturdy Fools, the fourth wave will begin. You'll notice three platforms will appear and rise up. Two Primal Aspids will spawn, this type of enemy is annoying to deal with, since it will keep its distance by flying around, making it hard for you to reach it with your attacks, it will also keep you in check by firing three blobs of acid at the same time in a spread-like pattern. These make them very dangerous when they are

grouped together or with other types of enemies. The tactic here is to try and move between the spaces where you see a gap when that start shooting their projectiles and try to separate them, this way, you won't need to dodge both of their attacks at the same time. Then try taking them out one at a time. Try using the platforms to create space and distance between you and the Primal Aspids. Once you've finished the fourth wave, two more Primal Aspids will spawn, and two more platforms will appear, along with spikes rising out from the floor. These spikes will last for a few more waves. Now the fifth wave will begin. This is just like the previous wave, but you'd have to maneuver your way and keep jumping, dodging, and dashing while trying to take out the Primal Aspids. Try using the extra platforms provided to get around the room to avoid the projectiles being spat by the Primal Aspids, as well as keeping yourself off the ground to avoid getting hit by the spikes. For the sixth wave, the platforms from the previous waves will disappear, but a wide platform will appear in the middle, along with two small platforms appearing on both sides. The spikes will still stay on the ground for this wave. Sturdy Fools will spawn on each platform. Try and take them out one at a time, the first two will spawn on the platforms up on both sides, defeat either one of them first. The next one will spawn in the middle, try taking that down second. Then take out the last remaining Sturdy Fool. After defeating them, the seventh wave will now begin. The previous platforms will be rearranged and you'll have three wide platforms stacked up vertically. Two Primal Aspids will spawn, followed by two Sharp Baldurs afterwards. Try taking out the Primal Aspids first, then proceed in dealing with the Sharp Baldurs. Don't hang around in the middle of the platforms, as you might get caught in between multiple attacks at the same time. Try to keep yourself at the edge of whatever platform you're standing on so you can quickly jump and maneuver your way in dodging attacks if you need to. For the eighth wave, the platforms will retract, leaving you with a medium-sized platform in the middle. Four Vengeflies will spawn, you can easily take them out with just a single slash. After defeating all four of them, a Vengefly King will spawn. It will charge towards you and spawn more Vengeflies. Whenever it charges towards you, jump over it and try nail-jumping on its head, then perform a slash afterwards. Doing this a couple times should get you over with this pretty quickly. After defeating the Vengefly King, the spikes on the ground will finally go away, the arena will revert back to its original state, and the ninth wave will begin. For this wave, you'll be facing enemies you've faced previously, including Shielded Fools, Sturdy Fools, Primal Aspids, and a Sharp Baldur. Defeating an enemy will immediately spawn the next one, remember to take out the Primal Aspids first, as their projectiles can be annoying to deal with. Proceed to take out the rest of the enemies to move on to the next wave. For the tenth wave, the ceiling will start to drop down, meaning you won't be able to jump over your enemies anymore. Three Sharp Baldurs will spawn one by one, try taking them out as soon as they come out of their capsules to prevent them from attacking you at the same time from both sides. This wave should still be pretty easy. For the eleventh wave, the ceiling will rise up a bit, it will still restrict your movements but it will give you space to jump around and maneuver the arena. This time, Volatile Gruzgers will spawn. These can be annoying to deal with since they drop bits of goo that can harm you as they move around. After killing them, they'll drop down on the ground, then their bodies will begin to shake and

explode, dealing damage upon contact. Try to get some distance after killing one of them to avoid damage from the explosion. After defeating the Volatile Gruzzer, two Gruz Mothers will appear. This type of enemy will hover around the arena and start charging towards you, they will occasionally slam towards the ground as well. Since your space is limited due to the lowered ceiling, their attacks can be hard to dodge. Try fighting them one at a time and avoid the ground slam attacks if possible. Now the final challenge for this trial is fighting Zote the Mighty. Assuming you've already saved him from Deepnest, you'll be facing off against him for the final challenge. This boss fight is surprisingly easy, as he will just run towards you as he flails his weapon, you can easily dodge this and proceed to attack him head on, no real strategy or tactic needed. Once you beat him the first time, he won't be appearing anymore if you decide to repeat the Trial of the Warrior again sometime soon. Completing this trial grants you access to enlist in the next trial and rewards you with 900 Geo, 1x Charm Notch, and the Warrior Trophy/Achievement. Replaying this trial will reward you with 1000 Geo. Video [video goes here] Map [map goes here] Trivia & Notes: Trivia and notes go here. Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, White Palace

Trophy and Achievement Guide in Hollow Knight are tasks and challenges that a player acquires after completing and meeting certain criteria in the game. This will contain the list of achievements that can be unlocked for PC players, for both the base game and DLCs, as well as the trophies for PS4 players and how to acquire them - for Nintendo Switch players, achievements are called as Quests since the Switch does not have an achievement system like the Playstation 4, Xbox One, and PC. Hollow Knight Trophy and Achievement Guide

Achievements

Trophies

Hollow Knight Achievements

Achievements in Hollow Knight is a type of reward a player acquires by completing and meeting specific requirements in different aspects of the game. The achievements listed below are for PC, Xbox One, and Nintendo Switch users only. The achievements are for the base game, and DLC for Hidden Dreams, The Grimm Troupe and Godmaster.

Bosses Achievements can be unlocked from Bosses after successfully defeating one.

Achievement Acquisition

Execution Defeat the Traitor Lord.

Falsehood Defeat the False Knight.

Honour Defeat the Dung Defender.

Illumination Defeat the Soul Master.

Mortality Defeat the Soul Tyrant.

Obsession Defeat the Collector.

Peace Defeat the Lost Kin.

Proof of Resolve Defeat Hornet in Kingdom's Edge.

Release Defeat the Broken Vessel.

Respect Defeat the Mantis Lords.

Rivalry Defeat Zote at the Colosseum of Fools.

Strength Defeat the Failed Champion.

Test of Resolve Defeat Hornet at Greenpath.

Challenges The following achievements listed below can be acquired by meeting certain criteria of the game.

Achievement Acquisition

Completion Achieve 100% game completion and finish the game.

Conqueror Complete the Trial of the Conqueror.

Fool Complete the Trial of the Fool.

Keen Hunter Record all of Hallownest's creatures in the.

Speed Completion Achieve 100% game completion and finish the game in under 20

hours. Speedrun OneComplete the game in under 10 hours. Speedrun TwoComplete the game in under 5 hours.Steel Heart Achieve 100% completion and finish the game in Steel Soul mode. Steel SoulFinish the game in Steel Soul mode True HunterReceive the Hunter's Mark WarriorComplete theTrial of the Warrior.CharmsA total of 45 Charms can be found in the game, a player can only collect up to 40 Charms in its inventory, while the remaining 5 can be replaced with the rest of the Charms. You may check our Charms page to learn more.AchievementAcquisition Blessed Locate all Charms and receive Salubra's Blessing. Charmed Acquire your first Charm. Enchanted Collect half of the Charms in Hallownest.Dream EssenceCollecting a certain number of Essence is required in order to acquire the achievements listed below.AchievementAcquisition Ascension Collect 600 Essence. Attunement Collect 2400 Essence and listen to the Seer's final words. Awakening Collect 1800 Essence and awaken the Dream Nail.Endings*** Spoilers below! The following achievements listed below can be unlocked by acquiring the possible endings.AchievementAcquisition Dream No More Defeat The Radiance and consume the light. Passing of the Age Aid theHeraldin moving on. Sealed Siblings Defeat the Hollow Knight with Hornet by your side. The Hollow Knight Defeat the Hollow Knight and become the Vessel.GrubsTo unlock the listed achievements below, a total number of 46 Grubs can be located and rescued in the game.AchievementAcquisition Grubfriend Rescue half of the Grubs. Metamorphosis Rescue all of the GrubsMask ShardsA total of 16 Shards can be located, scattered around the map.AchievementAcquisition Masked Acquire all Mask Shards. Protected Acquire 4 Mask Shards.Stag StationsThe total number of Stag Stations that can be discovered is 11. There is a total of two achievements that can be unlocked for this category.AchievementAcquisition Connection Open half the Stag Stations. Hope Open all Stag Stations and discover theStag Nest.Vessel FragmentsIn order to unlock the achievements listed below, players will need to collect a total number of 16 Shards that can be found in the game.AchievementAcquisition Soulful Acquire 3 Vessel Fragments. Worldsoul Acquire all Vessel Fragments.NPC and Quest AchievementsThe following achievements listed in this category are achievements that are related to NPCsand Quests.AchievementAcquisition Beast DestroyHerrah the Beast. Cartographer Acquire and complete the Map for each area. Happy Couple Allow the Nailsmith to find a new calling. Neglect Leave Zote to die. PuritySlay theNailsmith with the Pure Nail. SolaceBring peace to the Grey Mourner. TeacherDestroyMonomon the Teacher. Watcher DestroyLurien the Watcher. WitnessSpend a final moment with Quirrel. VoidRemember the past and unite the Abyss.Hidden Dreams AchievementsThe following achievements listed below is part of the DLC: Hidden Dreams.AchievementAcquisition Memory Defeat the White Defender. Dark Romance Defeat Grey Prince Zote.The Grimm Troupe AchievementsThe following achievements listed below is part of the DLC: The Grimm Troupe.AchievementAcquisition Banishment Banish the Grimm Troupe from Hallownest. Grand Performance Defeat Troupe Leader Grimm. Ritual Defeat the Nightmare King and complete the Ritual.Godmaster AchievementsThe following achievements listed below is part of the DLC: Godmaster.AchievementAcquisition Brotherhood Complete thePantheon of the Master Embrace the Void Ascend the Pantheon of Hallownest and take your place at its peak. Focus Complete the Pantheon of the Sage. Inspiration Complete the Pantheon of the Artist. (In GOG, it says "Complete the Pantheon of the Painter", which is incorrect.) Pure Completion Achieve

112% game Completion and finish the game. Soul and Shade Complete the Pantheon of the Knight. Hollow Knight Trophies Trophies in Hollow Knight are achievements that a player can unlock by completing and meeting specific requirements. These trophies are only available for PlayStation 4 users only - there is a total of 35 trophies that can be acquired (1 Platinum Trophy, 5 Gold Trophies, 11 Silver Trophies, and 18 Bronze Trophies.) Achievement Acquisition Heart of Hallownest Acquire all other trophies. Embrace the Void Ascend the Pantheon of Hallownest and take your place at its peak. Fool Complete the Trial of the Fool. Nightmare's End Complete the tale of the Grimm Troupe. Pure Completion Achieve 112% game Completion and finish the game. The Hollow Knight Defeat the Hollow Knight and become the Vessel. Ascension Collect 2400 Essence and hear the Seer's final words. Blessed Acquire all Charms and receive Salubra's Blessing. Cartographer Acquire a map of each area. Conqueror Complete the Trial of the Conqueror. Hope Open all Stag Stations and discover the Stag Nest. Masked Acquire all Mask Shards. Metamorphosis Rescue all of the Grubs. Worldsoul Acquire all Vessel Fragments Passing of the Age Aid the Herald in moving on. Soul and Shade Complete the Pantheon of the Knight. True Hunter Receive the Hunter's Mark. Attunement Collect 600 Essence. Awakening Collect 1800 Essence and awaken the Dream Nail. Beast Destroy Herrah the Beast. Connection Open half the Stag Stations. Charmed Acquire your first Charm. Enchanted Acquire half of Hallownest's Charms. Falsehood Defeat the False Knight. Grand Performance Defeat Troupe Leader Grimm. Grubfriend Rescue half of the Grubs. Keen Hunter Record all of Hallownest's creatures in the Hunter's Journal. Proof of Resolve Defeat Hornet in Kingdom's Edge. Protected Acquire 4 Mask Shards. Solace Bring peace to the Grey Mourner. Soulful Acquire 3 Vessel Fragments. Teacher Destroy Monomon the Teacher. Test of Resolve Defeat Hornet in Greenpath. Warrior Complete the Trial of the Warrior Watcher Destroy Lurien the Watcher.

Troupe Master Grimm Location Dirtmouth DLC The Grimm Troupe Troupe Master Grimm is both a Boss and an NPC in Hollow Knight. Troupe Master Grimm is also the main character for The Grimm Troupe (Quest). Upon entering his nightmare, you will encounter his Dream form, the Nightmare King Grimm. Hollow Knight Grimm Lore Grimm in Hollow Knight is the leader of the mysterious ghostly Grimm Troupe. The Troupe serves The Nightmare's Heart, a higher being that rules over the Nightmare counterpart of the Dream Realm. The Troupe travels to wherever their scarlet Lantern has been lit, gathering scarlet flames from the ruins of kingdoms long gone. The goal of the ritual is for the current Troupe Master Grimm to be reborn by fire, becoming the Grimmchild (who will in time mature into Troupe Master Grimm once more to continue the cycle). To perform this task, the Troupe deploys ghostly beings of flame called the Grimmkin. Although intimidating and perhaps sinister-looking, they do not appear to be harming anyone as they feed on the residual energy of dead kingdoms. After you complete The Grimm Troupe quest, Master Grimm will be available as a companion to the Knight in the form of Grimmchild. Hollow Knight Grimm Information Grimm in Hollow Knight is a character that is presented as both an NPC and boss. Players will need the DLC The Grimm Troupe or own the Voidheart Edition of the game to gain access to this character. You can find Troupe Master Grimm at his tent in Dirtmouth after you summon the Grimm Troupe at the Howling Cliffs (ignite their lantern by striking it with the nail). Talk to Grimm to receive the Grimmchild; with it, you

will be able to spot the scarlet flames on your map that you would need to collect. Each flame that you see on your map represents the location of a Grimmkin. Grimmkin are playful fiery spirits. They will giggle, emit flames, and fly around the Knight. You must defeat them in order to obtain the flames they bear upon their torches. Be advised that they can pass through walls and platforms, as do their projectiles. Once you've collected all three flames, return to Troupe Master Grimm's tent and turn in the three flames. Troupe Master Grimm will upgrade your Grimmchild charm and tell you that you must collect more flames before the final act. Make sure you have Grimmchild equipped, open your map and you'll spot three flames again. Defeat three more Grimmkin to obtain their flames. After collecting each flame, head back to Troupe Master Grimm. This will then trigger a boss fight, which Grimm himself describes as a 'fiery dance'. Troupe Master Grimm is one of the quickest and most graceful bosses in Hollow Knight, he has multiple attacks and mix-ups that can make quick work of you if you're not careful. During the battle, you would want to finish the fight as fast as possible and deal constant damage to him. Remember that every attack counts and observe his telegraphed movements to time your dodges correctly and strike him when you see an opening. After defeating him, you will unlock the "Grand Performance" Achievement/Trophy. Once you finish the battle, you can walk past Grimm's arena and climb the wall to discover another room. Grimm will be dangling from the ceiling, sound asleep. Dream Nail him to begin the fight with his dream variant, Nightmare King Grimm.

Hollow Knight Grimm Associated Quests You must work equip the Grimmchild charm to collect the flames that are presented on the map after speaking with Troupe Master Grimm. The Grimmkin won't spawn without it.

Brumm - Accordion player in the same tent as Troupe Master Grimm. Troupe Master Grimm can also be summoned to Godhome from the Godseeker's own ritual. He will also appear in the Pantheon of the Sage and Pantheon of Hallownest.

Hollow Knight Grimm Dialogue Wonderful. Wonderful! My kin arrive and the time has come. This searing fire... It carries well the Ritual's promise. Dance with me, my friend. The crowd awaits. Show them you are worthy of a starring role!

Hollow Knight Grimm Notes & Tips Troupe Master Grimm has multiple attacks, many of which are predictable just in time to save your masks. Many attacks involve watching Troupe Master Grimm as well as being aware of your location on the stage to dodge their projectiles and attacks (see his boss page). Many charms do work well in this fight, but personal favorites include Hiveblood and Nailmaster's Glory due to the lack of opportunity to attack and heal yourself. If Hiveblood is a charm that you use, be sure to know how other charms, such as Joni's Blessing, works with Hiveblood. Troupe Master Grimm will always bow to you before the start of a fight. If you strike him while he bows to you, he will screech and begin the fight with his Pufferfish attack. When you fight Troupe Master Grimm at Godhome, he will instead bow to Godseeker before the start of a fight.

NPCs Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The

Nightmare's Heart, The Pale King, The White Lady, Tiso, Tuk, Unn, Vessel, Willoh, Zote the Mighty



Troupe Master Grimm Location Dirtmouth Health 800 - 1000 Reward Charm Notch Lvl. 3 Grimm child Troupe Master Grimm is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Master of the Grimm Troupe. Through dream I travel, at lantern's call. To consume the flames of a kingdom's fall- Grimm Hollow Knight Grimm Location Dirtmouth Hollow Knight Grimm Rewards Charm Notch Lvl. 3 Grimm child Hollow Knight Grimm Strategies Strategy Writeup Troupe Master Grimm is one of the quickest boss and has multiple mix-ups with his attacks. Note that before the fight, the Troupe Master Grimm will bow to you, if you attack him during this time, he will start shrieking and proceed to follow up with the Flamespewer attack immediately. With this battle, you will have to rely on your spells and charms that increase The Knight's speed. First, let's talk about the Spells. You'll want to finish this battle as fast as you can, and the only way to do that is to deal with constant and frequent damage. This is where your Spells come in, Shade Soul or Vengeful Spirit will be helpful especially when he executes the Flamespewer attack and the cloaked spikes. Desolate Dive is also useful since you can use it to evade his Uppercut attack and deal damage at the same time. Abyss Shriek or Howling Wraiths is also helpful whenever the Troupe Master Grimm telegraphs the Flamespewer attack - if you plan on using your spells more often than The Nail, you must have the following charms equipped that can buff the overall effectiveness of your Spells - Shaman Stone to increase the effect of the spells, Spell Twister to reduce the SOUL required whenever you cast a spell, and Soul Catcher or Soul Eater to increase the amount of SOUL gained from striking the enemy with The Nail. Charms- a good charm that can be brought into this battle is Quick Focus and Shape of Unn, this allows you to quickly regenerate health when needed and also reduces The Knight's hitbox from his projectile attacks. Also, assuming that you have already obtained Shade Cloak, equipping Sharp Shadow is wise in order for you to dash and also deal damage at the same time in case you phase through the Troupe Master Grimm. Now let's move on to the Troupe Master Grimm's projectile attacks. When he starts opening his cloak, this means that he will start sending out three flame bats at you. These are shot out in quick succession. Countering this requires precise timing and execution by double jumping over the initial attack and then dash over the next two. Troupe Master Grimm will be stationary during this attack, giving you time to deal a solid blow before he starts teleporting. Another projectile attack that he uses is called the Flamespewer, where he leaps into the air and immerses himself in his cloak and turns his body into something similar to a blowfish, and releases fireball projectiles all over the arena. You will be able to see this attack coming, as you will notice the Troupe Master Grimm will position himself at the center of the arena. To counter this, quickly head over to whichever side of the arena

and focus on dodging the fireballs released. This also requires precise timing and execution. Take note that this attack will only happen if the Troupe master Grimm's health is reduced to 75%, 50%, or 25%, and at this time, he will be immune to nail damage, but spells would still work on him. Troupe Master Grimm will occasionally teleport to another location within the arena to keep you on your toes, but when he gets too close, he will proceed to skitter off in all fours, giving you the chance to deliver another punishing blow. Also keep a lookout on the Troupe Master Grimm's close-quarters attack, his Dive Dash and Dash Uppercut. Dive Dash is where you'll see him teleport in the air and cover himself with his cloak, forming something that looks like a drill and will drive towards you. After landing on the ground, he will follow up with a dash attack that has a long reach. His Dash Uppercut is where you'll see him start dashing towards you and attacks with a downward sweep and then uppercuts into the air and disperses into a red flame that shoots down five red flames in a parabolic arc. Try using the Shade Cloak during these attacks. It is also worth mentioning that you should also try to position yourself close to the Troupe Master Grimm after he explodes and turns into a red flame during his Dash Uppercut attack, this will help you stay clear of his parabolic arc flame attack. This should also buy you enough time to heal using Quick Focus. Cloaked Spikes is where you'll see him burrow his cloak into the ground and release spikes that covers the arena. Once you see him burrow his cloak into the ground, move in between the gaps before it turns into a spike and use Shade Soul or Vengeful Spirit to deal damage even from a distance. Every attack counts and it will be better if you consistently strike the Troupe Master Grimm to finish the battle easily.

Attacks & Counters

Attack Counter Phase 1

Flame Bats

Grimm opens his wing-cloak and sends out three  Flame Bats  (red fireballs) at The Knight. While a bat flies out of Grimm's cloak/wings, a pillar of fire will also engulf above its cloak which deals damage upon contact. If The Knight dashes and positions itself next to Grimm, he will teleport at a new location and send out the remaining bats. You can play around with Grimm and counter this attack by dashing in when he telegraphs the attack and dash again towards his new location after teleporting and quickly land a strike. If you keep closing in the gap, this will cause Grimm to just send out one bat and instead will change his attack.

Dive Dash

Grimm will teleport in the air and cover himself with his cloak-wings, morphing his body into a drill-like pointed shape, and dives in toward The Knight. After landing onto the ground, he follows up with a dash attack where he elongates his arm and part of his cloak-wings turn into a lance-like weapon that has a long reach. Whenever Grimm performs this attack, do not jump at first and try to bait him into diving towards the direction you want. Once he lands on the ground wait for him to execute his next attack then jump above him and perform a downward slash or use Descending Dark to deal damage.

Dash Uppercut

Grimm starts off with dashing towards The Knight and attacks with a downward sweep then uppercuts into the air and disperses into a burst of red flames that shoots down 5 red flame balls in an arc. This can be countered by either dashing away or through Grimm while he is on the ground and following it up with Abyss Shriek.

Cloaked Spikes

Grimm phases his phantasmic cloak-wings through the ground in a ghostly manner and releases small twisted cloths that later morph into tall red spikes that cover the arena. Once Grimm telegraphs this attack, you will have the time to move in between the gaps before it actually turns into a spike

for half a second. While you are in between the spikes you can use Shade Soulor Vengeful Spiritto deal damage even from a distance. Flamespewer Grimm leaps and teleports into the air at the middle of the arena, and floats as his entire body (aside from his head and feet) inflates into a spheroid spiky form, filling up entirely with bursting flames. causing him to resemble something similar to a blowfish. He releases small fireballs for approximately 10 seconds. This attack only occurs once Grimm's health is down to 75%, 50%, 25%. and if you happen to attack Grimm at the start of the battle when he respectfully bows to you, causing him to shriek. To counter this attack, it's all about your ability to time your jumps. Immediately run towards the end of whichever side of the arena and focus on dodging the fireballs released. Take note that he is immune to any attacks from The Nail, but spells will penetrate and deal damage while he is in his unique blowfish-like form. Hollow Knight Grimm Lore Master Grimm is the immortal, fiery, pyrokinetic leader of the mysterious ghostly Grimm Troupe. He and the Grimmkin exist in an alternate spirit realm of spectral flames, and travel to wherever their Lantern has been lit, namely a dying kingdom. The Grimm Troupe gathers scarlet Flames, remnants from dying kingdoms where they are called to. One goal of their ritual is for the current Troupe Master Grimm to be reborn by fire, becoming the Grimmchild (who will in time mature into Troupe Master Grimm once more, and his cycle continues). The Grimmkin are ghostly, wispy beings of flame who honor and assist Grimm loyally. Grimm and his Grimmkin are very enigmatic. Certain characters will regard them as sinister, although the Troupe doesn't seem to harm anyone during the rituals. After collecting scarlet flames and dancing with Master Grimm, he will become a valuable companion to the Knight in his reborn Grimmchild form. Though Master Grimm challenges the Knight, he is respectful to them, even bowing to them before doing battle. Conspiring with Brumm (Grimm's mutinous accordion-playing assistant) and banishing Grimm and the kin from Hollownest is considered betrayal, though Grimm does not retaliate if The Knight chooses to side with Brumm/Nymm. Hollow Knight Grimm Notes & Trivia Unlocks the "Grand Performance" Trophy/Achievement" after defeating Grimm. Troupe Master Grimm's overall health depends on the type of Nail The Knight has. It is possible to "cheese" Grimm using a Shaman Stone, Spell Twister and the spell Abyss Shriek. Simply attack him while he's bowing to you at the beginning of the fight; this will trigger his Flamespewer attack. Stand underneath him (sometimes it's better to stand a bit to the side so the fireballs don't hit you) and spam the spell for an easy win. This can NOT be done with Nightmare King Grimm as he has more health and doesn't start the fight the same way. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Tuk Location Royal Waterways Tuk is an NPC in Hollow Knight. Tuk is a scavenger and is one of the merchants in the game. Tuk Information Tuk can be found in the Royal Waterways at the upper right corner of the map,

behind a breakable wall. You can find him seemingly scavenging through the rubble for an unknown being. Later on, he offers his service by selling Rancid Eggs. However, in Steel Soul Mode, you'll find a dead Tuk who has succumbed to The Infection - you'll find one Rancid Egg lying next to his corpse. Location: Tuk Can be found at the Royal Waterways Progression: Tuk can be found dead in Steel Soul Mode. Combat: Players may not kill Tuk. Associated Quests N/A Dialogue Mmmnnnnnnngghh... Don't take something that isn't yours. That's the law. Everything you see... it belongs to me. Don't be angry. I'll share my food with you... if you give me Geo. Notes & Tips Tuk will give you one free Rancid Egg if you speak to him while the Defender's Crest is equipped. The odor of the Defender's Crest emit reminds him of the Dung Defender who has helped him. He will refuse to sell The Knight a Rancid Egg if The Knight has 80 and more eggs in the inventory. NPCs Bardoon, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Unn, Vessel, Willow, Zote the Mighty

Unbreakable Greed Cost: Geo: 9,000 Location: Dirtmouth Effect: Causes the bearer to find more Geo when defeating enemies. This charm is unbreakable. Unbreakable Greed in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Unbreakable Greed Information Unbreakable Greed is a charm that is best used to collect more Geo. Killed enemies drop 20-60% more Geo than the normal drop rate - the Fragile Greed charm is required for you to upgrade it to its unbreakable version. Unbreakable Greed Acquisition Location: Dirtmouth Acquisition: This charm is acquired by upgrading its fragile version from Divine - right after The Knight has summoned the Grimm Troupe, Divine will be available to interact with in Dirtmouth. To obtain the unbreakable version, equip the Fragile Greed charm and speak to her. You will be given a prompt that she will eat the charm and will ask for 9,000 to upgrade it, and once you agree to it, Divine will give the Unbreakable Greed charm. Unbreakable Greed Notes This charm is available in the DLC: The Grimm Troupe. Charms can only be equipped and unequipped by using a bench. Equip the Gathering Swarm charm along Unbreakable Greed to maximize the effect of collecting Geo that is unreachable or hidden. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Fluke nest, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grub song, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of

Agony,Unbreakable Heart,Unbreakable Strength,Void Heart,Wayward
Compass,Weaversong

Unbreakable Heart Cost:Geo:12,000Location:DirtmouthEffect: Increases the health of the bearer, allowing them to take more damage. This charm is unbreakable. Unbreakable Heartin Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.Unbreakable Heart InformationUnbreakableHeart is a charm that provides the Knight an increase of health by two masks, allowing The Knight to take more damage - the Fragile Heart charm is required for you to upgrade it to its unbreakable version.Unbreakable Heart AcquisitionLocation: DirtmouthAcquisition: This charm is acquired by upgrading its fragile version from Divine- right after The Knight has summoned the Grimm Troupe, Divine will be available to interact with in Dirtmouth. To obtain the unbreakable version, equip the Fragile Heart charm and speak to her. You will be given a prompt that she will eat the charm and will ask for12,000 to upgrade it, and once you agree to it, Divine will give the UnbreakableHeart charm.Unbreakable Heart NotesThis charm is available in theDLC:The Grimm Troupe.Charms can only be equipped and unequipped by using a bench.Equip the Hiveblood charm alongUnbreakable Heart to slowly regenerate the last health mask point that was lostEquip the Joni's Blessing charm along withUnbreakable Heart to convert the two health masks added into Lifeblood masks.CharmsBaldur Shell,Carefree Melody,Dashmaster,Deep Focus,Defender's Crest,Dream Wielder,Dreamshield,Flukenest,Fragile Greed,Fragile Heart,Fragile Strength,Fury of the Fallen,Gathering Swarm,Glowing Womb,Grimmchild,Grubberfly's Elegy,Grubsong,Heavy Blow,Hiveblood,Joni's Blessing,Kingsoul,Lifeblood Core,Lifeblood Heart,Longnail,Mark of Pride,Nailmaster's Glory,Quick Focus,Quick Slash,Shaman Stone,Shape of Unn,Sharp Shadow,Soul Catcher,Soul Eater,Spell Twister,Spore Shroom,Sprintmaster,Stalwart Shell,Steady Body,Thorns of Agony,Unbreakable Greed,Unbreakable Strength,Void Heart,Wayward Compass,Weaversong

UnbreakableStrength Cost:Geo:15,000Location:DirtmouthEffect: Strengthens the bearer, increasing the damage they deal to enemies with their nail by 50%. This charm is unbreakable. Unbreakable Strengthin Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.UnbreakableStrength InformationUnbreakable Strength is a charm that strengthens the attack of the Nail by 50% allowing the players to have an offensive approach when it comes to enemy and boss encounters - the Fragile Strength charm is required for you to upgrade it to its unbreakable version.Unbreakable Strength AcquisitionLocation: DirtmouthAcquisition: This charm is acquired by upgrading its fragile version from Divine- right after The Knight has summoned the Grimm Troupe, Divine will be available to interact with in Dirtmouth. To obtain the unbreakable version, equip the Fragile Strength charm and speak to her. You will be given a prompt that she will eat the charm and will ask

for 15,000 to upgrade it, and once you agree to it, Divine will give the Unbreakable Strength charm. A much easier way to acquire this charm is to purchase the Unbreakable Greed charm first for easier geo acquisition. Unbreakable Strength Notes This charm is available in the DLC: The Grimm Troupe. Charms can only be equipped and unequipped by using a bench. Equip the Quick Slash charm together with Unbreakable Strength to maximize the opportunity to deal with multiple amounts of damage. Equip the Stalwart Shell together with Unbreakable Strength to have a more defensive approach in battle, allowing players to land attacks without taking any extra damage from a charged enemy attack. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Void Heart, Wayward Compass, Weaversong

Unn Location Lake of Unn Unn is an NPC in Hollow Knight. Unn is a giant slug who doesn't speak and resides in a pool of acid in Greenpath. Unn Information Unn is a humungous slug-like being who was worshipped as a god. It is a higher being responsible for the creation of vegetation and life in Greenpath. Although its powers have waned over the years, it may still appear to those who visit its hidden sanctuary. When found, it grants the players a gift: a Charm called "Shape of Unn". Location: Unn Can be found at the southwest area below the Lake of Unn Progression: Unn is seen in Godhome in the Godmaster DLC. Combat: Players may not kill Unn. Rewards: Finding Unn at the Lake of Unn will reward you with the Shape of Unn charm. Associated Quests N/A Dialogue "...Notes & Tips Unn is the only NPC that doesn't speak and has no dialogue. NPCs Bardoona, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Pogy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Vessel, Willough, Zote the Mighty

Uoma Location Fog Canyon Teacher's Archives Health 1 Drops N/A Uoma is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Smallest Jelly form. Passive and unaware, but pulsing with a dangerous electric charge. The spirit of a dead ancestor? The brain of a larger creature, allowed to drift free? An egg searching for a safe place to spawn? I have no idea what this is. Uoma

LocationFog CanyonTeacher's ArchivesUoma RewardsN/AUoma Notes & TipsAn Uoma can be seen floating in place, they do not have an attack but deals damage upon contact.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Luma-fly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Upgrade Items in Hollow Knight are items that are used to enhance The Knight's status such as health, SOUL, and his equipment. Some Quest Items can be purchased from aMerchantand some are scattered throughout the map. Below a list of Trades available that can be obtained through the Hollow Knight game.Below a list of Upgrade Items available that can be obtained through the Hollow Knight game.What are Items in Hollow Knight?There are four categories of types of items that can be found in Hollow Knight, each having its own function. These category of items are Keys or Key Items, Quest Items, Upgrade Items, and Tradeable Items.Keysor Key Items: These items are mainly used to unlock doors, new locations, and even chests that are scattered around Hallownest. You can either purchase these key items or locate them in various sections of an area.Quest Items: Quest Items in Hollow Knight are to be used for completing specific Questsin Hollow Knight. It can either be given to certain NPCs, to unlock some features in the game, or to simply progress the story of the game. Quest Items can either be purchased from Merchants, given by an NPC, or simply found in specified sections of a location.Trade Items: These special, unique items are to be traded with specific NPCsor Merchantsin Hollow Knight. If given to a special character, a player can gain a reward in return or even request for services provided that you can hand over the required item.Upgrade Items: Upgrade Items in Hollow Knight are vital for The Knight, these items help in increasing the stats of The Knight such as increasing its Health, SOUL, and Equipment such as the Nail.How do I View my Items in Hollow Knight?When you first start Hollow Knight inDirtmouth, you mayencounterthe first couples ofMerchants;Sly, a small bug who sells you Items from a shack andIselda, a female bug who also sells items from a shack.It is recommended that you

explore theForgotten Crossroadsfor a bit when starting, then go back to Dirtmouth and buy theCharmGathering Swarmfrom Sly. Additionally, you should buy the CharmWayward Compassand the ItemMap and Quillfrom Iselda to have a better sense of direction when exploring Hallownest.After buying these Items, you can start buying whatever you want from there on out. It is recommended that you frequently buyMask Shardsfrom Sly to get extra Masks and thus survive longer againstBossesorEnemiesin exploration.Its very important to note that in this game, you should never have to grind Geo. All of the Equipment in this game can eventually be obtained by exploring and continuing the main storyline as expected, so dont ever feel the need to grind Geo to buy specific Items from Merchants.All ItemsKey ItemsQuest ItemsTrade ItemsUpgrade ItemsHollow Knight All Upgrade ItemsClick on the header to sort the table.Upgrade ItemsUsage/Description Mask Shard Mask Shards are used to create an Ancient Mask that increases the Knight's health by one. Collecting 4 shards will allow players to acquire one Ancient Mask. Pale Ore An upgrade item that is given to theNailsmithin order to upgrade theNail. Salubra's Blessing Slowly restores The Knight's SOUL while resting at a bench. Vessel Fragment Vessel Fragments are used to create a Soul Vessel that allows the knight to collect more soul. Collecting3fragments will allow players to acquire one Soul Vessel.

Uumuu LocationTeacher's ArchivesHealth300RewardAccess to Monomon the TeacherUumuu is a Boss in Hollow Knight. Bosses are special Enemiesthat feature their own arena, a large amount of health, and a variety of unique moves and abilities.You will need to perform multiple attacks such as using The Nail and Nail Arts along with theSpells and Abilitiesin order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them.As soon as you encounter a boss,its name will appear on the screen, the music will change into a boss battle theme, and usually, pathsconnecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.Intelligent being that guards the inner chamber of the Teacher's Archives.The canyon below us, the one thick with fog and crackling with strange energy... a Hunter can lose their senses down there. Be careful... strange and unnatural things lurk there.Uumuu LocationTeacher's ArchivesUumuu RewardsGain access to Monomon the TeacherUumuu StrategiesStrategy WriteupUumuu is a being where it has a shield that protects it from physical and spell-based attacks. It is useless to try and attack it, so the first thing to do is to avoid its attacks and wait for Quirrel to appear. Once he appears, he will aid you by breaking Uumuu's protective barrier where it will cause Uumuu to deflate like a balloon making it vulnerable to any attacks. Simply rinse and repeat until Uumuu is defeated.Attacks & CountersAttackCounterPhase 1Trail of Lightning BoltsUumuu will summon a trail of Lightning Bolts that will follow The Knight's trail, simply keep moving around the arena by jumping, dashing, and by using the walls to slide down or climb up, each bolt of lightning will explode after 2 seconds allowing you to jump towards a new direction if you get stuck.Burts of Lightning BoltsUumuu will summon multiple lightning bolts that will cover the arena. Don't be overwhelmed since there is a spot for The Knight to stand in to avoid the lightning bolts.HoverUumuu will try to fly and chase The Knight. It can be avoided easily since it flies slowly and will stop in place to telegraph its attacks.Uumuu LoreUumuu is a jellyfish-like being imbued

with electricity that appears from an acid pool near the inner chamber at the Teacher's Archives. Although its soul and body has been consumed by The Infection, it is still an intelligent being that guards Monomon's chambers. Uumuu Notes & Trivia Uumuu is one of the bosses where an NPC, Quirrel, joins The Knight to aid a player in battle. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Vengefly King, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Vengefly Location Multiple Locations Health 8 Drops 3 Vengefly is an enemy in Hollow Knight. Vengefly is a flying predator that pursues its prey relentlessly. This fierce little hunter will bravely chase down creatures many times its size. Admirable! It is weak though, and I have devoured hundreds of them with little effort or care. Flying predator that pursues its prey relentlessly. This fierce little hunter will bravely chase down creatures many times its size. Admirable! It is weak though, and I have devoured hundreds of them with little effort or care. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Vengefly Location Blue Lake Greenpath King's Pass City of Tears Joni's Repose King's Station Tower of Love Ancestral Mound Trial of the Warrior Forgotten Crossroads Summoned in Godhome Summoned by The Collector Summoned by the Vengefly King Vengefly Rewards 3 Vengefly Notes & Tips These beings respawn upon leaving and re-entering the area. Vengeflies fly in the air. They let out a screech before flying down to strike The Knight. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflay, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny

Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Vengefly King Location Greenpath Colosseum of Fools Health 90 Reward 65 Vengefly King is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Patriarch of a vengefly colony. Swoops at intruders and cries out for reinforcements if threatened. A filthy creature that is happy to chew on any old thing it finds discarded on the cavern floor. When it notices a threat it will annoyingly scream and shriek, so kill it swiftly. Vengefly King Location Greenpath Colosseum of Fools Trial of the Warrior Vengefly King Rewards 65 Vengefly King Strategies Strategy Writeup Vengefly King is an easy boss that is encountered first in Greenpath if you choose to save Zote the Mighty. Two can be found and fought in the Colosseum of Fools. Vengefly King only has 2 attacks, where its swipe attack can be easily dodged by jumping over it. Next, its shrieks will cause Vengeflies to appear on the battlefield, so be sure to eliminate them first once it spawns reinforcements. Attacks & Counters Attack Counter Phase 1 Swipe Attack Vengefly King will open its jaws and fly in a V shape arc. It can easily be avoided by jumping on top of it and following it up with an attack. Cries of Reinforcements Vengefly King shrieks where it summons up to 2 Vengeflies. When it does that, make sure to quickly eliminate the Vengefly first to be able to shift your focus on the Vengefly King. A maximum of 4 Vengeflies can be called into the battlefield. Vengefly King Lore Vengefly King is a patriarch of the Vengefly colony and a mini-boss in Hollow Knight. There is one that can be found in Greenpath hanging on the wall while chewing on Zote the Mighty, and two more can be found and fought in the Trial of the Warrior Vengefly King Notes & Trivia Unlocks the "Neglect" Trophy/Achievement if players decide to leave Zote to be eaten by the King. Bosses Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Watcher Knight, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Vengeful Spirit Conjure a spirit that will fly forward and burn foes in its path. The spirit requires SOUL to be conjured. Strike enemies to gather SOUL. Function Damage Location Ancestral Mound Vengeful Spirit is a Spell in Hollow Knight. Spells are magical active skills that complement The Knight's offensive and defensive capabilities. Each Spell is powered

by SOULand has a base cost of 33 required to cast. Vengeful Spirit fires a projectile which travels horizontally in the direction the Knight is facing, dealing damage to anything it passes through.

Hollow Knight Vengeful Spirit Function & Usage

The Vengeful Spirit spell causes The Knight to conjure a spirit projectile which travels forward, dealing damage to enemies it passes through. It is used by pressing the Focus/Cast or Quick Cast buttons without holding the Up or Down inputs on the D-Pad. Vengeful Spirit flies in the direction the Knight is facing and deals a base damage of 15. It will pass through opponents, dealing damage to each one. The projectile will also pass through invulnerable parts of an enemy such as shields, which can allow it to hit and deal damage to parts behind shields that are vulnerable. This spell has infinite range, dissipating only when it hits a wall or other indestructible object. The spell can be cast on the ground or in the air. The spell pushes The Knight backwards slightly on cast. When cast in the air, it also stalls the Knight for a split second. It can also be used to get up to otherwise unreachable ledges without certain Abilities. This is done by jumping towards the ledge and quickly turning backwards and firing any number Vengeful Spirits to push you to the ledge without assistance. Vengeful Spirit is upgraded into the Shade Soul.

How to Obtain the Vengeful Spirit Spell in Hollow Knight

The Vengeful Spirit spell is obtained from the Snail Shaman located in the Ancestral Mound, a sub-area of the Forgotten Crossroads found near the center. The Ancestral Mound is accessible after defeating the False Knight.

Hollow Knight Vengeful Spirit Spell Modifiers

The Vengeful Spirit spell can be modified by the following Charms:

- Shaman Stone**- Increases Vengeful Spirit's damage by ~33% from 15 to 20. It also increases the size of the projectile.
- Spell Twister**- Reduces the SOUL cost to 24 per cast.
- Fluke Nest**- Replaces Vengeful Spirit with a short range shotgun-like burst of 9 baby flukes. Each fluke deals 4 damage, with the spell potentially dealing up to 36 total damage. The spell is more effective when cast up close where all flukes can hit a target. With the Shaman Stone also equipped, fluke damage is increased to 5 per fluke with a total of 45 for the full burst.

Defender's Crest modifies Fluke Nest further by replacing the swarm of baby flukes with a single, very large fluke which deals 3 damage on impact before exploding into a volatile cloud which deals ~22 damage. With the Shaman Stone also equipped, the cloud damage is increased to ~28.

Hollow Knight Vengeful Spirit Notes & Tips

Before The Knight acquires the Desolate Dive or Howling Wraith spells, Vengeful Spirit is cast regardless of up or down input on the D-pad. All Spells in Hollow Knight: Abyss Shriek, Descending Dark, Desolate Dive, Focus, Howling Wraiths, Shade Soul

Vessel Location

The Abyss Vessel or Vessels is an NPC in Hollow Knight. Vessels are described as mysterious hollow beings, strange life-forms made of Void possessing no mind, no will, and no ability to feel pain. They were created by the Pale King and the White Lady. A Vessel's purpose is to become a host to contain the Infection and the Radiance. In order to do so, a Vessel must be completely pure (devoid of any kind of sentience - thoughts or free will) to prevent the Radiance from influencing it.

Vessel Lore and Information

When the Radiance decided to invade the dreams and minds of the inhabitants of Hallownest to force them to remember and worship it, its influence caused a type of madness known as the Infection. To stop the Radiance's attacks and takeover of Hallownest, the Pale King, with the assistance of the White Lady, decided

to create beings called **❖Vessels❖**, empty life-forms whose sole purpose was to contain the Infection and the Radiance. Countless Vessels were created and then abandoned in their birthplace in the Abyss since they were deemed not strong enough to fight the Radiance. These Vessels were left in the Abyss, which was their birthplace where they were infused with Void. Eventually, the Pale King was able to find a Vessel that he deemed to be pure enough to combat and contain the Infection and the Radiance. He raised the Pure Vessel, and named it the Hollow Knight. The Pale King and White Lady then sealed the Abyss with a seal that could only be broken by somebody that bore the King's Brand. Most of the abandoned Vessels remained in their birthplace, while a few escaped (including the Knight). Once the Hollow Knight was fully grown and showed immense strength, it was chained and sealed up to contain the Infection and Radiance within the Temple of the Black Egg. But later, the Pale King realized that the Hollow Knight was not as pure as he had anticipated, but was actually tarnished by an emotional bond that had formed between them. The Radiance used that flaw to influence the Hollow Knight, once again causing the Infection to reemerge. As the kingdom fell, the Pale King lost all control and either fled or disappeared along with his White Palace. The White Lady retreated into the Queen's Gardens, where she remained for many years. The Radiance's vengeance caused most of the inhabitants of Hallownest to succumb to the Infection; some resisted, while many perished, becoming enraged zombified husks. With enough power and influence, the Radiance was able to break out of the Hollow Knight, cracking its shell and fully wreaking the Infection throughout the kingdom. Vessels in Hollow Knight

The Knight

The Knight in Hollow Knight is the main protagonist of the game who players control. The mysterious Knight was able to escape the Abyss. They wandered outside of Hallownest, oblivious of the purpose for which they were created. The Hollow Knight

The Hollow Knight, also known as the "Pure Vessel", **❖Sealed Vessel❖**, or simply "the Vessel" is the chosen vessel that was given the task to seal the Infection and the Radiance. As the Pale King saw the Hollow Knight to be pure, it was raised in the kingdom and was used as seal for the Radiance once it was fully-grown. Eventually, the Pale King realized the Hollow Knight's purity had been tarnished, and the Radiance eventually broke free and wreaked havoc with the Infection, leading to the events of the game. The Broken Vessel

The Broken Vessel, also known as the Lost Kin, is a fallen Vessel located in the Ancient Basin. It was later reanimated by Lightseeds and thus Infected. Upon the Knight confronting it, the Infected Broken Vessel entered a state of frenzy, making it immensely strong and hostile. Greenpath Vessel

Another vessel that can be found in Greenpath, where the Knight first encounters and fights Hornet. This vessel is no longer alive, and only its shell is left, but it holds the Mothwing Cloak which is handed over to the Knight upon searching it. Deepnest Vessels

The Vessels in Deepnest are known to have managed to somehow escape the Abyss and found themselves in Deepnest. These vessels were captured and their empty shells can be seen hanging up in the background, snared by the hostile arachnids who inhabit the deathly place. Vessels in the Abyss

xVessels that are mainly found in the Abyss, also known as the Birthplace. The Knight can find countless shells of the Vessels that have been abandoned where they were created after the place was sealed. However, these fallen Vessels still remain and exist there as Shade Siblings. Vessel Notes & Tips

Vessel Hollow Knight Notes, Tips, and

Trivia go here.NPCsBardoon,Bretta,Brumm,Charm Lover
Salubra,Cloth,Confessor Jiji,Cornifer,Distant
Villagers,Divine,Dreamers,Dung Defender,Elderbug,Eternal Emilitia,Fluke
Hermit,Godseeker,Grey Mourner,Grimmsteed,Grub,Grubfather,Herrah the
Beast,Hornet,Iselda,Leg Eater,Little Fool,Lurien the Watcher,Mask
Maker,Midwife,Mister Mushroom,Monomon the Teacher,Moss
Prophet,Moth,Myla,Nailmaster Mato,Nailmaster Oro,Nailmaster
Sheo,Nailsmith,Nymm,PoggyThorax,Quirrel,Relic Seeker Lemm,Seer,Sly,Snail
Shaman,Songstress Marissa,Steel Soul Jinn,The Hunter,The Last Stag,The
Nightmare's Heart,The Pale King,The White Lady,Tiso,Troupe Master
Grimm,Tuk,Unn,Willoh,Zote the Mighty

Vessel Fragment A piece of a Soul Vessel, You know, those ghastly
looking orb things?I don't really like the aura about it, but it's quite
rare so I'll have to charge you a high price. Vessel Fragmentis an
Upgrade Itemin Hollow Knight. It is used tocraft a Soul Vessel.Upgrade
Items in Hollow Knight are items that are used to enhance The Knight's
status such as health, SOUL, and his equipment. Some Quest Items can be
purchased from a Merchant and some are scattered throughout the
map.Vessel Fragment UsageVessel Fragments are used to create a Soul
Vessel that allows the knight to collect more soul. Collecting3fragments
will allow players to acquire one Soul Vessel.How to FindVessel
FragmentPurchased from Sly's shop in Dirtmouthfor550.Also purchased from
Sly's shop in Dirtmouthfor900 after providing the Shopkeeper's
Key.Forgotten Crossroads:Unlock elevator in the City of Tears, then take
the elevator up, head left and explore to find the fragmentCity of
Tears:Unlock the right half of the City of Tears. Take the top exit out
of King's Station and head up until you reach a battle arena. Complete it
to unlock the gate and obtain the fragmentDeepnest:Navigate the maze
above the Deepnest Tram Station.Ancient Basin: Donate3000into the
well.Howling Cliffs(Stag Nest):Find every Stagway Station.Resting
Grounds(Seer): Collect and pay 700 Essence.Greenpath(To the left of
theMassive Moss Charger):Very top of the area after completing several
Nail Jump sections and a wall jumpVessel Fragment Notes & TipsThere are 9
total Vessel Fragments to be found ItemsArcane Egg,Bench,City
Crest,Delicate Flower,Elegant Key,Geo,Godtuner,Hallownest Seal,Hunter's
Journal,Hunter's Mark,King's Brand,King's Idol,Love Key,Lumafly
Lantern,Map and Quill,Mask Shard,Notches,Pale Ore,Rancid Egg,Ruined
Flower,Salubra's Blessing,Shopkeeper's Key,Simple Key,The Collector's
Map,Tram Pass,Wanderer's Journal

Violent Husk Location(Infected) Forgotten
CrossroadsHealth40Drops15Violent Husk is an enemy in Hollow Knight.The
enemies are creaturesthat have succumbed into The Infection and has
turned them into hostilebeings who are determined to kill anyone who
crosses their path. Acquiring the Hunter's Journalallows The Knight to
acquire additional notes on an encountered and defeated enemy such as
bits and pieces of lore, information on how to deal with the enemy, and
information on The Hunter.Maddened by massive infection. Charges at
enemies with no thought for its own preservation.The bugs of Hallownest
were twisted out of shape by that ancient sickness. First they fell into
deep slumber, then they awoke with broken minds, and then their bodies
started to deform...Violent Husk Location(Infected) Forgotten
CrossroadsViolent Husk Rewards15Violent Husk Notes & TipsOnce a Wandering

Husk and now mutated into a Violent Husk, these beings with blobs growing from its back will attack The Knight once you are close enough within its range. A Violent Husk will attack by chasing The Knight and will not stop or change direction until it hits The Knight or a wall. Upon dying from The Knight's attacks or from an environmental hazard, its body will explode, which deals 2 masks of damage upon contact.

Enemies: Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funbling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Void Heart Cost: N/A Geo: N/A Location: Birthplace, The Abyss Effect: Unifies the void under the bearer's will. This charm is part of its bearer and cannot be unequipped. Void Heart in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.

Void Heart Information "An emptiness that was hidden within, now unconstrained." Void Heart is a charm that unlocks multiple aspects of the game. Once players have acquired this charm, they will be able to access 4 different endings, but will not be able to obtain the first ending unless you start a new game. This charm is also the Kingsoul charm that only transforms into the Void Heart once you find the Birthplace. It cannot be unequipped and it no longer uses notches, allowing you to equip other charms of your choice. This also makes The Knight's Shade and Siblings unharmed, Void Tendrils will no longer appear in certain areas, and you will be able to swim through waters that have tendrils in it. The knight will sometimes heal two times. Acquiring the Void Heart also unlocks extra dialogues for Bardo, Hornet, The White Lady, Steel Soul Jinn, and Confessor Jiji.

Void Heart Acquisition Location: Birthplace, The Abyss **Acquisition:** To obtain this charm, first, you will need to acquire and equip the Kingsoul charm to open the entrance of Birthplace that is located underneath The Abyss. Once you've made your way inside the room,

walk towards the end where you will find an egg, hit the egg using the Awoken Dream Nail to reveal the memories of The Knight and for the Kingsoul charm to transform into the Void Heart. Void Heart Notes Charms can only be equipped and unequipped by using a bench. Void Heart is automatically equipped and cannot be unequipped at a bench. The effects of the Kingsoul charm will change once it transforms into the Void Heart. Charms: Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Fluke Nest, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grub Song, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Wayward Compass, Weaversong

Void Idol Rare artifact from a time before Hallowest, its spires twined in a unified form. Contains a large amount of liquid from the Abyss, perfectly still. "Inspired or mad, those ancient bugs. They devoted their worship to no lord, or power, or strength, but to the very darkness itself." ◆ Lemm Void Idol is a Journal Entry for the Hunter's Journal in Hollow Knight. It is stated that it was used to contain something very powerful, or preserve something important. Void Idol Usage in Hollow Knight The Void Idol has no real usage in progressing the game or making the game easier for The Knight. It is stated in the Hunter's Journal that it "Contains a large amount of liquid from the Abyss". How to Find Void Idol in Hollow Knight The Void Idol can be acquired by accessing the Godmaster DLC, and going to the Hall of Gods. If you beat all of the Bosses in the Hall of Gods at least once, you may inspect the statue of The Knight to acquire the first version of the Void Idol. The Void Idol has 3 states which can be acquired by beating all bosses on the Attuned difficulty, the Ascended difficulty or the Radiant difficulty. Void Idol Attuned State in Hollow Knight Attuned Rare artifact from a time before Hallowest. Contains a drop of liquid from the Abyss. "Inspired or mad, those ancient bugs. They devoted their worship to no lord, or power, or strength, but to the very darkness itself." ◆ Lemm Void Idol Ascended State in Hollow Knight Ascended Rare artifact from a time before Hallowest. Volatile liquid of the Abyss writhes within. "Inspired or mad, those ancient bugs. They devoted their worship to no lord, or power, or strength, but to the very darkness itself." ◆ Lemm Void Idol Radiant State in Hollow Knight Radiant Rare artifact from a time before Hallowest, its spires twined in a unified form. Contains a large amount of liquid from the Abyss, perfectly still. "Inspired or mad, those ancient bugs. They devoted their worship to no lord, or power, or strength, but to the very darkness itself." ◆ Lemm Void Idol Notes & Tips?? Other notes... Journal Entries Seal of Binding

Void Tendrils Location The Abyss Health-Drops N/A Void Tendrils is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated

enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Fragments of void taking the shape of sharp, thrashing tendrils. The bugs of Hallownest sometimes wondered whether there were other, older, stranger Kingdoms deep below them. What strange fancies they had. That's probably why they were always so distracted and easy to kill.

Void Tendrils Location
The Abyss
Void Tendrils Rewards
N/A
Void Tendrils Notes & Tips
 Void Tendrils are considered to be environmental hazards instead of an actual enemy since players will not be able to inflict any damage on these beings. These will try to attack by reaching up to The Knight and will inflict damage upon contact.

Enemies
 Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Voidheart Edition Released September 25th, 2018. Voidheart Edition is a DLC for Hollow Knight. This is an exclusive digital port release of Hollow Knight for the PS4 and Xbox One. It also added changes for the Nintendo Switch and PC versions as well. It was announced on the 11th of September 2018 and was released on the 25th of September 2018.

Voidheart Edition Overview
 Voidheart Edition includes the base game and all four chapters of the DLC namely: Hidden Dreams, The Grimm Troupe, Lifeblood, and Godmaster. This was initially only ported to the console as a whole, but was also considered as a patch update for the PC and Nintendo Switch versions. This DLC added balancing patches for the fights in Godmaster, fixed bugs, and made several visual changes throughout the game. It also added a new style for the menu screen which is currently used by default on all platforms, except Nintendo Switch, which uses the Lifeblood style.

Added Content for the Voidheart Edition
 Bugfixes. Gameplay balances. New menu style. New menu loading screen. New dialogue for some NPCs. You're no longer required to complete the Trial of the Fool to unlock Pantheon of the Sage. God Tamer's statue will now appear in the Hall of Gods located at the bottom of Godhome after being encountered in the Pantheon of the Sage. Pure Vessel staggers more

often. Lifeblood Cocoons located in Godhome now produce more Lifeseeds. Uumuu in Godhome received multiple nerfs including slower speed and reduced attuned health from 400 to 350. Markoth's attuned health in Godhome was also reduced from 705 to 650. Ascended and Radiant health remained unchanged. Reduced the health of the Ascended and Radiant version of The Collector's spawned minions from 35 to 26. Reduced the health of Absolute Radiance from 2500 to 2200. Nail Arts are now affected by Bindings. Updated images of Baldur, Elder Baldur, and Kingsmould in the Hunter's Journal. DLC Godmaster, Hidden Dreams, Lifeblood, The Grimm Troupe

Volatile Gruzzer Location Colosseum of Fools (Infected) Forgotten Crossroads Health 40 Drops 15 Volatile Gruzzer is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Gruzzer swollen with infection and primed to burst. Horrible goo and noxious gas has started leaking down from above. Is there a source of all this pestilence? If so, I haven't seen it. Volatile Gruzzer Location Colosseum of Fools Trial of the Warrior Trial of the Conqueror (Infected) Forgotten Crossroads Volatile Gruzzer Rewards 15 Volatile Gruzzer Notes & Tips Once a regular Gruzzer mutated into a Volatile type due to the infection spreading, these beings not only bounce around the area but now leaks out bits of goo from underneath them as they move around. After killing this being, their bodies will start to shake and explode, which deals damage upon contact. Volatile Gruzzer encountered in the Colosseum of Fools do not drop

Geo. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzer, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Volatile Mosskin LocationGreenpathHealth15Drops5Volatile Mosskin is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Plant-like bug swollen with infection. Releases deadly gas when threatened.The gas that seeps from their growths smells invitingly sweet, but it will burn through shell and flesh if you get too close!Volatile Mosskin
 LocationGreenpathVolatile Mosskin Rewards5Volatile Mosskin Notes & TipsVolatile Mosskin patrol areas in Greenpath, going a short distance back and forth. Their movement is repetitive and they can be easily avoided with a jump or by running away.Once you approach it, its body will start to shake and releases a toxic gas that deals damage upon contact.After killing it, its body will explode momentarily which also inflicts damage upon contact - with this it is recommended to keep your distance after killing it to avoid any damage.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Zoteling,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Volatile Zoteling LocationSpawned by Grey Prince ZoteThe Eternal Ordeal (Godmaster Content)Health30DropsNoneVolatile Zoteling is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Figment of an obsessed mind. Deals poorly with the pressure of existing and quickly explodes. The Grey Prince was a wanderer by nature, but she could not bear to be separated from him. So she devised a plan to make sure that she and her prince

would be together always. She only had to wait for her chance.◆'The Grey Prince' Chapter 205Volatile Zoteling LocationVolatile ZotelingsLocation in Hollow Knightis during theGrey Prince ZoteBossfight and theGodmastersecret challengeThe Eternal Ordeal.Volatile Zoteling RewardsVolatile ZotelingRewards:NoneVolatile Zoteling Notes & Tips??Other notesEnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder Baldur,Entombed Husk,Flukefey,Flukemon,Flukemunga,Folly,Fool Eater,Fungified Husk,Fungling,Fungoon,Furious Vengefly,Garpede,Glimback,Gluttonous Husk,Goam,Gorgeous Husk,Great Hopper,Great Husk Sentry,Grimmkin Master,Grimmkin Nightmare,Grimmkin Novice,Grub Mimic,Gruzzler,Gulka,Heavy Fool,Heavy Sentry,Hive Guardian,Hive Soldier,Hiveling,Hopper,Hopping Zoteling,Husk Bully,Husk Dandy,Husk Guard,Husk Hive,Husk Hornhead,Husk Miner,Husk Sentry,Husk Warrior,Hwurmp,Infected Balloon,Kingsmould,Lance Sentry,Leaping Husk,Lesser Mawlek,Lifeseed,Lightseed,Little Weaver,Loodle,Maggot,Mantis Petra,Mantis Traitor,Mantis Warrior,Mantis Youth,Maskfly,Mawlurk,Menderbug,Mistake,Moss Charger,Moss Knight,Mosscreep,Mossfly,Mosskin,Mossy Vagabond,Obble,Ooma,Pale Lurker,Pilflip,Primal Aspid,Royal Retainer,Shade,Shadow Creeper,Shardmite,Sharp Baldur,Shielded Fool,Shrumal Ogre,Shrumal Warrior,Shrumeling,Sibling,Slobbering Husk,Soul Twister,Spiny Husk,Sporg,Squit,Stalking Devout,Sturdy Fool,Tiktik,Uoma,Vengefly,Violent Husk,Void Tendrils,Volatile Gruzzler,Volatile Mosskin,Volt Twister,Wandering Husk,Winged Fool,Winged Sentry,Winged Zoteling,Wingmould

Volt Twister LocationColosseum of FoolsHealth80DropsN/AVolt Twister is an enemy in Hollow Knight.The enemies are creaturesthat have succumbed into The Infection and has turned them into hostilebeings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journalallows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter.Learned bug that adapted the teachings of the Soul Sanctum into a deadly fighting art. Attacks with bursts of electricity.Supposedly lives on a diet of lumaflyies and spends its entire life fighting in the arena or meditating in seclusion. An odd foe.Volt Twister LocationColosseum of FoolsTrial of the Fool Volt Twister RewardsN/AVolt Twister Notes & TipsA Volt Twister is a trickster since it will continuously teleport from one place to another in order to avoid any attacks.Its attack only consists of a channeled attack that releases bursts of lightning that shoots towards where The Knight is standing.While it charges up for an attack, it remains in place, making it vulnerable to ranged attacks. It is recommended to use Spells such as Shade Soulor Vengeful Spirit; or to dodgethe Volt Twister'slightning boltsand quickly close in for a melee attack after it stops channeling.EnemiesAluba,Ambloom,Armoured Squit,Aspid Hatchling,Aspid Hunter,Aspid Mother,Baldur,Battle Obble,Belfly,Bluggsac,Boofly,Carver Hatcher,Charged Lumaflly,Corpse Creeper,Cowardly Husk,Crawlid,Crystal Crawler,Crystal Hunter,Crystallised Husk,Death Loodle,Deephunter,Deepling,Dirtcarver,Duranda,Durandoo,Elder

Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious
 Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
 Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
 Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
 Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
 Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
 Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
 Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
 Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
 Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile
 Zoteling, Wandering Husk, Winged Fool, Winged Sentry, Winged
 Zoteling, Wingmould

Walkthrough in Hollow Knight provides the player with a detailed area
 walkthrough on how to approach the depths of Hallownest. This page will
 only contain the areas that a player needs to locate, clear out the area,
 and defeat certain bosses to progress the game's main story - it will be
 placed in its respective order of appearance. You may also check the
 Locations page to check each area of Hallownest, and you may also visit
 our Quests page for a specific guide on completing NPC Quests. Hollow
 Knight Area Walkthrough King's Pass Dirtmouth Forgotten Crossroads Ancestral
 Mound Greenpath Fungal Wastes Mantis Village City of Tears Soul Sanctum Crystal
 Peak Crystallised Mound Resting Grounds Royal Waterways Isma's Grove Ancient
 Basin Deepnest Howling Cliffs Kingdom's Edge The Abyss Queen's Gardens Fog
 Canyon Teacher's Archives White Palace Temple of the Black Egg King's Pass is
 a Location in Hollow Knight. Please see Walkthrough for other areas. King's
 Pass is a dark path that leads to Dirtmouth, it is the starting level of
 the game where a few lesser enemies inhabit the area. General
 Information Previous: N/A Next: Dirtmouth Bosses: N/A Video Walkthrough [video
 goes here] Map NPCs in the area N/A Bosses N/A Items Materials &
 Consumables Geo Equipment & Upgrades Fury of the Fallen 2x Lifeblood Mask Key
 Items N/A Enemies Crawlid Vengefly Full King's Pass Walkthrough King's Pass is
 the starting area of the game where players can get the feel of the
 game's basic controls and combat systems. It is also the path that leads
 to Dirtmouth. Arriving in King's Pass Once you gain control of The Knight,
 head left first to find a small cache of Geo. Strike it with your nail to
 obtain it. Once that's done, head right through the path and destroy the
 gates until you reach a section that has elevated platforms - just be
 careful since you will encounter 2x Crawlid along the way. Before going up
 the platforms, drop down and head right where you'll find another
 Crawlid and a small cache of Geo at the end. Destroy it to obtain Geo.
 Now, jump on the platforms and head left where you'll find a tablet that
 will glow once you approach it. Read it to learn about how to collect
 SOUL and how to use FOCUS. Continue going left after reading it where
 you'll now encounter 1x Vengefly and more elevated platforms, ignore that
 first and continue going left where you'll find a breakable door, destroy
 it and head to the top to find another cache of Geo - there will be

another Vengefly in this room. Return to the previous section after collecting the geo and head to the top left part until you reach a corner with blue flowers and a Lifeblood Egg. Destroy the egg and the blobs to obtain 2x Lifeblood Mask that will grant The Knight a temporary health boost. After collecting the lifeblood masks, go right where a Crawlid can be found. After killing it, walk slowly until the floor collapses. Try and walk at the edge where the floor will start to collapse so that you can jump below a small corridor that has another cache of Geo. Acquiring your First Charm Once you've collected the Geo, head to the bottom part of the area that has small elevated platforms above spiked floors. As soon as you jump on the platforms, spiked rocks will fall down from the ceiling. Upon reaching the 3rd small platform, jump down and head right into another section where you can find a cache of Geo and a path consisting of a spiked pit. It may look impossible to cross the path, but you can cross by jumping and performing a downward slash that will allow The Knight to pogo off it. Once you've crossed the path, head down to find another tablet for you to read. From here, you'll find a chest containing a charm, the Fury of the Fallen- hit the chest to open it and the charm will spring out from inside. After obtaining your first charm, head left to drop back down the section where you encountered a Vengefly and elevated platform. Head back to the top, and through the spiked floors. Only this time, head to the top right until you reach a breakable wooden leg. Strike it to destroy the walkway. The Path to Dirtmouth After you've destroyed the ceiling, head up where you'll find another tablet saying that you are now entering the Kingdom of Hallownest. Continue going right where you'll find a huge gate, continuously strike it with The Nail to destroy it. Upon entering the next area, drop down and continue heading right where you'll find yourself in Dirtmouth, the fading town. Video [video goes here] Map Click on the image to enlarge the map. Trivia & Notes: Trivia and notes go here Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of Fools, Crystal Peak, Crystallised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior, White Palace

Wanderer's Journal A journal left behind by a long-dead traveller. The words are written in a forgotten dialect and difficult to understand. Relic from Hallownest's past. This item now holds little value except for those dedicated to the kingdom's history. Wanderer's Journal is an Item in Hollow Knight. It is a journal that is in the form of a tablet and is found all throughout the world mostly next to the body of a traveler. Whatever is written on the tablet is unfortunately unknown and cannot be read, however, it can be traded with Relic Seeker Lemm (who claims to be able to understand what is written) for a reasonable amount of Geo. Wanderer's Journal Usage A relic from Hallownest's past. This item now holds little value except for those dedicated to the kingdom's history. How to Find Wanderer's Journal Wanderer's Journal can be traded with Relic Seeker Lemm in exchange for 200. Wanderer's Journal Notes & Tips ?? Other notes... Items Arcane Egg, Bench, City Crest, Delicate Flower, Elegant Key, Geo, Godtuner, Hallownest Seal, Hunter's Journal, Hunter's

Mark, King's Brand, King's Idol, Love Key, Lumaflly Lantern, Map and Quill, Mask Shard, Notches, Pale Ore, Rancid Egg, Ruined Flower, Salubra's Blessing, Shopkeeper's Key, Simple Key, The Collector's Map, Tram Pass, Vessel Fragment

Wandering Husk Location Multiple Locations Health 15 Drops 3 Wandering Husk is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. The remains of a bug, animated by a strange force. Wanders the roads where it once lived. These "civilised" bugs of Hallownest were weak in life and now they are equally weak in death. Send them back into the dirt they were born in! Wandering Husk Location Deepnest Greenpath City of Tears Howling Cliffs Ancestral Mound Forgotten Crossroads Wandering Husk Rewards 3 Wandering Husk Notes & Tips A Wandering Husk can be seen walking back and forth in an area. It will become hostile once you are close enough within its range or try to attack it. The Wandering Husk will start to attack by putting up its arms and will run towards The Knight, inflicting damage upon contact. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumaflly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Winged Fool, Winged Sentry, Winged Zoteling, Wingmould

Watcher's Spire Main Location City of Tears Watcher's Spire is a Sub-Area Location in Hollow Knight. Watcher's Spire can be found within the City of Tears. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Watcher's Spire Information Watcher's Spire can be found within the City of Tears. Watcher's Spire serves as the home of one of the Dreamers, Lurien the Watcher, that is sealing the Black Egg and the Hollow Knight. Upon finding Watcher's Spire, Lurien must

be killed, along with the rest of the Dreamers in order to complete the game. Watcher's Spire can be accessed by using the Monarch Wings or by using the Nail to Nail-bounce on a background object near the entrance. City of Tears Map Items Found in Watcher's Spire x1 Grub x1 Geo Chest x1 Geo Deposit x1 Hallownest Seal Characters in Watcher's Spire Lurien the Watcher Enemies and Bosses in Watcher's Spire Watcher Knight Cowardly Husk Gluttonous Husk Great Husk Sentry Heavy Sentry Husk Dandy Husk Sentry Lance Sentry Winged Sentry Watcher's Spire Notes, Trivia and Notable Loot Other notes, tips, and trivia. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Weaver's Den

Watcher Knight Location Watcher's Spire Health 220 Reward 650 Hallownest Seal Access to Lurien the Watcher Watcher Knight is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Discarded shell of a Watcher Knight, re-animated by a swarm of infected flies. When these silent warriors fall in battle, their bodies split open and strange bugs come flying out. I wonder, what will come flying out of me when I die? Will my hopes and fears drift away into the darkness? Watcher Knight Location Watcher's Spire Watcher Knight Rewards 650 Hallownest Seal Access to Lurien the Watcher Watcher Knight Strategies Strategy Writeup Watcher Knight is yet once again a fast boss who has quick reflexes, so be sure to observe its movements when you start the battle. In total, there are 6 Watcher Knights that The Knight will have to face if the battle is too long. If you fail to defeat the first Watcher Knight within 20+ seconds, a second knight will be resurrected where you will now need to face two Watcher Knights at once. You can get rid of one Watcher Knight so that you can only face 5 instead, and in order to do this, right before you head inside the arena, you can find a breakable wall in the ceiling where you can cause one of the chandeliers to break and fall on one shell of a Watcher Knight. Going back, if you successfully beat a Watcher Knight before 20+ seconds, two Watcher Knights will automatically be resurrected in battle. Now be sure you have your offensive spells ready such as Shade Soul or Vengeful Spirit since you will need to use this to penetrate the shells of the Watcher Knight once it curls up into a ball. It may be invulnerable to your physical attacks, but Spells will be able to penetrate into its shells. In conjunction with the usage of spells, having the Spell Twister and Shaman Stone charm will allow you to gain buffs that can strengthen and increase the effectiveness of The Knight's Spells. Of course, you cannot just rely on your Spells, you will have to use your basic attacks. So, having the Quick Slash charm will help The Knight land quick and consecutive attacks while the Watcher Knight is in

its normal state. Quick Focus is a must to have so that you can quickly recover health, especially in a tight situation. And last, as far as Abilities go, it is recommended to upgrade the Mothwing Cloak ability into the Shade Cloak ability, and in conjunction with this ability, pairing it up with the Sharp Shadowcharm will allow you to deal damage and evade an attack while phasing through the boss.

Attacks & Counters
Attack Counter Phase 1
 Double Slash Attack
 Watcher Knight will swing its sword in a horizontal way then follow up with a vertical attack. This will also allow them to move forward slightly while executing this attack. It can be easily dodged by jumping over them to get behind and follow up with an attack.
 Curling Ball Attack
 Watcher Knight will curl up into a ball like a hedgehog and will roll towards The Knight. While in this position, they are invulnerable to any physical attacks and will only revert back to normal after hitting a wall. Your best tactic is to double jump and pogo off the Watcher Knight if you are caught up in a tight space to avoid this attack.
 Bouncing Ball Attack
 Similar to how it will curl up into a ball for a rolling attack, Watcher Knight instead bounces on the ground twice towards The Knight's position. It can be tricky and unpredictable, so the recommended strategy is to play defensively and dash/phase through its attacks with the use of Mothwing Cloak or Shade Cloak. Do not waste your effort of trying to attack it since it is invulnerable to any physical attacks once it curls up into a ball.

Watcher Knight Lore
 Watcher Knights are defenders of the entrance of Watcher's Spire and Lurien's chambers. At some point and during The Infection, they died while guarding the area. Later on, The Knight faces a Watcher Knight that has been consumed and overtaken by infected flies.

Watcher Knight Notes & Trivia
 The Watcher Knight was revealed in a promotional material. Black Knight was the original name given during development.

Bosses
 Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblibble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Umuu, Vengefly King, White Defender, Winged Nosk, Xero, Zote the Mighty (Boss)

Wayward Compass Cost: Geo: 220 Location: Dirtmouth Effect: Whispers its location to the bearer whenever a map is open, allowing wanderers to pinpoint their current location.

Wayward Compass in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight with buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench.

Wayward Compass Information
 Wayward Compass whispers the current location to the player whenever they open and use the map, providing you with the advantage of familiarizing yourself with the different locations of Hallownest.

Wayward Compass Acquisition
 Location: Dirtmouth
 Acquisition: Right after your first encounter with Cornifer and purchasing your first map from him, head to Iselda's shop in Dirtmouth where you can purchase the Wayward Compass from her for 220.

Wayward Compass Notes
 Charms can only be equipped and unequipped by using a bench. Wayward Compass is useful for exploration purposes, especially at the early parts of the game. This

charm is helpful in aiding you with exploring certain areas you are unfamiliar with, or if you are not used with viewing the map. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Weaversong

Weaver's Den Main Location Deepnest Weaver's Den is a Sub-Area Location in Hollow Knight. Weaver's Den can be found within Deepnest. The various locations and sub-areas of the forgotten kingdom of Hallownest feature a variety of objectives, quests, and secrets that need to be uncovered, as well as NPCs and hostile characters that are encountered through your journey. Weaver's Den Information Weaver's Den can be found within Deepnest The Den of the weavers located behind a breakable wall in the west section of Deepnest. More secret rooms, breakable walls, and platforms can be discovered here as you explore the area. Items Found in Weaver's Den Weaversong Seal of Binding Characters in Weaver's Den Enemies and Bosses in Weaver's Den Little Weaver Deep Hunter Deeppling Weaver's Den Notes, Trivia and Notable Loot Other notes, tips, and trivia. Hollow Knight Sub-Area Locations Beast's Den, Blue Lake, Cast-Off Shell, Crystallised Mound, Distant Village, Failed Tramway, Fungal Core, Hallownest's Crown, Hidden Station, Joni's Repose, Junk Pit, King's Station, Lake of Unn, Land of Storms, Overgrown Mound, Palace Grounds, Path of Pain, Pleasure House, Queen's Station, Shrine of Believers, Spirits' Glade, Stag Nest, Stone Sanctuary, Tower of Love, Watcher's Spire

Weaversong Cost: Geo: N/A Location: Weaver's Den Effect: Summons weaverlings to give the lonely bearer some companionship and protection. Weaversong in Hollow Knight is one out of the 45 Charms that is found in the game. These charms are special items that provide The Knight buffs that will help with both traversing Hallownest and battling its foes. Charms require Notches and can only be equipped and unequipped while having The Knight sit on a bench. Weaversong Information "Silken charm containing a song of farewell, left by the Weavers who departed Hallownest for their old home." Weaversong is a charm that allows The Knight to spawn three small weaverlings, these tiny companions will follow The Knight and will attack a nearby enemy - each weaverling deals 3 damage it attacks. If The Knight enters a new area and loses one weaverling along its track, a new one will automatically spawn after a few seconds. Weaversong Acquisition Location: Weaver's Den Acquisition: ??? Weaversong Notes This charm is available in the DLC: The Grimm Troupe. Charms can only be equipped and unequipped by using a bench. Combining the Sprintmaster charm along with Weaversong allows the weaverlings to move faster and jump higher. Equipping the Grubsong charm along with Weaversong will allow weaverling's attack to collect SOUL after damaging an enemy. Charms Baldur Shell, Carefree Melody, Dashmaster, Deep Focus, Defender's Crest, Dream Wielder, Dreamshield, Flukeneed, Fragile Greed, Fragile Heart, Fragile Strength, Fury of the Fallen, Gathering Swarm, Glowing

Womb, Grimmchild, Grubberfly's Elegy, Grubsong, Heavy Blow, Hiveblood, Joni's Blessing, Kingsoul, Lifeblood Core, Lifeblood Heart, Longnail, Mark of Pride, Nailmaster's Glory, Quick Focus, Quick Slash, Shaman Stone, Shape of Unn, Sharp Shadow, Soul Catcher, Soul Eater, Spell Twister, Spore Shroom, Sprintmaster, Stalwart Shell, Steady Body, Thorns of Agony, Unbreakable Greed, Unbreakable Heart, Unbreakable Strength, Void Heart, Wayward Compass

White Defender LocationRoyal WaterwaysHealth??Reward??White Defender is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Figure from a fondly remembered past. Reacts gallantly to defeat by becoming stronger. White Defender LocationLocation: Royal Waterways, Dung Defender DreamWhite Defender RewardsRewards 300Essence - Knight Dung-statueWhite Defender StrategiesStrategy WriteupWhite Defender has a number of attack sequences, like Dung Defender he tosses Dung Balls as projectiles. He relies heavily on projectile attacks and has very few short range attacks. These spawn in different patterns and he can spawn more than one at a time. These are usually the dung balls that he gathers from the ground. These also have the potential to remain in the arena as they bounce around and continue to deal potential damage. When White Defender digs into the ground, he may emerge with a line of dung balls or summon a line of dirt spikes. Avoid these balls and try to get attacks in as he himself rolls into a ball. Watch as he takes a dive and wait for when he emerges so you can get a hit in. The best strategy to go against the White defender is to wait till he deals attack and prepare to immediately throw in your attacks afterwards. Attacks & CountersAttackCounterPhase 1Dung Ball Projectile LineDodge/ Attack dung ballBouncy Dung ballEvadeSummon SpikesEvadePhase 2DashJumpExample AttackExample CounterWhite Defender Lore The dream version of Dung Defender, great Knight of Hallownest. Behind the arena as you face the white defender are the other great knights of Hallownest. After each fight with the White Defender, a short sequence will play out display how he misses his time with the knights and the Pale King, especially Isma. White Defender Notes & TriviaVoice Actor, homages, and other trivia go here. BossesBroken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, Winged Nosk, Xero, Zote the Mighty (Boss)

White Palace is a Location in Hollow Knight. Please see Walkthrough for other areas. The palace of The Pale King that has mysteriously vanished

from the kingdom of Hallownest after the spread of The Infection. It is only accessible via the dream world by dream nailing the corpse of a Kingsmould with an Awoken Dream Nail.

General Information

Previous: Teacher's Archives

Next: Temple of the Black Egg

Bosses: N/A

Video Walkthrough [video goes here]

Map

NPCs in the area

The Pale King (Corpse)

Bosses

N/A

Items

Materials & Consumables

N/A

Equipment & Upgrades

N/A

Key Items

Kingsoul

Enemies

Kingsmould

Wingmould

Royal Retainer

White Palace Walkthrough

Getting into the White Palace

The journey continues as players will set forth into the White Palace. And to do this, you'll need to enter the Dream World by dream nailing the corpse of a knight at the Palace Grounds which is located at the Ancient Basin. However, you'll need to acquire the Awoken Dream Nail to enter. To acquire the Awoken Dream Nail, you'll have to collect 1,800 Essence from defeating Warrior Dreams, dream bosses variants, and by extracting a few Essence from Whispering Root Trees. Once you have the sufficient amount, head back to Seer and speak to it to upgrade the Dream Nail into the Awoken Dream Nail - upon upgrading it, you can head back to the Palace Grounds at the Ancient Basin and dream nail the knight with the Awoken Dream Nail which will respectively take you into the White Palace via the Dream World.

The White Palace

The White Palace is a difficult area that requires precise platforming and patience. It has three main sections that have Benches in between each one, and each section has a lever that you'll have to reach in order to gain access into the next section. Upon entering, you'll find a bench that you can sit on to rest, and not far from it is a lift but the gates around it are locked - continue heading east from the first bench until you reach a mini-arena where you'll face 1x Kingsmould, you'll have to defeat it for the gates to re-open. After killing it, exit to the right side of the gate, climb up, then head left where you'll find a lever. Hit it then retrace your steps back to where the locked gates were. Hop onto the platform which will take you up to a higher level that has spikes on a few platforms, simply follow the path until you reach the entrance that will lead you into the second section. Upon entering the second section, climb up the passageway where you'll hear bugs that are talking. These are the Royal Retainers, they are weak and can be killed with just one strike with The Nail. From here, you'll want to reach the top right corner of the section and into the next segment where you'll find the lever. However, it is blocked by the gates and you'll have to continue heading east where you'll come across a room that has circular saw blades moving horizontally. Once you've made it across, you'll find yourself in another room that has the same circular saw blades, only this time, it is moving vertically. In order to reach the top, you'll have to simultaneously climb up the wall, then dash towards the other end to avoid getting hit by the blades, just be careful when you're about midway to the top since you'll come across a wall that has spikes and the movement of the saw blades will be different. To get to the top, you'll have to cling onto the wall then double jump in between the blades to avoid getting hit - upon reaching the top, head west towards the next segment where you'll find more saw blades surrounding the room. Now, timing and precision are important to avoid getting hit by the blades and the spikes that you'll have to pass through. You'll have to head at the bottom part of the room where you'll come across a spiked area to work your way around to reach the west side of the room. Upon reaching the west side, you should find the exit that will take you into the next room where you'll find a lever at the bottom part. You'll have to do some

platforming again while heading down to avoid getting hit by the blades. Upon reaching the bottom, you'll encounter 2x Royal Retainer and a lever that unlocks the gates of the main switch for the lift. Hit the switch, then continue to your left where you'll find yourself back to where the main switch is, flip the lever then head back outside and head to the southwestern side of the room to reach the second lever to open the gates for the lift. You'll come across yet another platforming section that have circular saw blades, simply follow the path via the platforms until you reach the second main switch. Flip it then continue following the path that will take you back to the lift, ride it to reach the third section of the palace. For the third section, you'll find yourself in a room that has circular saw blades and multiple Wingmould enemies. Behind a breakable wall on your left is the entrance to the Path of Pain - an optional and particularly hard area. There are fewer spots to rest here and the platforming is more brutal. Make sure you have any and all healing Charms equipped before you proceed. The walls in the Path of Pain are laid with thorns, which you can NOT pogo off. You can still use saw blades and spikes for pogging. See the Path of Pain page for more details. Note that beating this area isn't required for the true ending. If you succeed, you will reach a small room where a cutscene will play, revealing some additional information about the story. After it ends, you will be teleported back to the entrance, and the Path of Pain will be sealed off forever. Continuing up the main area, pogo off the Wingmoulds and climb up into a large room. You'll find a bench that you can use before entering the next portion at the top. The next portion will be a long path that you'll have to go through in order to reach the switch that unlocks a gate. And you'll have to pass through more circular saw blades and spiked metals that emerge from walls, ceilings, and platforms. Simply follow the path to the top until you reach the throne room of The Pale King. Upon arriving at the throne room, you'll find the corpse of The Pale King. Hit its corpse a few times until the other half of the Kingsoul charm gets knocked out of the corpse. Collect the other half to form the Kingsoul charm, then head back to The Abyss. The Birthplace Once you've acquired the Kingsoul charm, travel back to the bottom of The Abyss. But before heading into the bottom, make sure to equip the Kingsoul charm. Now, head to the west bottom part of The Abyss where you'll notice the ground will start to shake and then open up a path that will take you further into the abyss. You'll encounter more Siblings as you traverse the area. They can be killed, but they do not give soul or Geo upon death. Beware of getting swarmed, as there's quite a few of them. Simply head to the bottom part then go east until you reach the end where you'll find a large black broken egg. Strike it with the Awoken Dream Nail to enter the birthplace and use the platforms to reach the top where you'll find the King and the Hollow Knight. A cutscene will play and the Kingsoul charm will change into the Void Heart charm. Up next is the Temple of the Black Egg. [Video](#) [video goes here] [Map](#) Click on the image to enlarge the map. Trivia & Notes: What happens if I sit on the throne at the White Palace? There is nothing special that happens when you sit on the Throne of the Pale King aside from being able to take a nice screenshot. Do note that once you collect the fragment of the Kingsoul, you will automatically be teleported out of the palace and while you can return, the option to sit on the throne will no longer be available. Hollow Knight Locations List Ancestral Mound, Ancient Basin, Birthplace, City of Tears, Colosseum of

Fools, Crystal Peak, Crystalised Mound, Deepnest, Dirtmouth, Fog Canyon, Forgotten Crossroads, Fungal Wastes, Godhome, Greenpath, Hallownest, Howling Cliffs, Isma's Grove, King's Pass, Kingdom's Edge, Mantis Village, Queen's Gardens, Resting Grounds, Royal Waterways, Soul Sanctum, Teacher's Archives, Temple of the Black Egg, The Abyss, The Hive, Trial of the Conqueror, Trial of the Fool, Trial of the Warrior

Willoh Location Queen's Station Willoh is an NPC in Hollow Knight. Willoh is a friendly giraffe-necked weevil who enjoys eating, and chatting with the Knight. Willoh Information Willoh can be found in one of the broken stag stations at the Queen's Station minding their own business and eating the fungus growing around them. This bug is calm, seemingly oblivious to anything that goes on outside their room. Hitting them with the dream nail will reveal that they are considering possibly eating the Knight - though they remain friendly, and never try to harm the Knight or show any signs of hostility. Location: Willoh Can be found at the Queen's Station. Combat: Players may not kill Willoh. Associated Quests N/A Dialogue Oh! Come in search of treats have you? I chanced upon a unique little fungus growing right above us. I've found it only in this station and the taste is just divine. Notes & Tips NPCs Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Zote the Mighty

Winged Fool Location Colosseum of Fools Health 70 Drops N/A Winged Fool is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Warrior fighting for glory in the Colosseum of Fools. Flies just out of an opponent's reach then darts in for the kill. What do they hope for, these warriors fighting in the Colosseum? Are they slaves, or prisoners, or do they freely choose to fight? Winged Fool Location Colosseum of Fools Trial of the Fool Trial of the Conqueror Winged Fool Rewards N/A Winged Fool Notes & Tips A Winged Fool, will simply attack by flying towards The Knight and will follow up with a slash attack. It flies above The Knight, keeping its distance to avoid it from being reached. Regardless, it is recommended to use Mantis Claw to climb up and attack it from above since these creatures do not have an upward attack. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder

Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool
 Eater, Fungified Husk, Fungling, Fungoon, Furious
 Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great
 Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin
 Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive
 Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk
 Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk
 Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping
 Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis
 Petra, Mantis Traitor, Mantis Warrior, Mantis
 Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss
 Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale
 Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow
 Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal
 Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny
 Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent
 Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile
 Zoteling, Volt Twister, Wandering Husk, Winged Sentry, Winged
 Zoteling, Wingmould

Winged Nosk Location Godhome Health 750 Reward n/a Winged Nosk is a Boss in
 Hollow Knight. Bosses are special Enemies that feature their own arena, a
 large amount of health, and a variety of unique moves and abilities. The
 Winged Nosk in particular is introduced in the Godmaster DLC. You will
 need to perform multiple attacks such as using The Nail and Nail Arts
 along with the Spells and Abilities in order to defeat them. Some bosses
 are capable of entering into a state of stagger after landing a number of
 attacks on them. As soon as you encounter a boss, its name will appear on
 the screen, the music will change into a boss battle theme, and usually,
 paths connecting the arena will close or will be blocked leaving you no
 choice but to face these devastating and unique foes. In the deepest
 darkness, there are beasts who wear faces stolen from your memories and
 pluck at the strings in your heart. Know yourself, and stay strong. Winged
 Nosk Location Location: Godhome, Pantheon of Hallownest Winged Nosk
 Rewards Rewards ?? Winged Nosk Strategies Strategy Writeup The Winged Nosk
 has very few attack strategies. It sweeps the arena and projects fiery
 blobs. Players are forced to jump over its attack and waiting till its
 within range before dealing any attacks. Wait for his attack sequence to
 end and hit him anytime he comes across you. Avoid any projectiles during
 the fight. Attacks & Counters Attack Counter Phase 1 Dive and glide The Wined
 nosk does a dive followed by a sweep on the floor space of the arena.
 This will force players to jump over him Fiery Projectiles Avoid Phase
 2 Projectile rain avoid Winged Nosk Lore Lore notes, information on folklore,
 etc go here Lore theories should be clearly marked as such. Winged Nosk
 Notes & Trivia Voice Actor, homages, and other trivia go here. Bosses Broken
 Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung
 Defender (Boss), Elder Hu, Failed Champion, False
 Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince
 Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis
 Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No
 Eyes, Nosk, Oblobber, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul
 Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm
 (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Xero, Zote the
 Mighty (Boss)

Winged Sentry Location Multiple Locations Health 25 Drops 12 Winged Sentry is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Flying sentry of Hallownest. Patrols the heights of the vast cavern in which the city was built. Dances through the air just out of reach until it spots an opening, then swoops in for a decisive strike. If you're confident, wait for it to come to you then counter-attack. Winged Sentry Location City of Tears Isma's Grove Ancient Basin Watcher's Spire Resting Grounds Royal Waterways Winged Sentry Rewards 12 Winged Sentry Notes & Tips The Winged Sentry will constantly fly above The Knight and will charge in for a strike with its weapon. Players can either use ranged attacks such as Spells like Shade Soulor by attacking them from above since they do not have an upward attack. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Luma fly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Fungling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, King's mould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Zoteling, Wingmould

Winged Zoteling Location Spawned by Grey Prince Zote The Eternal Ordeal (Godmaster Content) Health 20 (60 in Godmaster) Drops None Winged Zoteling is an enemy in Hollow Knight. The enemies are creatures that have succumbed into The Infection and has turned them into hostile beings who are determined to kill anyone who crosses their path. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. Figment of an obsessed mind. Grudgingly assists its master in combat by lazily flying towards foes. She asked whether he had bought the Charm for her as he promised he would, but then he explained. The Charm was actually of low quality and not worth the price asked. She understood the wisdom of his decision

perfectly. ♦ 'The Grey Prince' Chapter 136 Winged Zoteling Location Winged Zotelings Location in Hollow Knight is during the Grey Prince Zote Boss fight and the Godmaster secret challenge The Eternal Ordeal. Winged Zoteling Rewards Winged Zoteling Rewards: None Winged Zoteling Notes & Tips ?? Other notes Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzler, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Wingmould

Wingmould Location White Palace Health 999 Drops 2 Wingmould is an enemy in Hollow Knight. The enemies are creatures that are only found in the White Palace, made of void and created by the Pale King. Acquiring the Hunter's Journal allows The Knight to acquire additional notes on an encountered and defeated enemy such as bits and pieces of lore, information on how to deal with the enemy, and information on The Hunter. A fly-like construct formed of white shell and a dark liquid interior. The bugs of Hallownest believed that their King created this world and everything in it. For what purpose, I wonder? Were his subjects companions, or toys, or children? Such a mind seems unknowable. Wingmould Location White Palace Wingmould Rewards 2 Wingmould Notes & Tips Similarly to Crawlids, Wingmoulds have no attacks and only deal damage upon contact. Once you attack a Wingmould, its body will split open, making it temporarily invulnerable. While it is split open, it will recover its health before returning back to normal. Wingmoulds are recommended to be used as platforms to reach certain areas or as a source of collecting SOUL since they are impossible to kill. Enemies Aluba, Ambloom, Armoured Squit, Aspid Hatchling, Aspid Hunter, Aspid Mother, Baldur, Battle Obble, Belfly, Bluggsac, Boofly, Carver Hatcher, Charged Lumafly, Corpse Creeper, Cowardly Husk, Crawlid, Crystal Crawler, Crystal Hunter, Crystallised Husk, Death Loodle, Deephunter, Deepling, Dirtcarver, Duranda, Durandoo, Elder Baldur, Entombed Husk, Flukefey, Flukemon, Flukemunga, Folly, Fool Eater, Fungified Husk, Funcling, Fungoon, Furious Vengefly, Garpede, Glimback, Gluttonous Husk, Goam, Gorgeous Husk, Great Hopper, Great Husk Sentry, Grimmkin Master, Grimmkin Nightmare, Grimmkin Novice, Grub Mimic, Gruzzler, Gulka, Heavy Fool, Heavy Sentry, Hive

Guardian, Hive Soldier, Hiveling, Hopper, Hopping Zoteling, Husk Bully, Husk Dandy, Husk Guard, Husk Hive, Husk Hornhead, Husk Miner, Husk Sentry, Husk Warrior, Hwurmp, Infected Balloon, Kingsmould, Lance Sentry, Leaping Husk, Lesser Mawlek, Lifeseed, Lightseed, Little Weaver, Loodle, Maggot, Mantis Petra, Mantis Traitor, Mantis Warrior, Mantis Youth, Maskfly, Mawlurk, Menderbug, Mistake, Moss Charger, Moss Knight, Mosscreep, Mossfly, Mosskin, Mossy Vagabond, Obble, Ooma, Pale Lurker, Pilflip, Primal Aspid, Royal Retainer, Shade, Shadow Creeper, Shardmite, Sharp Baldur, Shielded Fool, Shrumal Ogre, Shrumal Warrior, Shrumeling, Sibling, Slobbering Husk, Soul Twister, Spiny Husk, Sporg, Squit, Stalking Devout, Sturdy Fool, Tiktik, Uoma, Vengefly, Violent Husk, Void Tendrils, Volatile Gruzzer, Volatile Mosskin, Volatile Zoteling, Volt Twister, Wandering Husk, Winged Fool, Winged Sentry, Winged Zoteling

Hollow Knight World Information, this content will cover various aspects of the game such as the Lore, Locations, Quests, NPCs, Merchants, and details on different Enemies and Bosses. This content is meant to provide the players with information on what to do and what to expect in different encounters as the story progresses. Hollow Knight World Information Locations NPCs Merchants Enemies Bosses Quests Lore

World Sense Vessel. Though bound, you shall know the state of the world. Hallowest will be whole again. Function Displays completion percentage Location Temple of the Black Egg World Sense is an Ability in Hollow Knight. Abilities are upgrades which impart various effects and skills that help The Knight traverse and interact with the environment in new ways. Unlike Spells, Abilities do not use SOUL or any other resources, but some may have short cooldowns or require resetting before being available for use again. World Sense is a passive ability that displays the player's current Completion percentage in the inventory screen, as well as the save file in the main menu. Hollow Knight World Sense Function & Usage World Sense allows players to view the Completion rate in the inventory and save file in the main menu. How to Obtain World Sense in Hollow Knight Black Egg Temple - first you will need to eliminate all three Dreamers to unlock the area. Once that is done, head towards the temple and inspect the Lore Tablet next to the bench to acquire the ability. Hollow Knight World Sense Notes & Tips Other Notes & Tips for the World Sense ability go here. All Abilities in Hollow Knight Awoken Dream Nail, Crystal Heart, Dream Nail, Dreamgate, Isma's Tear, Mantis Claw, Monarch Wings, Mothwing Cloak, Shade Cloak

Xero Location Resting Grounds Health 200 - 570 Reward 100 Essence Xero is a Warrior Dream Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes. Lingering dream of a fallen warrior. Executed for crimes against the King. A life defined by tragedy and triumph. A

death marred by sorrow and regret. A spirit burdened by sins and memories. Better to wander the world than be cursed with glory. -

Xero
Location Resting Grounds
Must have the Dream Nail
Speak to him and accept the challenge to start the battle
Xero Rewards 100 Essence
Xero Strategies
Strategy Writeup
Xero is the first Warrior Dream boss that you can encounter. He is easy to deal with since he only has one attack where he calls forth a projectile in the form of the nail. At first, he'll call out 2 nails where he will shoot it out towards The Knight one at a time. You can identify when he will start to telegraph the attack since he will release a grunting sound before the nail shoots down on you. However, once he reaches about 50% health, he'll call forth 2 more projectiles and he'll have an increase of attack speed. He'll still do the same method where he'll grunt before shooting out the nail allowing you to prepare to dodge for the projectile.

Attacks & Counters
Attack CounterPhase 1
Projectile Nail
Can jump on it, use a dash, or use the platforms to hide underneath it.

Xero Lore
Xero is a warrior of Hallownest who strongly believed that his strength and experience as a warrior will lead him towards greatness. **Xero** was infected with the plague and tried to fight it off but eventually, he succumbed to it, turned against his comrades and tried to kill The Pale King. He was executed and was buried at the Resting Grounds, upon his spirit showing, he still doesn't realize the mistake he has done and only realizes it when he is defeated.

Xero Notes & Trivia
Xero's health depends on the type of Nail The Knight has equipped.
 200 (Old Nail) 320 (Sharpened Nail) 416 (Channelled Nail) 500 (Coiled Nail) 570 (Pure Nail)

Bosses
 Broken Vessel, Brooding Mawlek, Brothers Oro and Mato, Crystal Guardian, Dung Defender (Boss), Elder Hu, Failed Champion, False Knight, Flukemarm, Galien, God Tamer, Gorb, Great Nailsage Sly, Grey Prince Zote, Gruz Mother, Hive Knight, Hollow Knight, Hornet (Boss), Lost Kin, Mantis Lords, Markoth, Marmu, Massive Moss Charger, Nightmare King Grimm, No Eyes, Nosk, Oblobble, Paintmaster Sheo, Soul Master, Soul Tyrant, Soul Warrior, The Collector, The Radiance, Traitor Lord, Troupe Master Grimm (Boss), Uumuu, Vengefly King, Watcher Knight, White Defender, Winged Nosk, Zote the Mighty (Boss)

Zote the Mighty
Location Greenpath, Dirtmouth, City of Tears, Deepnest, Colosseum of Fools (boss fight)
Zote the Mighty is an NPC in Hollow Knight. He is a lonely, unfortunate knight whose heroic ventures always seem to fall prey to unlucky accidents.

Zote the Mighty Information
Zote the Mighty, a self-proclaimed Knight of Great Renown, is an aspiring yet unfortunate and rather inept warrior. He is cantankerous, short-tempered, and gloomy, and seems to think highly of himself. He wields a shell-wood nail which he has named Life Ender. As the game progresses, it can be discovered (via his Dream Nail dialogue and 57 Precepts) that Zote is desperate to prove his worth after leaving his home at a young age due to his parents abusing him.

Location: Zote the Mighty can first be found at Greenpath, struggling in the jaws of the Vengefly King.

Progression: Zote the Mighty moves to Dirtmouth after you save him, then moves to the City of Tears, then Deepnest (where you can rescue him again), then the Colosseum of Fools. Hethen he goes back to Dirtmouth and remains there reciting his 57 Precepts (which gives insight on his backstory).

Combat: Players may not kill Zote the Mighty, but can leave him to die in the jaws of the Vengefly King if he is not rescued before acquiring the Mantis Claw, or can defeat him as a boss in the Colosseum of Fools (which does not kill him).

Rewards: Leaving him to die in

Greenpath grants the **Neglect** achievement. Saving him twice and then beating him at the Colosseum of Fools grants the **Rivalry** achievement. Fighting and defeating him as Grey Prince Zote in Bretta's dream grants the **Dark Romance** achievement.

Associated Quests
None
Dialogue Just what do you think you're doing?! You dare to come between me and my prey? Is it a habit of yours to scurry about, getting in the way and causing bother? Know this, cur. I am Zote the Mighty, a knight of great renown. Cross me again, and you'll find out why they call my weapon 'Life Ender'.

Notes & Tips
 Saving Zote twice and defeating him at the Colosseum of Fools allows him to return to Dirtmouth, where he will recite his 57 Precepts. These precepts give much insight into Zote's sad backstory and the way he sees the world. Bretta is in love with Zote, but he doesn't seem to care about her in return. As a boss, Zote is the only enemy in the game who doesn't deal damage upon collision, or in any other way for that matter.

NPCs
 Bardeen, Bretta, Brumm, Charm Lover Salubra, Cloth, Confessor Jiji, Cornifer, Distant Villagers, Divine, Dreamers, Dung Defender, Elderbug, Eternal Emilitia, Fluke Hermit, Godseeker, Grey Mourner, Grimmsteed, Grub, Grubfather, Herrah the Beast, Hornet, Iselda, Leg Eater, Little Fool, Lurien the Watcher, Mask Maker, Midwife, Mister Mushroom, Monomon the Teacher, Moss Prophet, Moth, Myla, Nailmaster Mato, Nailmaster Oro, Nailmaster Sheo, Nailsmith, Nymm, Poggy Thorax, Quirrel, Relic Seeker Lemm, Seer, Sly, Snail Shaman, Songstress Marissa, Steel Soul Jinn, The Hunter, The Last Stag, The Nightmare's Heart, The Pale King, The White Lady, Tiso, Troupe Master Grimm, Tuk, Unn, Vessel, Willoh

Zote the Mighty
Location Colosseum of Fools
Health 200
Reward Geo
Zote the Mighty is a Boss in Hollow Knight. Bosses are special Enemies that feature their own arena, a large amount of health, and a variety of unique moves and abilities. You will need to perform multiple attacks such as using The Nail and Nail Arts along with the Spells and Abilities in order to defeat them. Some bosses are capable of entering into a state of stagger after landing a number of attacks on them. As soon as you encounter a boss, its name will appear on the screen, the music will change into a boss battle theme, and usually, paths connecting the arena will close or will be blocked leaving you no choice but to face these devastating and unique foes.

A self-proclaimed Knight, of no renown. Wields a nail he carved from shellwood, named "Life Ender." Some rare creatures are so weak, so helpless, so inept and so irritating that hunting them gives no pleasure.

Zote the Mighty
Location Colosseum of Fools
Trial of the Warrior Godhome (Miniboss)
Zote the Mighty Rewards Geo and Achievements
 If you beat Zote 57 times during The Eternal Ordeal, you will achieve a new Zote-themed menu background.

Zote the Mighty Strategies
Strategy
 Writeup
 Zote appears in multiple areas in Hollow Knight where he is always caught up in danger and in need of rescuing. In the Colosseum of Fools he appears as the boss in the last wave in the Trial of the Warrior. You don't need to waste your resources here, as Zote only has two movements, a long jump that allows him to bounce off walls (but eventually he trips) and a dash attack. His attacks will only knock back The Knight. The goal is to try and save him once again, and in order to do that you must defeat him. Simply strike him with your Nail. Defeat him and it will unlock new events where later he returns to Dirtmouth.

Attacks & Counters
Attack Counter
 Phase 1
 Leap
 Zote jumps in place and on walls that

allow him to bounce off the surface but trips in the middle of jumpingDash AttackZote swings his sword up and down where it causes The Knight to get knocked back upon contact.Zote the Mighty LoreZote is an outsider who came to Hallownest to fulfill a promise. He claims to be the mightiest warrior in town. He wields his very own self-made weapon "Life Ender" that is made out of Shellwood. He looks down at The Knight and complains that The Knight is always getting in his way, refusing to admit he was in any danger even when the players rescue him.Zote the Mighty Notes & TriviaUnlocks the following Trophy/Achievement after defeating him at the Colosseum: RivalryWarrior The audience in the Colosseum laughs at him (which clearly he deserves) once he appears and the battle begins.Zote appears in multiple areas in Hallownest, you must save him when he is being attacked by a vengefly king and in deepnest for him to appear in the ColosseumBossesBroken Vessel,Brooding Mawlek,Brothers Oro and Mato,Crystal Guardian,Dung Defender (Boss),Elder Hu,Failed Champion,False Knight,Flukemarm,Galien,God Tamer,Gorb,Great Nailsage Sly,Grey Prince Zote,Gruz Mother,Hive Knight,Hollow Knight,Hornet (Boss),Lost Kin,Mantis Lords,Markoth,Marmu,Massive Moss Charger,Nightmare King Grimm,No Eyes,Nosk,Oblobble,Paintmaster Sheo,Soul Master,Soul Tyrant,Soul Warrior,The Collector,The Radiance,Traitor Lord,Troupe Master Grimm (Boss),Uumuu,Vengefly King,Watcher Knight,White Defender,Winged Nosk,Xero