

Nailsmith

- Sharpened Nail @250
- Channelled Nail @800-140
- Colded Nail @2000-240
- Pure Nail @4000-340

All You Need for a 112% Run

Seer

- Dream Nail @0
- Pale Ore* @300
- Dream Welder @500
- Vessel Fragment @700
- Mask Shard @1500
- Awoken Dream Nail @1800
- Ascension @2400

Iselda

- Wayward Compass @220

Leg Eater

- Fragile Heart @350/280(1)
- Fragile Greed @250/200(1)
- Fragile Strength @600/480(1)

Grubfather

- Mask Shard @5
- Grubbing @10
- Pale Ore* @31
- Grubberfly's Elegy @45

Salubra

- Shaman Stone @220
- Steady Body @120
- Longnail @300
- Quick Focus @800
- Lifeflood Heart @250

Sly

- Gathering Swarm @300
- Stalwart Shell @200
- 2x Mask Shard @150, @500
- Lumafly Lantern* @1800
- Vessel Fragment @550

- After bringing the shopkeeper's key
- Heavy Blow @350
- 2x Mask Shard @800, @1500
- Elegant Key* @800
- Vessel Fragment @900
- Sprintmaster @400
- After learning all 1 Nailarts
- Nailmaster's Glory @0

Godmaster DLC

- Complete the Pantheon of the Master.
- Complete the Pantheon of the Artist.
- Complete the Pantheon of the Sage.
- Complete the Pantheon of the Knight.

The Grimm Troupe DLC

- Defeat Troupe Leader Grimm.
- Grimmchild OR Carefree Melody
- Banish the Grimm Troupe from Hollownest.
- OR Defeat the Nightmare King and complete the Ritual.

Colosseum of Fools

- Complete the Trial of the Warrior Entry fee: @100
- Complete the Trial of the Conqueror Entry fee: @450
- Complete the Trial of the Fool Entry fee: @800

Legend

- Base game
- The Grimm Troupe DLC
- Lifeflood DLC
- Godmaster DLC
- a boss
- a warrior's dream
- not contributing to 112% but needed for further progression

