Hollow Knight: Silksong

Hollow Knight: Silksong is an upcoming [Metroidvania](#) video game developed and published by Australian [independent developer](#) Team Cherry. The sequel to 2017's *Hollow Knight*, it is set to release on [Linux](#), [macOS](#), [Nintendo Switch](#), [Nintendo Switch 2](#), [PlayStation 4](#), [PlayStation 5](#), [Windows](#), [Xbox One](#), and [Xbox Series X/S](#) on 4 September 2025.[1]

Silksong is set to follow Hornet, the former princess of *Hollow Knight*'s fallen kingdom of Hallownest and a supporting character of that game, as she is forced to explore the new land of Pharloom. It includes expanded gameplay based on Hornet's combat skills, a larger game world, and a [quest](#) system. Originally conceived as [downloadable content](#), the scope of the project grew enough that Team Cherry announced in February 2019 that it would become a standalone sequel.[2]

Gameplay

Gameplay screenshot showcasing Hornet in combat with three enemies.

Hollow Knight: Silksong's gameplay is set to be similar to its predecessor *Hollow Knight*, featuring 2D platforming and combat. Some changes are made from the original, such as Hornet moving with a more acrobatic flair compared to *Hollow Knight*'s protagonist, and that healing is faster. Side-quests will be part of the game, and include a journal to keep track of them.[3] This includes a quest system divided into four categories titled Gather, Wayfarer, Hunt, and Grand Hunt, which are provided by the [non-player characters](#) or by quest boards.[4] Two new currencies will be introduced: Shell Shards and Rosaries. Rosaries are planned to act similarly to Geo from *Hollow Knight*, with them mainly being collected after defeating enemies, and with them being lost upon death. However, if they are put on a string, they will not be lost. The game will also

feature "crests" and "tools", the latter of which are confirmed to be craftable, and require Shell Shards to repair.[4]

Team Cherry has stated that *Silksong* will be very large, with it featuring over 200 new enemies, over 40 new bosses, and around 100 different "benches" throughout the game world, compared to over 140, over 30, and 51, respectively, in *Hollow Knight* at launch.[5][6] One of *Silksong*'s areas, "Greymoor", is one of the biggest Team Cherry has ever created.[7]

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