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, I'm sure many of us died in Steel Soul mode. It can be a difficult boss, a nasty enemy or just recklessness. But what happened to me is probably the stupidest and most embarrassing cause yet. I'm dead... In The Hump... Do you know this weird alien thing that looks like one of the easiest bosses in the game? Yes, it was my death. I rushed to kill him, and when I finished it with a shadow of spirit with one mask, I instinctively rushed to the grave when suddenly in Hump's dying breath, he unwrapped another set of shells that I rushed into just to kill me and finishing it there. Now I've climbed with The Hump and now it's eight hours down the drain... Please tell me someone has suffered an even more embarrassing fate... You are welcome...? Page 2 16 comments March 15, 2017 This guide is aimed at getting all the achievements. There are many, many spoilers! He fought at a forgotten crossroads in the beginning. Hit him until he jumps out of the armor and then hit him more. Do it several times and it will crumble down, making it an easy target. Technically can be missed after it rages for the first time, destroying a piece of the left wall and escape. A version of the False Knight's Dream. Faster. His defeat attacks do double the damage. I recommend doing this late game with ten spells of cutouts, using Joni's blessing, fast slash and fragile power (don't worry, dying to dream bosses don't break the fragile charms). You can tank through his attacks and keep hitting it, you have more than enough HP and don't have to worry about healing. Use a completely updated nail too. He fought in Greenpath. The attacks are easy to dodge as she slowly and clearly shows what she is doing. Remember that you can jump and attack enemies below you safely - great when it dashes or walks on the ground. The hornet reappears in Kingdom's Edge, where she checks your strength for the second time. Exactly the same fight, except for a new attack - spawning trap balls that you can attack away. It's a lot faster, but it shouldn't be a problem as you have more ability and nail strength by now. He fought at the bottom of the fungal waste/mantis village. Like Hornet is that they are not very quick and telegraph their attacks well. Once you win first, you get to fight the other two at once. They have two different boomerang attacks that always take the same path - you can heal during those safely if you position yourself correctly. He fought in the sanctuary of the soul on top of the city of tears. Likes to tp teleport around the place. Juke his homing balls into the wall, jump and attack down when he charges, jump left or right when he smashes the ground. If it takes a smash, you can dash in the air. You have enough airtime to avoid the shock wave. He has a second phase as soon as he falls where you can't heal. Avoid it smashes, dodging left and right, hit when he stands still and shoots balls. A dream version of Soul Master. The hardest of the three dream bosses he's a real fight. Faster than the Master of the Soul. I used Fragile Power, Longnail, Dashmaster, Fast Focus. Continue to practice the fight until you can safely dodge his attacks - the strategy remains the same. He fought in the Royal Waterways. Likes to throw poop balls and be bouncy ball. You can hit the poop balls and it's shaped like a ball to knock them down. If someone is about to hit you, you can attack up to stay safe and bounce it away. You can safely attack him when he stands still and throws one or two feed balls. He fought in the ancient pool. Dashi around, stomping the earth, generates orange ghosts. I recommend using the Defender Cross that you received from Dung Defender. Cloud feed does very little damage, but orange ghosts have only 1HP and therefore won't be able to attack you, making fighting easier. A dream version of a broken ship. Just like a failed champion, you can use Joni's Blessing/Fast Slash/Fragile Force and tank it while beating him to death. Otherwise, Defender's Crest still works if you don't want to deal with creepy ghosts. At the top of the Tower of Love. This area is technically owned by the City of Tears, but you will have to access it from the edge of the Kingdom for the first time. She throws glasses from the ceiling that generate weak enemies and jumps around. Ceiling rumbles on the ground the glasses fall or when it jumps down, so just get around. Vengeful Spirit helps a lot with cleaning up little enemies if they overwhelm you. Boss of the first round of the Colosseum - but only if you let him live in Greenpath. He needs to survive, otherwise he will be dead and will not be the boss. Not a real fight - just beat him around. He fought in the Royal Gardens. In the upper left, behind the shadow wall. He is like a mantis traitor to a melee, met in the Royal Garden/Colosseum, but more and more dangerous. Fight it as you would be one of the melees, traitor mantis stuff. One of three observers meeting at the Beast Den in Dipnest. Not a real fight, just hit her a few times. Protected by a labyrinth. One of three observers meeting at the Teacher's Archive in Foggy Canyon. Not a real fight, just hit her a few times. Protected by Umu, a huge jellyfish. After attacking Oumu several times without any effect, Kirrell will join you. It will disable the Uumu protection for a few seconds from time to time - this is when you can and should attack (or heal if necessary). One of three observers meeting on the guard's spire in the city of Tears. Not a real fight, just hit it a few times. Protected by an observer knight. You can attack them by bouncing on them with downward attacks - just be careful in case they bounce. If two of them are going, you can kite them against the wall and then quickly move to another wall. They will walk towards you slowly in most cases, giving you time to Get some charm. Get half the charms of Hallownest. Get all the charms of Hallownest - then, go back to Salubra and buy her blessing. Strike Blow first test. The colosseum's second trial. The stroke of the colosseum is the third trial. Not much to say about these three Tests, as it basically comes down to practice and skill. I recommend going with a level 4 nail. After completing Round 2, you can upgrade to the perfect nail that helps in round 3. You can one-shot both primary aspids and red hornet bugs with a great trait if your nail is updated enough. For charms, go with normal fighting charms - either a nail build or a spell to build. If you die, your shade appears in a strange dark room to the left of the coliseum bench. To the right of the Coliseum bench, there is a secret wall leading to the hot spring. Good luck - the Coliseum of the 3rd round is perhaps the most difficult achievement in the game. Buy all the Cornier cards. It's pretty easy to find because of the paper trail and its buzz leading to it. Even if you miss it in the area, you can go back to Dirthmouth and buy a card you missed from Cornier's wife. Reach 100% completion and finish the game. Things that count for 100% completion are: All nails Update: 4% Dream Nail : 1% Awakening Dream Nail: 1% Four Mask Update: 4% Three Souls Ship Update: 3% Kings Brand: 2% Crystal Heart: 2% Mantis Claw: 2% Monarch Wings: 2% Isma's Tear: 2% Mothwing Cloak: 2% Shadow Cloak: 2% Revenge Howling, Desert Dive: 1% Every Shade Soul, Abyss Creek, Going Dark : 1% each of the three nail art: 1% each Herrah Beast, Monomon Teacher, Lufen Watcher: 1% each Gallen, Marmu, Markoth, Xero, No Eye, Elder Hu, Corb: 1% Every Brooding Mawlek: 1% Cargo Mother: 1% Collector: 1% Uumu: 1% Nosk: 1% Traitor Lord: 1% Broken Vessel: 1% Knights-Observers: 1% Gunner Defender: 1% Soul Master: 1% Mantis Lords: 1% Both Hornet Fights: 1% : 1% Three Coliseum battles: 1% each 36 charms: 1% each astute last words, showing its 2400 essence: 1% After the three dreamers have won, you can enter the Temple of Black Egg. There's a bench right before the final fight. Rest there opens seeing your completion as a % on the inventory screen. If you have 100%, fight the final boss. Achievement opens after the credits. Finish the game in Steel Soul mode. If you want to scam achievement, you can throw in the menu and will reset on the last bench you rested if you are going to die. Since you can't die, I recommend using fragile charms because they can't break. Finish the game in Steel Soul mode with 100% completion. You have to do exactly what you have to do to complete the achievement, but not die in the process. The hardest part is probably the coliseum. Good luck! It's an achievement for the end of the 36th charm, the Void of the Heart. You'll need Shade Cloak and 1800 Dream Essence to unlock this. First, go to the top left of the Royal Garden and past the empty gate, with the Lord the Traitor and start the White White Place. It will give you the first half of Kingsoul, the final charm. Next, go to the palace lands in the ancient pool and hit the white armor with the awakened dream nail. This won't work with Dream Nail - it needs to be updated. You will be teleported to the White Palace - a challenge platform. Use both Hiveblood and Grubsong so you can't die in this place - it makes it easier. Once you're at the end, hit the Pale King a few times and pick up the second part of Kingsoul. Now equip Kingsula and go to the bottom of the Abyss. A new path will be available, stomping it. Move through the maze until you find your reflection. Use your Dream Nail on it to change your Kingsoul into The Void of the Heart. This charm does not need cutouts and cannot be unequipped. Unlocking opens up an achievement. Warning: The game consists of three endings. Finishing the Heart Void blocks you from accessing the first end, but allows you to get two other endings. Collect 600 essences. Collect 1800 essences and talk to the project. Gather 2400 essences and talk to Pro seer for the last time. Essence value: Lost Kin - 400 Soul Tyrant - 300 Unlucky Champion - 300 Marcot - 250 No Eyes - 200 Gallen - 200 Marmu - 150 Elder Hu - 100 Xero - 100 This adds up to 2100. You need another 300 from the essence of trees and ghosts. Essence trees can be found on: Kingdom Edge Climbing Big, an open area in the howl of the cliffs in the wide room in the Deepest, to the right of the Beast Den in the Greenpath, when there is a royal garden in the mound of ancestors where you unlock the Vengeful Spirit In the ruined elevator between the ancient pool and the city of tears in the Spirit's Field in the recreation area in the recreation area, at the top of the room to the right of the room to the right of the grub room in the bottom of the city's deer station Under the Room Permissful in the room connecting fungal waste and Fog Canyon in Hive you get this achievement for winning the Hollow Knight without having the Void Heart equipped. Just fight Hollow Knight once you unlock the doors to the Black Egg Temple - fighting is pretty easy. Keep bouncing on your head with descending slashes. If it parrys, bounce and dash in the direction it looks, so you can keep bouncing on your head with ease. As soon as he starts stabbing himself, spam attacks. If it lies on the ground, you have enough time to heal twice. Defeat Knight Hollow with an empty heart. As soon as the Hornet interrupts the fight, continue to attack The Knight Hollow to kill him. Defeat Knight Hollow with an empty heart. After the Hornet interrupts the fight, use your Dream Nail on The Hollow Knight to enter the boss' final fight against Radance. Radians does two damages in each attack. Avoid the balls as you would avoid the soul master balls. Avoid the light rays of the dashing shadow through them. Avoid swords shadow dashing through dashing through the gaps between them. Attack the radians body from below - if you time your jumps and attacks right, you can attack it very quickly. This achievement is unlocked, ending Mr. Mushroom's secret and unlocking the scene after the credits. Mr. Mushroom must be found and spoken (with Spore Shroom charm equipped) seven times, in that order. I'm not sure when it starts spawning - it's after talking to a white lady or defeating Hollow Knight once, I guess. If anyone knows more, tell me in the comments. Mr. Mushroom Places: Go right and down from the queen's station. On the edge of the Kingdom, in a long room, left of the hive. In the Depth, on the grave of Gallen. In the cliffs of Thy, at Nailmaster Mato. Between the arena of the wrecked ship and the location of the Monarch Wings. At the left end of the Misty Canyon, below the overgrown mound. At the bottom of a long fall into the howly cliff where your journey began. You're not locked out of the save file if you're ending up. Once you complete the ending and reopen your save file, you will be placed on the bench you last rested before the fight. This means that you can get all three endings in one run. Find half the inmates. Find all 40 inmates of the larvae. After finding the Key of Love in the bottom right corner of the Royal Garden, enter the Tower of Love and kill the Collector. After the fight you can pick up a collector's card that will reverently map the location of all the larvae. After returning all the prisoners of larvae and receiving all the wards, go back to Dad Grub for a small bonus. Unlocking all the basic entries in Hunter's journal. By unlocking all of Hunter's notes in Hunter's journal, you'll receive the Hunter Sign. Find every enemy and boss in the game and kill them enough to get their updated entry. Little enemies, mooring at the re-entering the room, all enemies (except the bosses) again fell on the bench. Some enemies cannot be killed and must be found in the environment and interacted with. The following guide shows all of Hunter's notes. Find four shards of the mask. Find all 16 shards of the mask. Location of shards of mask: shop Sly, 150 geo. Shop Sley, 500 geo. Shop Sley, 800 geo. Shop Sley, 1500 geo. Brett's house in Gifmouth after rescuing her under Mantis Village. Fall from the fungal nucleus to the fungal waste in Deepest, to the left of the mantis Village. The Royal Station. In the hive, after smashing the wall with a big bee. From Brooding Mawlek, the boss behind the secret wall on the left side of the Forgotten Crossroads. After delivering a certain number of Grub Daddy larvae. Above the bench at Crystal Peak, after killing the second form of the Crystal Keeper. On the left side of the Royal Waterways. From Progora, after 1300 essence. Greenpath, in a stone sanctuary (where you fight without eyes). In the Forgotten Crossroads, under the hot spring room. The request of the Grey Sorrows, three fragments of the vessel of the soul. Find all nine fragments of the vessel of the soul. The fragments of the soul vessel are located as follows: shop Sly, 550 geo. Shop Sley, 900 geo. From a pro-arayer, after 700 essence. To the left of the elevator connecting the Forgotten Junction and the City of Tears. Two rooms above the Royal Station. Deep, in the room above the tram station. In the deer's nest, after unlocking all the deer stations. In the Greenpath room connecting to the Royal Gardens. In a room under the tram station of the Ancient Basin, after donating 3000 geo. Complete the game in less than ten hours. Complete the game in less than five hours. Reach 100% of the game and complete the game in less than 20 hours. After a complete nail upgrade, talk to Nailsmith and kill it. After a complete nail upgrade, talk to Nailsmith, but don't kill it. Instead, go to Nailmaster Sheo at the left end of Greenpath, where it will be. Talk to him to unlock the achievement. Finding zota on top of Greenpath eaten alive, do not save him from the beetle. Return later to find his dead body and attack his mask, revealing the achievement. Bring a gray mourner (located at the right end of the resting grounds, behind a broken ceiling) flower to the grave in the queen's gardens. This route is pretty safe. I used it twice and had no problems. Tips: If you have, the glowing Charm of the Uterus generates flies that suicide on enemies. Combined with the Defender's Cross, it generates exploding flies. This can keep you safe (not tried yourself, but heard good things). You can use fragile charms freely since you don't want to get hit anyway. For nail builds, Longnail or Pride charm help a lot. Spell builds should also work well because of the ability to attack from a distance. From patch .15 forward, breaking the flower saves the game, which means savescumming (alt+4 when flower breaks) doesn't work anymore. This means that you have to do it legally. Warning: The following guide reveals an alternative solution to getting Mercy Achievement Talk to Kirrel for the last time at the right end of Blue Lake after a fight against Umu with him in Foggy Canyon. Notes: You can't get a clean and happy couple in the same save file. If you let Sota die, you won't be able to fight him in the Arena, which means you can't get neglect and rivalry on the same save file. Open half of Hallownest deer stations. Discover all the Hallownest deer stations and discover the deer's nest. The list of deer stations is as follows: Dirthmouth Forgotten Crossroads, in the bottom right corner of the Greenpath, the upper left station of the queen, between the fungal waste and the Mist Canyon of the queen gardens, the middle city pantry, in the upper left corner of the City Tears Royal Station, at the right of the city's Tears Recreation Grounds, right, Deepest, on the left, next to the Beast. After all other deer stations written like ABoss. Like IABOS. IABOS. hollow knight 100 percent speedrun guide

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