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A full map of locations in Hallownest, with all charms, grubs, map vendors, abilities, upgrades and more marked. v3.6 – 6th July 2021 A map update?! What?! + Resized map to 200% using AI upscaling. This has caused a couple of minor issues with haloing but I've fixed the important ones. This means that the map is much more readable on modern hardware and screens. The big versions of the map is 17992×12605 pixels in size and weighs in at 57MB which is too much for Google Drive's native API to show you, so you'll have to download it[drive.google.com]. There's a downscaled one also available in the drive that will work in a browser, plus the version in the Steam guide itself which I ensured lost nothing in comparison to the previous version. + Added rancid egg locations as requested by "N" in the comments. (There you go, randomiser fans. Sorry it's so late.) + Added Mr Mushroom back in. No idea where he went. + Fixed Hallownest Seal location in Fog Canyon, thanks to "rezno[R].technology" in the comments. + Fixed shape of room in Kingdom's Edge. (No idea when Team Cherry changed this.) + Modified Quick Slash text to suit new room size and the rancid egg nearby. + Replaced all Stag Station icons. (The purple glow had hard edges and I never noticed.) + Changed Pale Lurker pronoun use as mentioned by "Alien Killer" in the comments. (It's "her" in German, apparently. I've flipped it to "they" to cover all bases.) + Fixed text overlap of the Shopkeeper's Key in Crystal Peak. + Fixed weird overlap of the White Fragment and White Lady in the Queen's Garden. + Fixed weird overlap of Cornifer, the Fountain, and the Tram Station in the Ancient Basin. + Updated my social media info (I haven't streamed on Twitch in years thanks to conflict with students at work. My Twitter is still @demajen for anyone who cares.) + Updated entire background map texture for clarity and smoothness. + Fixed locations in The Spire in the City of Tears for the grub, Watcher Knight, and Hallownest Seal based on the latest version of the room's map. The Map FULL RESOLUTION HQ (21MB PNG)[drive.google.com] Relic Visual Guides [link] [link] [link] [link] Details can also be found in the COLLECTIBLES section of the Hollowknight WIki's "Relic Seeker Lemm[hollowknight.wikia.com]" page (apart from Hallownest Seal #17 which is missing from there). Archived Map In case you prefer the 1.X-style version of the map, AN ARCHIVED VERSION is available. Chapter 4 - The City of Tears; Part 1 04-11a - Climb out and back to the main village area, then traverse through the area on the other half of the village that was previously inaccessible to find another lever. Hit it to open the passage down, but go up instead for now.1b - (Optional) Duck into the chamber below and leave, then head right to find Quirrel. This must be done before entering Deepnest or The City of Tears if you wish to encounter Quirrel here.1c - Climb up from the bottom right corner of the room to collect a [Wanderer's Journal], then up and around to the exit in the upper right.1d - Make your way up the wall to the upper left exit, then climb/bounce up the shaft to rescue the Grub (7/46) to the right past a narrow horizontal tunnel lined with bouncy mushrooms and full of floaty enemies. A [Vengeful Spirit] or two should take care of them easily enough to clear the way.1e - Drop back down and continue to the left to hit a lever and open a shortcut to the left side of the region. Use the bouncy mushrooms to travel up and past where you met Cornifer earlier and head right.1f - Enter the vertical shaft but don't climb to the top. In the middle of the bottom will be a wall you can now climb with some thorns above and to the right. Climb and dash to the right side of the shaft and climb again to hit a lever to open the exit and collect a [Wanderer's Journal].2 - Backtrack and keep going left to enter Queen's Station. Drop to the bottom and enter the bottom left platform to unlock the Stag Station (120 Geo) and take it to Dirtmouth. Buy the [Lumafly Lantern] from Sly (1800 Geo), return to Queen's Station, and rest at the Bench.-o-o-o-o-o-(Extra Note: Expense) If you're only a couple hundred Geo short of buying the lantern, take the Stag back to Greenpath and go into the large room above the station entrance. In the middle on the left side will be two Moss Knights that can be farmed with judicious application of [Vengeful Spirit] and a couple nail hits for a total of (80 Geo) per run, and behind them are a couple of large~ish Geo Deposits if you haven't collected them already. If you're finding you've fallen significantly short, however, I recommend returning through the path this guide has taken and exploring the rooms a bit more to see if you've missed any easily reachable deposits.-o-o-o-o-o-2a - Make your way back to where the shortcut to the mantis village is, but go left instead of right to a new area. Follow the path down and pogo through the next room to the left again. In the room with the thorn wedge on the ceiling, acid floor, and bouncy mushrooms, cross to the far side and bounce up to free the Grub (8/46) there.3 - Drop down and hop skip and dash across the acid pools to collect the Spore Shroom Charm (4/40), then circle back to the left side of the room and break the wall under where the Grub was and leave through the newly opened exit.3a - (Optional) Cross to the left side of the room and enter the door to find the Moss Prophet and his followers. Kill the congregation as they attack you, and speak to the Moss Prophet for some lore.4 - Cross to the left side of the room and backtrack to trigger the collapsing floor and hug the right wall as you fall into Deepnest.-o-o-o-o-o-(Extra Note: Exploration Advisory) Deepnest is a dark, typically late-game area, but we're making a quick stop in it for a couple of things. In this one instance I am retracting my Preface advice of exploration. Straying from the path proscribed here is a good way to get lost and die, as many of the enemies here are much more aggressive and resilient than what has been encountered so far. If you follow this guide all the way through, you will be returning for a full sweep of the area much later when you are better prepared, and any off-route exploration can be done then if you wish.-o-o-o-o-o- 04-2 4a - Hug the right wall as you fall to slip into a side passage and cross into the exit ahead of you. If you fall all the way to the bottom you'll have to climb back up. In the next room keep going straight right to break a wall on a raised ledge to open a hidden door. Behind it, ignore the first two and last "Grubs" and free the third Grub (9/46). The others are all Mimics and can be killed if desired for their Hunter's Journal Entry progression, but be careful, they're highly aggressive, and can run faster than your base nail attack speed negating its knockback. The best way to kill them at this point is to either free them one at a time, lure them into an area of the room with a high ceiling and pogo off of them until they die, or if you have a full Soul, free them all at once starting with the one in the back, leave the room, and reenter to blast them all with [Vengeful Spirit] as they charge you.4b - Return to the room you dropped down into and make your way to the bottom and cross to the left side to buy the Area Map from Cornifer (38 Geo). 4c - (Optional: DO NOT REST AT EITHER OF THE BENCHES YOU ENCOUNTER!!!) Drop into the room below and make your way down through the maze like rooms until you drop into the Deepnest Hot Spring. Exit left and traverse up and over to the room to the left and start making your way all the way up to the Failed Tramway for your second encounter with Cloth. Extra exploration is Strongly advised against at this point in the game, as you will return to Deepnest later for a more thorough delve. The mapped route indicated was chosen because I find that it has both less enemies and somewhat more straight-forward traversal as opposed to the more mazelike layout of the column shown to the right. Going through those rooms will also delay or prevent an optional encounter with Zote in the City of Tears later on.4d - Once all desired tasks are completed, quit and reload to return to the Queen's Station Bench.04-35 - Make your way rightward across the Fungal Wastes, taking the shortcut past where Cornifer was, until you return to where you saw Hornet earlier. Follow her path into the next room and climb through the thorns along the ceiling until you reach the other side of the acid lake, activating the bridge along the way to make returning easier if you make mistakes. Once on the far side, use the [City Crest] on the statue and enter the Gate to keep moving forward into the City of Tears. 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. 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. 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. Stag Stations in Hollow Knight One of the most important features of Hollow Knight is its carefully crafted world, Hallownest, a vast and interconnected landscape filled with dangers, secrets, and treasures. As players progress through the game, the need for fast travel becomes essential due to the immense size of the world and the challenging nature of navigating through it. Hollow Knight offers a unique and thematic fast travel system that is both practical and immersive. The primary method of fast travel in Hollow Knight is through the Stag Stations. These stations are scattered throughout Hallownest, each serving as a hub for travel between various regions of the world. When players first encounter a Stag Station, they can unlock it by finding the Stag Waystation's conductor, who offers them the ability to travel to other unlocked stations in exchange for a small fee of geo. This creates a sense of interconnectedness between the different areas of Hallownest, as players can quickly hop between regions once they've discovered the relevant stations. Stag Stations are typically located near key areas of the game and often serve as safe zones where players can save their progress, heal, and prepare for further exploration. Once unlocked, these stations can be used as quick points of return for players who need to revisit previously explored areas, whether to seek out hidden upgrades, complete quests, or prepare for difficult battles. To use the Stag Stations effectively, players must first locate them in various parts of Hallownest. Some stations are easily accessible, while others require players to explore hidden corners or overcome certain challenges to unlock them. One important thing to note is that not all Stag Stations are available right away—progress through the game and defeating specific bosses frequently opens up new stations for fast travel. There are a total of 11 Stag Stations in the game. Players will also encounter the Stag, a friendly character who serves as the guide for this system. Upon speaking to the Stag at a station, players can choose their destination from a list of unlocked stations, providing a quick and efficient way to travel across Hallownest without the need for lengthy backtracking. While Stag Stations form the core of the game's fast travel system, there are other travel mechanics that can help players get around more efficiently. The Mantis Claw, Crystal Dash, and Mothwing Cloak abilities all help to traverse certain terrains or areas, but they don't function as direct fast travel methods. These Abilities instead enhance movement, allowing players to explore more freely between fast travel points. Additionally, once players unlock the Dreamgate ability, they gain another form of fast travel. The Dreamgate lets players create a portal at a specific location, and after the gate is set, players can teleport to that spot from any other location. While not as abundant as Stag Stations, the Dreamgate offers an added layer of convenience for specific locations, allowing for rapid movement once it is fully unlocked. 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. Skip to content September, 2015 (Kickstarter backers)3 February, 2017 (Humble Monthly)21 September, 2020 (Public release) The Hollow Knight Beta is a beta build of Hollow Knight which was first sent to Kickstarter backers in September 2015.[1] It was also released as a sneak peek for Humble Monthly Bundle subscribers on the 3 February, 2017.[2] The beta was released to everyone on 21 September, 2020, after being posted by Team Cherry on the Hollow Knight Discord server.[3] All of the major changes between the beta and the final release version of Hollow Knight are documented below. The beta can be downloaded here. Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. This is ultimately revealed to be a promise of glory for himself. He named his nail "Life Ender" because names supposedly have power. Unfortunately, because it is made of shellwood, it cannot deal damage. While he claims to be the strongest warrior in the land, he is found trapped by weak enemies or claiming the glory of another bug's deeds. He regards the Knight as beneath him and accuses them of constantly getting in his way. Found along the path leading to Greenpath. He is held in the mandibles of a Vengefly King, and the Knight has the choice to either save him or leave him. If saved, he complains that the Knight got in the way between him and his "prey", he introduces himself and boasts about his supposed mighty deeds. If he is not saved before acquiring the Mantis Claw, he dies in this location, with his nail and shell remaining. Hitting his shell here grants the Neglect achievement. If he is saved in Greenpath, Zote shows up in Dirtmouth, where he once again talks to the Knight in an arrogant fashion. Zote can be found in a corridor leading back to the storerooms of the City of Tears. He has forgotten the Knight and introduces himself again. Found stuck in spider webs, presumably having been captured by the beasts of Deepnest. Once again the Knight has the choice to either save him or leave him, though this time leaving him does not result in his death. If saved, he once again complains about the Knight meddling in his supposed heroics. If the Knight saves him both times, he is captured and can be found in the resting area of the Colosseum of Fools, where he brags about his skills and how his capture was part of his plan. He then becomes the final boss of the first trial. As a boss, he deals no damage due to his nail being made of shellwood. He simply has to be attacked until the fight is over. He is quite inept in combat and regularly messes up his jumps. Beating him grants the Rivalry achievement. Mighty Hegemol... What a towering figure he was, though surprisingly soft spoken for one so large. They were all impressive in their own right, of course. Fierce Dryya, kindly Isma, mysterious Ze'mer ... erm, and the other one. The Five Great Knights of Hallownest once stood beneath the throne as the kingdom's protectors. They are revered figures who are often mentioned in historical records but only as a group. Information on the individual Great Knights is sparse, with Relic Seeker Lemm noting that their names and appearance seem to have been erased from history. The Five Great Knights are: Ze'mer (Grey Mourner) Dryya Isma Hegemol Ogrim (Dung Defender) By the time the Knight returns to Hallownest, three of the Great Knights have either died or disappeared. Only Ogrim and Ze'mer are known to be alive. The Great Knights are depicted in Ogrim's cave below his boss arena as statues made of dung: From left to right: Ze'mer, Dryya, Isma, Hegemol, and Ogrim The silhouettes of four of them can be seen in the arena of White Defender: From left to right: Ze'mer, Dryya, Isma, and Hegemol Ze'mer Located in the Resting Grounds where she is known as the "Grey Mourner", Ze'mer is the only remaining Great Knight besides Ogrim. Sheo refers to her as "mysterious Ze'mer". She is not native to Hallownest, originating from "lands serene", a location from which she also brought Delicate Flowers. There is not much known about Ze'mer when she was a Great Knight, but Ogrim remarks on how she told stories. After her Mantis lover died, Ze'mer turned to mourning and retreated to her house in the Resting Grounds. She dissipates after the Knight delivers the Delicate Flower to the grave of her lover. Dryya Dryya had a hard front, and Nailmaster Sheo refers to her as "Fierce Dryya", although she is noted to have been a caring type. Ogrim mentions that he misses her wisdom. She was tasked with standing guard over the White Lady in the Queen's Gardens. After defeating numerous Mantis Traitors, evidenced by the pile of their corpses aside Dryya's own, they eventually overwhelmed her. The White Lady is not aware of Dryya's death. Dream Nail Dialogue Isma Referred to as "kindly Isma" by Nailmaster Sheo, there is little known about Isma, but her strength seemed to surpass that of Ogrim's, and her nature seemed to be kind and understanding. Ogrim and Isma had a very close relationship, even more so since he seems to be protecting her grove specifically. Isma's powers and capabilities are not specifically stated but seem to have some relation to acid, as her tear or "blessing" grants acid immunity. Her grove is referred to as the "source of acid blight." She can be found within the Royal Waterways, in Isma's Grove. She appears to be dead and her body can be seen attached to a wall by plant growth; making the cause of her death the most questionable. Dream Nail Dialogue ...Ogrim... there's no time... Hegemol Hegemol is the only Great Knight whose whereabouts are largely unknown. He was the favourite Great Knight of Nailmaster Sheo, who calls him "Mighty Hegemol". He was a towering figure but soft spoken, which was surprising for somebody of his stature. Ogrim mentions that he misses Hegemol's humour. A statue of Hegemol can be found outside the City of Tears, requiring the City Crest to open the gate to the city. While Hegemol was sleeping, his armoured shell was stolen by a Maggot who wanted to defend his siblings. It is unknown whether Hegemol is alive after this or if he was murdered by the maggot. While the False Knight who stole his shell wields a mace with an armoured bug attached to the end, Hegemol himself is always shown without any weapon. Ogrim The most loyal of the Five Great Knights, Ogrim is found in the Royal Waterways where he is known as "Dung Defender". He hopes to meet the other Great Knights again and see Hallownest be reborn. Although he misses Isma in particular, he is not able to visit her grove due to his duties and an oath that he swore. Due to this, he seems to be unaware of Isma's fate and the fate of the other Great Knights. When he is defeated five times in his dreams as White Defender, Ogrim wonders if the line of Hallownest's Great Knights ends with him or whether it can be passed on, mentioning that he can easily imagine the Knight standing amongst the greatest heroes of the age. Ogrim disappears after this encounter, leaving behind a statue of the Knight made of dung. Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. This is ultimately revealed to be a promise of glory for himself. He named his nail "Life Ender" because names supposedly have power. Unfortunately, because it is made of shellwood, it cannot deal damage. While he claims to be the strongest warrior in the land, he is found trapped by weak enemies or claiming the glory of another bug's deeds. He regards the Knight as beneath him and accuses them of constantly getting in his way. Found along the path leading to Greenpath. He is held in the mandibles of a Vengefly King, and the Knight has the choice to either save him or leave him. If saved, he complains that the Knight got in the way between him and his "prey", he introduces himself and boasts about his supposed mighty deeds. If he is not saved before acquiring the Mantis Claw, he dies in this location, with his nail and shell remaining. Hitting his shell here grants the Neglect achievement. 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Beating him grants the Rivalry achievement. Covered in padding, it bears a symbol of love. Unlocks door of Tower of Love The Love Key is an Item in Hollow Knight. Use Opens the door inside the Tower of Love where the Collector can be fought. Hornet is the mysterious princess-protector of Hallownest's ruins, a major character in Hollow Knight and the playable protagonist of Hollow Knight: Silksong. She wields a Needle and thread with deadly prowess. Hornet is captured by outsider bugs and brought to their kingdom, Pharloom, but she escapes her cage before arriving at their destination. She then must battle foes and solve mysteries to ascend on a deadly pilgrimage to this kingdom's peak. Health is represented as Masks, shown in the upper-left corner of the screen. Hornet starts the game with 5 Masks and can obtain more. Health is lost by taking damage, either from enemies or from environmental hazards. Health can be regained by the use of the Bind ability consuming a full Silk spool. Lifeblood Masks, granted by Lifeblood needles, are temporary masks. Silk is represented as a spool below the health indicator. Thread is consumed when using special abilities, including a form of Focus named Bind. Striking enemies with the Needle fills the spool by two laces. When the spool is full, the symbol representing the side of the spool left to the health indicator is filled. The Needle is Hornet's main weapon. Not only can she use it to slash or block attacks against enemies, but also to dash forward, stab, and bounce up above them. She can also use it alongside her abilities to deal greater damage or as a grappling hook. Tools are special items classed by categories, equipped on a Crest with limited slots. They can be used as throwing weapons or defensive aids without costing Silk. Crests and Tools can be changed when sitting on a Bench similar to Charms. Abilities consume Silk thread to use them. Hornet can collect and keep various items throughout her journey, which are stored in her inventory. They can be related to specific quests. The following areas have no confirmed name, although the names used were mentioned in the official announcement. Other mentioned names include "Bonebottom", "Moss Temple", and "Soaring Warlord's Tower": "Coral Forest", "Gilded City", and "Lake of Fire/Bone Forest". Garmond and Zaza are two NPCs first revealed in the Hollow Knight: Silksong announcement trailer. They are on a quest to find a new home. Garmond appears to be the rider, while Zaza appears to be mount. Garmond and Zaza only appear once in the announcement trailer; they are seen during the "New Quests" segment. Within a dark, murky hallway with a visible curved lattice pattern in the background, Hornet is shown leaping over the two as they charge forward through a small group of enemies, while Garmond makes a loud vocalization. They were later revealed in a blog post, which states that the two are on a quest to find a new home. Garmond is described as being rambunctious and chatty, while Zaza is noted to possibly be "the brains" of the two. Elder Hu was a travelling sage who sought to purify the borderlands of Hallownest from the Infection. He reached the Mantis Village, but his own Infected mind made him see the Mantis Lords and the Tribe as afflicted by the plague. The Mantises killed him after he attacked them. A memorial was erected in his name above the gates to the City of Tears, his tunic and bead necklace resting on top of it. The spirit of Elder Hu can be fought at his memorial after acquiring the Dream Nail. Still deluded in his experience with the Mantis Tribe, he warns the Knight. After his defeat, the spirit becomes aware of his madness-driven mistake. He realizes his own death before shattering into 100 Essence to be collected by the Dream Nail. Elder Hu has two attacks in addition to being able to teleport: Ring Slam: Elder Hu summons a row of rings in midair, interspersed with several safe gaps, before quickly slamming them all down onto the ground simultaneously. Ring Curtain: Elder Hu summons pairs of rings that slam down on the ground, beginning from the edges of the arena and moving towards the centre. Teleport: Elder Hu warps from one area to another to avoid attacks or set up his own. The ring attacks require very precise movements to dodge as they come out quickly. The Shade Cloak is highly recommended, although not completely necessary. Elder Hu remains in place during the attacks, and his floating pattern is low enough to the ground, where attacking with the Nail is possible. Dodge the rings and get in some hits in between. Eventually, the rhythm of the attacks is easy to follow and the Knight should have no problem timing dashes and attacks. Alternatively, the Knight can use Shade Cloak to dodge the Ring Slam attack and use Howling Wraiths/Abyss Shriek along with a Spell build (such as Shaman Stone, Spell Twister, Soul Catcher, and Soul Eater) to quickly finish him off. Location in Queen's GardensCorpse holding the Love Key Trivia "Too long... spent together. We become as one..." Hornet is the mysterious princess-protector of Hallownest's ruins, a major character in Hollow Knight and the playable protagonist of Hollow Knight: Silksong. She wields a Needle and thread with deadly prowess. Hornet is captured by outsider bugs and brought to their kingdom, Pharloom, but she escapes her cage before arriving at their destination. She then must battle foes and solve mysteries to ascend on a deadly pilgrimage to this kingdom's peak. Health is represented as Masks, shown in the upper-left corner of the screen. Hornet starts the game with 5 Masks and can obtain more. 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Elder Hu remains in place during the attacks, and his floating pattern is low enough to the ground, where attacking with the Nail is possible. Dodge the rings and get in some hits in between. Eventually, the rhythm of the attacks is easy to follow and the Knight should have no problem timing dashes and attacks. Alternatively, the Knight can use Shade Cloak to dodge the Ring Slam attack and use Howling Wraiths/Abyss Shriek along with a Spell build (such as Shaman Stone, Spell Twister, Soul Catcher, and Soul Eater) to quickly finish him off. Location in the City of Tears where the Love Key can be used How to Acquire Found on a corpse in the southeast of the Queen's Gardens above the path to the Fungal Wastes. Retrieving the key requires Isma's Tear. Hornet is the mysterious princess-protector of Hallownest's ruins, a major character in Hollow Knight and the playable protagonist of Hollow Knight: Silksong. She wields a Needle and thread with deadly prowess. Hornet is captured by outsider bugs and brought to their kingdom, Pharloom, but she escapes her cage before arriving at their destination. She then must battle foes and solve mysteries to ascend on a deadly pilgrimage to this kingdom's peak. Health is represented as Masks, shown in the upper-left corner of the screen. Hornet starts the game with 5 Masks and can obtain more. Health is lost by taking damage, either from enemies or from environmental hazards. Health can be regained by the use of the Bind ability consuming a full Silk spool. Lifeblood Masks, granted by Lifeblood needles, are temporary masks. Silk is represented as a spool below the health indicator. Thread is consumed when using special abilities, including a form of Focus named Bind. Striking enemies with the Needle fills the spool by two laces. When the spool is full, the symbol representing the side of the spool left to the health indicator is filled. The Needle is Hornet's main weapon. Not only can she use it to slash or block attacks against enemies, but also to dash forward, stab, and bounce up above them. She can also use it alongside her abilities to deal greater damage or as a grappling hook. Tools are special items classed by categories, equipped on a Crest with limited slots. They can be used as throwing weapons or defensive aids without costing Silk. Crests and Tools can be changed when sitting on a Bench similar to Charms. Abilities consume Silk thread to use them. Hornet can collect and keep various items throughout her journey, which are stored in her inventory. They can be related to specific quests. The following areas have no confirmed name, although the names used were mentioned in the official announcement. Other mentioned names include "Bonebottom", "Moss Temple", and "Soaring Warlord's Tower": "Coral Forest", "Gilded City", and "Lake of Fire/Bone Forest". Garmond and Zaza are two NPCs first revealed in the Hollow Knight: Silksong announcement trailer. They are on a quest to find a new home. Garmond appears to be the rider, while Zaza appears to be mount. Garmond and Zaza only appear once in the announcement trailer; they are seen during the "New Quests" segment. Within a dark, murky hallway with a visible curved lattice pattern in the background, Hornet is shown leaping over the two as they charge forward through a small group of enemies, while Garmond makes a loud vocalization. They were later revealed in a blog post, which states that the two are on a quest to find a new home. Garmond is described as being rambunctious and chatty, while Zaza is noted to possibly be "the brains" of the two. Elder Hu was a travelling sage who sought to purify the borderlands of Hallownest from the Infection. He reached the Mantis Village, but his own Infected mind made him see the Mantis Lords and the Tribe as afflicted by the plague. The Mantises killed him after he attacked them. A memorial was erected in his name above the gates to the City of Tears, his tunic and bead necklace resting on top of it. The spirit of Elder Hu can be fought at his memorial after acquiring the Dream Nail. Still deluded in his experience with the Mantis Tribe, he warns the Knight. After his defeat, the spirit becomes aware of his madness-driven mistake. He realizes his own death before shattering into 100 Essence to be collected by the Dream Nail. Elder Hu has two attacks in addition to being able to teleport: Ring Slam: Elder Hu summons a row of rings in midair, interspersed with several safe gaps, before quickly slamming them all down onto the ground simultaneously. Ring Curtain: Elder Hu summons pairs of rings that slam down on the ground, beginning from the edges of the arena and moving towards the centre. Teleport: Elder Hu warps from one area to another to avoid attacks or set up his own. The ring attacks require very precise movements to dodge as they come out quickly. The Shade Cloak is highly recommended, although not completely necessary. Elder Hu remains in place during the attacks, and his floating pattern is low enough to the ground, where attacking with the Nail is possible. Dodge the rings and get in some hits in between. Eventually, the rhythm of the attacks is easy to follow and the Knight should have no problem timing dashes and attacks. Alternatively, the Knight can use Shade Cloak to dodge the Ring Slam attack and use Howling Wraiths/Abyss Shriek along with a Spell build (such as Shaman Stone, Spell Twister, Soul Catcher, and Soul Eater) to quickly finish him off. Location in Queen's GardensCorpse holding the Love Key Trivia "Too long... spent together. We become as one..." Area differences The beta only contains King's Pass, Dirtmouth, and the Forgotten Crossroads. Some parts of these areas have remained the same in the release version, while some were still incomplete and are missing certain aspects. The following is a list of most major differences in the beta areas compared to the areas in the release version of Hollow Knight. The entrance to Crystal Peak exists but cannot be entered as the level leads nowhere. Beta Release version Iselda's shop has a different sign sprite compared to the release version. Beta Release version Confessor Jiji's/Steel Soul Jinn's cave is missing entirely. Beta Release version The lever in the Stag Station to open the door does not exist. Beta Release version The Ancestral Mound is called Shrine of Souls. The Bench in the Hot Spring is missing. Beta Release version The Black Egg has Infection leaking out of it, which only happens in the Infected Crossroads in the release version. Beta Release version The City of Tears lift cannot be accessed, although the bottom of the lift already exists, which can be accessed by noclipping using mods. The lever to call the lift cannot be activated and the City of Tears cannot be entered as the level leads nowhere. Hollow Knight Beta - City of Tears lift The lift near Myla leading to Crystal Peak is missing. Hollow Knight Beta - Entrance to Crystal Peak No Bench exists outside of Salubra's hut, and her hut cannot be accessed without using the Shade or noclip. Beta Release version The passage to Crystal Peak exists near Myla, but cannot be entered as the level leads nowhere. Beta Release version The passage to Fog Canyon exists, but can only be accessed by using noclip with mods. Fog Canyon cannot be entered as the level leads nowhere. Beta Release version The passage to the Fungal Wastes exists, but can only be accessed by using noclip with mods. The Fungal Wastes cannot be entered as the level leads nowhere. Beta Release version The secret room in the well leading to Dirtmouth is missing. Beta Release version The spiked wall near Brooding Mawlek does not exist. A Grub which is present in this area in the beta was replaced by a Soul Totem in the release version. Beta Release version A swimming section exists near the passage to Fog Canyon which was cut entirely in the release version. This section is also shown in one of the pre-release trailers. Hollow Knight- A Weird and Wonderful World Trailer The Tram to the Resting Grounds cannot be entered, but the tunnel exists and can be explored using noclip with mods. Hollow Knight Beta - Tram to Resting Grounds The chest containing the Fury of the Fallen Charm in the release version contains Geo in the beta. Beta Release version Audio differences Several audio changes were made in the release version compared to the beta, although overall most audio stayed the same. Brooding Mawlek has a different explosion sound when killed and roars when it is defeated. Hollow Knight Beta - Brooding Mawlek defeated comparison Gruz Mother has a different explosion sound when killed. Hollow Knight Beta - Gruz Mother defeated comparison Sly has a different voice actor. Hollow Knight Beta - Sly voice The intro cinematic has no music. Hollow Knight Beta - Opening cutscene Vengefly King has a different explosion sound when killed. Hollow Knight Beta - Vengefly King defeated comparison When the Knight takes damage, a glass breaking sound is heard. Hollow Knight Beta - Damage sound comparison Dialogue differences Most dialogue of NPCs is different in the beta. Beta dialogue Current dialogue Hmm? Oh, hello there. Come down to explore these beautiful old highways? Don't mind me. I've a fondness for exploring myself. Getting lost and finding your way again is a pleasure like no other. Actually, I'm embarassed sic to bring this up, but I also make maps as a sort of side business. This one I'm working on isn't quite finished yet, but I'd like you to have a copy anyway. Oh, don't thank me. It's a work in progress so it's terribly rough. Rest assured the final product will be of a much higher calibre. 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? How are you finding my map? Personally I prefer to explore without one. You see so much more of the world when you're not looking at a map. How are you finding my map? I've tried to fill out as much as I can, but every map is a work in progress... If you'd like to fill out some of the map yourself you can purchase some mapping supplies from my wife up in Dirtmouth. We've set up a little store to help make ends meet. Beta dialogue Current dialogue 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 feet. It's long fell to ruin, yet it still draws folks down 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. These days, it's a sickly air down there. Creatures turn mad and travellers are robbed of their memories. Perhaps dreams aren't such great things after all, heh. 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 feet. It's long fell to ruin, yet it still draws folks down 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... Many used to come, hoping the kingdom would fulfill their desires. Hallownest, it was once called. Supposedly the greatest kingdom there ever was, full of treasures and secrets. Hm. Now it's nothing more than a poisonous tomb full of monsters and madness. I suppose everything fades away eventually. Just the nature of things, heh heh. Many used to come, hoping the kingdom would fulfill their desires. Hallownest, it was once called. Supposedly the greatest kingdom there ever was, full of treasures and secrets. Hm. Now it's nothing more than a poisonous tomb full of monsters and madness. Everything fades eventually, I suppose. I hope you aren't too disappointed by our little town, traveller. Though it's now a solemn place, once we were much more welcoming. Entry to the kingdom was forbidden long ago, supposedly after some great calamity. Many gates were closed, but our old well remains as a way to creep back in. Over the years, all kinds used the well to wriggle their way into the ruins, wanderers, thieves, adventurers. Eventually there was enough activity to sustain a town, and so our predecessors built Dirtmouth. I hope you aren't too disappointed by our little town, traveller. Though it's now a solemn place, once we were much more welcoming. Entry to the kingdom was forbidden long ago, supposedly after some great calamity. Many gates were closed, but our old well remains as a way to creep back in. So many used to come through here and down into that well, droves and swarms, seeking power and wealth, seduced by endless possibilities in the dark. Funny how few ever return to the surface. Perhaps they find what they're looking for? Heh heh, I'm not so naive. No doubt, they've all been gobbled up! There're countless dangers in those depths. Over the years, all kinds used the well to wriggle into the ruins, wanderers, thieves, adventurers. Funny how few ever come back up. Perhaps they find what they're looking for? ... Bah, I'm not so naive. No doubt, they've all been gobbled up! There are countless dangers in those depths. As bustling as this town used to be, eventually the flow of fools down the well slowed. I'd thought those times were done. But recently something's changed. There's activity in the caverns, unsettling sounds and rumblings underfoot. The creatures down there have become enraged. They say a poison drifts through the old roads and highways, sending folk mad. Travellers started to drift back here and down into the well, all talking about dreams they'd had of wealth and glory. And that allure to descend, it settled over the townsfolk as well! All of them eventually wandered down there. Except for me, of course. I'm a simple man, and I do not dream. Heh heh... Not used in release version. I remember asking one young bug why she'd climb down the well, after it had already claimed her mother and brother. Said she'd been dreaming of that stone egg in

the stagways and called me to you. I've grown stiff and heavy 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. 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. Ready to go, little one? Not used in release version. It was a long time ago, but I remember when these highways and crossroads pulsed with life. These are the paths I first carried passengers through when I was young. Those travellers are all gone now, moved on. Now it seems it's just you and I and the furtive creatures scratching and squirming all around us. It was a long time ago, but I remember when these highways and crossroads pulsed with life. These are the paths I first carried passengers through when I was young. Those travellers are long gone, yet still I remain. Now it seems it's just you and I and the furtive creatures scratching and squirming all around us. This place... we are near the surface, I believe? There is a town here, you should take the opportunity to rest. This place was once full of travellers coming and going. It seems much quieter now. This place... we are near the surface, I believe? There is a town here. You should take the opportunity to rest. This place was once full of travellers coming and going. It seems much quieter now. Beta dialogue Current dialogue Ohhh, bury the knight with a broken sword, bury the... p-priest... something about a crown...? I c-can't remember the rest of that one, ha ha ha! Maybe I'll just hum it. Ohhh, bury the knight with her broken nail, bury the... p-priest... something about a crown...? I c-can't remember the rest of that one, ha ha ha! Maybe I'll just hum it. Oh, hello again! Are you still running about? Why not join me d-down here? There's plenty of wealth in these rocks for anyone willing to put a bit of work in! Those crystals out there are worth a fair b-b-bit, but I have a feeling that there's something even more valuable hidden just a bit deeper in! If I close my eyes I can almost smell it! Ha ha ha! Oh, hello again! Are you still running about? Why not join me d-down here? There's plenty of wealth in these rocks for anyone willing to put a bit of work in! Those crystals out there are worth a fair b-b-bit, but I have a feeling that there's something even more valuable hidden just a bit deeper in! I can almost smell it! Ha ha ha! Ohhh, bury the knight with her velvet gloves, Bury the thief with the one she loved! Bury the priest in her tattered gown, Then bury the beggar and his golden croooooooown! Ohh, bury the knight with her broken nail, bury the lady, lovely and pale! Bury the priest in his tattered gown, then bury the beggar with his shining croooown! Beta dialogue Current dialogue I'm Quirrel. I have something of an obsession with forgotten and uncharted places. This ancient kingdom holds many fascinating mysteries, and one of the most intriguing of them is standing right before us. I'm Quirrel. I have something of an obsession with uncharted places. This ancient kingdom holds many fascinating mysteries, and one of the most intriguing of them is standing right before us. A great stone egg, lying in the corpse of an ancient kingdom. And who knows what other marvels lie even deeper below us… A great stone egg, lying in the corpse of an ancient kingdom. And this egg...Is it warm? It certainly gives off a unique air. Can it be opened? There are strange marks all over it... I do so love a mystery...And who knows what other marvels lie even deeper below us... For so long I'd heard the tales of this strange, ancient kingdom, tales full of wonders and horrors. No longer could I resist. I just had to see it for myself. And what a time I chose to arrive! This dead world has sprung to life. The creatures are riled up and the earth rumbles. The air is thick. I wonder what could have brought all this about? For so long I've felt drawn here. So many tales full of wonders and horrors. No longer could I resist. I just had to see it for myself. And what a time I chose to arrive! This dead world has sprung to life. The creatures are riled up and the earth rumbles. The air is thick. I wonder what could have brought it all about? Isn't this building a wonder? Do you think it was built around the egg, or was the egg laid within? And this egg... is it warm? I swear it seems alive somehow. It certainly gives off a unique air. What do you suppose is inside? A great beast? Fantastic treasures? Or something else entirely? Can it be opened? There are strange marks all over it... I do so love a mystery… Not used in release version. I can't help but notice that nail you wield. It looks a fine instrument, though it's showing signs of wear. I'd wager up there it would take you far. Down here however, I suspect you'll soon meet dangers the surface world can't match. Your nail looks a fine instrument, but it's showing signs of wear. I'd wager up there it would take you far. Down here however, I suspect you'll soon meet dangers the surface world can't match. Did you pass that town above? What a sad little place. And such majesty hidden right beneath! I suppose that's why they've all headed down here. Who could resist such possibilities? Did you pass that town above? What a gloomy little place. And such majesty hidden right beneath!I suppose that's why they've all headed down here. Who could resist such possibilities? Beta dialogue Current dialogue You're exploring these old ruins then? Very brave! Plenty of courageous explorers have been lost to the hunger of these old caverns. You have your nail though, and I can tell just by looking that you know how to wield it. You're exploring then? Very brave! Plenty of courageous wanderers have been lost to the hunger of these old caverns. You have your nail though, and I can tell just by looking that you know how to wield it. Ah, hello! I knew we'd meet again. How do you like my cosy little store? I've made myself pretty comfortable here, selling old trinkets to travellers like yourself. Except, ah, I'm not quite ready for business just yet. There's still a bit of preparation to do, I'm sure you understand. For now I'll just have to say thank you! And I look forward to doing business with you when the time comes. Ah, hello! I knew we'd meet again. How do you like my cosy little store? I've made myself pretty comfortable here, selling old trinkets to travellers like yourself. If you're planning a trip below, I've several items that may improve your chance of survival. There's still plenty of work for me to do before I can open the store. Very delicate, very precise work! You seem like the patient sort though. There's no need for unnecessary haste. Not used in release version. Beta dialogue Current dialogue Oho! Who is that creeping out of the darkness? My, you're looking solemn, friend! 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 fellow like you! Ohoho! 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! Oho! There you are! I was watching over you while you slept, and must have slipped away myself. I woke up and found you'd disappeared! You are a surprising fellow, ohoho! Actually, I wanted to ask a small favour of you. You see, there is a certain creature lurking just above us, in the heart of this temple.....oho? Well, yet another surprise! You've slain that creature before I've even asked! I scarcely deserve such a friend as you! You're a marvel! Ohohoho! Oho! There you are! I was watching over you while you slept, and must have slipped away myself. I woke up and found you'd disappeared! You are a surprising one, ohoho! Actually, I wanted to ask a small favour of you. You see, there is a certain creature lurking just above us, in the heart of this temple… ...Oho? Well, yet another surprise! You've slain that creature before I've even asked! I scarcely deserve such a friend as you! You're a marvel! Ohohoho! And look! The gate between us has opened. Ohoho! I'm sure you're eager to move on. Farewell, and have faith, whatever you are seeking... Ohohoho! And look! The gate between us has opened. Ohoho! I'm sure you're eager to move on. Farewell, and have faith! Whatever you are seeking... it will find you! Ohohoho! Beta dialogue Current dialogue Know this, urchin. I am Zote the Mighty, a knight of the people. Cross me again, and you'll find out why they call my weapon 'Life Ender'. 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'. Hmph. What a squalid little hamlet this is.The air is too thick and the townsfolk have beady eyes. I'll be heading back down below as soon as possible. Hmph. What a squalid little hamlet this is.The air is foul and the townsfolk have beady eyes. I'll be heading back down below as soon as possible. Enemy and boss differences Several enemies and bosses have behaviour changes, location changes, or visual changes. All enemies respawn when re-entering a room, while in the release version most enemies stay dead. Hollow Knight Beta - All enemies respawn when re-entering room The Shade has different colour sprites. It has no knockback when hit, and killing the Shade shows Geo flying towards the Knight instead of Void. Sprite Hollow Knight Beta - Shade behaviour Hoppers are present in some rooms of the Forgotten Crossroads, instead of only being found in Kingdom's Edge and the Colosseum of Fools. Elder Baldur and Baldur have white eyes. Elder Baldur does not deal contact damage. The white-eyed Baldur and Elder Baldur were still used in the Hunter's Journal until the release of Voidheart Edition. Husk Guards only deal 1 Mask of damage instead of 2 Masks in the release version. Hollow Knight Beta - Husk Guard damage A sprite for the Maggot exists in the files, but it cannot be found in the beta itself. The Crawlid has different sprites and looks less spiky. Beta Release version Gruz Mother's corpse shows a ribcage. Beta Release version Vengefly King is in the Forgotten Crossroads near the Hot Spring instead of in Greenpath. Gameplay differences The gameplay of the beta has some notable differences, including different abilities and combat. An ability called Backdashing is possible by pressing the current SUPER DASH button. This ability was cut in the release version. Forward Dash exists and has a different animation, but it can only be activated with file editing/mods. It takes longer to use Focus compared to the release version. Hollow Knight Beta - Focus time comparison Geo is lost upon death but the SOUL meter is not broken before recovering the Shade. Hollow Knight Beta - Death Less invincibility frames are gained after being hit. Hollow Knight Beta - Invincibility frames The inventory does not exist. No Charms or Items exist except for Mask Shards. The Map is viewed by hitting M on keyboard or LB/L1 on controller. It is not possible to move while viewing the map. The only area that has a map is the Forgotten Crossroads and this map looks different compared to the release version. The Knight starts with 4 initial Masks instead of 5. The Knight's Nail has decreased range compared to the release version. The beta allows faster Nail strikes. Hollow Knight Beta - Nail speed comparison Less SOUL is gained from hitting enemies. Hollow Knight Beta - Soul gain speed comparison NPC differences Some NPCs are missing from their location in the release version, or found in different locations. They may also have different behaviour in the beta compared to the release version. Cornifer does not charge Geo for his map and the map is already drawn. Hollow Knight Beta - Cornifer's map Iselda cannot be accessed normally. She and her shop exist in the beta, but can only be accessed with mods. She only uses one sprite and has no dialogue. Confessor Jiji and her cave are missing in Dirtmouth. The Last Stag has an unused sleeping or resting animation which can only be found in the files. One of these sprites were later used for the corpses in the Stag Nest. Cut sleeping animation Stag Nest corpse sprite Menderbug exists in the beta. He can be killed with Vengeful Spirit, but drops nothing upon death. His house is inaccessible. Hollow Knight Beta - Menderbug Salubra is missing entirely. Her store exists but it cannot be entered. Sly does not sell items in his shop. Zote is first encountered in the Forgotten Crossroads instead of in Greenpath and cannot die here. Zote does not face the Knight when talking to them. Zote goes to Dirtmouth after being saved. Miscellaneous differences Acid looks different. It is more transparent in the beta and contains more bubbles. Beta Release version The beta ends after attempting to enter Greenpath. City of Tears tower background sprites can be found in the files. These sprites were incorporated in a single background image in the release version which is used for some areas in the City of Tears. Beta Release Version The Dreamers' masks all look the same as Monomon's. Beta Release version Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. This is ultimately revealed to be a promise of glory for himself. He named his nail "Life Ender" because names supposedly have power. Unfortunately, because it is made of shellwood, it cannot deal damage. While he claims to be the strongest warrior in the land, he is found trapped by weak enemies or claiming the glory of another bug's deeds. He regards the Knight as beneath him and accuses them of constantly getting in his way. Found along the path leading to Greenpath. He is held in the mandibles of a Vengefly King, and the Knight has the choice to either save him or leave him. If saved, he complains that the Knight got in the way between him and his "prey", he introduces himself and boasts about his supposed mighty deeds. If he is not saved before acquiring the Mantis Claw, he dies in this location, with his nail and shell remaining. Hitting his shell here grants the Neglect achievement. If he is saved in Greenpath, Zote shows up in Dirtmouth, where he once again talks to the Knight in an arrogant fashion. Zote can be found in a corridor leading back to the storerooms of the City of Tears. He has forgotten the Knight and introduces himself again. Found stuck in spider webs, presumably having been captured by the beasts of Deepnest. Once again the Knight has the choice to either save him or leave him, though this time leaving him does not result in his death. If saved, he once again complains about the Knight meddling in his supposed heroics. If the Knight saves him both times, he is captured and can be found in the resting area of the Colosseum of Fools, where he brags about his skills and how his capture was part of his plan. He then becomes the final boss of the first trial. As a boss, he deals no damage due to his nail being made of shellwood. He simply has to be attacked until the fight is over. He is quite inept in combat and regularly messes up his jumps. Beating him grants the Rivalry achievement. Mighty Hegemol... What a towering figure he was, though surprisingly soft spoken for one so large. They were all impressive in their own right, of course. Fierce Dryya, kindly Isma, mysterious Ze'mer ... erm, and the other one. The Five Great Knights of Hallownest once stood beneath the throne as the kingdom's protectors. They are revered figures who are often mentioned in historical records but only as a group. Information on the individual Great Knights is sparse, with Relic Seeker Lemm noting that their names and appearance seem to have been erased from history. The Five Great Knights are: Ze'mer (Grey Mourner) Dryya Isma Hegemol Ogrim (Dung Defender) By the time the Knight returns to Hallownest, three of the Great Knights have either died or disappeared. Only Ogrim and Ze'mer are known to be alive. The Great Knights are depicted in Ogrim's cave below his boss arena as statues made of dung: From left to right: Ze'mer, Dryya, Isma, Hegemol, and Ogrim The silhouettes of four of them can be seen in the arena of White Defender: From left to right: Ze'mer, Dryya, Isma, and Hegemol Ze'mer Located in the Resting Grounds where she is known as the "Grey Mourner", Ze'mer is the only remaining Great Knight besides Ogrim. Sheo refers to her as "mysterious Ze'mer". She is not native to Hallownest, originating from "lands serene", a location from which she also brought Delicate Flowers. There is not much known about Ze'mer when she was a Great Knight, but Ogrim remarks on how she told stories. After her Mantis lover died, Ze'mer turned to mourning and retreated to her house in the Resting Grounds. She dissipates after the Knight delivers the Delicate Flower to the grave of her lover. Dryya Dryya had a hard front, and Nailmaster Sheo refers to her as "Fierce Dryya", although she is noted to have been a caring type. Ogrim mentions that he misses her wisdom. She was tasked with standing guard over the White Lady in the Queen's Gardens. After defeating numerous Mantis Traitors, evidenced by the pile of their corpses aside Dryya's own, they eventually overwhelmed her. The White Lady is not aware of Dryya's death. Dream Nail Dialogue Isma Referred to as "kindly Isma" by Nailmaster Sheo, there is little known about Isma, but her strength seemed to surpass that of Ogrim's, and her nature seemed to be kind and understanding. Ogrim and Isma had a very close relationship, even more so since he seems to be protecting her grove specifically. Isma's powers and capabilities are not specifically stated but seem to have some relation to acid, as her tear or "blessing" grants acid immunity. Her grove is referred to as the "source of acid blight." She can be found within the Royal Waterways, in Isma's Grove. She appears to be dead and her body can be seen attached to a wall by plant growth; making the cause of her death the most questionable. Dream Nail Dialogue ...Ogrim... there's no time... Hegemol Hegemol is the only Great Knight whose whereabouts are largely unknown. He was the favourite Great Knight of Nailmaster Sheo, who calls him "Mighty Hegemol". He was a towering figure but soft spoken, which was surprising for somebody of his stature. Ogrim mentions that he misses Hegemol's humour. A statue of Hegemol can be found outside the City of Tears, requiring the City Crest to open the gate to the city. While Hegemol was sleeping, his armoured shell was stolen by a Maggot who wanted to defend his siblings. It is unknown whether Hegemol is alive after this or if he was murdered by the maggot. While the False Knight who stole his shell wields a mace with an armoured bug attached to the end, Hegemol himself is always shown without any weapon. Ogrim The most loyal of the Five Great Knights, Ogrim is found in the Royal Waterways where he is known as "Dung Defender". He hopes to meet the other Great Knights again and see Hallownest be reborn. Although he misses Isma in particular, he is not able to visit her grove due to his duties and an oath that he swore. Due to this, he seems to be unaware of Isma's fate and the fate of the other Great Knights. When he is defeated five times in his dreams as White Defender, Ogrim wonders if the line of Hallownest's Great Knights ends with him or whether it can be passed on, mentioning that he can easily imagine the Knight standing amongst the greatest heroes of the age. Ogrim disappears after this encounter, leaving behind a statue of the Knight made of dung. Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. This is ultimately revealed to be a promise of glory for himself. He named his nail "Life Ender" because names supposedly have power. Unfortunately, because it is made of shellwood, it cannot deal damage. While he claims to be the strongest warrior in the land, he is found trapped by weak enemies or claiming the glory of another bug's deeds. He regards the Knight as beneath him and accuses them of constantly getting in his way.Found along the path leading to Greenpath. He is held in the mandibles of a Vengefly King, and the Knight has the choice to either save him or leave him. If saved, he complains that the Knight got in the way between him and his "prey", he introduces himself and boasts about his supposed mighty deeds.If he is not saved before acquiring the Mantis Claw, he dies in this location, with his nail and shell remaining. Hitting his shell here grants the Neglect achievement.If he is saved in Greenpath, Zote shows up in Dirtmouth, where he once again talks to the Knight in an arrogant fashion.Zote can be found in a corridor leading back to the storerooms of the City of Tears. He has forgotten the Knight and introduces himself again.Found stuck in spider webs, presumably having been captured by the beasts of Deepnest. Once again the Knight has the choice to either save him or leave him, though this time leaving him does not result in his death. If saved, he once again complains about the Knight meddling in his supposed heroics.If the Knight saves him both times, he is captured and can be found in the resting area of the Colosseum of Fools, where he brags about his skills and how his capture was part of his plan. He then becomes the final boss of the first trial. As a boss, he deals no damage due to his nail being made of shellwood. He simply has to be attacked until the fight is over. He is quite inept in combat and regularly messes up his jumps. Beating him grants the Rivalry achievement.Covered in padding, it bears a symbol of love. Unlocks door of Tower of Love The Love Key is an Item in Hollow Knight. Use Opens the door inside the Tower of Love where the Collector can be fought. Hornet is the mysterious princess-protector of Hallownest’s ruins, a major character in Hollow Knight and the playable protagonist of Hollow Knight: Silksong. She wields a Needle and thread with deadly prowess. Hornet is captured by outsider bugs and brought to their kingdom, Pharloom, but she escapes her cage before arriving at their destination. She then must battle foes and solve mysteries to ascend on a deadly pilgrimage to this kingdom's peak. Health is represented as Masks, shown in the upper-left corner of the screen. Hornet starts the game with 5 Masks and can obtain more. Health is lost by taking damage, either from enemies or from environmental hazards. 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A Kickstarter update described her as: "One of Hallownest's five greatest Knights and defender of the Queen’s Glade. She was driven mad by her Queen lost and the garden overrun. Still she retains her honour, offering fair challenge to the Hollow Knight: Nail against nail. A duel to the death." Ogrim was revealed as a boss in a Kickstarter update with a different backstory: "Deep in the Waterways beneath the City of Tears lurks a shunned being. Once a knight, now lost to puerile obsession: The Dung Defender. Despite his exile, the Dung Defender has for centuries maintained a self-conferred charge: the protection of his mysterious gleaming 'beloved.' Stalwart and full of bravado, the Dung defender eagerly challenges all who would enter his noxious realm." In early development, Herrah the Beast was named Hegemol. This was later changed to her current name. Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. 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He is quite inept in combat and regularly messes up his jumps. Beating him grants the Rivalry achievement.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. Marks uncollected flames on the mapAllows access to the GrimmkinSummons a flying companion that deals 8 damage per shotAllows access to the Grimm fight Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. This is ultimately revealed to be a promise of glory for himself. He named his nail "Life Ender" because names supposedly have power. Unfortunately, because it is made of shellwood, it cannot deal damage. While he claims to be the strongest warrior in the land, he is found trapped by weak enemies or claiming the glory of another bug's deeds. He regards the Knight as beneath him and accuses them of constantly getting in his way.Found along the path leading to Greenpath. 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In these Phases, the Grimmchild shoots a fireball at enemies that deal increasing damage at each Phase. Wearing Grimmchild activates unique dialogue when speaking with the White Lady. How to Acquire Grimmchild is given by Troupe Master Grimm in Dirtmouth after the Grimm Troupe has been summoned. Having Grimmchild equipped reveals three flames around Hallownest. These can be absorbed by the Grimmchild after defeating the Grimmkin Novices which guard them. Returning to Grimm after this upgrades the Grimmchild, causing it to deal 5 damage. After this, three more flames can be collected which are guarded by Grimmkin Masters. Subsequently returning to Grimm initiates a boss fight with him. Upon defeating Grimm, the Grimmchild is upgraded and deals 8 damage. Finally, three more flames which are guarded by Grimmkin Nightmares have to be collected. There is also a fourth flame in Deepnest which can be collected by talking to Brumm, requiring no combat. Having three flames and then using the Dream Nail on Grimm starts the fight with Nightmare King Grimm. When he is defeated, the Grimmchild is in its final form and deals 11 damage. Hornet is the mysterious princess-protector of Hallownest’s ruins, a major character in Hollow Knight and the playable protagonist of Hollow Knight: Silksong. She wields a Needle and thread with deadly prowess. Hornet is captured by outsider bugs and brought to their kingdom, Pharloom, but she escapes her cage before arriving at their destination. She then must battle foes and solve mysteries to ascend on a deadly pilgrimage to this kingdom's peak. Health is represented as Masks, shown in the upper-left corner of the screen. Hornet starts the game with 5 Masks and can obtain more. Health is lost by taking damage, either from enemies or from environmental hazards. Health can be regained by the use of the Bind ability consuming a full Silk spool. 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Phases Phase 1 Phase 2 Phase 3 Phase 4 Starting appearance Collect 3 total Flames and return to Grimm Collect 6 total Flames and defeat Troupe Master Grimm Collect 9 total Flames and defeat Nightmare King Grimm Does not deal damage 5 damage per shot 8 damage per shot 11 damage per shot Trivia Icon that appears when the Grimmchild has consumed a flame If Grimmchild is not in its first Phase, it tries to attack the Hunter during his first encounter in Greenpath and Millibelle when she is at her bank in Fog Canyon. This deals no damage to either of them, but does prevent the Knight from using Millibelle's banking service. Regardless of Grimmchild's Phase, this also causes Weaverlings and Hatchlings to attack her, though they do not prevent the Knight from using her services. When resting at a Bench, the Grimmchild companion rests on the ground beside the Knight. If the Knight is too far from the Grimmchild, there is a short animation of it teleporting back to the Knight. If Grimmchild is equipped in Godhome, the Grimmchild does not appear to aid the Knight in fights against Troupe Master Grimm and Nightmare King Grimm. Grimmchild not appearing during battles against Troupe Master Grimm and Nightmare King Grimm has no effect on whether the Knight is Overcharmed. It is suggested that after Nightmare King Grimm has been defeated, the Grimmchild will eventually grow up to replace Grimm.[1][2] The Grimmchild charm is the only charm that changes with a quest. It's also the only charm that has its description change. Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. This is ultimately revealed to be a promise of glory for himself. He named his nail "Life Ender" because names supposedly have power. Unfortunately, because it is made of shellwood, it cannot deal damage. While he claims to be the strongest warrior in the land, he is found trapped by weak enemies or claiming the glory of another bug's deeds. 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The Five Great Knights of Hallownest once stood beneath the throne as the kingdom's protectors. They are revered figures who are often mentioned in historical records but only as a group. Information on the individual Great Knights is sparse, with Relic Seeker Lemm noting that their names and appearance seem to have been erased from history. The Five Great Knights are: Ze'mer (Grey Mourner) Dryya Isma Hegemol Ogrim (Dung Defender) By the time the Knight returns to Hallownest, three of the Great Knights have either died or disappeared. Only Ogrim and Ze'mer are known to be alive. The Great Knights are depicted in Ogrim's cave below his boss arena as statues made of dung: From left to right: Ze'mer, Dryya, Isma, Hegemol, and Ogrim The silhouettes of four of them can be seen in the arena of White Defender: From left to right: Ze'mer, Dryya, Isma, and Hegemol Ze'mer Located in the Resting Grounds where she is known as the "Grey Mourner", Ze'mer is the only remaining Great Knight besides Ogrim. Sheo refers to her as "mysterious Ze'mer". She is not native to Hallownest, originating from "lands serene", a location from which she also brought Delicate Flowers. There is not much known about Ze'mer when she was a Great Knight, but Ogrim remarks on how she told stories. After her Mantis lover died, Ze'mer turned to mourning and retreated to her house in the Resting Grounds. She dissipates after the Knight delivers the Delicate Flower to the grave of her lover. Dryya Dryya had a hard front, and Nailmaster Sheo refers to her as "Fierce Dryya", although she is noted to have been a caring type. Ogrim mentions that he misses her wisdom. She was tasked with standing guard over the White Lady in the Queen's Gardens. After defeating numerous Mantis Traitors, evidenced by the pile of their corpses aside Dryya's own, they eventually overwhelmed her. The White Lady is not aware of Dryya's death. Dream Nail Dialogue Isma Referred to as "kindly Isma" by Nailmaster Sheo, there is little known about Isma, but her strength seemed to surpass that of Ogrim's, and her nature seemed to be kind and understanding. Ogrim and Isma had a very close relationship, even more so since he seems to be protecting her grove specifically. Isma’s powers and capabilities are not specifically stated but seem to have some relation to acid, as her tear or "blessing" grants acid immunity. Her grove is referred to as the "source of acid blight." She can be found within the Royal Waterways, in Isma’s Grove. She appears to be dead and her body can be seen attached to a wall by plant growth; making the cause of her death the most questionable. Dream Nail Dialogue ...Ogrim... there's no time... Hegemol Hegemol is the only Great Knight whose whereabouts are largely unknown. He was the favourite Great Knight of Nailmaster Sheo, who calls him "Mighty Hegemol". He was a towering figure but soft spoken, which was surprising for somebody of his stature. Ogrim mentions that he misses Hegemol's humour. A statue of Hegemol can be found outside the City of Tears, requiring the City Crest to open the gate to the city. While Hegemol was sleeping, his armoured shell was stolen by a Maggot who wanted to defend his siblings. It is unknown whether Hegemol is alive after this or if he was murdered by the maggot. While the False Knight who stole his shell wields a mace with an armoured bug attached to the end, Hegemol himself is always shown without any weapon. Ogrim The most loyal of the Five Great Knights, Ogrim is found in the Royal Waterways where he is known as "Dung Defender". He hopes to meet the other Great Knights again and see Hallownest be reborn. Although he misses Isma in particular, he is not able to visit her grove due to his duties and an oath that he swore. Due to this, he seems to be unaware of Isma's fate and the fate of the other Great Knights. When he is defeated five times in his dreams as White Defender, Ogrim wonders if the line of Hallownest's Great Knights ends with him or whether it can be passed on, mentioning that he can easily imagine the Knight standing amongst the greatest heroes of the age. Ogrim disappears after this encounter, leaving behind a statue of the Knight made of dung. Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. This is ultimately revealed to be a promise of glory for himself. He named his nail "Life Ender" because names supposedly have power. Unfortunately, because it is made of shellwood, it cannot deal damage. While he claims to be the strongest warrior in the land, he is found trapped by weak enemies or claiming the glory of another bug's deeds. He regards the Knight as beneath him and accuses them of constantly getting in his way.Found along the path leading to Greenpath. He is held in the mandibles of a Vengefly King, and the Knight has the choice to either save him or leave him. If saved, he complains that the Knight got in the way between him and his "prey", he introduces himself and boasts about his supposed mighty deeds.If he is not saved before acquiring the Mantis Claw, he dies in this location, with his nail and shell remaining. 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Alternatively, the Knight can use Shade Cloak to dodge the Ring Slam attack and use Howling Wraiths/Abyss Shriek along with a Spell build (such as Shaman Stone, Spell Twister, Soul Catcher, and Soul Eater) to quickly finish him off. Location in the City of Tears where the Love Key can be used How to Acquire Found on a corpse in the southeast of the Queen's Gardens above the path to the Fungal Wastes. Retrieving the key requires Isma's Tear. Hornet is the mysterious princess-protector of Hallownest’s ruins, a major character in Hollow Knight and the playable protagonist of Hollow Knight: Silksong. She wields a Needle and thread with deadly prowess. Hornet is captured by outsider bugs and brought to their kingdom, Pharloom, but she escapes her cage before arriving at their destination. She then must battle foes and solve mysteries to ascend on a deadly pilgrimage to this kingdom's peak. Health is represented as Masks, shown in the upper-left corner of the screen. 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GalleryFour of the five Great Knights and the Pale King in Dung Defender's dreamDryya's corpse in the Queen's GardensIsma's corpse in Isma's groveStatue of Hegemol outside the City of TearsScreenshot HK Grimmchild 02.pngThe maggot using Hegemol's armoured shell Trivia Dryya promotional art A fight with Dryya was planned early in development but was later cut. A Kickstarter update described her as: "One of Hallownest's five greatest Knights and defender of the Queen’s Glade. She was driven mad by her Queen lost and the garden overrun. Still she retains her honour, offering fair challenge to the Hollow Knight: Nail against nail. A duel to the death." Ogrim was revealed as a boss in a Kickstarter update with a different backstory: "Deep in the Waterways beneath the City of Tears lurks a shunned being. Once a knight, now lost to puerile obsession: The Dung Defender. Despite his exile, the Dung Defender has for centuries maintained a self-conferred charge: the protection of his mysterious gleaming 'beloved.' Stalwart and full of bravado, the Dung defender eagerly challenges all who would enter his noxious realm." In early development, Herrah the Beast was named Hegemol. This was later changed to her current name. Zote is a traveller from outside Hallownest who came to the Kingdom to fulfill a promise. This is ultimately revealed to be a promise of glory for himself. He named his nail "Life Ender" because names supposedly have power. Unfortunately, because it is made of shellwood, it cannot deal damage. While he claims to be the strongest warrior in the land, he is found trapped by weak enemies or claiming the glory of another bug's deeds. He regards the Knight as beneath him and accuses them of constantly getting in his way.Found along the path leading to Greenpath. 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I know you creature, and the form time shall bring." ↑ Grimmkin Master Hunter's Journal entry: "Burn the father, feed the child." The Grimm Troupe is one of the two bigger content updates for Hollow Knight, the other one being Godmaster. It comes with new enemies and bosses, several new Charms, a complete side story, and the infamous "Path of Pain" challenge.The Grimm TroupeOverall this DLC feels very unique in tone compared to the rest of the game. Lighting a red flame in a certain place will summon the Grimm Troupe, a nightmarish circus ensemble, to the town of Dirtmouth. Accompanied with accordion music, you will learn about their ritual, which requires you to collect flames from all over the world of Hallownest. These flames are protected by the Grimmkin, ghosts who resemble the Poes from the Zelda series, where you have to defeat them all to earn the flames.You will have to equip the Grimmchild Charm during all of this, which spawns a small companion to your side and marks the location of the flames on your map. For each step you need three flames and once you've completed a step, the Grimmchild will grow stronger and even start attacking enemies with fireballs.The overall concept of integrating DLC feels a bit similar to The Champions' Ballad, so it's essentially just a scavenger hunt with markers on your map, where something that wasn't there before has been added to the environment. There are some interesting picks among these locations, where the flames might even lead you to places that are still unexplored, but it doesn't really add any new areas. It's just fighting new enemies that have shown up in old places, which should sound familiar to fans of Breath of the Wild.After two rounds of this you will face the leader of the Grimm Troupe, Grimm, in a battle, which he describes as a dance and shares many similarities to the Dracula fights from the Castlevania series. After your "performance" there is one last cycle for this whole ritual, but you may notice that something is off. And depending on whether you investigate things in the right way or not, you will be faced with a choice of completing the ritual or banning the Grimm Troupe from Hallownest...Charms If you complete Grimm's ritual, it will lead to one of the most difficult boss fights in the game and you will obtain the completed Grimmchild as a Charm, which isn't really that good (and seemingly dismissed as one of the most useless Charms by the community). If you banish the Grimm Troupe instead, you will have an easier time and get the much better Carefree Melody Charm, which regularly protects you from damage.... So, this seems like an easy choice (if you knew that there even was one to begin with).But the Grimm Troupe also comes with a very helpful NPC, called Divine, who can turn your fragile Charms into unbreakable versions for lots of Geo. Since Geo has rarely any use in the later game this is a very welcome deal. You just need to make sure that you have gotten everything from her before you swing the ban hammer or else this will be missed entirely.Otherwise the DLC also added three new Charms to existing locations in the game: Sprintmaster, Dreamshield, and Weaversong. Sprintmaster makes you walk slightly faster and creates a good combo with Dashmaster, while Weaversong spawns three small Weaverlings (spiders) that will attack enemies. It can also be combined with Sprintmaster, where the spiders will run faster and further. And together with Grubsong they become a good source for SOUL, where I even used this combination for the Colosseum.Dreamshield isn't that interesting, though. It makes a leaf circle around you, which may block an attack and then will regrow after a short while. You will probably get better results from Carefree Melody, given that you have it.The Path of PainIn the endgame of Hollow Knight, there is one area that focuses on a series of platforming challenges, the White Palace, where you have to bounce of flying bugs, moving buzz saws, and retracting spikes to get to the end. The DLC made this area accessible again, even if you've already beaten it, and added a hidden section to it, which is far more difficult than anything else found in the White Palace for an optional challenge – the "Path of Pain".The name says it all. This challenge has such a reputation that it's actually one of the main reasons why I had shied away from the game for years. I know myself. Whenever I enjoy a game – and Hollow Knight is very much enjoyable – I will try to complete it and put myself through even the biggest tortures (unless it somehow involves Cuccos). The Champion's Road in Super Mario 3D World is a great example of this or any similar endgame level in a Jump'n'Run. It's this one over-the-top challenge at the end that you want to achieve just to truly be done with the game.Now, this was before I knew anything about Godhome, which can be far more ridiculous. And the Path of Pain really is completely optional. It doesn't add to your completion percentage, it doesn't give you any item, there also is no achievement / trophy attached to it. All you get is a small "cutscene" and an optional entry to your Journal, where it's doing a Knuckle, so the Journal will be considered as complete with or without it. It's the same type of reward that you get for collecting all 900 Korok Seeds, except that this is not just literal poop. So, Team Cherry really stressed the fact how this isn't something that should be done by anyone for a reward, without giving you nothing at all for your troubles.Still, if you're a true completionist you want to go for these kind of things, simply because it's there. But to be honest, by the time I got to the challenge, I was completely up for it. The platforming mechanics of Hollow Knight are a lot of fun and after you've beaten the White Palace you may be looking for more. And more you will get...It took me three attempts and multiple hours to get through this monster, but beating it felt fantastic. The last room is evil and I actually died there once, which puts you back right at the start... And that I still had the motivation to try it again, instead of uninstalling the game out of frustration, speaks for itself. You will have mastered most of the sections by then and there is even a shortcut, which lets you skip some of the more troublesome sections, so I got back to the end rather quickly. It's little things like this how Team Cherry manages to keep you motivated, no matter how hard the challenge is.And the high stakes at the end made the whole thing so much more thrilling to beat, because otherwise you're just learning each section step by step. So, the Path of Pain even feels mostly fair. The sections can be quite long, but there are multiple checkpoints and most of the checkpoints have a special Hollow Knight totem, which gives endless soul, so you can keep fully healing yourself. This makes things rather manageable, even though it will take hours to beat this on your first try. Hollow Knight: Silksong, one of the most awaited sequels is still not confirmed for a release date. But that doesn’t stop us from exploring each and every corner of  Hollow Knight’s world. But no matter, if you are new to this game or a returning player, having an interactive map, can help you in many ways. You can find the Key items easily, find easy ways to access areas, and also use it for speed runs. It can be also helpful if you are stuck at some part of the game. So today let’s look at the full interactive map of Hollow Knight. Full Interactive Map of Hollow Knight This map by u/rainingchain is the best map so far created for this game. This map will give you all details and even filter to look at specific things like Bench, Bosses, Charms, Geo & Soul Totems, Glitches & Skips, Grubs, Items, Map Misc, NPCs, Shortcuts, Transport, Upgrades, etc. So with that said here’s the full interactive map of Hollow Knight: Here are all the areas in Hollow Knight: Abyss Ancient Basin City of Tears Colosseum of Fools Crystal Peak Deepnest Dirtmouth Fog Canyon Forgotten Crossroads Fungal Wastes Godhome Greenpath Hive Howling Cliffs Kingdom’s Edge Queen’s Gardens Resting Grounds Royal Waterways White Palace With the help of the maps shared by contributed in hollowknight.fandom, we would like to share all the area maps if you want that’s what you are specifically looking for. All these map credits belong the people from the fandom, and we are just sharing them here: Ancient Basin Map City of Tears Map Colosseum of Fools Map Crystal Peak Map Deepnest Map Dirtmouth Map Fog Canyon Map Forgotten Crossroads Map Fungal Wastes Map Godhome Map Greenpath Map Hive Map Howling Cliffs Map Kingdom’s Edge Map Queen’s Gardens Map Resting Grounds Map Royal Waterways Map White Palace Map That’s all about the full interactive map of Hollow Knight. While you are here make sure to check out our Video Game Guides for tips & tricks on all the latest popular games. Welcome Welcome to my interactive map of Hollow Knight that I assembled from hundreds of thousands of screenshots. It involved a lot of draw-over and correction, resulting in a very detailed map that is zoomable to gameplay-view. I started it in August 2017 and finished it in February 2023. I have a YouTube channel where I upload timelapse videos of the mapping process and also Hollow Knight ambience videos (and sometimes things that are not Hollow Knight-related). Help by sharing my work Sharing, retweeting, likes etc are all super appreciated! I want my project to reach as many people as possible. Share my timelapses, the link to this website, or my Twitter with those you think would appreciate it: Links:  Twitter | YouTube | Patreon | SubscribeStar | Ko-fi | Carrd Check out my game! Where Birds Go to Sleep is a narrative adventure game set in a fictional Near East-inspired land, brought to life in a painterly artstyle, with voice-acted dialogue and original score. Join the ultimate expedition and enter Cormo’s mind as he embarks on a gruelling mission to chart a mysterious island shrouded in mind-bending fog. Put your persuasion skills to the test and direct his fate with every word, but be prepared for unexpected consequences... 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