


## Sekiro progress route

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Ashina Reservoir Ashina Suburbs Hirata Estate Ashina Outskirts 2 Hirata Estate 2 Ashina Castle Ashina Reservoir 2 Abandoned Dungeon Senpou Temple, Mount Congo Sunken Valley Ashina Depths Mibu Village Ashina Castle (Revisited) Now that you have Mibu Breathing Techniques you can go back to several places around the world and find new items next to the mound : Defeat headless Purchase Gachiin's Spiritfall In the moat outside Ashin Castle : Defeat headless Purchase Ungo's Spiritfall from Temple Grounds Sculptor Idol Jump into a pond containing: If you sent Kotaro or Jinzaemon a bloody surgeon, you can talk to him to continue his search and get the Surgeon's Painted Letter Kill the Red Eyes Carp and bring your eyes out of the abandoned dungeon, close to the elevator that will take you to the temple of Senpa, you need to dive under the water that will take you to the room. Kill Doujun and the man you sent to him We continue through Ashina Castle Loot Black Scroll on the chest outside the room of Ishina Defeat Mini-Boss: Chain Ogre Acquisition prayer beads Acquisition Shinobi Medicine Rank 3 Defeat Mini-Boss: Lonely Shadow Masanaga Spearman Defeat Mini-Boss: Lonely Shadow Vilehand At this point you should be able to get the eighth Prayer. This is considered the worst ending and probably better done in the second passage. This guide will continue assuming that you are after (1) Immortal Severance, (2) Cleaning or (3) Return, which opens up a new area and are considered the best endings. For this not to side with the ane. Defeat of the Great Shinobi Owl Get a Memory: Great Shinobi Get Aromatic Branches To eavesdrop on Kuro until he speaks (I have to do what needs to be done. What you heard, She'll give you the Charm of the Father's Bell. You can use this to go to Hirata again and unlock the ending of the cleaning. Talk to the Divine Child to get Rice. Eat rice, rest and recharge the area and ask for more until the Divine Child falls asleep. What will continue is necessary if you want to go after the return Ending. You can take all the steps and choose which of the top three endings you want at the end of the game. Ask the rice again and reset the area. She'll ask persimmon if you give the White Wheel of Kotaro, he'll go to the Hall of Illusions, and he'll give you the taro persimmon. If you give taro persimmons to the Divine child you will have a unique dialogue, but you don't need that to continue your quest to ask for more rice and it will give you rice for Kuro Give Rice Kuro. Other. It will give you a sweet rice ball. Rice. Give the Holy Chapter: Infected to the Divine Child. She's going to the Hall of Illusions. Loot Holy Chapter: Dragon from a cave nearby and give it to her. Give her two Snake Viscera (fresh and dried) Rest and eavesdropping. Talk to her after having burned Fountainhead incense on the altar with Kuro to get the frozen tears of the Hirata Estate (Revisited) Ashina Suburb (Revisited) New Passage Even if you can get four endings individually (or by saving-scumming) you need to do at least one new game plus, to have all the memory of the bosses at the same time you also have to go for the Immortal Severance/Cleaning/Return ending at least twice to get all the Lapis Lazuli that you need to get all the upgrades for prosthetic arm. It is also the best place for agricultural experience after being for non-shura endings. On your first pass you had to get 6 Lapis lazuli you need 4 more to have all the upgrades, but in each game cycle you can get another 6. You can kill the Shichimen warrior in Fountainhead Palace to get 1x Lapis Lazuli You can defeat the demon of hate to get 2x Lapis Lazuli You can buy 2x Lapis Lazuli from the sweat of Noble Koremori You can get 1x Lapis Lazuli by finishing the Pot Noble Treasure quests Of the Carp Scale Hirata Estate: 2x from the found carp of the carp swimming on the right side of the bar. 2x found from a treasure carp underwater in the same lake. Can be killed from the ground with a modified spear. 1x found on the river bank to the left of the bridge before crossing. 2x found from a carp treasure past Bamboo Thicket Sculptor Idol in a lake under a bridge with a big enemy. Diving is necessary for one of them. Ashin Castle: 1x found from carp treasures in the castle moat. Diving is not required (only spawning as soon as Ashin Castle is attacked) 1x found as a pickup truck in a castle moat under the idol. Diving is not required (only spawned after Ashina Castle is attacked) Senpu Temple, Mount Congo: 2x found from a treasure carp in a lake near Temple Grounds Sculptor Idol. Sunken valley: 2x found from carp treasures found in a lake near Riven Cave Sculptor Idol 1x found from a pickup truck in a lake near the idol of the Rivena Cave sculptor. Diving is not required. Ashina Depths: 2x sold to the Exiled Memorial Mob for 500 sen each. 1x found under the idol of the village of Mibu under the protection of the Ministry of Shinobi. 1x found from a carp treasure found in the village of Mibu near the bridge. Diving may be required. 5x is found by giving the village priest Mibu palace water, then recharging the area to find it converted into an enemy that will fall scales on being killed. Fountain Palace: 3x found in the room, access to cracked floors and an underwater route also contains the water of the palace. 7x found from the treasures of carp in the main body of water area. Diving required 3x found in small sunken house the main body of water in the area. Diving is not required. 2x found a giant skeleton of carp with worms on it at the bottom of the reservoir. Diving is not required. 4x is found by killing ground attendant feeding, after feeding the giant Comiscd carp a 'truly precious bait' on the first feed. 1x found by feeding the giant Comiscd Carp 'Precious bait' and then talking with misc next to the bell (first feeding). 3x found by feeding the giant Comiscd Carp 'Precious bait' and then talking with misc next to the bell (second feeding). If you are not fed a giant comiscd carp and get 3 scales, it can be found on the body misc on the feeder as soon as the daughter of his corpse. Ashina Traveler: Traveled all directions of the game Man Without Equals: Defeated all bosses All Ninjutsu Techniques: Acquired All Ninjutsu Technique Master Prosthetics: Upgraded all prosthetic tools to the limit Height technique: Acquired all skills Ashina Traveler: Traveled to all areas of the game Ashina Suburb Ashina Castle Abandoned Dungeon Senpu Temple, Mt. Kongo Sunken Valley : Defeated all bosses (You'll need at least two passing) Gyoubu Oniwa Lady Butterfly Genichiro Ashina Folding Screen Monkey Monkey Headless Monkey Corrupt Monk Great Shinobi - Owl True Monk Divine Dragon Demon Hate Owl (Father) Sword Of Ishin Ishin Ashina (Shura Ending) All Ninjutsu Technique Bloodsmoke Ninjutsu Puppeteer Ninjutsu Bestowal Ninjutsu Master Prosthetic Loaded Shuriken Spinning Shuriken Phantom Kunai Guguging Top Sen Throw Lazulite Shuriken Flame Vent Spring-Load Flame Vent Okinaga in Vent Lazulite Sacred Flame Loaded Axe Spring-Load Axe Axe Lazulite Axe Shinobi Fireworks Spring-Load Fireworks Long Spark Purple Fume Loaded Spear Traction Type Loaded Spear Kleve Type Spiral Spear Jumping Flame Wave Fog Raven Big Feather Mist Loaded Umbrella - Magnet Phoenix Lilac Umbrella Suzaku's Lotus Umbrella Sabimaru Improved Sabimaru Piercing : Acquired all Skills Shinobi Art Karma Shinobi: Body Karma Shinobi: Mind Breath of Life: Light in the Air Fighting In the Air Rejection of Mikiri Counter Run and Slide Shadow Shinrushobi Eyes suppress the presence of the Sun : Medicine Aroma Emma: Potency Fang and Blade Grappling Hook Attack Live Force in the Air Prosthetic Tool Nightjar Slashjar Slash Reversal Projected Power Sculptor Karma: Karma Sculptor's Blood: Scars Temple of Arts Devotion High Monk Most Virtuous Act Pray Strikes - Exorcism Senpou Kicks Art Authorized Mortal Draw Shadowfall Spiral Cloud Passage Other Art (You Must Buy Them, or You'll Get Them After Killing Some Minibosses) Karma Breath of the Beast of Life: Shadow Breath of Nature: Shadow Dragon Flash Mibu Breath Technique One Mind Shinobi Medicine Rank 1 Shinobi Medicine Rank 2 Shinobi Medicine Rank 3 Anti-Death Blow Floating Passage I only copy and paste and learn along the way. Each flag is based on the progress route of the game Sekiro Wiki. I completed the guide in an attempt to incorporate all the key elements, sake, minibosses, etc., in a single way I have feedback, how can I contribute? I have a post on Reddit. You can send me a DM or reply to this post to send me any comments or criticisms about the Cheat sheet. Is that a guide? Not exactly. This is a set of checklists and information that you can use during the game Sekiro. It's helpful to make sure you don't miss an important key element or boss. I think it's great to use in the second passage, once you don't mind so much about spoilers and want to do everything I need to follow the passage in that exact order? Sekiro has several ways to progress. I follow Sekiro in the game Progress Route Vicky. Some mini throws can be made in a different order, before or after that some key bosses. Can I use this for multiple characters? Yes, use the profile selector and buttons in the options tab at the top of the page to customize multiple profiles. How does the status of the checklist remain? The checklist is stored in your browser's local storage. Be careful when clearing your browser cache, as this will also destroy your saved progress. Progress. sekiro progress route reddit. sekiro game progress route reddit. sekiro best game progress route

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