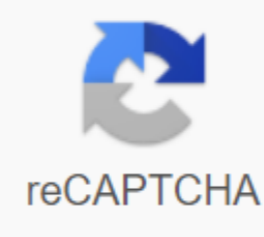




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Bloodstained shortcut shard location

You can call a state-registered label with LT/L2/Tab and arrow/analog stick keys. The effect when the shard is active, the player can trigger the Shortcut menu by holding the LT/L2/Tab. By registering Shard equipment and combinations in the Pause menu, the player can use the Shortcut menu to quickly swap between them without having to constantly change equipment through the pause menu. This shard is not ranked. Increasing the shard class by purchasing additional Shortcut shards increases the number of label slots available. The availability of Shortcut is a skill shard in the bloodied: Ritual of the Night. By equipping various shards, players gain access to skills that can be used for a variety of purposes such as wrestling, movement and progression of the game. Each shard can be obtained by defeating a particular enemy who holds his power. You can purchase several fragments of the same type to increase their power. They can also be improved by using materials on merchants. Shortcut Info Can cause a state registered in the shorcut menu by clicking on the designated button You can config shortcut the menu from the menu in the game and equip customized builds to buy a click label. L2 on PS4, LT on Xbox, and L on Nintendo Switch by default. As you get Shortcut Shortcut Notes there are only 5 shortcut shards available in any given passage, that is to get all 8 you will have to find the rest in NG. Skills Shards Latest Update: 2019/8/27 22:51 Check out this bloodied: Ritual of the Night (RotN) list of locations - guide all the broken walls, secret rooms and upside-down locations in the game. Including rewards and items you receive. Featured ArticlesFull Map Secret Rooms and WallsGalleon Minerva - Breakable Walls and Secret Rooms There are 5 Breakable Walls in Galleon Minerva. 4 of them can be found without any special skills while the 5th specifically needs you an invert to access it. Check out Galleon Minerva's Step-by-Step Guide! Galleon Minerva Breakable Walls Rewards Chart 1 HP Max Up 2 MP Max Up 3 Secret Room 4 Safe Ring 5 Plunderer's Ring 1. Breakable Wall 1 - HP Max Up First broken wall to the left of the chest with Country Dress armor. You get HP Max Up when you hack that wall open. 2. Breakable Wall 2 - MP Max Up 2nd Broken Wall is in the upper left upper left vertical room. It contains MP Max Up. 3. Breakable Wall 3 - Secret Room This broken wall is at the bottom of the vertical room, in the middle of the ship. This leads to a secret room that contains a chest with 1000G and an MP Max Up. 4. Breakable Wall 4 - Safe Ring 4 Broken Wall is located in the eastern vertical room in Galleon Minerva. It is in the top right wall and will give you a safe ring when broken. 5. Broken Ring Robber In a large horizontal room at the bottom of the ship, you will need Invert Skills to reach the chest and broken wall. It is to the left of the chest and has a robber's ring inside. Arvantville has only 1 broken wall throughout the area. This leads to a secret room that holds an 8-bit coin. Arvantville Breakable Walls Awards Chart 1. Breakable Wall 1 - Secret Room After leaving Arvantville, head to the entrance. When you get to the 3rd house, drop down until you end up in some caves. On the left there is a broken wall that leads to a secret room. You will find an 8-bit coin inside the green chest. Entrance - Breakable Walls and Secret Rooms Entrance Area has only three broken walls - 1 with a point, one with a secret room, and another needs an Invert Shard to access. Entry Breakable Walls Awards Chart 1 Ulfbeht Sword 2 Secret Room 3 MP Max Up 1. Breakable Wall 1 - Ulfbeht Sword The first broken wall in the entry area can be accessed in the room after the victory over Sangetsu. Drop down into the left room and break down the left wall to find the Ulfbeht sword. 2. Breakable Wall 2 - The Secret Room 2nd Broken Wall can be accessed through the cathedral before the Boss Craftwork fight. At the bottom of the vertical room, break the floor to gain access to a secret room with a container and a Santa hat. 3. Breakable Wall 3 - MP Max Up This broken wall is at the bottom of the vertical room, in the middle of the ship. This leads to a secret room that contains a chest with 1000G and an MP Max Up. There are 2 broken walls in the Garden of Silence, which can be reached without any special shrapnel. Garden of Silence Breakable Walls Awards Chart1Fried Egg2Secret Room - MP Max Up - 500G 1. Breakable Wall 1 - Fried Egg It's next to some wooden platforms leading to the path, going to the cathedral. Smash the wall to get a fried egg. 2. Breakable Wall 2 - Secret Room 2 Broken Wall leads to a secret room containing MP Max Up and 500G. This can only be achieved however when you are able to use the bus driver to jump over the gap. Dian Checht Cathedral has four broken walls. Three of the walls can be reached normally but 1 need a double leap or Invert to get to. Dian Checht Cathedral Breakable Walls Awards Chart 1 MP Max Up 2 Rose Ring 3 Secret Room 1 4 Secret Room 2 1. Breakable Wall 1 - MP Max Up On the way up the cathedral, in a room with lots of portraits, you'll find it in the top right wall right on the way to the next room. He has MP Max Up. 2. Breakable Wall 2 - Pink Ring In the wider room that leads to Todd and the cathedral's fast travel points, you will find a broken wall to the right of the bookshelf next to the right wall. The wall will have a pink ring in it. Breakable Wall 3 - The Secret Room Once you reach the higher parts of the cathedral, in one of the bridges, you can open the ceiling. You need a Double-Jump or Invert to find HP Max Up, MP Max Up, and Silver Knight Shard at the top. 4. Breakable Wall 4 - Secret Room 2 In the middle room of the bell tower, you can break the floor to reach the secret room below. It is a chest with Visible X hair in it and opens the way back to the entrance. Livre Ex Machina - Breakable Walls - Secret Rooms In Livre Ex Machina, you'll find 4 broken walls. You will need a combination of Ray reflector and Double-Jump shards to get to some of them. Livre Ex Machina Breakable Walls Awards Chart1- HP Max Up- MP Max Up2HP Max Up 1. Secret Room 1 - HP Max Up and MP Max UpFrom leftmost train carriage, head to the second train car where there is a hole on the roof. Get on top of it, and make your way to the roof train carriage. You will need a high jump or invert shard to be able to get HP and MP Max Ups. 2. Breakable Wall 1 - HP Max Up This one is just below the point of preservation, on the shaft going down to the underground witchcraft lab. This wall contains HP Max Up. Underground Witchcraft Lab - Breakable Walls - Secret Rooms Underground Wizardry Lab has two secret rooms where you can get a bunch of HP and MP Max Ups. Underground Witchcraft Laboratory Breakable Walls Awards Chart1Secret Room - HP Max Up - Shortcut Skill shard2Secret Room - Skull Necklace - MP Max Up 1. Breakable Wall 1 - Secret Room This is close to the point of preservation, this broken wall leads to HP Max Up and Shortcut Skill Shard. 2. Breakable Wall 2 - This Secret Room is located past the area where you are fighting Batin. The broken wall is in the floor, and leads to a chest containing a skull necklace, and MP Max UpHall ending - Breakable walls and secret room cessation room has 6 broken walls, 3 of which leads to secret rooms, and one of the coveted keys of the secret room, the key to Celeste. Breakable Walls Hall Awards Chart1Capacity Up2- Capacity Up - MP Max Up3Secret Room-Gram - Celeste Key - 2000G - MP Max Up - HP Max Up4Secret Room - 8 Bit Area Nightmares5Secret Room - Glasses6MP Max Up 1. Breakable Wall 1 - Capacity Up Located just a few rooms to the left outside the first point of preservation you meet, this broken wall is under the stairs. Break to get capacity up to 2. Breakable Wall 2 - Capacity up and MP Max Up Part of the ladder leading to Gebel breaks down. Break to get capacity up and MP Max Up 3. Secret Room 1 - Celeste Key - More This secret room is at the top of most of the map. Break to gain access to a secret room containing a pile of loot, including a key to Celeste's room, and another secret room. 4. The Secret Room 2 - 8-Bit Nightmare is located inside Secret Room 1, this secret room contains a bookshelf that leads to the 8-Bit Nightmare area. 5. Secret Room 3 - Gauge Glasses This secret room is just below the area where a quick journey and save point are on top of each other. Break the wall to access your chest with the Guage Glasses accessory. 6. Breakable Wall 3 - MP Max Up It is in the upper right corner of the room a few rooms above the first point of preservation you meet. Forbidden Groundwater Path - Breakable Walls - The Secret Rooms of the Forbidden Groundwater Path has a total of 12 broken walls with 3 secret rooms. You need a combination of Double Jump, Ray Reflector, Aquastream, and Invert Shards to get all the broken walls. Forbidden Underground Water Path Breakable Walls Awards Chart 1 MP Max Up 2 Criital Ring 3 Capacity 4 MP Max Up 5 Secret Room 1 6 Capacity 7 Secret Room 2 8 Voice Changer 9 MP Max Up 10 Secret 3 11 Ring Robber 12 Supreme Dish Recipe Books 1. Breakable Wall 1 - MP Max Up Descending from the Entrance, in the vertical room leading to the Save the point, you will find a broken wall in the bottom left wall. It contains MP Max Up. 2. Breakable Wall 2 - Critical Ring Right of the first broken wall, you will reach the system type cable car. In the upper right corner there is a broken wall with a critical ring. 3. Breakable Wall 3 - Capacity up in the northeast wall inside the vertical room, leading to another point of preservation, you can break another wall. This one has a capacity inside. 4. Breakable Wall 4 - MP Max Up This broken wall is right outside another conservation point in the Forbidden Groundwater Path. It's to the right of the room and has mp Max UP. 5. Breakable Wall 5 - Secret Room 1 At the very eastern end of the waterway, you reach a large vertical room with a waterfall. The lower right wall is broken and leads to a secret room with a critical ring. 6. Breakable Wall 6 - Capacity in the same room as a broken wall 5, head to the middle of the room until you see a blue chest. Above it is a broken wall with a capacity up. You'll need an invert or an upgraded Ray Shard reflector to get to it. 7. Breakable Wall 7 - Secret Room 2 Above Broken Wall 6, you'll find another one. This leads to a secret room where you will find Benjamin. If you save him for the first time, he'll show up here. If he doesn't, it means you didn't find him the first time. Check out the Benjamin Party quest here! 8. Breakable Wall 8 - Voice Changer This wall can be found in the upper middle of the waterway. From the Garden of Silence, you can fall down through the well to get to this wall faster. Inside you will find The Voice Of Changer. 9. Breakable Wall 9 - MP Max Up This broken wall is in the far north right part of the region. Once you reach the Waterway from the door, the broken wall is on the right with the MP Max Up inside. 10. Breakable Wall 10 - Secret Room 3 After defeating Alfred and getting Deep Sinkers, you can access this broken wall underwater. You'll find a secret room with HP Max Up and a red chest with 2000G. 11. Breakable Wall 11 - Ring robber Keep going left from the 10th broken wall. You will find it in a large room, in the upper right ledge, through a green sword-fish chest. This wall will have a robber's ring. 12. Breakable Wall 12 - Supreme Dish Recipe Book After defeating Orobas in Inferno Cave, you will make your way up the waterway again. You can find this broken wall in the middle-left wall of a long vertical room. This has a Supreme Dish Recipe book. Hidden Desert has 3 broken walls, with one leading to the secret room. Hidden Desert Breakable Walls Awards Chart1Capacity Up2Secret Room - Traveller's Hat 3MP Max Up 1. Breakable Wall 1 - Capacity Up is located in several rooms to the left of the left of the fast travel point. Break to get the capacity up. 2. Breakable Wall 2 - Secret Room It's located several rooms to from the fast travel room to the Forbidden Underground Waterway. This wall leads to a secret room containing a traveler's hat. 3. Breakable Wall 3 - MP Max Up Just floor above No. 2, head to the room on the right and up. Head to the right most area and break the wall containing MP Max Up.Secret Witchcraft Lab - Breakable Walls and Secret Rooms Secret Witchcraft Lab has only 1 broken wall where you can get Cutpurse's Ring Accessory. Breakable Wall 1 - Cutpurse's Ring It's located in a room

with a statue of a cow nearby. Head to the right and break the wall to get the Katpurs Ring. The Inferno Cave has 3 broken walls with 2 of them leading to the secret rooms, which includes the Risk Ring accessory. Inferno Cave Breakable Walls Awards Chart1Secret Room - Risk Ring2Lethality Ring3Secret Room - Egg Suffle 1. Breakable Wall 1 - The Secret Room This wall leads to a secret room containing a risk ring. This wall is next to a fast travel point. 2. Breakable Wall 2 - Deadly Ring break this wall to acquire the Death Ring. It is located in a large room in the upper right corner. 3. Breakable Wall 3 - Egg Suffle This wall is located in a large shaft like a room that you need to invert to lead to the Forbidden Groundwater Path. Before inverting, the wall is in the bottom right corner. Eastern Witchcraft Laboratory - Breakable Walls - Secret Rooms Eastern Witchcraft Laboratory has three broken walls, one of which leads to a secret room containing a Kitsune Mask accessory. Eastern Wizardry Laboratory Breakable Walls Awards Chart1MP Max Up2Manju3Secret Room - Kitsune Mask 1. Breakable Wall 1 - MP Max Up It's located in a room with a set of stairs above the fast travel point. Break the wall in the bottom left. 2. Breaking Wall 2 - Manju Break the Nose of the Tengu Statue to Acquire Manju. 3. Breakable Wall 3 - The Secret Room is a tricky room to get to, as this involves using red gate portals to reach a broken wall. Break this wall to gain access to the chest containing kitsune's mask. Den Behemoth has 3 broken walls, 1 of which contains a player accessory ring. Den Hippopotamuse Breakable Walls Awards Chart1Gambler's Ring2MP Max Up3Capacity Up 1. Breakable Wall 1 - Player's Ring, located in the farthest room on the right where you first end up in Den Behemoths. Break the wall to get the Player's Ring. 2. Breakable Wall 2 - MP Max Up Just before you go to the glacial tomb through the well, look at the bottom right corner of the room and break the wall. 3. Breaking wall 3 - Capacity up from the largest room, head to lower left room and down stairs to Wall. Glacial Tomb - Breakable Walls - The Secret Room Of the Ice Tomb has 3 broken walls, one of which contains a weight accessory ring that is great for the farming experience. Glacial tomb tomb Walls Awards Chart1Weighted Ring2MP Max Up3Capacity Up 1. Breakable Wall 1 - Weighted Ring This wall is located in the lowest room below near the point of preservation. Lower down to the room with green breasts and look at the wall to the left. 2. Breakable Wall 2 - MP Max Up This wall is right through the door of Gremory's boss's room. Break the wall on the right. 3. Breakable Wall 3 - Capacity Up Is just before the final save point before heading into the final boss fight. All Miriam's story is WalkthroughCheck from All Boss Fights Guide List! List! bloodstained shortcut shard locations. bloodstained ritual of the night shortcut shard locations. bloodstained ritual of the night all shortcut shard locations

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