

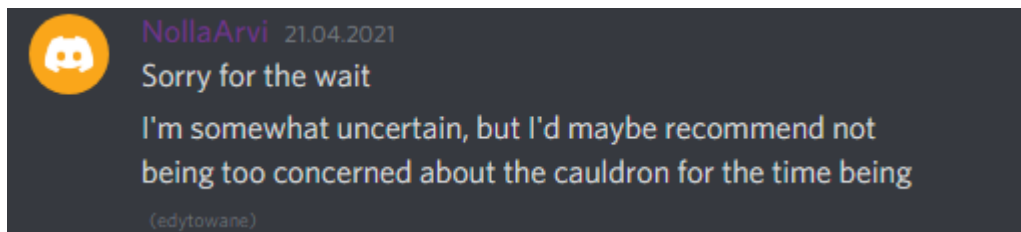
Cauldron Room and theories on its origin



Important note below

Conversation with the devs log:

- When asked for the first time about the cauldron, one of the developers said:



- Few months later, when asked about the cauldron on his stream, Arvi said "Authors wished to not reveal any information about the cauldron, even if its done or not, but I'll ask them if something changed their mind"
- Arvi was silent for a few weeks after that statement, so I assumed that the authors haven't changed their mind, but I decided to clarify the case by asking him one last time. He said " "I forgot to ask about it. We are going to have... something related to... like a... thing... that we are doing for a video games museum coming up soon, so there should be a good opportunity to ask about it.". (06.09.2021 update - Noita Exhibition event started a few days ago, but there was no opportunity to talk with the devs. It'll last till december, so perhaps some other day). However, [this image](#) was present at the exhibition. When translated it says "The third part of Noita OST has not been released yet, there's enough material for more. Maybe Noita is not done yet?". However, what it was referring to is unknown.

- On 27.08.21 DunkOrSlam asked authors about the cauldron via twitter DM. It's unknown who responded, but the answer was "I wouldn't spend too much time with the cauldron puzzle"

Current state of the cauldron remains unknown

FAQ

Q: What is the Cauldron Room?

A: Cauldron Room is a place well hidden in EDR (extremely dense rock). It consists of an altar, some pillars, and of course, the cauldron. Its purpose remains unknown.

Q: Where can I find it?

A: Short answer - East from Hiisi base, just dig through EDR somewhere in the middle of the map

Q: Have you tried _____?

A: Most probably yes, but if you have an idea then go for it. At the moment (16.04) we are in the stage of collecting data, more info below.

Q: I would like to update some information here.

A: Ping me at discord (@carver#6861) with the info you want to add, and I'll see what I can do.

Cauldron details

Location

The Cauldron room is located east of Hiisi base, behind the layer of EDR. The alternative way leads through EDR located below the shaft from mines to snowy depths. It is unknown however if it's the proper way to get inside the room.

Inside

The room is surrounded by rock and it's full of gray sand. In the middle of the room there is an altar with a cauldron on it, surrounded by pillars. Those three structures are made of EDR. Sand is proved to be non-magical (as opposed to the rock from which the stone shroom is built). In the background there is a giant stone tablet. It is worth noting that all of it has a custom VFX mask that doesn't disappear after material shifting (including turning the world to gold). The Cauldron itself is big enough to fit a player inside, so it's possible to teleport into it via long-distance cast + teleport bolt.



Broken cauldron

Cauldron mechanics

Cauldron works in strange ways. It can spawn either empty, or with void liquid inside which immediately destroys it. Data mining showed that there is a schedule that covers the entire 2021, you can check it here <https://pastebin.com/jgmrAcuT> . What determines if cauldron is broken or not, is the day that cauldron was generated, not the day when the save game was created. Cauldron respects the date set in windows, however it seems to be looping 2021 schedule for further years. Leap days are also predetermined, for example on 29th of february 2024 the cauldron is destroyed.

Cauldron spawns in new game+ (in similar location), however it won't spawn when mods are enabled (neither in ng+ or ng0). If you generate it first, and then enable the mods, the giant tablet and with him the rest of the background will disappear, marking it inactive in this world. It is however possible to bypass it, by manually editing world_state.xml file.

Theories on cauldrons origin

Cauldron room/Altar of Permanence

When Altar of Nullification was introduced into the game, data miners found in the translation files mentions of something called "Altar of Permanence". It is speculated that cauldron is in reality the Altar of Permanence, and its purpose is to carry stuff through runs/ng+

Early version of the Cauldron

When the cauldron was discovered it was filled with acceleratium. This may be just a placeholder (it was discovered in beta branch), but its worth noting and shouldn't be dismissed.

Cauldron as a vessel for creating the philosopher's stone

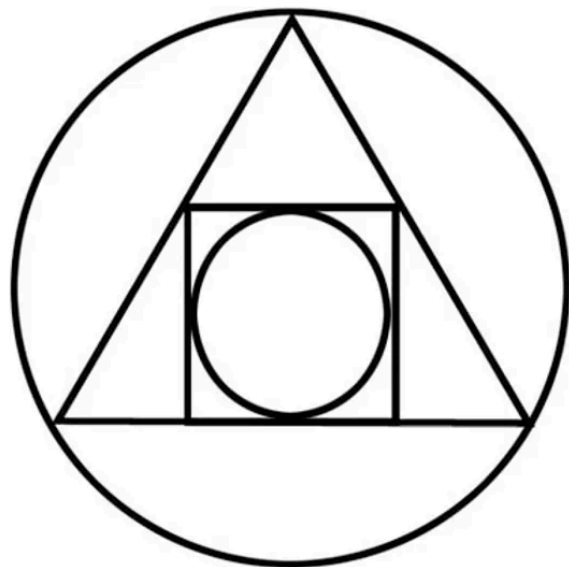
This theory assumes that the cauldron is a vessel for making the Philosopher's Stone (or its early stage). In this case, Void Liquid is in reality the "[Nigredo](#)" - all black matter that's able to decompose various materials. It's also the first step in the creation of the Philosopher's Stone. Next steps are as following :

Albedo

Citrinitas

Rubedo

[More about the whole process here](#)



Alchemical symbol of Philosopher's Stone

Cauldron as a tool for remaking sampo

This theory is based on [Kalevala](#) and assumes that the cauldron is a magic crucible, one of two tools of Ilmarien (second being the magic anvil, which might be a Hiisi anvil). Anvil was used to create magical artifacts, while crucible was a tool for melting them, so they could be remade into something else. Ilmarien created:

- Magic Dangerous Metal Crossbow - Gatling gun wand
- Magic Flying Hard-To-Steer metal boat - Karl
- Magic Reckless Deer/Cow - Unique mossy island deer
- Magic Destructive Farm Tool - One of the unique wands (possibly Broom-Wand which is

able to erase texture from materials)

-Sampo - Self explanatory

Each of those artifacts was created, and then remade to something else (in order presented above), because they were troublesome. Sampo was also causing troubles, so it also was meant to be reforged. In the later part of Kalevala sampo was destroyed, and its parts were scattered around the world. Theory assumes that Orbs of True Knowledge are, in fact, those Sampo parts (# of picked up orbs defines the name for the artifact guarded by Kolmisilma).

At the very end of Kalevala Vainamoinen (Ilmariens brother) promises that he will:

- Bring back the music of Kantele (doable in-game)
- Restore sun and moon to the sky (doable in-game)
- Bring peace to the land (doable in-game)
- Reforging Sampo to something else (?)

Thanks to @GadgetPatch#9380 for bringing up this theory

Giant's Cauldron/Hiidenkirnu theory

WIP