

Image(s)

“Level file names”
Common Names, Keywords
Brief Description
Collectibles



“EntrancePath”

First room of the North. Lettuces can be shot with the pistol between dashes. Skippable cough cutscene at the end.

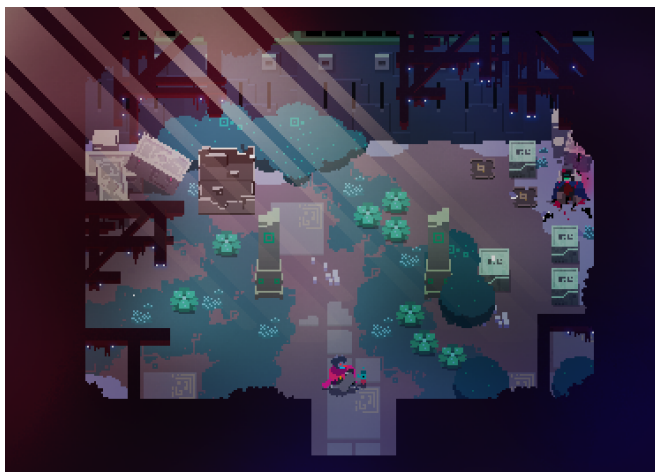
2 gearbits, 2 health packs, 1 monolith.



“TitanVista”

10 key door contains the Navy outfit.

1 health pack, 2 gearbits.



“CaveVAULT”

Navy Outfit, Blue Outfit, Navy Cloak, Blue Cloak

1 outfit, 2 gearbits.



“NorthHall”
Dark Room, Maze, Labyrinth

This room is dark and full of spiders. Can only be entered after the North pylon is raised.

1 module, 2 gearbits.



“AfterTitan”
Cliffs

Long room preceding Sad Bird Cave and Anubis room.

1 health pack.



Sad Bird Cave
“NPCHatchery”

NPC in upper right.
2 gearbits, 1 health pack, 1 monolith.

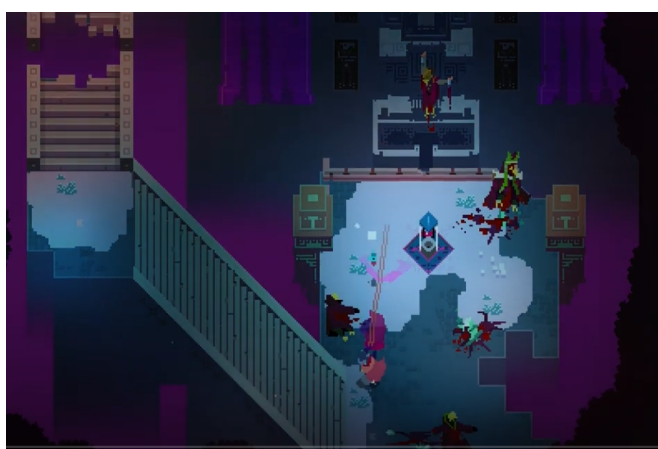


"ShrinePath"

Anubis Room, Jackal Room, Guardian Room

Cutscenes for the Jackal and the pink drifter. Hidden room on the left contains a module (any% NMG first module).

2 gearbits, 2 health packs

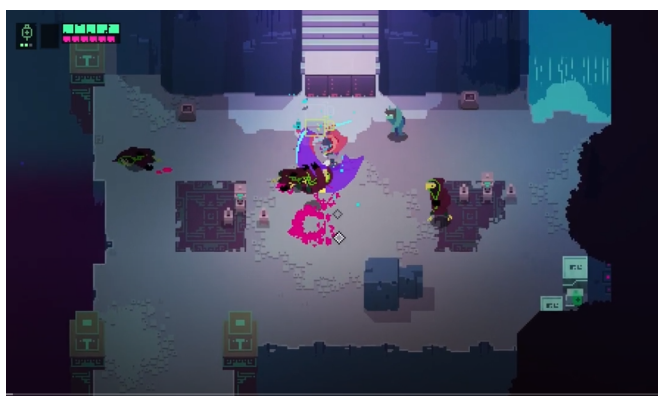


"ShrinePath2VAULT"

Jackal Module, Anubis Module, Guardian Module

First module of most categories, any% NMG included.

1 module.



"Cave01"

Key Cave, Hoodie Bird Cave, Cave Arena

Laser Hoodie birds are introduced with an unskippable cutscene. Fastest key for NMG runs. Easy room to die in - save point at start of room.

1 health pack, 2 gearbits, 1 key.



"ShrinePath_2"
Bird Gang, Nest, Birds Module.

Path towards a module on the right side - requires laser rifle, impact rifle, or zaliska. Gearbit beneath the staircase and one in a hoodie bird. Easy room to die in - save point at start of room.

3 gearbits, 2 health packs.



"StairAscent"
Nest Module, Birds Module

1 module.



"MoonCourtyard"
Hub Room, Waypoint Room, Warp Pad Room

Save point at bottom entrance. Main hub of the north. Arena can softlock if entered without loading enemies. Paths through the North end in warp pads that redirect here. Contains 3 module and 8 module doors on the right side and 3 transitions on the left side.



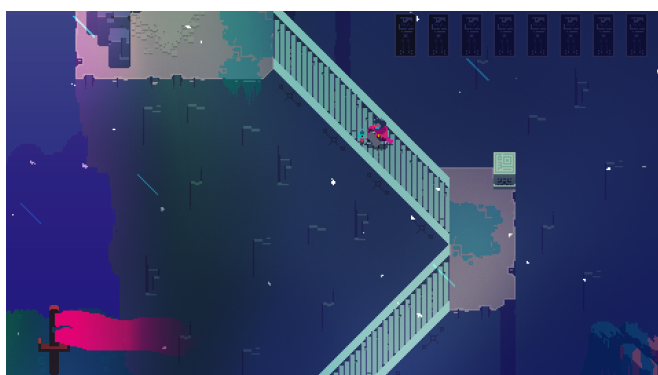
"TowerLock"
Pylon Room, Pillar Room

1 module, 1 pylon.



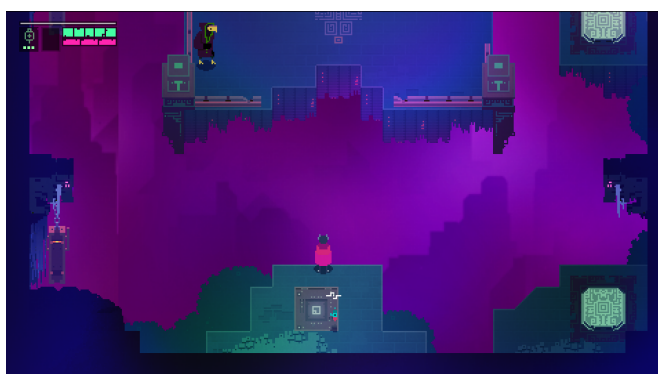
"CliffCampfire" Campfire Bit

Lower transition leads towards the tutorial, this room has a quick bit.
1 gearbit.



"ToBrokenShallows" Campfire, Tutorial

Entrance to the tutorial area and path towards the Ochre Cloak monolith room.



"WarpRoom"

First room of the crushers module sequence. Warp pad to mini arena, 3 crushers with a hidden path beneath the second that leads to a key, a path at the end that leads to a gearbit.

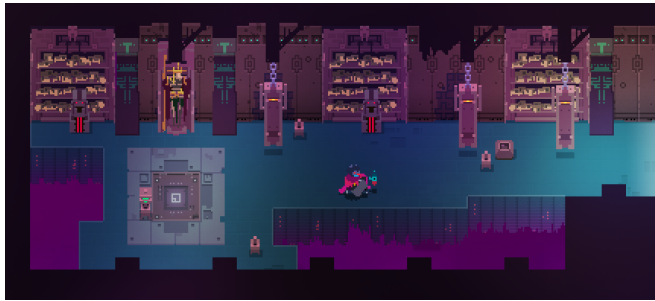
2 gearbits 1 key 2 health packs



"CrushWarpHall"

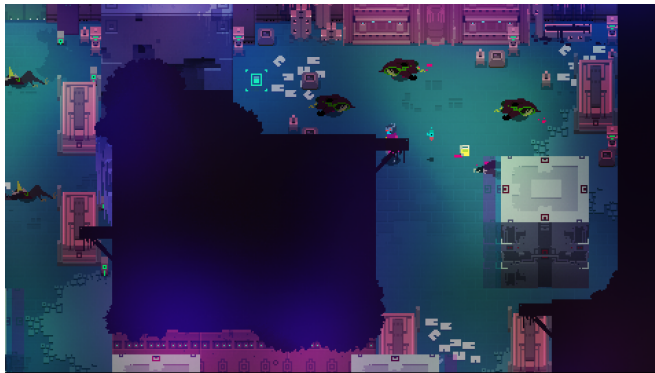
Travel right through 3 crushers, warp down, mini arena with 4 birds, elevator

1 health pack.



"CrushTransition"

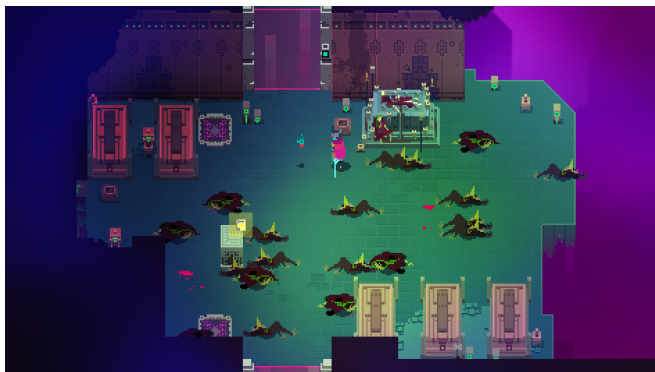
Elevator, transition right.



"CrushBackLoop"

Easy room to die in - save point is in the previous room.

1 gearbit.



"CrushArena"

Crushers Module

Fast crusher cycles differ based on drifter and chain dash.

2 gearbits, 2 health packs, 1 module



"DropSpiralOpen"

Hallways Module

2nd Module of any% NMG.

1 Health Pack, 2 gearbits, 1 module.



“DropPits”

Room immediately after DropSpiralOpen. Large arena with rising and falling barriers. 1 health pack, 1 gearbit.



“DropBlockCultFight”

Room preceding DropArena. Cross 3 falling platforms, kill 2 birds to lower 2 walls, arena with several birds and a gunner. Hidden switch allows access to more health packs.

1 gearbit, 3 health packs.



“DropArena”

Titan Hand Module, Titan Fist Module, Titan Hand Arena, Titan Fist Arena

Last room in the sequence of dropping floor arenas. Rocketeer has a bit.

1 health pack, 1 gearbit, 1 module.



“CathedralEntrance”

Cathedral Elevator, 3 Module Door

Behind the 3 module door is an elevator. That's all.



“CathedralHall” Cathedral Entrance

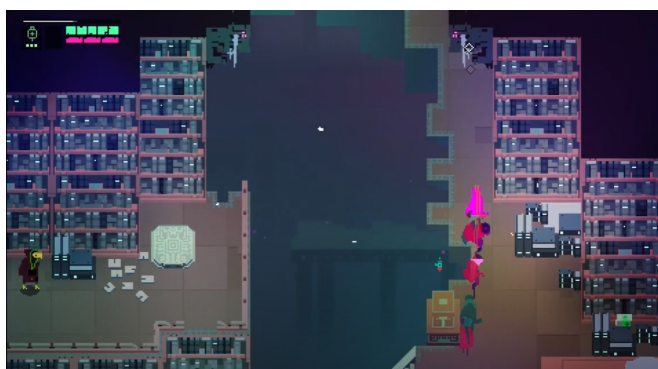
Room beneath the 3 module elevator. Very large timeloss to do twice - be sure to get the save point in the next room

1 gearbit, 1 health pack.



“AltarThrone” Cathedral Arena.

2 gearbits (one only accessible from SpiralStaircase or via damage boost), 1 module, 1 health pack. Save point at entrance.



“SpiralStaircase” The Library, Archives

Approaching the boss door. Books can be used to refill ammo.

6 health packs, 3 gearbits, 1 monolith.



“LibrarianTablet”

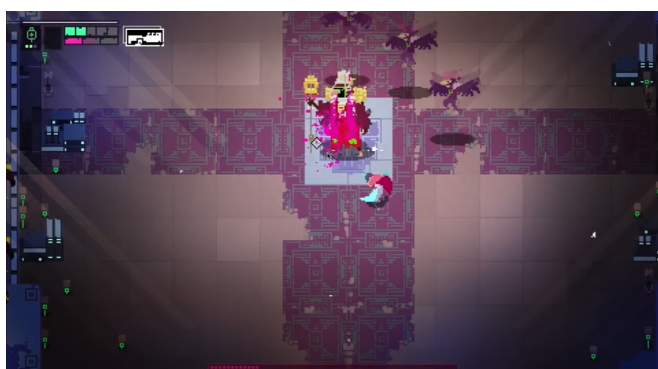
Lore room in the upper right of the Library. Leads to Stairs03.

1 health pack.



“Stairs03”

1 gearbit.



“JerkPope”

North Boss, Hierophant

Room containing North boss. Save point at the entrance.

1 health pack, 3 gearbits, laser rifle gun.



“GapOpening”

First room of the waterfall / 8 module door sequence.

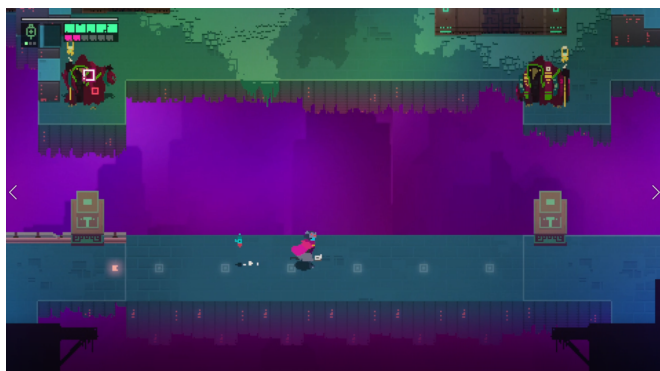
1 gearbit, 1 health pack



“GapWide”

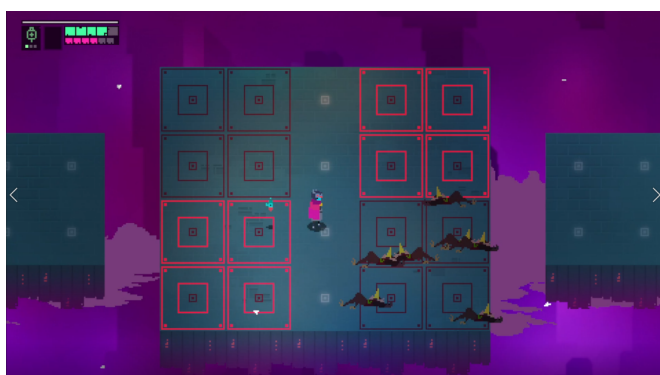
Very tall room in the 8 module door sequence. Invisible paths on either side.

3 gearbits, 1 health pack.



"GapHallway"

2 gearbits, 2 health packs, 1 key.



"Rising Arena"

Waterfall Arena, 8 Module Arena

Final room of 8 module door sequence. Small arena with many waves of enemies.

1 gearbit, 1 monolith.