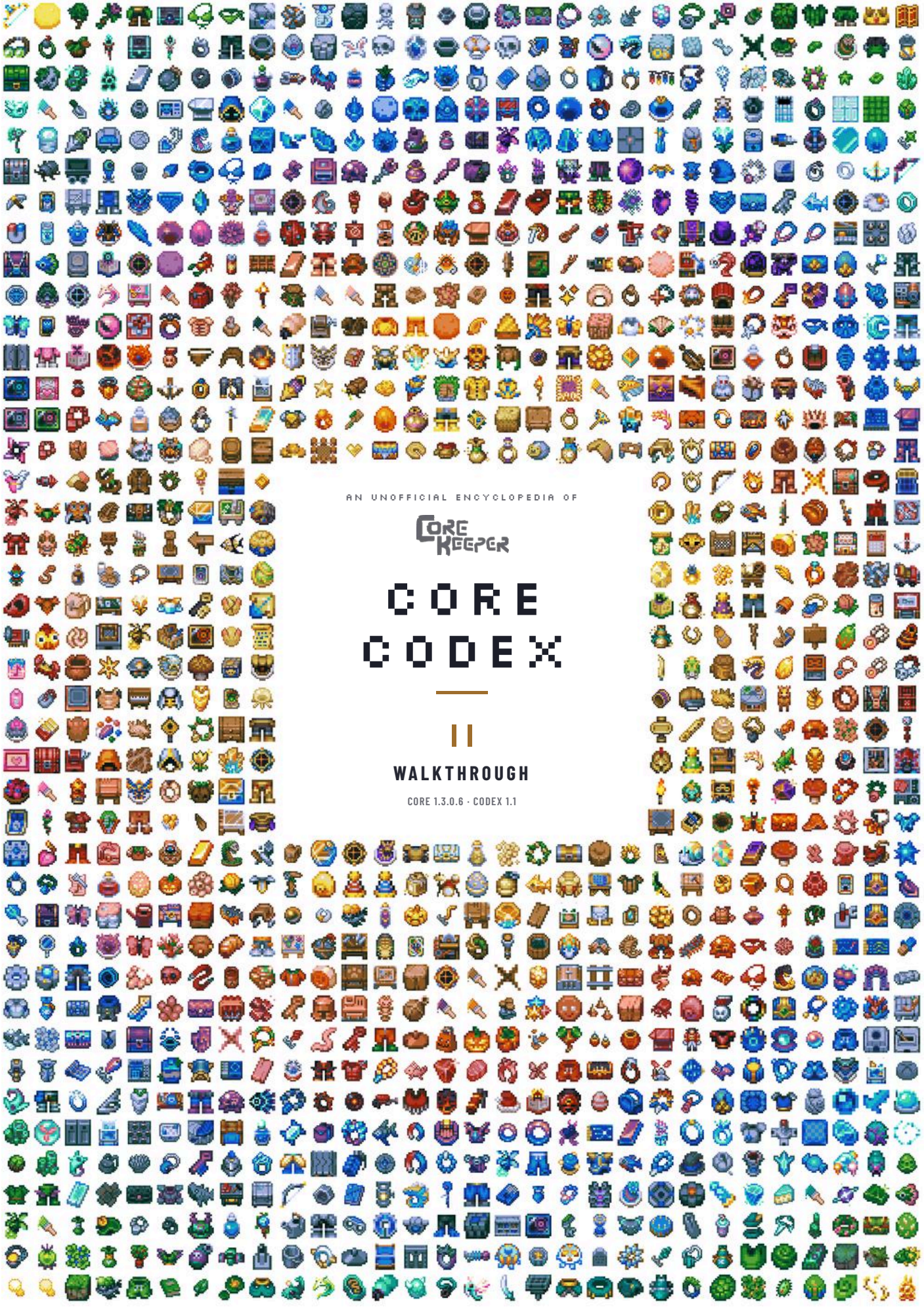


AN UNOFFICIAL ENCYCLOPEDIA OF

CORE KEEPER

CORE CODEX

II

WALKTHROUGH

CORE 1.3.0.6 · CODEX 1.1

CODEX II

WALKTHROUGH

The playthrough, from waking up to Oblidra: where to go, what to find there, how to beat each boss.

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core-codex.com

All four codexes are free to download at core-codex.com.

UNOFFICIAL

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SPOILERS

Core Codex tells everything, the end of the story included. To keep the surprise, see "Reading the Codex," Codex I.

A PLAYER'S PROJECT

Core Codex is made by one player, in his spare time. New editions come out when they are ready, with no fixed schedule. Each one names the game version it covers in its page footer. A later update of the game may change what a page says. Under the CC BY-SA license, anyone may also continue the work: translate it, adapt it, or update it for a new version of the game.

GAME
Core Keeper 1.3.0.6
EDITION
Core Codex 1.1
LICENSE
CC BY-SA 4.0
guide text and layout

WALKTHROUGH

A WORLD OF CIRCLES

The shape of the world, its distances, its walls

The world is a huge disk with the Core at its center. Biomes sit at fixed distances from it: the farther you go, the harder the walls and the stronger the enemies. Your distance from the Core is your best measure of danger.

THREE CIRCLES

The game draws only one border, the **Great Wall**, a solid wall about ten tiles thick. No tool can break it, and it opens only when the Core wakes up. It closes the first circle. Two more circles lie beyond it.

- First circle: everything inside the Great Wall, its three guardians, and the awakening of the Core.
- Second circle: from the Great Wall to 1,170 tiles, the Titans and the main story.
- Third circle: beyond 1,170 tiles, the Passage and Breaker's Reach.

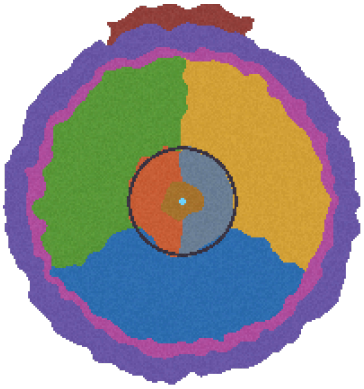
If everything suddenly gets too hard, you went too far too fast. Head back toward the center and gear up.

STORY PATH

The chapters follow the biomes, so their order is not always the order of the story. After a break, count the trophies on the statues around the Core and the souls in your souls tab. Pick up the path at the first boss you have not beaten.

	STEP	BOSS	OPTIONAL BOSS
1	First guardian	"Glurch the Abominous Mass" (p. 15)	—
2	Second guardian	"Ghorm the Devourer" (p. 21)	—
3	Third guardian	"Malugaz the Corrupted" (p. 27)	"The Hive Mother" (p. 23)
4	The Core wakes up, the wall opens	"Crossing the Great Wall" (p. 31)	"King Slime" (p. 35)
5	First Titan	"Azeos the Sky Titan" (p. 41)	"Ivy the Poisonous Mass" (p. 43)
6	Second Titan	"Omoroth the Sea Titan" (p. 49)	"Morpha the Aquatic Mass" (p. 51)
7	Third Titan	"Ra-Akar the Sand Titan" (p. 59)	"Igneous the Molten Mass" (p. 61)
8	Druidra, Crydra, then Pyrdra	"Hydra Titans" (p. 69)	"Atlantean Worm" (p. 53)
9	Six souls, the end of the story	"Core Commander" (p. 73)	—

THE WORLD



The world seen from above, the Core at the center: the first circle in the inner ring, the biomes of the second around it.

FAQ

I just opened the Great Wall. How far along am I?

You are at step 4 of 11 on the story path. By area, the first circle covers about a tenth of the disk that ends with the Passage. The top answer in the thread is shorter: "You have made it past the tutorial."

r/CoreKeeperGame
"I just opened the Outer Wall. How far did I progressed?"

WARNING

Spoilers from step 9

Steps 9 to 11 name the last fights of the story and what comes after the credits. Stop at step 8 to keep the surprise.

FAQ

Can I fight the bosses in another order?

Inside a circle, mostly yes. The three guardians can fall in any order, and the optional bosses wait as long as you like. The Hydra Titans are the exception, because each organ needs an eye from the previous one. The last fight of the story asks for all six Titan souls.

r/CoreKeeperGame
"(Minor Spoilers) Can you reasonably beat the bosses 'Out of Order' in this game?"

	STEP	BOSS	OPTIONAL BOSS
10	After the credits, through the Passage	"Nimruza, Queen of the Burrowed Sands" (p. 63)	"Urschleim" (p. 85)
11	Beyond the great gate	"S.A.H.A.B.A.R." (p. 89)	"Oblidra the Void Lord" (p. 91)

DISTANCES

Each biome is always at the same distance from the Core. Only its direction changes from one world to the next, so distances are counted in tiles from the Core.

DISTANCE (TILES)	BIOME	CIRCLE
0 to ≈ 150	the Undergrounds	1
≈ 150 to ≈ 400	the Clay Caves and the Forgotten Ruins, half each	1
≈ 400	the Great Wall	—
≈ 400 to 1,170	Azeos' Wilderness, the Sunken Sea, the Desert of Beginnings, a third each	2
≈ 900 to 1,170	the Shimmering Frontier, in patches, then all the way around	2
1,170 to 1,350	the Passage, all the way around	3
beyond 1,350	Breaker's Reach, to the north only	3

These borders wave in and out. The Great Wall runs between 350 and 450 tiles depending on where you are. Only the 1,170-tile border is exact. On the full-screen map, the biome name shows at the top right, except in the Undergrounds.

Bosses keep their distance too. In the first circle, Glurch waits about 65 tiles from the Core and Ghorm circles at about 200. Malugaz sits near 300. Beyond the wall, count about 550 tiles for Azeos, 600 for Ra-Akar, and 650 for Omoroth. For every boss beyond Glurch, a scanner gives you the direction.

The map gives your position as X and Y, with the Core at 0, 0. Along an axis, the larger number is your distance from the Core. On a diagonal, X 300 and Y 400 put you 500 tiles out, already past the Great Wall.

FAQ

I cannot find the Sunken Sea.
Ask the Core. Once the Great Wall is open, it names the direction of Azeos' Wilderness. After Azeos it points to the Sunken Sea, then to the Desert of Beginnings after Omoroth.

r/CoreKeeperGame
"Can't find Sunken Sea biome"

FAQ

Is the world infinite?
It was before version 1.0. Today the world has an edge. At launch the Passage was its last ring, and version 1.2 opened Breaker's Reach beyond it.

r/CoreKeeperGame
"is the core keeper world infinite?"

REPLAY



Digging straight with coordinates
He opens the map, points to the coordinates at the top right, then goes back to digging. With a marker and one value to hold, no more zigzags.

Write down the coordinate of the place you want to reach, then dig while keeping the same X value, or the same Y value. Your tunnel runs straight, with the Core at 0, 0.

Dr. Incompetent
YouTube · Core Keeper | 2024 Guide for Complete Beginners | Episode 1 | Controls, UI, Crafting, Mining

WALL HARDNESS

A pickaxe breaks a wall only if its mining damage is higher than the wall's hardness. Otherwise it bounces off with a gong sound. Each biome has its own walls, and each new pickaxe opens the next one.

WALL	BIOME	HARDNESS	OPENS WITH
dirt, **turf**, **sand**	Undergrounds	1	bare hands, or the **Wood Pickaxe** (+15)
clay	Clay Caves	22	**Copper Pickaxe** (+42)
stone	Forgotten Ruins	55	**Tin Pickaxe** (+83)
grass	Azeos' Wilderness	135	**Iron Pickaxe** (+180)
beach	Sunken Sea	242	**Scarlet Pickaxe** (+289)
larva hive	Larva Hive	244	**Scarlet Pickaxe** (+289)
desert	Desert of Beginnings	355	**Octarine Pickaxe** (+417)
crystal	Shimmering Frontier	535	**Galaxite Pickaxe** (+576)
desert temple	Desert temples and labyrinths	767	**Solarite Pickaxe** (+735) with the **Tower Shell Necklace** (+188)
tuff	Breaker's Reach	806	**Solarite Pickaxe** with the **Tower Shell Necklace**
maze	Malugaz's dungeon, medium labyrinth, cultist temples	895	**Solarite Pickaxe** with the **Tower Shell Necklace**
metropolis	Forlorn Metropolis	1,050	**Bombs**, or stacked mining bonuses
lava rock	Molten Quarry	1,224	**Large Bombs**, or stacked mining bonuses
fossil	the Passage	1,600	**Sulfur Bombs**, or stacked mining bonuses
obsidian	small and large labyrinths	indestructible	nothing

The last column gives the first pickaxe that gets through, at its base level. To earn mining XP, your damage must be at least 12 higher than the hardness. Keep hitting without a break because a wall you stop hitting repairs itself after 5 seconds.

BOMBS LOST THEIR EDGE

Since Void & Voltage (version 1.2, February 2026), explosion bonuses from gear no longer raise the damage explosions deal to walls. A bomb build is no longer a mining build.

REPLAY



A ring in the rubble
A wall breaks and leaves a ring behind. Walls do not give only ore.

Dirt and clay walls can drop the Ring of Stone (+14 mining damage), stone walls the Ring of Rock (+13 armor). Equip them as soon as they fall.

Jazzy's Games
YouTube · Getting Started in Core Keeper | The Ultimate Beginner Guide

FROM THE STUDIO

A map that does not cheat
"[…] the map […] is kind of continuously updating as you kind of explore the world. But […] we can't see anything here and that's because […] you don't have light. […] We didn't want the player to kind of see on the mini map or the map things before you see them yourself with your own eyes."
Scatter torches: the map draws itself only where there is light.

Max Halldén, technical director (2023)

WAKING UP

FIRST DAYS

From a dark hole to a lit camp

You wake in a dark room, at the foot of a dead crystal, with no weapon, no light, and nothing to eat. A lit camp is a few hours away.



Waking up: the Core room, your starting point.

WAKING UP

Before you enter the world, you pick a background. It gives three levels in one skill and some starting gear. Skills grow with use, so the gap closes within an hour.

BACKGROUND	SKILL	STARTING GEAR
Miner	Mining	**Copper Pickaxe**
Explorer	Running	**Small Lantern**
Fighter	Melee	**Copper Sword**
Ranger	Range	**Wood Bow**
Mage	Magic	**Simple Staff**
Warlock	Summoning	**Withered Scepter**, **Tome of the Dark**
Demolitionist	Explosives	10 **Crude Bombs**, 10 **Grenades**
Chef, **Gardener**, **Fisherman**	Cooking, Gardening, Fishing	a tool of the trade

WOOD FROM ROOTS

Wood, your first material, comes from the roots sticking out of walls and floors. Hit them with your weapon to spare your pickaxe. Your first food is the **mushrooms** on fungal ground, even in the Core room.

Then open your bag. Wood alone crafts your first items there, without any station. Start with the **Basic Workbench** (8 wood), to place near the Core, and a **Wood Pickaxe** (4 wood). Three **Torches** cost 1 wood and a **Chest** costs 5. You will need many of both. A **Wood Bridge** costs 1 wood. Craft about twenty in advance so the first river does not stop you. Hold the click on a recipe to craft it over and over.

REPLAY



Choosing a background
He goes through the starting options. Fast digging speeds everything up, and holding a torch takes up one hand.

For a first game, take Miner for the copper pickaxe, or Explorer for the small lantern. The advantage is small and fades quickly.

あるばゲーム
YouTube · [JP] 序盤で絶対につまづきたくない人のコアキーパー解説【Core Keeper 1.0製品版】

FROM THE STUDIO

Why roots
"These kind of crafting games typically have wood [...] from cutting trees [...]. But, how does trees grow in caves? Well, kind of don't. [...] So, then we went like, okay, let's do a root system instead. And you get [...] wood from roots."
Trees show up later in the game.

A gameplay designer, Pugstorm (2023)

REPLAY



Marking tunnels with torches
Deep in the Forgotten Ruins, he picks up the torches in passages he no longer needs, and keeps only the path of his round trips.

Always place your torches on the same side of the tunnel, and remove those in wrong turns. To go home, follow the line back to the base.

Gold Hawk
YouTube · [FR] Dans Les Ruines Oubliées - Core Keeper #03

LIGHT FIRST

In the dark, you see no ore, no enemies, and no holes. **Torches** never burn out, so place as many as you like, on the floor or on walls. With a torch in hand, you can still mine and fight.

A wall that **sparkles** hides ore right behind it. Near the Core, it is copper or an **Ancient Gemstone**. Follow the sparkles to know where to dig.

COPPER OPENS EVERYTHING

Your **Basic Workbench** crafts the **Furnace** with 20 dirt blocks taken from the walls. The furnace needs no fuel and turns 1 ore into 1 bar. Load it and go exploring while it works. Bring back 12 **Copper Ore** first. Once smelted, they cover the **Copper Workbench**, the **Copper Pickaxe**, and the Cooking Pot.

Craft the copper pickaxe first because it opens clay, and so tin. The **Small Lantern** comes right after. It lights you from its own slot and leaves your hand free. If your character says "my mining damage is too low," the wall is too hard for your pickaxe and you need a better one.

EATING

Your food bar drops as you walk. Keep it at **75 or more**. You are then "Well fed," and your damage and max HP both gain 5%. Below 25, you are "Starving" and both drop as the bar empties. The penalty grows with every point you lose. Raw mushrooms and **Heart Berries** feed and heal little. A raw **Bomb Pepper** burns you, so keep it for the Cooking Pot.

In the **Cooking Pot**, two ingredients make a dish that feeds far more. Its effects often last ten minutes. Three recipes cover the whole first circle:

1. two mushrooms: a good meal that heals;
2. Heart Berry + Bomb Pepper: +25 max HP and speed, the best against Glurch;
3. **Glow Tulip** + **Mushroom**: a ten-minute glow, no torch needed.

A dish heals over twenty seconds, so eat before the fight. During the fight, a **Healing Potion** restores 30% of your HP at once.

SLEEPING AND DYING

Craft a **Bed** as soon as you have fiber from the kapok plants of the Clay Caves. Sleep in it for a moment to make it your respawn point. Without a bed, you come back at the Core, sometimes very far away. Each player needs their own.

With a Standard character, your bag stays in a **Tombstone** at the exact spot where you died, and nothing is lost. Your worn gear and your hotbar stay on you. The grave is often in the middle of the enemies that killed you, so get your strength back before you go get it.

FROM THE STUDIO

Enemies can smell you

"[…] that's where we kind of leave pheromones as we call them. […] So if an enemy walks here then it can actually pick up like trail here and start following you around […]. Interviewer: "Do your pheromones get stronger and stronger?" Max: "No, no, you have a con- constant smell. […] Just like in real life.""

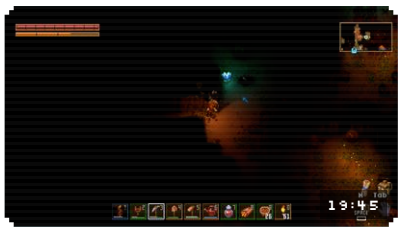
Max Halldén, technical director (2023)

WARNING

Dark red blocks

These are **Explosives Deposits**, also red on the map. Hit one once and step back at once. It clears a large area, hurts you, and its blast sets off others.

REPLAY



Protecting what matters before dying

First death, and he learns the rule: the whole bag goes into the grave, except what was in his hotbar. Noted.

Before a dangerous area, put rare ore, food, and the items you need most in your hotbar. With a Standard character, only the bag stays in the grave.

Galaktic Prawn
YouTube · Core Keeper let's play FR #3

WAKING UP

FIRST BASE

Where to build, in what order

Your base is where you come back after every trip: to smelt, craft, cook, store, and sleep. Built in the right place and in the right order, it saves you hours.



A base built around the Core: stations, chests, and kitchen a few steps from the respawn point.

LOCATION

Build around the Core. It sits at the center of the world, at the same distance from every biome, and you respawn there until you have a bed. In multiplayer, it is also the meeting point. Leave free ground around it. Crops, cattle, and machines come quickly, and many players regret placing their first chests against the crystal.

STATIONS, IN ORDER

Each station opens another one. Build them in this order:

1. **Basic Workbench**, crafted in your bag, for the wood sword and armor;
2. **Furnace**, at the Basic Workbench;
3. **Copper Workbench**, then right away the copper pickaxe, the lantern, and the **Small Backpack**;
4. **Cooking Pot**, at the Basic Workbench;
5. **Bed**, at the Copper Workbench, once you have fiber from the Clay Caves;
6. **Copper Anvil** (8 copper bars): copper armor, sword, and shield;
7. **Salvage and Repair Station**, at the Basic Workbench (5 wood, 5 copper bars): it repairs your pickaxe with scrap parts;
8. **Tin Workbench**, as soon as you have your first tin bars.

Keep only your best workbench because it also shows the recipes of the earlier tiers, with the arrows on the left of the menu. Keep several furnaces instead. A furnace only takes the ore it is already smelting, so with three of them copper, tin, and iron smelt side by side.

REPLAY

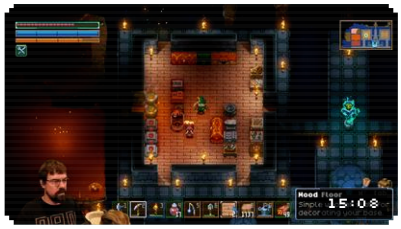


Exploring from long corridors
Workbench placed, wood sword and hoe in hand, he advises digging in two opposite directions from the start, then exploring from there.

Dig long straight corridors from the Core, explore crosswise from them, and close each corridor with a door near the base.

AHOTNEG
YouTube · [RU] Показываю как пройти CORE KEEPER за ЛУЧНИКА

REPLAY



Two crafting areas
He reorganizes his base into two crafting areas, one for food and one for everything else, with the stations lined up in the middle of the room.

Group your stations by what they use, with the matching chests: kitchen on one side, metal on the other.

CohhCarnage
YouTube · CohhCarnage Plays Core Keeper Full Release - Part 21

FROM THE STUDIO

A base nothing comes to destroy
"[…] one of them was that enemies outside in the world were going to attack the player's base close to the core […]. But that didn't work out because a lot of the fun in the game came from like this casual exploring and adventuring and […] doing it very calmly with friends and also building your base. You didn't want it to be ruined because you were decorating it and making it very cozy […]."

Fredrik Präntare, game director (2025)

BEFORE THE FIRST CIRCLE

SEASONAL EVENTS

Holidays of the year, currencies, and items

Several times a year, the underground world celebrates. Each event brings its costumed enemies, its currency, and its purchases from the seasonal merchant. The setting that starts an event at any time is in "How the Game Works," Codex I.



A grove of cherry trees in bloom. Cherry trees planted during the March event stay after it ends.

CALENDAR

Each event starts on its own, at 9:00 a.m. UTC on the first day (10:00 a.m. in Central Europe, 11:00 a.m. in summer). The items you get are yours to keep. Only those that appear on the ground (envelopes, letters, flowers) **disappear when the event ends**.

EVENT	DATES	WHAT IT BRINGS
Lunar New Year	Jan. 31–Feb. 13	**Red Envelopes** on the ground, 1 to 3 **Lucky Coins** each, to trade for decorations, including the **Lucky Cat**, which waves its paw when it touches electricity. The seasonal merchant also sells decorative **Guardian Beast Statues**, which you can paint.
Valentine	Feb. 14–27	**Love Letters** on the ground, one letter for one **Valentine's Gift**. The **Cupid Bow** makes its target friendly for 20 s with each hit.
Anniversary	Mar. 8–21	The **Anniversary Cake**, for **Glow Tulip** ×20 and **Slime** ×20, gives +27 max HP, once per character. The event marks the early access launch, on March 8, 2022.
Cherry blossom	Mar. 22–31	Cherry blossoms on the ground: ten blossoms of one color give a **Pink Cherry Tree** or a **White Cherry Tree** to plant, which stays after the event.
Easter	Apr. 5–16	Eggs in four colors, an event workbench, and the large golden egg.
Halloween	Oct. 25–Nov. 7	Goodie bags, pumpkin coins, and the Haunted Hive Mother.
Christmas	Dec. 14–Jan. 4	Cookies and milk, an event workbench, and a little helperling that turns your dishes into presents.

SEASONAL MERCHANT

The **Seasonal Merchant** moves in like the other merchants (see "Merchants' quarter," in "Build," Codex III). His summoning item is the **Seasonal Calendar**, made of **Wood** ×5 and **Fiber** ×8 at the Carpenter's Table. His shops stay open all year, but **an event's currency can only be earned during that event**.

EASTER

Eggs drop from enemies (15%) and from crates and pots (3.5 to 5%). Each color has its biomes: brown in the Undergrounds, pink in the Clay Caves, gray in the Forgotten Ruins, green in Azeos' Wilderness. With **5 eggs of each color**, the merchant gives you the **Easter Workbench**, which crafts fourteen event items, or the **Large Golden Egg**. Placed in Azeos' arena, the golden egg summons an awakened Azeos, all year round (see "Azeos the Sky Titan" (p. 41)).

HALLOWEEN

Cavelings, **Caveling Shamans**, **Caveling Brutes**, **Big Larvae**, and the **Core Commander** drop a **Samhain Goodie Bag one time in ten**. It holds pumpkin coins, candy, and sometimes a **Grumpkin Seed** or the **Haunted Hive Mother Summoning Idol**, which summons the **Haunted Hive Mother** (see "The Hive Mother" (p. 23)). The Samhain necklace and ring, worn together, give a 7% chance to survive a deadly hit.

CHRISTMAS

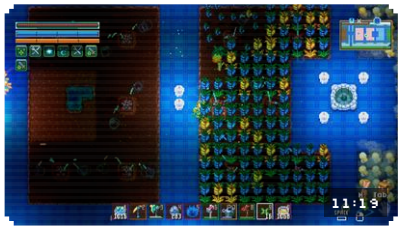
Common enemies drop a **Snowball** (50%) and **Cookies & Milk** (20%). With 5 cookies and milk, you craft the **Festive Workbench**; with 10, a **Little Helperling**.

The little helperling turns a cooked dish into a present **in 30 s**. Give it a whole stack of simple dishes at once: 100 dishes give 100 presents. An uncommon dish or lower gives a **Winter Present**. A rare dish or better gives a **Luxury Winter Present**, which can hold the **Golden Chocolate** (1.67%): +28 max HP, once per character.

DID YOU KNOW?

Easter was the game's first event, in April 2022. The small eggs were meant to disappear when the event ended. At the players' request, the developers left them in the game.

REPLAY



Costumes in the bag
A stack of goodie bags, opened one after the other: candy, and among it a Dracularva Cape and a Frankenbrute Head.

Besides candy, coins, and the idol, the bag holds costume pieces: Pumpkin Head, Spooky Blanket Hood, Spooky Blanket Cape, Dracularva Cape, Frankenbrute Head.

Serroh Style
YouTube · [2024 Updated] Top Ten HIDDEN & ADVANCED Tips/Tricks! | Core Keeper 1.0

OLD FESTIVALS, NEW JEWELRY

The event jewelry is named after old seasonal festivals: the **Ostara Ring** for Easter, the **Samhain Curse Ring** and the **Samhain Offering Necklace** for Halloween. The studio calls them its "traditional touches," a nod to the roots of each event.

IN THE GAME



"This beautiful white tree is a traditional symbol of the joys of life. It is said that in spring a fairy maiden descends to awake the sleeping cherry trees with her breath."

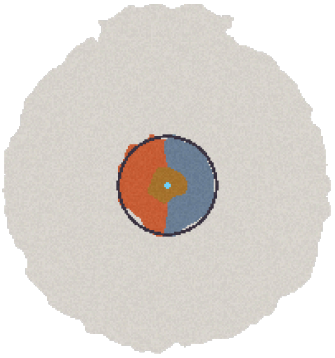
Core Keeper
item description

CIRCLE 1

FIRST CIRCLE

Three biomes, three guardians, one wall

The first circle is a closed world. An impassable wall surrounds it, about 400 tiles from the Core, and nothing will bring it down until you defeat its three guardians. Here you learn to dig, smelt metal, cook, and fight.



The first circle: the Core in the middle, the Great Wall around it.

THREE GUARDIANS

Three bosses guard the circle, each in its own biome. Each one drops a trophy, which you place on its statue around the Core. With the three trophies in place, the Core wakes up and opens the rest of the game.

GUARDIAN	WHERE	DISTANCE FROM THE CORE	TROPHY
Glurch the Abominous Mass	the Undergrounds	≈ 65 tiles	**Glurch Eye**
Ghorm the Devourer	his track, through the Clay Caves and the Forgotten Ruins	≈ 200 tiles	**Ghorm's Horn**
Malugaz the Corrupted	the throne room of the Forgotten Ruins	≈ 300 tiles	**Stolen Crystal Heart**

Two more bosses live here but are optional: the Hive Mother, at the heart of the Larva Hive, and King Slime, whom you summon on the rune of a slime boss. Their chests are worth the trip.

ONE PICKAXE PER BIOME

A pickaxe breaks a wall only if its mining damage **is higher than the wall's hardness**. Below that, it bounces off and does nothing. This rule sets the order of the circle: each biome gives you the metal for the pickaxe that opens the next one.

PICKAXE	MINING DAMAGE	WALL IT OPENS
Wood Pickaxe	+15	dirt in the Undergrounds
Copper Pickaxe	+42	clay in the Clay Caves

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REPLAY

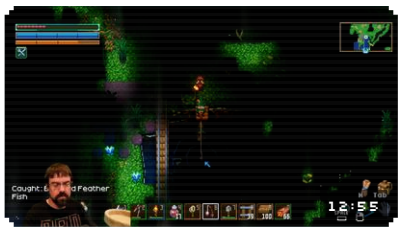


Too far, too soon
After mining a bit everywhere, he realizes he had to find tin before iron. He did things backward, and the goblins are no longer smiling.

Metals come in a fixed order: copper, tin, iron. If you find iron before you have tin, turb back.

Gold Hawk
YouTube · [FR] La Vie dans les Mines - Core Keeper #01

REPLAY



Bringing boss chests home
A viewer asks him where his big chests come from. They all come from bosses.

Each boss leaves a loot chest. Once it is empty, bring it back to the base because it has twice as many slots as a crafted chest.

CohhCarnage
YouTube · CohhCarnage Plays Core Keeper Full Release - Part 25

PICKAXE	MINING DAMAGE	WALL IT OPENS
Tin Pickaxe	+83	stone in the Forgotten Ruins
Iron Pickaxe	+180	grass in Azeos' Wilderness, beyond the Great Wall

The Clay Caves and the Forgotten Ruins share the circle, one on each side of the Core. If you reach the gray stone before you have tin, turn back because it is too early.

FAQ

My pickaxe bounces off this wall.
Its mining damage is not higher than the wall's hardness. Metals come in a fixed order, copper, tin, iron. Each biome gives the metal for the pickaxe that opens the next one.

Steam forum
"What do i need to mine/pick this up?"

FAQ

Finding bosses is a pain.
Craft their scanner. Each boss chapter says where. It marks the boss on the map. It works once and shows only the current position.

Steam forum
"Finding bosses is a pain"

SHARED BOSS RULES

Almost all bosses follow the same rules. A scanner marks their position on the map. Each boss chapter says where to craft it. It works once and shows only the current position, so a moving boss keeps moving. In a fight, they become enraged below a health threshold and hit faster. Above all, they **reset**. If you go too far or stop hitting, the boss goes back to its place and heals very quickly. Start a fight only if you are ready to finish it.

After the victory, open its chest on the spot. You can then call back a defeated boss with its summoning idol, to try your luck with the loot again. The first-circle idols are sold by the **Cloaked Merchant**, who moves in after Ghorm ("Ghorm the Devourer" (p. 21)).

A locked chest can be picked up whole and opened later, once you craft or find its key.

Activate every **waypoint** you come across. From a waypoint, the map takes you to any other waypoint or to the Core. Almost every arena has one close by, and a lone waypoint, far from everything, often points to one.

ACHIEVEMENT

Beam Me Up 39%

Used a waypoint

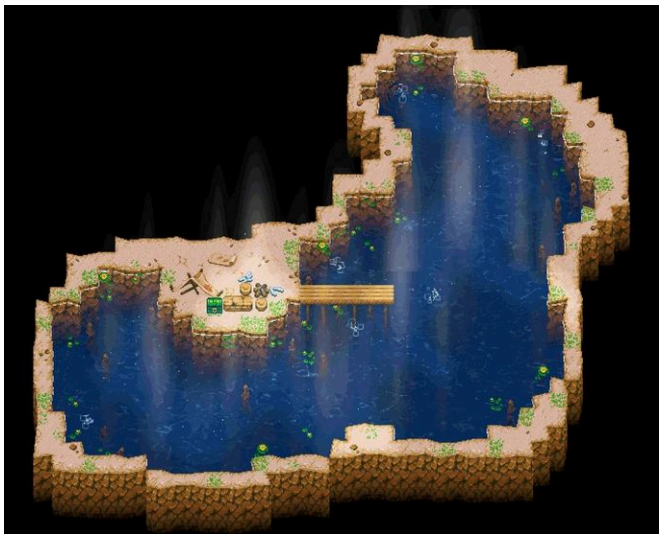
Steam global statistics
November 14, 2026

BIOME · CIRCLE 1

UNDERGROUNDS

Wood, copper, and the first guardian

A network of brown dirt tunnels, giant roots, and small lakes, with the Core at its center. The walls break with bare hands and the enemies are slow. What you need to get started grows within reach. Wood and copper come first, then Glurch's eye.



The Undergrounds fishing lake: brown dirt, turf, and calm water, a short walk from the Core.

RESOURCES

Wood comes from the roots that wind through the walls. **Copper** comes from dirt walls and from the red-orange deposits on your map. These two materials make all your first gear. Also pull up wild plants, which often drop their seed. **Heart Berries**, **Glow Tulips**, and **Bomb Peppers** will be your first crops. Every slime you kill drops **Slime**, which you need for the lantern and the **Rain Coat**. The peaceful orange slimes are the safest source.

BIOME

The Undergrounds form the first ring around the Core, out to about 150 tiles. Their walls are the softest in the game and break with bare hands. Farther out, the walls change material and hardness, and your pickaxe decides where you can go. The orange clay of the Clay Caves needs the copper pickaxe; the gray stone of the Forgotten Ruins, the tin pickaxe.

CARD

DISTANCE	0 to ≈ 150 tiles
WALLS	dirt | turf | sand
PICKAXE	wood, or bare hands
ORES	copper, gold (rare)
BOSS	Glurch the Abominous Mass
FISHING	power 20

REPLAY



Dodging the brute's charge
First game, first tough monster: he learns that he has to get right next to the brute to hit it, and that it takes ages to go down.

Wait for the brute's charge and dodge to the side. Stunned against the wall, it loses its stone, and that is when you strike.

Hors Meta Quête
YouTube · [CA] Ce jeu est un BIJOU caché | Corekeeper

ENEMY



Shrooman Brute
540 HP
The first serious opponent, hidden among the mushrooms. It charges as soon as it sees you and breaks walls. Dodge its charge to the side. Stunned against the wall, it loses its stone hat, and that is the moment to strike.

DANGERS

Nothing here will kill you if you stay alert. **Orange Slimes** attack only if you hit them. The trap is on the floor: slime ground cuts your speed in half. Clear it with a shovel or a hoe on the routes you use often.

NOTABLE PLACES

The **Giant Mushroom** grows in the middle of a ring of small mushrooms, once or twice per world. Eat it as soon as you see it. It gives +25 max HP, once per character. The **Ring of Stone**, found in copper chests and clay walls, adds +14 mining damage. Equip it right away.

The **root room** offers 69 roots at once, enough to launch your base. The fishing lake hides an **Iron Fishing Rod** that serves you well beyond this circle. The ruined railway gives copper bars, rails, and a minecart. The dirt camp gives a crossbow and a potion. A **cross on the ground** marks a buried item. Dig it up with a shovel or a hoe.

MEADOW

Small clearings of soft grass dot the Undergrounds, and no enemy spawns there. This is where you meet the game's first cattle, the **Moolins** and **Bambucks**. They appear only when the world is created, then breed on their own. Leave them alone: you will raise them later. Some have rare colors, like green **Moolins** or pink **Bambucks**.

Fish the lakes of the Undergrounds with the wood rod. The biome's two melody rooms and two challenge rooms are solved in "Side Quests" (p. 29) of the first circle.



Red Slime
150 HP
It charges as soon as it spots you, but on its own it does little harm. Three or four of them around Glurch become a nuisance, so kill them before you engage the boss.

ACHIEVEMENT

Rock and Stone! 35%

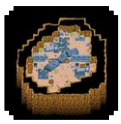
Equipped the Ring of Rock and Ring of Stone

Core Codex estimate
all platforms, November 2026

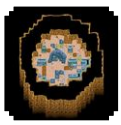
TO LOOT



Sandy Ruins
Gold Bar×5
Ancient Gemstone×10



Ancient Pillar Ruins
Ancient Gemstone×5
Glow Tulip×5



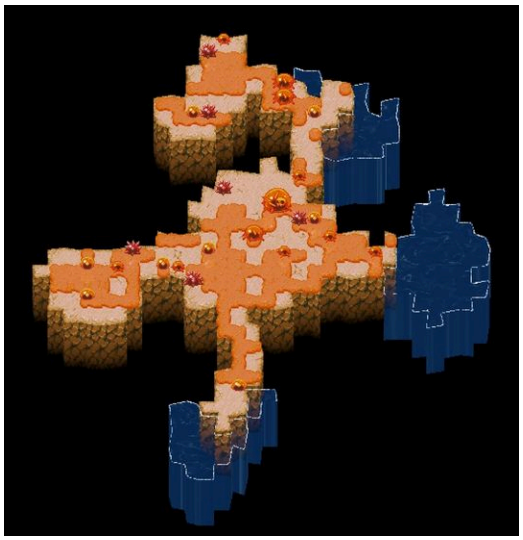
Ancient Portal Ruins
Ancient Gemstone×10
Stoneskin Potion×2

GUARDIAN · CIRCLE 1

GLURCH THE ABOMINOUS MASS

The Undergrounds · the first boss

The closest of the guardians, and almost always the first boss you face. A mountain of slime that jumps, crushes, and heals if you run away. A good test for your first armor.



Glurch's lair, seen from above: all the orange ground is slime that slows you down.

FINDING GLURCH

Glurch waits for you from the start of the game, about 65 tiles from the Core, in a direction that changes from one world to the next. No scanner needed. Follow the patches of orange slime ground, more and more of them as you get closer. While no one is in range, he bounces in place, and thuds shake the screen as you approach. His lair is a large room covered in slime ground, which slows you down and spawns slimes. A waypoint sits close by. Activate it before the fight, to come back quickly if you fail.



CARD

HP	2,459 (Standard)
DISTANCE	≈ 65 tiles from the Core
GEAR	copper armor
TROPHY	Glurch Eye
FREES	Bearded Merchant

ACHIEVEMENT

A Slimey Encounter 62%

Defeated Glurch the Abominous Mass

Core Codex estimate
all platforms, November 2026

REPLAY



A bed near the arena

Before he goes after the shaman, he crafts a bed, places it near the arena, and clicks on it. Next time he dies, he will respawn there.

Place a bed 20 or 30 tiles from the arena and sleep in it for a moment. Add a chest and a portal, not too close to the boss's attacks.

AllFunNGamez
YouTube · Core Keeper Playthrough - Core Keeper Version 1.0 - Episode 24 - Core Keeper Beginners Guide

PREPARATION

Glurch does not hit hard. The danger comes from his slime, which keeps you from dodging, so mobility matters more than armor. Copper armor is enough. Add the **Rain Coat** and the **Rubber Boots**, crafted at the **Copper Anvil** from copper and slime, which each cut the slowdown by 25%. A ranged weapon, **Slingshot** or **Wood Bow**, lets you strike between two jumps. Bows and crossbows use neither arrows nor mana, unlike staffs and tomes. If you have none, a sword will do. Just before the fight, eat the Heart Berry + Bomb Pepper dish for speed and max HP, the best meal against him.

Before you wake him, clear the arena while staying more than four tiles away. Kill the red slimes and fill the water holes. Scrape the slime ground with a hoe, which clears several tiles at once.

FIGHT

Glurch has only one attack: he jumps on the nearest player. Just before, he **flashes white**. That is your signal to leave the landing zone, then come back and hit him as soon as he lands. Bombs placed on his landing zone, right after the flash, hurt him badly.

At exactly 14 tiles from his edge, a bow hurts Glurch without him reacting or resetting. You need a weapon with no range limit, and spare bows. The other slime bosses have the same dead zone.

At 30% of his HP, he becomes enraged and his jumps get faster and more frequent. Shorten your combos and save your healing potions for that moment.

REWARDS

All the loot is in the **Glurch Chest**, to open on the spot. You always get the **Glurch Eye** and the **Slime Oil Idol**. One random item comes with them, among the **Sticky Stick**, the **Crescent Ring**, the **Blob Rosary Necklace**, the **Melting Crystal Ring**, and the **Oozy Egg**, a pet egg. The rosary and the melting crystal ring form a set. Worn together, they add about 13% physical ranged damage. For a beginner mage, the sticky stick is the best catch because it slows its target. To fight Glurch again, place a **Giant Slime Summoning Idol** on his rune, the circle engraved in the floor of his lair. The **Cloaked Merchant** sells it for 200 coins, once Ghorm's **Mysterious Idol** has brought him to your base ("Ghorm the Devourer" (p. 21)).

AFTER THE VICTORY

Bring the eye back to the Core and place it on Glurch's statue. It is the first of the three trophies that wake the Core, and three recipes unlock, including the scanners for the other two guardians.

The **Slime Oil Idol** frees the **Bearded Merchant**, your first merchant. Place it in a small closed room with a free bed. He moves in within a few seconds and buys your items. For any caveling merchant, the room must be at least 2 × 2 tiles and at most 8 × 8, or he will not move in ("Merchants' quarter," in "Build," Codex III). The Bearded Merchant also sells a **Curious Egg**, and two workbenches you cannot find anywhere else. Buy the **Pouch Workbench** from him as soon as you have 100 coins. The pouches it crafts pick up ore, seeds, or fish on their own without taking space in your bag.

REPLAY



Circling at range
Food maxed out, teleport to the arena, and off he goes. Glurch slows him down, but he keeps moving while his minion does the work.

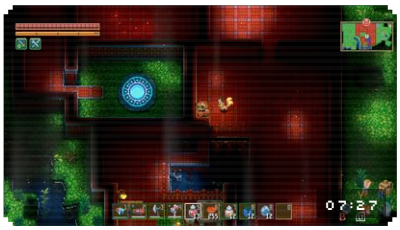
Run in a wide circle around Glurch and keep shooting. When he flashes white, keep running to get out of the landing zone.

Serroh Style
YouTube · [2024 Updated] Beginners Guide! (Tips and Tricks) | Core Keeper 1.0

WARNING

Do not pull him away from his rune
More than 25 tiles from his rune, Glurch goes home and heals at full speed: running off to catch your breath costs you almost the whole fight. He also crushes the walls he lands on, so a small closed arena will not hold him.

REPLAY



Closing the merchant's door
New vendor moved in. He locks him in his room right away so he does not wander off into the base.

Close the door of the merchant's room as soon as he moves in, and close it again after each visit.

SeigneurDuGaming
YouTube · [FR] Core keeper 1.0. Double combat de boss! Le Roi Vaseux et Reine de la Ruche #8 FR

BIOME · CIRCLE 1

CLAY CAVES

Tin, larvae, and spear-wielding cavelings

The Clay Caves look like the Undergrounds, only more orange and more hostile. Here you find tin, fiber, and your first dangerous enemies. Tin is what you came for. The tin pickaxe gets you into the Ruins.



The Clay Caves: ocher clay, cocoons, and larvae.

BIOME

Orange clay fills one half of the first circle, from 150 to 400 tiles from the Core. The Forgotten Ruins fill the other half, on the opposite side. The copper pickaxe gets through, and a full set of copper armor is enough for the first enemies. Head straight out from the Core. Around 150 tiles, you reach either orange clay or the gray stone of the Ruins; if it is stone, go back the other way. At the edge of the biome, walls of shiny chitin mark the Larva Hive. Enter only in tin armor and with healing at hand.

Ghorm, the second guardian, travels the biome on his track. Sooner or later, he will cross your path. His respawn rune, with a waypoint, is around 230 tiles out.

RESOURCES

Tin is mined from clay walls. You need ten bars for the **Tin Workbench**, then more for the pickaxe, the armor, and the Automation Table. Fiber is harvested from kapok plants. It goes into the bed, pouches, and every armor, so bring back a full stack. Copper and gold show up too, but more rarely. Tin also gives the **Alchemy Table** (**Wood** ×8, **Slime** ×8, **Tin Bar** ×5, at the Tin Workbench). It brews the **Healing Potion** from **Slime** ×3 and **Heart Berry** ×3. Until then, potions come from chests.

CARD

DISTANCE	≈ 150 to 400 tiles, on one side of the Core
WALLS	**clay**, hardness 22 | **hive**, hardness 244
GROUNDS	**clay moss**: cavelings | **chrysalis**: larvae | **acid slime**: hive
PICKAXE	**copper**
ORES	**tin**, **copper**, **gold**
BOSS	**Ghorm the Devourer**, **The Hive Mother**
FISHING	power 20; hive water 60

? WHAT LARVAE LEAVE BEHIND

Half the larvae you kill leave nothing. The others drop slime, **Larva Meat**, seeds, or fiber. A **Big Larva** drops **Larva Meat** 83% of the time, so hunt those when you need meat. Figurines take patience. The **Larva Figurine** drops about once in 830 larvae, the **Acid Larva Figurine** once in 170 acid larvae.

REPLAY



Luring big larvae
A big larva rushes at his torch and breaks it first. He blocks the way and lets it come.

Big larvae rush toward light. Place a torch to choose where they arrive, and a bomb in their path.

흰노랑이
YouTube · [KR] 코어키퍼에서 24시간동안 근접무기로 모든 보스를 다 잡을 수 있을까?

DANGERS

Three families live in the Caves: larvae, which come in groups; cavelings, which charge with a spear or throw one from afar; and cocoons, which release larvae. A single larva does almost nothing, but five surrounding you can overwhelm you. Back into a corridor to take them one at a time. Rarer, the **Big Larva** (412 HP) takes more hits and the **Clay Burrower** (405 HP) bursts out of the ground.

Larvae go **after torches before they go after you**, and the **Big Larva** puts them out as it passes. A line of torches can lead them all the way to your base, so use your lantern for light on the way home.

These enemies spawn on specific grounds: larvae on **Chrysalis**, cavelings on **Clay Moss**. Remove these grounds around your buildings and the enemies stop coming back.

FAQ

Larvae and cavelings keep coming back near my base.
They spawn on specific grounds: larvae on chrysalis, cavelings on clay moss. Remove these grounds around your buildings, and they stop coming back.

Steam forum
"Enemies spawning inside base"

FAQ

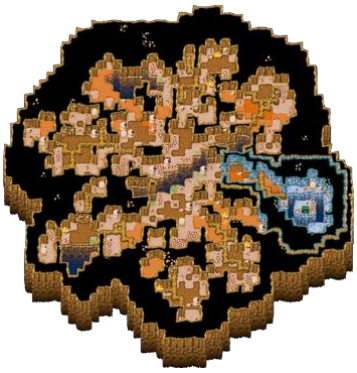
I cannot find any tin.
It is in the Clay Caves, 150 to 400 tiles from the Core, on one side only. Around 150 tiles, if you reach the gray stone of the Forgotten Ruins, go back the other way.

Steam forum
"Still no tin?"

NOTABLE PLACES

Start with the **clay hut**. The chest hidden behind the ruined hut always holds a ready-made **Tin Pickaxe**, before you have smelted any tin. In the **giant ammonite cave**, hit the ammonite to get the **Ammonite Necklace**: +22 max HP and +13 armor. The ancient plaza lines up twelve stone blocks filled with ancient gemstones. Keep them, since you use them all game long. Finally, the Strolly Poly camp keeps a **Strolly Poly** in its pen, your first possible mount.

LARVA TERRITORIES AND PLACES TO SEARCH



A large larva territory, seen from above

Larva territories are nests dug into the clay, guarded by cocoons and big larvae. The **large territory**, up to twice per world, hides a chest walled in stone. It holds a **Healing Potion**, a **Stoneskin Potion**, a **Tin Sword**, ten tin ores, and a geode. **Clear the cocoons from a distance before you open the wall** because the ambush triggers when it opens.

REPLAY



Losing a group with a bomb
Bomb placed, he runs. The blast goes off in the middle of the group. Another time, a spear hits the bomb just as he places it...

Place a bomb in your path and keep moving away. If an enemy hits it while you place it, it blows up on you.

ゆるめのまりさ
YouTube · [JP] 広大な地下世界で全ボスを討伐する。【Core Keeper】

ENEMY



Larva
176 HP
They come in groups, so back into a corridor to take them one at a time.



Caveling Spearman
243 HP
He charges in a straight line. Step aside at the last moment and hit him in the back. His cousin, the **Caveling Skirmisher** (243 HP), throws javelins from afar.



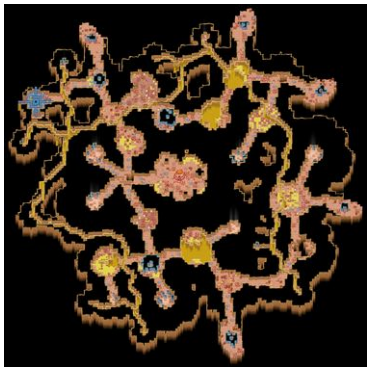
Cocoon
270 HP
It shakes as you approach, then bursts and releases larvae. Break it from a distance before it hatches, and nothing comes out.



Acid Larva
1 HP
Kill it from a distance. Up close, it explodes (64 damage, over 2 tiles).

The **colossal cicada burrow** holds a giant carcass and six dig spots, including the **Colossal Cicada Husk**. The **clay maw** guards twelve **Hive Spike Traps**, enough to prepare for Ghorm. The biome also has the mad hatter camp, the abandoned hive hut, abandoned mines, and stretches of railway, where you can pick up minecarts and rails. The abandoned tin mine and the clay mine shaft surround **Tin Ore Boulders**. Mark them for your future drills. There are also two melody rooms and two challenge rooms ("Side Quests" (p. 29) of the first circle).

LARVA HIVE



The Larva Hive: the Hive Mother's arena in the middle, the chitin tunnels and their chests around it

Hives cling to the edge of the biome; the largest, around 330 tiles out, holds the Hive Mother. Their chitin walls resist every pickaxe of circle 1, so follow the corridors. The danger comes from the ground. **Ground Acid Slime** hurts you every second and ignores your armor. Eat a dish with **Green Blister Head** before you enter, and bring a hoe and a shovel to clear acid and chrysalis from your path.

Hive Spike Traps hurt enemies too. Pick up the ones on your way home with a shovel. You can place them again to defend your base or trap an arena. As for enemies, expect **Hive Larvae** (356 HP), **Big Hive Larvae** (688 HP), and acid larvae. A shaking cocoon is about to hatch: destroy it or back off.

The reward is the **hive chests**, with guaranteed loot: healing potions, bombs, **Larva Ring**, larva gear, and sometimes an **Amber Larva**, which gives +50 max HP for good.

What a hive chest holds

Each **Larva Hive Chest** draws 3 to 6 times from the same list. The chance below is per draw.

ITEM	PER DRAW	QUANTITY
Healing Potion	12.6%	4–8
Crude Bomb	12.6%	4–8
Larva Meat	6.7%	3–4
Larva Ring	6.3%	1
Bomb	4.2%	4–8
Mechanical Part	3.4%	3–6
Grub Egg Necklace	2.9%	1

FROM THE STUDIO

"Where is tin?"

"[…] if we're, you know, completely honest, we […] basically effed up the balance of […] tin in […] the beginning. […] People find out like one tin and then they go go through like the entire start area to kind of find it when they should really just go a bit further […]."

Max Halldén, technical director (2023)

TO LOOT



Abandoned Hive Hut
Skirmisher Cap
Glow Tulip



Clay Hut
Caveling Bread×5
Tin Pickaxe



Giant Ammonite Cave
Ammonite Necklace



Large Larva Territory
Healing Potion
Stoneskin Potion
Tin Sword

TIP

Two fish to keep

Cooked, the **Yellow Blister Head** makes you immune to slime slowdown for 10 min. Use it against Glurch and the slime bosses. The **Green Blister Head** makes you immune to acid for 10 min, and only acid. Use it in the Hive and against the Hive Mother.

FAQ

What does the Grub Pearl do?

Nothing, beyond being a treasure to keep or sell. It is the rarest catch of the clay water, about once in 600 catches that are not fish.

r/CoreKeeperGame
"After close to 4k catches, I finally got the Grub Pearl. Clay Caves fishing completed."

FAQ

Does the hive ground spawn enemies?

No. Larvae come back only on **Chrysalis**. The hive floor and the **Ground Acid Slime** spawn nothing, so acid larvae do not return once you have cleared them.

r/CoreKeeperGame
"Ground Acid Slime"

ITEM	PER DRAW	QUANTITY
Larva Helm	1.3%	1
Larva Chest	1.3%	1
Hookshot	1.3%	1
Recall Idol	0.8%	1

The rest of the list, at 1.3 to 2.1% per draw each, holds tin tools, a **Flintlock Musket**, the **Corrosion Staff**, Chieftain and Carapace armor, rings and necklaces. Three museum treasures turn up too (**Grub Knot**, **Petrified Egg**, **Blood Skull**), at 3.4% each.

FISHING

The biome has two waters: clay water, within reach of the **Wood Fishing Rod**, and the hive's acid water, which needs the tin rod.

WATER	POWER	ROD	CATCHES
Clay	20	**Wood Fishing Rod**	**Yellow Blister Head** (37%), **Green Blister Head** (29%), **Devil Worm** (21%), **Vampire Eel** (13%)
Acid (hive)	60	**Tin Fishing Rod**	its own fish, **Neptune Necklace**

Not every catch is a fish. Of the other catches in clay water, two in three are **Yellow Kelp**, and the rest is mostly tin ore, scrap parts, mucus amoeba, fiber, and wood. The rare finds make a long session worth it, among them the **Wildwarden Necklace**, a **Locked Iron Chest** with its **Iron Key**, the **Golden Cocoon** and, about once in 600 of these catches, the **Grub Pearl**.

LEAVING THE BIOME

Leave in tin from head to toe: pickaxe, armor, and weapon. Keep 10 tin bars in reserve and a full stack of fiber; you will use it. If Ghorm is still standing, bring **Spike Traps** for his track.

IN THE GAME



"The cast-off husk of a giant insect that lives dormant in the ground for centuries. When it emerges to take on its final form, heavy earthquakes occur."

Core Keeper
item description

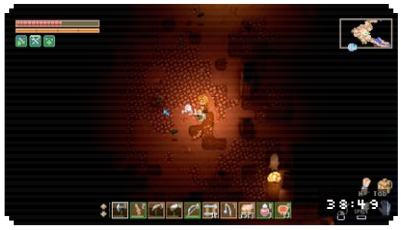
FROM THE STUDIO

RolyPolys

"Strolly Polys, aka RolyPolys (in our tools) are hands down my absolute favorites!"

Alexander Ma, gameplay lead at Pugstorm
Reddit AMA, September 10, 2025

REPLAY



Farming larvae on chrysalis
He notices that larvae spawn on chrysalis ground, which you can pick up. Idea: a small room lined with chrysalis to make food.

Lay chrysalis ground in a small closed room, far from your base. Larvae spawn there endlessly, and their meat gives +6% critical hit chance.

Gold Hawk
YouTube · [FR] Des Souterrains Périlleux - Core Keeper #02

GUARDIAN · CIRCLE 1

GHORM THE DEVOURER

The Clay Caves and the Forgotten Ruins · the boss that comes to you

A giant larva that circles the Core endlessly, devouring everything in its path. The only boss that comes to you: he passes by every four minutes.

FINDING GHORM

Head straight out from the Core, in any direction. Around 200 tiles, you are bound to cross his track. It is a strip about eight tiles wide, covered in slime ground, running through the Caves and the Ruins. The screen shakes and rumbles as he approaches. Wait for him at the edge, in an open spot, never in a narrow passage where you cannot step aside.

PREPARATION

Once angry, Ghorm moves faster than you, and the slime on his track slows you down even more. Your priority is protection against slime: the **Yellow Blister Head** dish, or the **Rain Coat** and boots. Tin armor is enough. A ranged weapon, slingshot or musket, works best.

The safest method is to let him wear himself down on spike traps, which hurt only enemies:

1. Craft about thirty **Spike Traps** at the Tin Workbench, one tin bar each. Earlier in the game, bombs or wooden spike traps also weaken Ghorm.
2. Kill the slimes in the area because they would set off the traps before he does.
3. Right after he passes, cover the track across its whole width. You have four minutes.
4. Once Ghorm is angry, stand behind the remaining traps because he charges through them.

FIGHT

While he patrols, Ghorm ignores you. Hit him as he passes, from the side, never in front of him. Below 80% of his HP, he leaves his track, moves half again as fast, and circles you to ram you. Do not chase him. His weak point is his **turning radius**. Wait for him to charge at you, step aside at the last moment, then hit his tail as he moves off.

Even mid-fight, he regains a little health every five seconds, and once almost healed he resumes his patrol. Keep up the pressure.



CARD

HP	8,061 (Standard)
DISTANCE	≈ 200 tiles from the Core, on a loop
FULL LOOP	4 minutes
GEAR	tin armor
TROPHY	Ghorm's Horn
FREES	Cloaked Merchant

WARNING

Nothing on his track

As he passes, Ghorm destroys everything: walls, floors, rails, drills, even your mount. Anything destroyed is lost. Build your base, your cattle, and your drills far from his loop.

REPLAY



Spikes on the track

Ghorm moves too fast to chase. The advice: do not run after him; scatter spike traps on his track and let him wear himself down.

About thirty traps is enough, even the simplest ones.

Jade PG CRAFTED

YouTube · CORE KEEPER Guide To Early Progression, Find & Beat First 5 Boss's & Unlock Merchants

REWARDS

Everything is in the **Ghorm Chest**. You always get his **Ghorm's Horn**, a **Mysterious Idol**, twenty larva meats, and above all the **Ghorm's Stomach Backpack**, with twelve slots and 30 extra HP, the best bag of the circle. Add one random item, such as the **Larva Ring**, the **Larva Chest**, the **Flintlock Musket**, or the **Arcane Staff**.

AFTER THE VICTORY

Place the horn on Ghorm's statue. It unlocks the **Recall Idol** and the **Grubzooka**. The idol takes you back to the Core in one go, so keep four or five in your hotbar. The **Grubzooka** is the ideal weapon for his next passes because its piercing shots hit several segments at once. The Recall Idol is used up, and its cast stops if you move or take a hit. Use it somewhere safe (you can also cancel it).

Worn in full, the larva set (helm and chest) calms larvae, which no longer attack you. It gives a big mining bonus (+26 and +28), but takes away 5% speed per piece.

The Mysterious Idol attracts the **Cloaked Merchant**. Place it in a small closed room with a free bed, as for the Bearded Merchant. He sells the idols that call back the circle's bosses, 200 coins each.

IN THE GAME



Ghorm Figurine

"A tiny miniature of Ghorm the Devourer, which captures the hunger of a creature said to consume anything in its path."
Larvae can talk. Put on the **Larva Helm** (Hive Mother) and the **Larva Chest** (Ghorm), then approach a **Big Larva**. It talks to you, and you unlock an achievement. Ghorm's shell also inspired the **Carapace Breastplate**, "an organic body armor resembling Ghorm's shell."

In-game description

FROM THE STUDIO

Is Ghorm a she?

"we asked. Ghorm has not answered. we respect that. but Ghorm uses she/her when filing taxes."

Fredrik Prantare, game director
Reddit AMA, September 10, 2025

REPLAY



Mouse bombs against Ghorm
He compares explosives and picks the mouse bomb against Ghorm. It runs in a straight line, so he drops a stack of them while backing away.

Prepare 10 to 15 mouse bombs and release them toward Ghorm while backing away. They run straight at him without putting you in his path.

Dakon's Madhouse
YouTube · Beginner's Guide to Explosives | Core Keeper 1.2

ACHIEVEMENT

Bugging Out 48%
Defeated Ghorm the Devourer

Gossip Group 4%
Talked to a Big Larva

Core Codex estimate
all platforms, November 2026

OPTIONAL · CIRCLE 1

THE HIVE MOTHER

The Larva Hive · the best training ground

Anchored at the heart of the largest hive, the Hive Mother does not move: she floods the arena with acid and larvae. She is optional, yet she guards items that change circle 1, and her endless larvae make her lair the best place to level your skills.



The Hive Mother's chamber, at the heart of the largest hive.

FINDING THE HIVE MOTHER

The largest hive sits at the edge of the Clay Caves, around 330 tiles from the Core. Walk that edge and look for walls of shiny chitin. The **Hive Mother Scanner** (five ancient gemstones, five mechanical parts) is crafted at the **Ancient Hologram Pod**, so it only helps once Malugaz is beaten ("Malugaz the Corrupted" (p. 27)). The hive walls resist your pickaxes, so follow the passages. Once there, activate her waypoint and place a bed about thirty tiles from the arena.

PREPARATION

Aim for iron armor and a weapon that hits several targets, such as the **Battle Axe**. The most useful dish is the **Green Blister Head** one, which makes you immune to acid for ten minutes. The Hive Mother attacks only after she takes hits, so prepare the ground calmly. Acid slime no longer hurts you if you cover it with a rug, rails, or a bridge.

FIGHT

The Hive Mother throws acid bombs at your position, marked by a red circle, but only up to fifteen tiles from her center. Watch her **eggs** above all. Five egg-laying spots surround her and lay a wave every ten to seventeen seconds. Break each



CARD

HP	24,671 (Standard)
WHEN	after the Forgotten Ruins
DISTANCE	≈ 330 tiles from the Core
SCANNER	Hive Mother Scanner
GEAR	iron armor

REPLAY



The fish that stops acid

Before the Hive Mother, he goes through the useful fish and keeps only one: the Green Blister Head, caught in the clay water of the Caves. Cooked, it cancels her only weapon.

Cook a Green Blister Head before the fight for ten minutes of acid immunity.

Dakon's Madhouse
YouTube · The Hive Mother Over Explained | Core Keeper 1.2

WARNING

She heals fast

If all players stay more than twenty tiles from her for ten seconds, she goes back to full health. Never leave the fight halfway.

egg before it finishes growing, and it releases nothing. Below 60% of her HP, she lays one more egg per wave.

The recommended method is the trench:

1. Kill the larvae around her chamber.
2. Dig a trench two to four tiles wide that fully closes off your area because larvae do not cross it.
3. Stand fifteen tiles from her center, out of reach of her bombs.
4. Shoot with a slingshot, a musket, or a bow, and place traps at the edge of the trench for the larvae that crowd there.

FAQ

How do I find the Hive Mother?
Walk the edge of the Clay Caves, around 330 tiles from the Core, and look for walls of shiny chitin. Her scanner is crafted at the **Ancient Hologram Pod**, so only after Malugaz. The hive walls resist pickaxes, so follow the passages.

Steam forum
"How to use hive mother scanner?"

FAQ

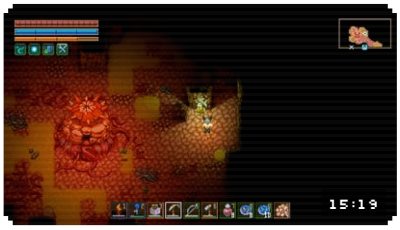
The Hive Mother gets all her health back.
She goes back to full health if all players stay more than twenty tiles from her for ten seconds. Never leave the fight halfway.

Steam forum
"Did they fix absurd Hive Mother regen?"

REWARDS

The **Hive Mother Chest** gives fifteen larva meats and one random item, such as the **Larva Helm**, the **Rift Lens**, or the **Fang Necklace**. The Hivebone set, which makes you immune to acid, is also among the draws, and so is the **Grub Egg Necklace**. Worn with Ghorm's Larva Ring, it removes all slowdown in slime. For a summoner, the **Scratched Stone** adds one minion. You can call the Hive Mother back with her idol, sold by the cloaked merchant.

REPLAY



A ditch against the larvae
Shovel in hand, the player digs several lines around the shooting spot. The larvae stop at the edge, and the Hive Mother can be shot in peace.

Dig two or three lines rather than one: no larva must get through.

Jade PG CRAFTED
YouTube · CORE KEEPER Guide To Early Progression, Find & Beat First 5 Boss's & Unlock Merchants

ACHIEVEMENT

Watch Your Step 38%

Defeated The Hive Mother

Core Codex estimate
all platforms, November 2026

SEASONAL VARIANT

The Haunted Hive Mother
During the Halloween event, place a **Haunted Hive Mother Summoning Idol** on the Hive Mother's rune to make her haunted version appear. The idol drops at random from **Samhain Goodie Bags**, which big larvae and cavelings drop during the event. The arena, the attacks, and the methods stay the same. Only the loot changes.



Haunted Hive Mother Figurine

"A lifelike representation of the Haunted Hive Mother. And you thought the Hive Mother couldn't be creepier."

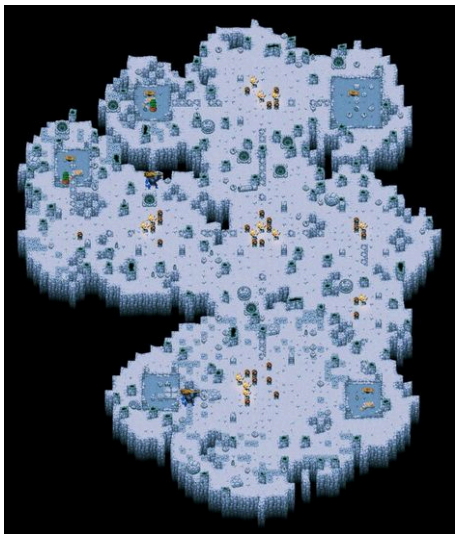
— In-game description

BIOME · CIRCLE 1

FORGOTTEN RUINS

The cavelings' stone cities

Wide stretches of gray flagstones, broken pillars, stone thrones: the remains of a caveling city. This is the first biome whose walls resist an ordinary pickaxe, and its inhabitants are the most dangerous of the first circle.



A caveling city: gray flagstones and broken pillars.

BIOME

The gray stone starts around 150 tiles out, on the other side of the Core from the clay, and gives way only to the tin pickaxe. The landscape is made of vast tiled halls. Farther on stand the obsidian labyrinths, which cannot be destroyed, and Malugaz's dungeon, whose walls resist every pickaxe of the circle. In the middle of the Ruins, green caves full of moss form a small, quieter sub-biome.

RESOURCES

Iron from the stone walls gives the Iron Workbench, the **Iron Anvil**, then iron armor and weapons, the best gear before the Great Wall. Gold, more common here than anywhere else, goes into almost all these recipes, so mine both together. Gold does not melt in the Furnace. The **Smelter Kiln**, crafted at the Iron Workbench (**Tin Bar** ×5, **Iron Bar** ×5), smelts gold, then scarlet and octarine. The Iron Workbench also takes **Plank** ×10. A **Table Saw** cuts them, one wood per plank. Craft it at the Tin Workbench (**Wood** ×8, **Copper Bar** ×5, **Iron Bar** ×5) and give it power (see "Machines," Codex III).

The water of the Ruins has a fishing power of 100. The **Tin Fishing Rod** (+74) falls short, so bring the **Iron Fishing Rod** (+126); one waits at the fishing lake of the Undergrounds.

CARD

DISTANCE	≈ 150 to 400 tiles, opposite the Clay Caves
WALLS	**stone**, hardness 55 | **Malugaz's dungeon**, hardness 895 | **labyrinths**, indestructible
GROUNDS	**stone moss**: cavelings
PICKAXE	**tin**
ORES	**iron**, **gold**, **copper**
BOSS	**Malugaz the Corrupted**
FISHING	power 100

REPLAY



Blasting through stone
The stone walls of the Ruins resist the pickaxe, but bombs picked up along the way do the job. The iron arrives anyway.

A copper pickaxe does not dent the stone of the Forgotten Ruins. Blast your way to the iron ore with bombs.

スローライフゆっくり たなかなた
YouTube · [JP] 初心者さん向けに解説しつつストーリーボスを倒す流れを確認できる動画

ENEMY



Caveling Shaman
408 HP
His fireballs burn over time, up to fifteen tiles away. His health is low, so kill him first, and never stand still.

DANGERS

Cavelings work together. If they spot you, they form a **hunting party** to track you down. In a group, take out the shaman first, who shoots from afar, then the brute, slow but able to leave you at 1 HP with a single hit. Always move forward with light in front of you, and keep a way out. The shaman has a small chance to drop his **Fireball Staff**, a useful weapon to pick up.

NOTABLE PLACES

Around 270 tiles out hides the **cloaked merchant's den**; you will invite him home after Ghorm. In the **amber cave**, break the amber block with an iron pickaxe. It frees an **Amber Larva**, +50 max HP for life. Each world also has a strange lab facility from the game *Abiotic Factor*, with two weapons in its office crates. Around 300 tiles out, Malugaz's dungeon surrounds his throne room (see "Malugaz the Corrupted"). The labyrinths and their treasures are in "Side Quests" (p. 29) of the first circle.

MOSS SUB-BIOME

Here and there in the Ruins, the gray stone gives way to a dark, humid den of moss blocks, small ponds, and pine trees. These dens are the only home of the **Orex**, a cattle animal that eats critters, gives the **Orex Truffle**, and becomes a fast mount once saddled. On the ground, **Mossy Soil** slowly grows the **Moorshroom**: food for the Moolin, the Bambuck, and the Drohmble, plus a soup ingredient.

Break the **large stoneware pots**. Each one gives two or three draws from a table that holds the three pieces of the **moss set** (about 9.5% each per pot), the **Hookshot**, the **Runestone Scepter**, and ores. Worn in full, the set adds 1 armor per Gardening level ("Armor," Codex IV). On a world created before these dens existed, the Guaranteed Bryobasks bundle adds them ("Content bundles," in "Creating Your World," Codex I).



Caveling Brute
1,095 HP
Slow, but it smashes any wall with its club, and one hit can leave you at 1 HP. Strike after each missed swing, then back off.

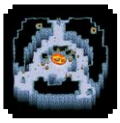
TIP

The stone wall
Ordinary cavelings break neither stone nor the walls you craft. Before you enter a city, build a stone wall between you and the area, and lure them in one at a time.

TO LOOT



Medium Labyrinth
Recall Idol
Clear Gemstone



Amber Cave
Amber Larva



Abiotic Factor Facility
Pipe Club
Slushie

IN THE GAME



"This cavernous carnivore has a surprisingly timid temper for having such sharp horns. Its large serrated muzzle is sooner to swallow critters whole than to bite the hand that may feed it."

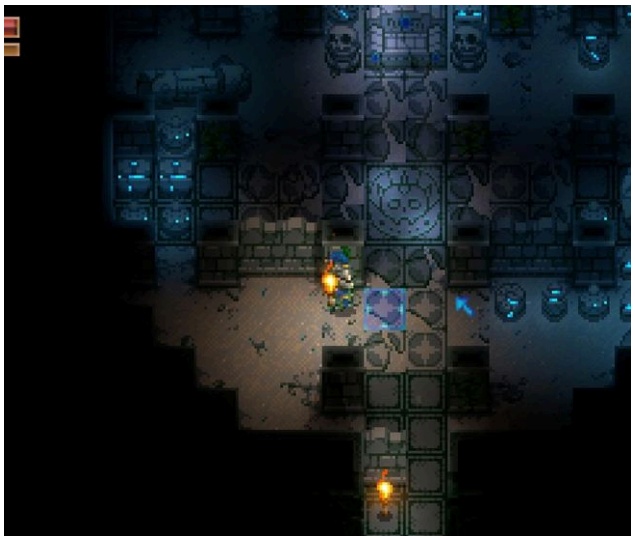
Core Keeper
item description

GUARDIAN · CIRCLE 1

MALUGAZ THE CORRUPTED

The Forgotten Ruins · the third guardian

A caveling transformed by a stolen gemstone rules a throne room at the heart of the Ruins. Fireballs, burning floors, then a second form that charges: the third and last guardian of the circle.



Malugaz's throne room, at the center of his dungeon.

FINDING MALUGAZ

The **Malugaz the Corrupted Scanner**, crafted at Glurch's statue, marks his throne room, at the center of a dungeon whose layout changes in every world. Follow the outer wall to the waypoint room. The entrance is next to it. Pull up the **Stone Moss** on your path with a hoe, since cavelings respawn on it, and clear the dungeon before the summoning. Combine three Crystal Skull Shards into the **Malugaz Summoning Idol**, and place it on the seal, in the middle of the room.

PREPARATION

Aim for iron armor, around level 30 in your combat skill, and 40 in Vitality. Bring a full **Watering Can**, which puts out fire on the ground, and a good stack of potions. Keep a few solid walls in the room because they stop his fireballs. A ranged weapon, such as the **Grubzooka** or an **Arcane Staff**, works well because Malugaz is mostly dangerous up close. Watch out for his hits even when he seems almost beaten.

FIGHT

Malugaz has two forms, each with its own health bar. The first, a **shaman**, teleports nonstop, throws fireballs, and makes fires burst from the floor, marked by a red circle. Wait for his attack, dodge, hit for two seconds, then move. As soon as the



CARD

HP	14,513 (Standard, two forms)
DISTANCE	≈ 300 tiles from the Core
SUMMONING	Malugaz Summoning Idol
GEAR	iron armor
SUGGESTED COMBAT	≈ 30, Vitality 40
TROPHY	Stolen Crystal Heart

REPLAY



Spare idols near the waypoint

He crafts idols in advance and places a chest at the waypoint, with a spare skull inside: no more trips home between tries.

Keep a spare Malugaz idol in a chest near the arena waypoint. After a death, you restart the fight on the spot.

AllFunNGamez

YouTube · Core Keeper Playthrough - Core Keeper Version 1.0 - Episode 32 - Core Keeper Beginners Guide

flames box you in, water them. Next comes the **brute**, which chases you and charges while lighting fires. Avoid the charge or block it with a shield, then strike.

REWARDS

The **Malugaz Chest** holds the **Stolen Crystal Heart**, the last of the three trophies, and one random item, such as the **Skull Ring**, the **Tome of Ashes**, or the **Battle Axe**. Place the heart on his statue and talk to the Core. It wakes up. Malugaz's statue also unlocks the **Ritual Dagger**, a blue leather tome, and the **Ancient Hologram Pod** (**Ancient Gemstone** ×5 **Mechanical Part** ×5). Craft the pod first. It crafts the scanners of the optional bosses, from the Hive Mother to the **Atlantean Worm**. In a world created before version 1.2, it also crafts those of the Titans.

Mechanical Parts drop from cavelings, ancient crates, chests, and bosses. Once the three trophies are placed, the **Cloaked Merchant** also sells them, 55 coins each.

HIVE MOTHER'S OLD STATUE

Before version 1.0, the third statue around the Core was the Hive Mother's. The 1.0 update of August 27, 2024, replaced it with a statue of Malugaz, who became the third story boss. The Hive Mother became an optional boss.

IN THE GAME



Stolen Crystal Heart

"A giant ancient gemstone that mutated its holder into a monstrosity. It originally belonged to the Hive Mother, but was ripped out by a power-hungry caveling."

In-game description

REPLAY



The watering can against flames
The arena floor catches fire under the fireballs. His answer: the watering can, which puts out the flames, while you melt the shaman's health bar between dodges.

Keep a full watering can in your hotbar for Malugaz's first form.

Dakon's Madhouse
YouTube · Malugaz Over-Explained | Core Keeper 1.1

WARNING

Immune to fire
The burn effects of your weapons and your pet do nothing to him.

ACHIEVEMENT

You're a Wizard 44%

Defeated Malugaz the Corrupted

Core Codex estimate
all platforms, November 2026

FROM THE STUDIO

His favorite boss

"Unlike most of the other bosses that are huge monsters, Malugaz [feels] like Just Some Dude and still manages to be one of the more epic fights in the game IMO."

Herman, programmer at Pugstorm
Reddit AMA, September 10, 2025

CIRCLE 1

SIDE QUESTS

Melody rooms, challenge rooms, labyrinths

The first circle hides rooms locked by music, puzzles built from mechanisms, and labyrinths. None of it is required, but each one gives something you can find almost nowhere else.



A melody mural: play the right tune in front of it, then strike.

MELODY ROOMS

A melody room is closed by a stone mural carved with notes. No ordinary pickaxe can break it until you play, right in front of it, the tune it expects. Craft the **Music Workbench** at the Tin Workbench, then a harp or a flute. Approach the mural, equip the instrument, and play one of the biome's two tunes. Each correct note turns blue, and the mural then gives way to the pickaxe.

BIOME	TUNE 1	TUNE 2
The Undergrounds	E A B G · E A B	E F G E · D C D
The Clay Caves	A E A E · D	A E F C · A E F C
The Forgotten Ruins	G G A F · G D F G	A F G F · A F G F

On a keyboard, the notes C to B are played on the keys Z to M. On a controller, they follow the buttons the instrument displays. Keep an instrument in your bag because the rooms of the next circles open the same way.

REPLAY



Playing the storm tune
During his achievement run, he unlocks one in two seconds: a few notes on the ocarina, and it is done.

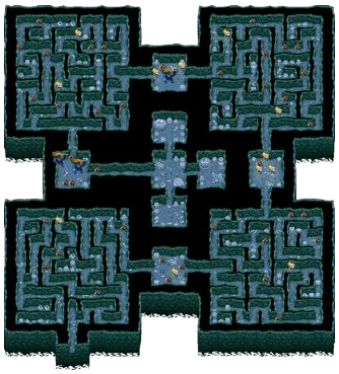
Play D, F, high D, then D, F, high D again on any instrument: a thunderclap, and "A Strange Song" unlocks.

Seanie Dew
YouTube · I 100%'d Core Keeper. It was BRUTAL.

CHALLENGE ROOMS

Challenge rooms are small puzzles built with the game's mechanisms: levers, dynamos, sensors, pressure plates. A guard coil makes the whole room indestructible until the puzzle is solved, so you cannot cheat with a pickaxe. Your world contains only some of them.

BIOME	PUZZLE	WHAT TO DO
Undergrounds	the lever circuit	pull the lever, hit the dynamo, rush through
Undergrounds	the proximity sensor	lure a living red slime in front of the sensor
Clay Caves	the shooters' room	kill the two skirmishers first, then the spearman
Clay Caves	the trapped corridor	cross without stopping, with an anti-acid dish
Forgotten Ruins	the railway	ride a full loop in a minecart, then get off in front of the door
Forgotten Ruins	the mortar	throw a grenade over the obstacle onto the dynamo



The large labyrinth: four quarters and a center.

LABYRINTHS OF THE RUINS

The Ruins hide labyrinths with indestructible walls; only the medium one is in every world. To find one, look for walls your pickaxe cannot dent, and go around them to the single entrance. To reach the center, always keep your hand on the same wall.

LABYRINTH	AT THE CENTER
Small	potions and a tin sword
Medium	the **Clear Gemstone**, a piece of the Rune Song, gemstones, iron, and gold
Large	the three skull shards that summon Malugaz, 250 ancient coins, two Recall Idols

The large labyrinth is the most dangerous, full of cavelings. In one go, it gives you what you need to summon Malugaz.

REPLAY



Look in the cracks
At the top of the labyrinth, the chest gives ancient coins, bars, and idols. The best piece had slipped into a gap next to it.

At the center, pick up everything around the chest, not only what is inside.

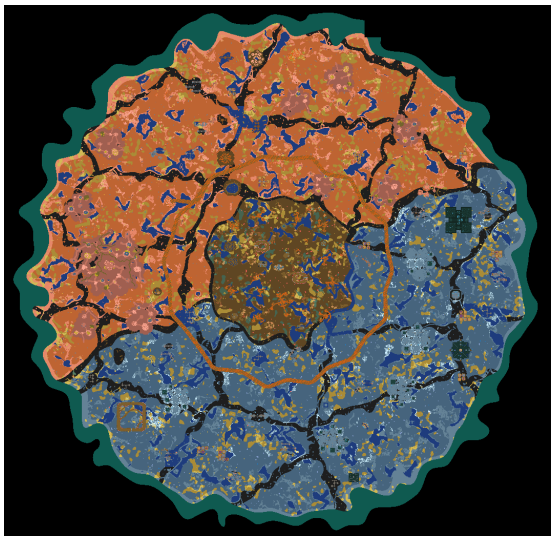
ゆるめのまりさ
YouTube · [JP] 広大な地下世界で全ボスを討伐する。【Core Keeper】

CIRCLE 1

CROSSING THE GREAT WALL

Gear and an outpost before you leave

The biomes of the second circle are much harder. Their inhabitants hit hard, and some walls resist even the iron pickaxe. There is no rush, and a well-finished circle 1 gives you a head start.



The first circle from above: the Clay Caves, the Forgotten Ruins, and the Great Wall all around. Beyond it, the rest of the world.

OPENING THE WALL

With the three trophies in place, talk to the Core, then put your hand on the Great Wall. It collapses on its own. You do not need to mine it. Beyond it begins Azeos' Wilderness, around 400 tiles from the Core.

FAQ

I cannot break the Great Wall.
No need to mine it. Place the three trophies, talk to the Core, then put your hand on the wall and it collapses on its own.

Steam forum
"I can't break the great wall"

FAQ

Is there anything after the Great Wall?
The whole second circle, starting with Azeos' Wilderness, around 400 tiles from the Core. Its inhabitants hit much harder, so prepare before you cross.

Steam forum
"Is there anything after the great wall"

FAQ

Just crossed the wall and found a Galaxite hammer. Did I skip ahead?
It is normal. Scarlet, octarine, and galaxite all belong to the second circle, so an early find only gets you there sooner. Keep it.

r/CoreKeeperGame
"Just crossed the Great Wall and found an ocean biome with a music puzzle"

GEAR

All of this can be found in the first circle. Ghorm's backpack, guaranteed with every victory, suits every style.

	MELEE	RANGE	MAGIC
Weapon	**Battle Axe** or **Iron Sword**	**Iron Bow** or **Flintlock Musket**	**Arcane Staff**
Armor	iron set	ranger set, then iron set	soaring set
Off-hand	**Iron Shield**	**Swift Feather**	**Rift Lens**

The **Flintlock Musket** and the **Arcane Staff** come from Ghorm's chest, the **Rift Lens** from the Hive Mother's, the **Battle Axe** from Malugaz's. The sets are in "Armor," Codex IV.

With the battle axe, hold the secondary attack button to sweep a whole group at once. Choosing a style, its talents, and its jewelry is covered in "Skills," Codex III.

PREPARATION

Before you cross the wall, bring:

1. at least five healing potions;
2. Heart Berry + Bomb Pepper dishes, and a Yellow Blister Head dish;
3. two Recall Idols, which take you back to the Core in one go;
4. bridges, torches, and a repaired pickaxe;
5. what you need for an outpost: bed, chest, workbench, Cooking Pot.

OUTPOST

Azeos' Wilderness starts at 400 tiles, and its bosses wait around 550 and 600. A small outpost just past the wall, next to a waypoint, saves you many trips. Keep your main base near the Core because Recall Idols take you back there.

TIP

Before you cross the wall

The first three Titans are fought around level 50 in your combat skill, which you can read in the skills panel.

TIP

Markers

A right-click on the map places or removes a marker. You choose its color, symbol, and name. It shows on the minimap only when you are nearby. Useful to find your outpost and the bosses again, 550 to 600 tiles out.



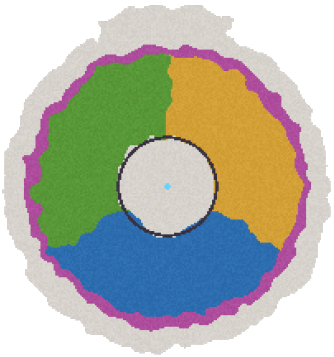
A few marker symbols.

CIRCLE 2

SECOND CIRCLE

Four biomes, six Titans, a recommended order

Past the Great Wall, four biomes fill the circle, from about 400 to 1,170 tiles from the Core. Walls get harder from one biome to the next. Each brings its own ore and shelters its Titans, whose souls lead to the Core Commander.



The second circle: the Wilderness, the Sunken Sea, and the Desert of Beginnings, a third of the circle each, ringed by the Shimmering Frontier.

FOUR BIOMES

The Wilderness, the Sea, and the Desert each take a third of the circle. The direction of each one changes from world to world. The Shimmering Frontier, farther out, has no boss of its own.

BIOME	DISTANCE	WALLS	PICKAXE	ORE	TITAN
Azeos' Wilderness	≈ 400 to ≈ 1,170	**grass**, 135	**iron**, +180	**scarlet**	**Azeos the Sky Titan**
Sunken Sea	≈ 400 to ≈ 1,170	**beach**, 242	**scarlet**, +289	**octarine**	**Omoroth the Sea Titan**
Desert of Beginnings	≈ 400 to ≈ 1,170	**desert**, 355	**octarine**, +417	**galaxite**	**Ra-Akar the Sand Titan**
Shimmering Frontier	≈ 900 to ≈ 1,170	**crystal**, 535	**galaxite**, +576	**solarite**	the Hydra Titans

The wall number is the hardness. Your pickaxe breaks a wall only if its mining damage is higher, and the Pickaxe column names the first one that does. Otherwise it bounces off with a gong sound. The full table and the rule for mining XP are in "Wall hardness" in "A World of Circles" (p. 5).

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TIP

Hitting instead of mining

Hardness applies only to tools. A melee weapon hit, or even a punch, damages any breakable wall. It is very slow, but it can get you out of trouble when your pickaxe is no longer enough.

PLAYER THEORY

Three eyes

Njugga Lee counts three eyes on every Titan. The game names them itself in the **Pink Hydra Eye**, "One of the three eyes of Druidra." It also shows the **Failed Titan**, a colossal cicada that "would have become a titan" and died as it tried to emerge. His reading is that Titans are ordinary creatures that grew into something more. Omoroth would be a squid, Ra-Akar a beetle.

Njugga Lee
An In-depth Look into the Lore of Core Keeper, January 2026

TITANS



The six Titans of the second circle: Azeos, Omoroth, Ra-Akar, then the hydras Druidra, Crydra, and Pyrdra

Three Titans open the circle, one per large biome: **Azeos**, **Omoroth**, and **Ra-Akar**, to defeat in that order. Each one leaves a soul, a permanent power, and shares its biome with an optional slime boss: **Ivy**, **Morpha**, and **Igneous**. The **Atlantean Worm**, also optional, lives in the Sea.

Then come the three Hydra Titans, **Druidra**, **Crydra**, and **Pyrdra**. They travel underground through the three large biomes. You craft their organs at the crystal shrine of the Shimmering Frontier, then place each organ near its Titan to summon it (see "Hydra Titans" (p. 69)). With the six souls, all that is left is to talk to the Core and defeat the **Core Commander**.

TITAN SHRINES

The Wilderness, the Sea, and the Desert each have a **titan shrine** (in the game, the object is called "Ancient Shrine"). The Core sends you there before the Titan because the shrine teaches you how to find and summon it. First activate the nearby waypoint, to come back in an instant after a defeat. For the Sea, plan for a **Boat**.

Then interact with the shrine. It teaches you the recipe for the Titan's scanner and for its summoning item. Azeos' object takes 5 scarlet bars, Omoroth's lure 20 octarine bars, Ra-Akar's thumper 20 scarlet and 20 galaxite bars. Craft several in advance to retry the fight without going back to the forge.

In a world created before version 1.2, add the shrines in the world settings (content bundle "Titan Shrines"), or craft the scanners at the **Ancient Hologram Pod** from Malugaz's statue.

RECOMMENDED ORDER

Visit the biomes in this order: Azeos' Wilderness, the Sunken Sea, the Desert of Beginnings, then the Shimmering Frontier.

The Desert can still be right behind the wall, and a single enemy hit there kills a character equipped for circle 1. Get scarlet gear in the Wilderness first. You lose nothing by waiting, since you cannot smelt galaxite yet.

One rule holds for the whole circle: enter a biome only with the armor of the previous one. Upgrade your pickaxe first, since it opens the walls of the next biome; then gather the full gear of the tier before you face its bosses.

OPTIONAL · CIRCLE 2

KING SLIME

A guest from Terraria

He comes from a collaboration with *Terraria*. He is summoned on the rune of any slime boss, with almost 10,000 more HP than Malugaz. Face him once you have crossed the Great Wall, in circle 2 gear.



CARD

HP	**24,188** (12,094 casual · 36,282 hard)
WHEN	once past the Great Wall
PLACE	any slime boss rune
SUMMONING	Crown Summoning Idol
GEAR	iron armor at least

FINDING THE IDOL

The King has no arena of his own, so start with his idol. The **Crown Summoning Idol** drops only at random, from orange, red, purple, and blue slimes and from poison slime containers. Count on about 300 slimes for a 50% chance. A run along Ghorm's track kills a lot of them on the way. No merchant sells it, and it is used up when you summon.

Place it on the rune circle of a slime boss: Glurch, Ivy, Igneous, or Morpha. **Glurch's** is the most practical because it is close to the Core and you already know it.

PREPARATION

Speed decides this fight. Wear iron armor at least, with gear to run fast and to resist slime. For physical builds, caveling armor or Hivebone armor; scarlet armor makes the fight much more comfortable. Wear **Swift Rings**, the **Swift Feather** in your off-hand, and against slime the **Grub Egg Necklace** with the **Larva Ring**. The **Owlux** pet adds speed and damage.

For dishes, the **Bomb Pepper** gives speed, the **Carrock** armor, and the **Yellow Blister Head** slime immunity. Bring several healing potions. In melee, prefer **Greater Healing Potions** and add stoneskin potions.

Prepare the rune before you place the idol. The free space around you is what saves you.

1. Remove the slime from the floor.
2. Clear the walls around the rune.
3. Fill the holes with solid ground. No bridges: he breaks them.

FIGHT

The King chases you and tries to jump on you, breaking walls and bridges in his way. Like Glurch, he **flashes** before he jumps. Dodge at that moment, or pass under him if you are fast enough. At 30% of his HP, he becomes enraged and jumps faster and more often. If he climbs back to 50%, he calms down. He is immune to slime slowdown, stun, and slippery ground.

Each health step he loses spawns a **royal slime** with 510 HP, several at once if a big hit crosses several steps. It fights like an ordinary slime, then disappears after a minute, with no loot.

REPLAY



The crown on the rune
No arena of his own. He explains that King Slime is summoned on a slime boss rune, Glurch's before the Great Wall, Ivy's or Morpha's afterward.

Before the Great Wall, summon him on Glurch's rune.

Dakon's Madhouse
YouTube · King Slime Over Explained | Core Keeper 1.2

WARNING

Stay near the rune
More than 25 tiles from the rune, he goes back to it and regains 15% of his health every 5 seconds. When you die, though, he stays where he is, and your grave keeps your inventory.

METHODS

Range is the safest way. Take the **Iron Bow** or better, circle him widely, and shoot while keeping your lead. The recoil of the **Flintlock Musket** helps you get out of the slime. He has the slime bosses' dead zone. Dig a corridor on the side of the rune, stand 14 tiles from his edge, and shoot. He does not react.

Melee is the hardest approach. You need at least a **Larva Spike Club** or a **Battle Axe**. Hit him up close, and when he flashes, dodge the jump. Renew dishes and potions, and top up your health often. The enraged phase is unforgiving.

REWARDS

His chest always gives the same items, with no random draw:

- **King Slime Crown**: +23 HP, +11 armor, glow, +2% critical hit chance;
- **Royal Gel**: −15% speed for nearby enemies;
- **Oozy Royal Egg**: the **Prince Slime** pet, +30% damage against bosses;
- his figurine, a *Terraria* music sheet, and five healing potions.

Worn together, the crown and the royal gel make slimes peaceful. In return, your melee hits no longer touch them. The King unlocks nothing in the story. To fight him again, you need a new idol.

ACHIEVEMENT

Slippery Shinobi 31%

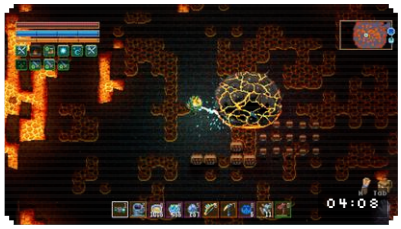
Defeated King Slime

A Throne Fit for a King 6%

Sat on a Caveling Toilet while wearing a crown

Core Codex estimate
all platforms, November 2026

REPLAY



Peace with the slimes

Crown and royal gel on, he stands right in front of the lava boss without taking a hit. The downside is that in melee, pickaxe included, he no longer does any damage; only his ranged sword still hurts.

Take off the crown before you attack a slime in melee.

Serroh Style
YouTube · (2024 Updated) Secret Boss! King Slime Guide [Core Keeper 1.0 x Terraria]

IN THE GAME



King Slime Figurine

"A lifelike representation of the King Slime. There are whispers of it being a failed experiment, with its crown being a mockery of lost royalty."

In-game description

IN THE GAME



"A crown from another world, still sticky with royal slime. It has bounced through stranger kingdoms than this. Long may it squish."

Core Keeper
item description

BIOME · CIRCLE 2

AZEOS' WILDERNESS

Scarlet, gardener cavelings, and the first Titan

Past the Great Wall, light suddenly filters down from above: lush trees, tall grass, ponds full of **Azeos Lilies**. It is the most welcoming biome of circle 2, and the one where you come for scarlet.

BIOME

The Core first sends you to the biome's titan shrine. Activate the nearby waypoint as soon as you arrive. The iron pickaxe opens grass. Here and there, purplish patches give away the Mold Dungeon; avoid it until you are equipped against infection.

Light, wood, water, and good soil: the Wilderness is also the best place for a second base. Azeos waits around 550 tiles out, Ivy around 600; Druidra, a Hydra Titan, moves beneath the biome.

RESOURCES

Scarlet Ore, in grass walls and **Scarlet Ore Boulders**, is the big gear jump of this circle. You need 20 bars, with 10 tin and 15 iron, for the **Scarlet Workbench**. Then 6 scarlet bars and 4 tin make the **Scarlet Pickaxe** (+289), which opens the beach walls of the Sunken Sea. The armor and the rod come next. The biome also hides copper, tin, iron, and gold.

Lush Trees give endless wood. **Hardened Sap** drops from Floracadas, gardeners, and breakable objects. To get more, place **Hardened Sap** near a **Cicada Burrow**. A Floracada comes out, which drops sap (31%) and an **Arcane Egg** (23%) when it dies.

Eggs on the ground give away **Dodos**. Catch them. At the base, they lay **Dodo Eggs**, which go into cakes. Bring back seeds too. The **Bloat Oat** is the biome's grain (+22 food raw), and the caveling farms hide others.

Two items are worth hunting for. The **Remedaisy Necklace** makes you immune to poison. Purple slimes (0.8%) and Ivy (22%) drop it, and it sleeps in scarlet chests. The **Scarlet Key** can be fished, found in crates, and dropped by purple slimes. It opens locked scarlet chests, full of scarlet bars.

DANGERS

Caveling gardeners have built farms, barns, and stables here, which they defend by growing snare plants. Hunters blend into the scenery, and purple slimes crawl over poisoned ground.

Each enemy spawns on a specific ground: hunters and gardeners on **Lush Moss**, purple slimes on **Ground Poison Slime**. Remove these grounds around your base, and no more enemies will appear there.

CARD

DISTANCE	≈ 400 to ≈ 1,170 tiles, over a third of the circle
WALLS	**grass**, hardness 135 | **mold**, hardness 660 (dungeon)
GROUNDS	**lush moss**: hunters, gardeners | **poison slime**: purple slimes | **mold**: infected cavelings, tentacles
PICKAXE	**iron**
ORES	**scarlet**, **iron**, **gold**, **tin**, **copper**
BOSS	**Azeos the Sky Titan**, **Ivy the Poisonous Mass**, **Druidra the Wild Titan**
FISHING	power 140 (moldy water 160)

FROM THE STUDIO

The music of the Wilderness

"It's very guitar heavy, and that was fun to do, but to me, it also feels much more open and spacious than the other tracks. [...] It really feels like you could be going above ground and riding your horse through the plains and forests, exploring the natural world."

Jonathan Geer, composer, about "Light Traveling," his favorite track

ENEMY



Caveling Hunter

870 HP

He disguises himself as a bush and fires his musket from very far: 142 damage, up to 15 tiles. If a bush moves, hit it from a distance.



Caveling Gardener

870 HP

He guards the farms and grows **Snare Plants**.

NOTABLE PLACES



The paradise tree island. The basket is on the pedestal, in front of the tree.



The chipped blade temple. The blade is in the room, behind the obsidian door.

The **titan shrine**, with its waypoint, crafts Azeos' scanner and summoning item. Each world has a **paradise tree island**. The **Paradise Fruit Basket** waits on the pedestal in front of the **Paradise Tree**, and gives +50 max HP once per character.

At the **chipped blade temple**, hold a **Glow Tulip** in front of the obsidian door to open it; the **Chipped Blade** waits inside. The **sealed chapel** keeps an oracle card on a pedestal ("Side Quests" (p. 75) of the second circle). Caveling farms are full of seeds and crops. Other buildings hide useful items: the **Fishing Merchant**'s house, the instrument room, the egg hut, the oat island.



Snare Plant
435 HP
It roots you for a few seconds on contact and hits you for 32 damage. Destroy it from afar.



Purple Slime
870 HP
Its poison reduces your healing. It leaves poison slime on the ground.

EASTER EGG



"An old mask protecting against air-borne spores. It's broken but may still fetch a good price."

A mask from the Valley of the Wind
Players see a nod to *Nausicaä of the Valley of the Wind*, where people wear masks against toxic spores. Fredrik Präntare names Studio Ghibli among the team's great inspirations.

In-game description; Fredrik Präntare on Studio Ghibli
Azeos' Wilderness, dig spots; Bluesky, 2025

TO LOOT



Large Mold Temple
Poisonous Sickle
Recall Idol



Chipped Blade Temple
Chipped Blade
Recall Idol



Three-Winged Sealed Temple
Recall Idol
Ancient Gemstone



Ancient Guardian Ruins
Ancient Guardian Necklace

ENEMY



Infected Caveling
931 HP
Slow, but his melee rush poisons, and he attacks in groups.



Mold Tentacle
1,095 HP
It fires a ball from afar that stuns you. Kill it first.

MELODY AND CHALLENGE ROOMS

The biome has two melody rooms and two challenge rooms, the two dynamos and the conveyor belts. Tunes, solutions, and rewards are in "Side Quests" (p. 75) of the second circle.

MOLD DUNGEON



The large mold temple, at the heart of the largest dungeon (≈ 700 tiles).

The dungeon spreads in pockets through the biome; the largest, the large mold temple, is at ≈ 700 tiles. The preparation shared by all dungeons is in "Dungeons" in "Side Quests" (p. 78).

Each step on **Mold Ground** adds a stack of **infection**: −7% speed per stack, up to 10 stacks (−70%) in 43 s. Out of the mold, you lose one stack per second. Nothing speeds up this recovery, neither tilling the ground nor a speed dish. Instead, remove the mold with a hoe as you go because a cleared tile no longer infects and no longer spawns enemies.

Immunity

Wear the **Mold Ring** and the **Mold Vein Necklace** together. You become immune to infection. The necklace adds about 23.7% physical ranged damage, the ring 10% critical hit chance. One without the other is not enough. The full Moldweb set (three pieces) protects the same way. Both pieces of jewelry drop from the dungeon's enemies and breakable objects; the ring is also found in **Mold Covered Chests** (14%).

Until then, a **Rot Fish** dish protects you from infection for 10 min. Fight at range during that time. With no protection at all, remove the mold on your path with a shovel and lay bridges or another floor instead, so you will leave without getting infected again.

REPLAY



Growing Puffungi at home

He discovers the Puffungi seed, which grows only in mold, and goes off to dig up blocks of it to try at home.

Dig up about thirty mold blocks, place them instead of the ground in your plot, then till, plant, and water.

Bragapple

YouTube · Lets play Core Keeper (Episode 21) Turns out Ranching Is Easier Than I Thought!

IN THE GAME



"This hardened hunk of sap lures bugs, small or gigantic, out of the ground! Just place it down and wait."

Core Keeper

item description

IN THE DATA

3,022

HP of a Floracada

Six burrows per world

The world generator places six **Cicada Burrows** in the Wilderness, each with its Floracada. A kill gives each piece of the Lily Pad set about one time in three (**Lily Pad Hat**, **Lily Pad Tunic**, **Lily Pad Shorts**). Rarer draws are the **Large Seed and Crop Pouch** (5.4%), the **Blightbloom Scepter** (4.6%), and the **Large Critter Pouch** (2.7%). An older world gets its burrows from the content bundle "The Queen's Offspring."

Game files

world generation and loot tables

Dungeon loot

Mold covered chests hold the **Tome of the Dead** (22%), the **Mold Ring**, scarlet, bombs, and potions, as well as the mold necklace and the Moldweb set. The **large mold temple** shelters the only **Mold Cicada** in the world, which gives the **Poisonous Sickle**. Finally, enemies and breakable objects drop **Puffungi Seeds**, which grow only on prepared mold. Raw **Puffungi** costs about 23 HP. Cooked, it gives about +10 food, +5.5 HP per second for 20 s, and 6% less boss damage for 10 min. It is the base ingredient of cheeses.

MEADOWS AND FISHING

The Wilderness is dotted with meadow clearings, like those of the Undergrounds. No enemy spawns there, and cattle graze, **Moolins** and **Bambucks**.

Two waters can be fished here, the biome's and the dungeon's moldy water; the **Scarlet Fishing Rod** is enough for both.

WATER	POWER	ROD	CATCHES
Wilderness	140	**Scarlet Fishing Rod**	**Azure Feather Fish**, **Emerald Feather Fish**, **Spirit Veil**, **Astral Jelly**
Moldy	160	**Scarlet Fishing Rod**	**Mold Shark**, **Rot Fish**, **Black Steel Urchin**

The most valuable catch is the **Scarlet Hand Drill** (1.6% per catch): +327 mining damage.

Critters and lures

Bring a **Bug Net**, crafted at the **Tin Workbench**. Four critters live only here: the **Leafhopper**, the **Dusk Fairy**, the **Citrus Pinion**, and the **Dream Messenger**. The **Red Glowbug** glows nowhere else.

Critters have two uses. Your Dodos eat them, glowbugs excepted. Two common critters of the biome also make lures at the **Fishing Workbench**, 10 at a time:

- one **Earthworm** and one **Heart Berry** make **Sweet Lures**, for more fish and less loot;
- one **Blackbug** and one **Bomb Pepper** make **Spicy Lures**, for faster bites.

PLAYER TIP

No pen holds a Floracada

Players who summon one at home report the same result. It breaks the walls around it and crosses a water trench one tile wide. A burrow can be dug up and placed again, and the sap calls the giant only next to a burrow.

Summon it in the open, far from your rooms, and keep the sap that feeds your Dodos away from any burrow.

r/CoreKeeperGame
"Floracada arena?," November 2026

IN THE GAME



"Long believed to be extinct this species is still thriving in the underground: the dodo! If only Darwin could have seen this..."

Core Keeper
item description

IN THE GAME



"A legendary sword that hums when swung through the air. Its durability is a testament to extraordinary craftsmanship, said to carry the whispers of ancient battles within its blade."

Core Keeper
item description

ACHIEVEMENT

The Rune Song 14%

Obtained Rune Song

Core Codex estimate
all platforms, November 2026

GUARDIAN · CIRCLE 2

AZEOS THE SKY TITAN

Azeos' Wilderness · the first Titan

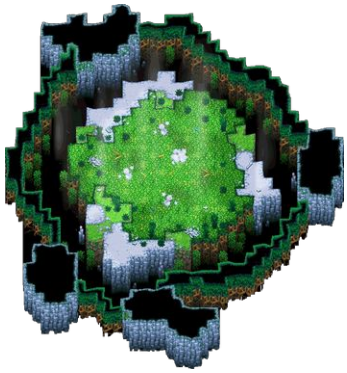
A giant thunderbird. He never fights up close: he drowns you in lightning patterns and heals with his crystals.



CARD

HP	31,813 (Standard)
DISTANCE	≈ 550 tiles from the Core
SUMMONING	Large Shiny Glimmering Object
GEAR	scarlet armor
SUGGESTED COMBAT	≈ 50
SOUL	Soul of Azeos
FREES	Fishing Merchant

FINDING AZEOS



Azeos' arena, seen from above.

You can recognize the arena by its lit floor, littered with bones and **Ancient Feathers**, and by the shadow of a giant bird passing overhead. The **Azeos the Sky Titan Scanner** marks it on the map. Without feathers for it, skip the scanner. The arena lies around 550 tiles from the Core. Caveling hunters and gardeners sometimes drop a feather on the way. Activate the nearby waypoint.

Azeos comes down only if you place the **Large Shiny Glimmering Object** anywhere in the arena. The scanner and the object are crafted at the titan shrine (before 1.2: at the **Ancient Hologram Pod**):

- summoning item: **Copper Bar** ×5 **Iron Bar** ×5 **Gold Bar** ×5 **Scarlet Bar** ×5 **Ancient Gemstone** ×3;
- scanner: **Ancient Gemstone** ×10 **Mechanical Part** ×10 **Ancient Feather** ×10.

Craft several because an interrupted fight uses one up. To call him again, place one once his soul has disappeared.

WARNING

He heals out of combat

After 5 s without combat, Azeos regains 20% of his HP every 5 s, then flies away. You need a new object. Do not leave the arena.

ACHIEVEMENT

From the Skies! 35%

Defeated Azeos the Sky Titan

Core Codex estimate
all platforms, November 2026

PREPARATION

Aim for ≈ 50 in combat, scarlet armor, and a **Bomb Pepper** dish for speed. The fight is won by breaking his healing crystals, so your pickaxe matters as much as your weapon.

Poison cuts his healing by 75%. The **Blowpipe**, the **Poisonous Sickle** (from the large mold temple, or from Ivy), or a pet like the **Fanhare** poison him. The fast **Scarlet Dagger** then hurts him faster than he heals.

The original arena is too small, so he leaves it by teleporting. Fill the holes, widen the flat area, and place a **Bed** ≈ 30 tiles away.

FIGHT

Only his **lightning beams** hurt (180 to 220 damage on Standard); the ground they cross burns for 4 s. He teleports between two patterns.

Four beam patterns, to recognize as soon as they start:

1. rows from left and right: spot the gap and get through before they meet;
2. rows from top and bottom: look for the opening again;
3. a circle at 12 tiles that closes in;
4. beams in every direction, the least predictable: shorten your attacks.

He also raises **healing crystals**. Each one heals him 300 HP per second within 9 tiles, and they stack. They break only to mining damage. First break those linked to Azeos by an energy arc. With ≈ 320 mining damage, 2 or 3 hits are enough; a **Bomb**, only one.

At 40% of his HP, his beams move 40% faster, so keep a bigger margin.

REWARDS

Touch the floating soul before it disappears. The **Azeos Chest** always holds the **Pile of Chum Idol** and the **Stillwater Echo-Map** (until you have scanned it), plus one guaranteed item.

The **Ancient Pickaxe** is the big catch: +385 mining damage. **Azeos' Dash Feather** replaces the swift feather in your off-hand. The **Broken Handle** is a part of the **Rune Song** (see "Great quests" in "Side Quests" (p. 77) of the second circle).

AFTER THE VICTORY

The **Soul of Azeos** casts a lightning beam on 10% of melee critical hits. It also destroys the blocks of your base, so turn the soul off at home.

Place the chum in a livable room with a bed. The **Fishing Merchant** moves in and sells the lure that summons Omoroth, the next Titan. The Stillwater Echo-Map reveals the merchant's house.

THE CORE SAYS

"Azeos has a liking for shiny glimmering objects."
That is why you lure him with a shiny, glimmering object. The lost civilization worshipped Azeos. In his honor, it made an **Azeos Feather Fan**, "a gift worthy of a queen." It even made the **Godsent King Breast Armor**, with golden wings added "to inherit the grace of Azeos." The description adds that the kingdom crumbled before the armor could be used.

Soul of Azeos

"The soul of Azeos empowers you with the ancient thunder."

– In-game description

The Core

IN THE GAME



"A beautiful fan created in honor of Azeos that appears to create wind without swinging it. A gift worthy of a queen."

Core Keeper
item description

OPTIONAL · CIRCLE 2

IVY THE POISONOUS MASS

Azeos' Wilderness · the poison slime

The second great slime mass, poisoned version. Optional, she drops the slime for greater healing potions, the Rune Song echo-map, and poisonous gear.



CARD

HP	39,155 (Standard)
DISTANCE	≈ 600 tiles from the Core
SUMMONING	Giant Slime Summoning Idol (after the first victory)
GEAR	scarlet armor
REWARD	Poison Slime

FINDING IVY



Ivy's arena, with its poison slime floor.

Ivy is in place from the start. You are getting close when the screen shakes, the ground fills with poison slime, and **Purple Slimes** multiply. Activate the waypoint right next to the arena. If you cannot find her, craft the **Ivy the Poisonous Mass Scanner** at the **Ancient Hologram Pod**: **Ancient Gemstone** ×8 **Mechanical Part** ×8 **Poison Slime** ×40.

To call her back, place a **Giant Slime Summoning Idol** on her rune circle; the **Cloaked Merchant** sells it for 200 coins. The rune decides the boss: the same idol calls back Glurch, Morpha, and Igneous.

PREPARATION

When poisoned, you receive 75% less healing. Come in scarlet armor, with the **Remedaisy Necklace**, which makes you immune to poison, and a hoe in your hotbar. A **Bomb Pepper** dish gives speed, a **Yellow Blister Head** dish immunity to slowdown. **Poison Aid Potions** clear the poison; drink your **Healing Potions** afterward.

Her arena is covered with **Ground Poison Slime**, which each of Ivy's jumps spreads. This ground slows you, poisons you, and spawns purple slimes. Before the fight:

1. kill the purple slimes;
2. remove the slime, the plants, and the walls;
3. place a **Bed** near the waypoint.

WARNING

Do not pull her away from her rune
More than 25 tiles from her rune, or if she loses her target, she goes home and regains 15% of her HP every 5 s.

ACHIEVEMENT

Toxic Personality 28%

Defeated Ivy the Poisonous Mass

Core Codex estimate
all platforms, November 2026

FIGHT



Ivy flashes white just before she lands.

Ivy gets angry if you hit her or come close. She then jumps at you, up to 20 tiles, **flashing white** just before. Her jumps destroy nearby walls and fill holes.

Stay in front of her and keep hitting. When she flashes, step aside or dash, then come back as soon as she lands. At range, run in a wide circle while shooting.

Below 90% of her HP, she fires 14 poison projectiles every 10 to 20 s; each impact is marked by a circle on the ground. Get out of them, but keep an eye on her because she can jump before the last projectile falls. At 30%, she moves faster and the rain comes back every 5 to 10 s.

REWARDS

All the loot is in **Ivy's Chest**. It holds the **Runic Echo-Map**, until you have scanned it, and one guaranteed item, sometimes the **Remedaisy Necklace**. Random draws add to it, mostly **Poison Slime** (8 to 10 per draw).

Her weapons lend you her poison, valuable against bosses that heal, starting with Azeos: the **Poisonous Sickle** (28% chance to poison) and the **Noxious Meteor Staff** (16%).

AFTER THE VICTORY

The **Runic Echo-Map** reveals the temple of the **Chipped Blade**, a piece of the **Rune Song** ("Echo-maps" (p. 76)). Poison slime is used for the **Greater Healing Potion**: **Poison Slime** ×3 and **Heart Berry** ×5 at the **Laboratory Table**.

REPLAY



Harvesting poison slime
He dodges Ivy while collecting the slime she leaves with each jump: 2,000 units, enough for potions for a long time.

Let Ivy jump for a while instead of killing her fast, and scrape her slime with a hoe between jumps. You leave with a stock for potions.

노토
YouTube · [KR](코어키퍼)???일 동안 지하 동굴에서 자동화 기지를 만들고 모든 보스 잡기!

IN THE GAME



Ivy Figurine

"A tiny sculpture of Ivy the Poisonous Mass, the plant-like monstrosity which chokes the forest with toxic tendrils."
Ivy is a slime turned climbing plant, choking the Wilderness the way ivy chokes a tree. The other slime bosses, Glurch, Morpha, and Igneous, fight like her, but each leaves its own slime on the ground.

In-game description

BIOME · CIRCLE 2

SUNKEN SEA

Octarine, coral, and sunken cities

Bright blue water dotted with sandy islands, coral reefs, and, out at sea, sunken cities. Its octarine and coral wood go into the **Octarine Workbench**, and without that bench the Desert's galaxite is no use.

BIOME

The Sunken Sea is the only biome you explore mostly by boat, so craft the **Boat** before you go. Without a boat, place blocks or bridges on the water, and break the driftwood blocking the shore. Pick up your boat when you get off. Left in place, it stays there. The Sea is huge and has no landmarks. Place a **Portal** on each important island, and link the islands near your base with bridges.

RESOURCES

Octarine Ore is found in beach walls and **boulders**. **Coral Wood** gives the **Coral Wood Planks** for the octarine and galaxite workbenches. Also pick up **Sea Shells**, on beaches and at dig spots marked with an X, since Omoroth's scanner needs 10. Break the **Beached Jellies** on the beaches. They give octarine, spare parts, and seeds. The big ones sometimes hide an **Octarine Key**, a **Tome of the Deep**, or a **Hoppy Egg**.

The boat needs the boat workbench, built at the Scarlet Workbench (**Boat Workbench**: 50 planks, 15 scarlet bars). Octarine is worked at its own workbench.

ITEM	WHERE	COST
Boat	boat workbench	50 planks, 20 scarlet bars, 8 mechanical parts
Octarine Workbench	Scarlet Workbench	50 coral wood planks, 20 scarlet bars, 30 octarine bars
Octarine Pickaxe	Octarine Workbench	10 coral wood, 12 octarine bars
Octarine Fishing Rod	Octarine Workbench	8 coral wood, 9 octarine bars
Fury Forge	Octarine Workbench	30 octarine bars, 15 scarlet bars
Portal	Octarine Workbench	50 copper bars, 50 iron, 50 octarine, 50 coral wood planks, 15 mechanical parts, 20 ancient gemstones

The **Octarine Pickaxe** (+417 mining damage) matters most because it opens the walls of the Desert. The **Octarine Key** is cast at the **Key Casting Table** for 10 octarine bars and opens **Locked Octarine Chests**.

The biome's fruits, **Pewpayas** and **Pinegrapples**, give +22.4% damage for 10 min when cooked: ranged for the first, melee for the second.

CARD

DISTANCE	≈ 400 to 1,170 tiles, over a third of the circle
WALLS	**beach**, hardness 242 | **metropolis**, hardness 1,050 (cities)
GROUNDS	**slippery slime**: blue slimes | pink beach sand: crabs
PICKAXE	**scarlet**
ORES	**octarine**
BOSS	**Omoroth the Sea Titan**, **Morpha the Aquatic Mass**, **Atlantean Worm**, **Crydra the Ice Titan**
FISHING	power 180

FROM THE STUDIO

Bobbit worm

The **Atlantean Worm** was modeled after a real sea creature, the Bobbit worm. The studio's lead artist explains why:

"They are truly vile creatures and I tried to catch their eeriness but also invoke Thalassophobia, the fear of deep water!"

Lead Artist at Pugstorm
X, November 6, 2023

REPLAY



Drilling the octarine island

He comes across an island packed with giant octarine. Verdict: come back with lots of drills, operation "Factorio Junior."

Surround the three octarine boulders of the Sunken Sea island with drills. That covers your octarine for a long time.

Gold Hawk
YouTube · [FR] L'Étincelle Fantôme - Core Keeper #07

DANGERS

Almost every creature of the Sea causes **slippery movement**. Your character slides and you lose control of your moves. Slippery slime ground has the same effect and spawns **Blue Slimes**; remove it with a hoe. Pink sand spawns crabs, so till it around your base. **Tentacles** burst out near the shores and shoot from the water. Dodging is hard on these narrow islands, so prefer ranged attacks.

NOTABLE PLACES



Turtle island, seen from above: the shell is under the head of the statue.

The **titan shrine**, with its waypoint, crafts Omoroth's scanner and lure. The research lab, one per world, gives a **Catalyst Gemstone** and a **Seismic Clock**; the shipwreck, a **Locked Octarine Chest** and a gold bar. On **turtle island**, dig under the head of the statue. A dig spot always gives a **Turtle Shell** (+32 armor, –7% damage taken from bosses). Three other islands each hide a piece of jewelry: the skeleton island, the giant conch island, and the stranded ship island.

Omoroth, Morpha, and the Atlantean Worm have their own chapters. **Crydra the Ice Titan** circles beneath the Sea; its **Wind Organ of Ice** is crafted at the Shimmering Frontier shrine.

MELODY AND CHALLENGE ROOMS

The biome has two melody rooms and two challenge rooms, the cove and the levers. Tunes, solutions, and rewards are in "Side Quests" (p. 75) of the second circle.

ENEMY



Bubble Crab
1,350 HP
Its bubbles stay on the ground for a long time and make you slide. Do not walk into them. Shoot them.

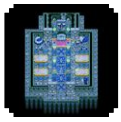


Searpent
4,905 HP
Rare and tough, it appears only when the world is created. Immune to acid, stun, and burning. It can drop the **Abyssal Scepter**.

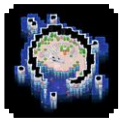
TO LOOT



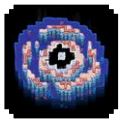
Glyph Treasure Room
Glyph Parchment
Gold Bar×25



City Hall
Recall Idol
Scholar's Staff



Skeleton Island
Spine Ring
Silver Dart×5



Coral Island
Coral Ring
Coral Amulet

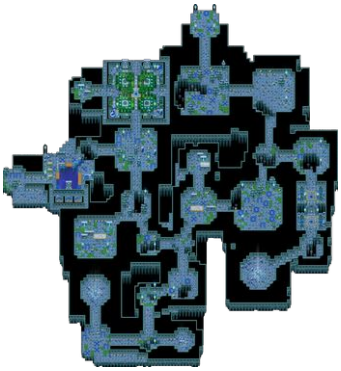
FROM THE STUDIO

The music of the Sea

"I definitely wanted this biome to have a different feel than the others. I wanted something a little more ethereal and mysterious [...]. At first, I was looking at using a Theremin to play some of the melodies, but a whistling sample ended up working beautifully [...]."

Jonathan Geer, composer, about "Glowing Waters" and "Statues by the Sea"

FORLORN METROPOLIS SUB-BIOME



A small Forlorn Metropolis, seen from above. Each city has its own layout.



A broken Core room, at the center of the large metropolis at ≈ 550 tiles.

The blue stone **cities**, remains of a lost civilization, form the Forlorn Metropolis. The three large ones are at ≈ 550, 650, and 750 tiles. Reach them by **Boat** or **Speeder**. Their walls need more than 1,050 mining damage, so go in through the corridors, jump over the holes, or place bridges. The preparation shared by all dungeons is in "Dungeons" in "Side Quests" (p. 78).

The special rooms are drawn at random, so a city does not hold all of them. Break crates and decorations, upper floors included: gear, upgrades, and octarine. Also look for a working **Vending Machine**. You can pick it up, and there are sometimes two. Placed at the base, it sells temporary snacks: mining damage, HP, speed, or critical hit chance.

Sentries fire 3 times 205 damage every 2 s. To spot a still-inactive sentry from afar, look at the plants. They grow on a sentry only if it stays still for a long time. In the **memory room**, the mural lights up if you hold a **Glow Tulip** in front of it. Three pedestals hold an **Early Human Skull**, an ancient gemstone, and a **Recall Idol**. At the **city hall**, break the stone wall behind the throne to reach the **Titan's Chest**. The ancient chest in the sewers holds the **Oracle Card "Wisdom"**.

Admin key

Three reports hidden in the large cities, combined, make the **Admin Key**, which opens the glyph treasure room. This room does not show on the map, but Omoroth's **Phantasmal Echo-Map** reveals it.

1. In each of the three large cities, find the broken Core room, near the center.
2. Interact with the broken Core. It gives a report (**Shutdown Protocol**, **Anomaly Report**, or **Overwrite Transcript**).

ENEMY



Caveling Scholar
1,390 HP
He shoots up to 15 tiles (205 damage) and heals the other scholars and the **Core Sentries**. Kill him first. He drops the **Scholar's Staff** and the scholar set.

1. Open the ancient chest next to it for an arc component of the **Phantom Spark**.
2. Buy an **Empty Crystal** for 3,000 coins from the **Cloaked Merchant** and combine it with the three reports.
3. Open the treasure room with the key, on an islet around 500 tiles out: **Glyph Parchment**, **Golden Whistle**, **Golden Caveling Mask**.

The rest of the quest is in "Great quests" in "Side Quests" (p. 77) of the second circle.

BREEDING AND FISHING

Kelple lives on the shores. Bring it back to the base in a cage. Fed with kelp, even thrown on the ground, it produces **Kelp Dumplings**: +15% harvest and +15% chance of a double catch when fishing, for 10 min. Coral wood, Pewpaya, and Pinegrapple seeds grow only on tilled beach sand.

In the Sea you can catch the **Bottom Tracer**, the **Silver Dart**, the **Golden Dart** (+11% dodge for 10 min), and the **Golden Jellyfish**, which regenerates health in your off-hand.

LEAVING THE BIOME

Before you leave the Sea, keep 30 octarine bars and 50 coral planks for the Octarine Workbench, and 10 shells for Omoroth's scanner. Keep 70 more coral planks in reserve for the Galaxite Workbench.

REPLAY



Kelp straight to the Kelple
His fishing setup sorts the catch by itself: fish to storage and the pot, kelp to the Kelple, which turns it into dumplings.

Each water has its own kelp, brought up by the line. Send it to your Kelple and the dumplings follow.

スローライフゆっくり たなかなた
YouTube · [JP]【正式版｜Core Keeper】効率的なスキル上げには何を使うべき！？レベリングの方法や使いたい装備の紹介・効率の検証！【ゆっくり実況】

IN THE GAME



"A marine reptile and natural gardener, that chews down on kelp when it grows too plenty. It doesn't need many nutrients, so whatever it eats comes out again in a condensed ball shape that is free for the taking."

Core Keeper
item description

IN THE GAME



"A legendary, masterfully crafted bow that shoots pure energy projectiles. Sometimes those pierce the veil of time and space, calling upon the spirits of the past."

Core Keeper
item description

ACHIEVEMENT

The Phantom Spark 13%

Obtained Phantom Spark

Core Codex estimate
all platforms, November 2026

GUARDIAN · CIRCLE 2

OMOROTH THE SEA TITAN

The Sunken Sea · the Titan you fish up

A colossal octopus that rises from its whirlpool only if you offer a bait worthy of it. The fight takes place on the water, against tornadoes that turn back on themselves.



CARD

HP	**90,772** (45,386 casual · 136,158 hard)
DISTANCE	≈ 650 tiles from the Core
SUMMONING	**Expert Lure**
GEAR	reinforced octarine armor
SUGGESTED COMBAT	≈ 50
REWARD	**Soul of Omoroth**, **Phantasmal Echo-Map**

FINDING OMOROTH

The arena, in a direction that changes with each world, is a lit stretch of water with five giant whirlpools. The **Omoroth the Sea Titan Scanner** marks it on the map (**Ancient Gemstone** ×10 **Mechanical Part** ×10 **Sea Shell** ×10).

Omoroth is fished up. The Core marks the titan shrine of the Sunken Sea, where the scanner and the **Expert Lure** are crafted (**Purple Lure** ×1 **Spicy Lure** ×20 **Sweet Lure** ×20 **Glowing Lure** ×20 **Octarine Bar** ×20 **Ancient Gemstone** ×10). The **Purple Lure** costs 10 coins from the **Fishing Merchant**. **Sweet** and **Spicy Lures** are in "Critters and lures" in "Azeos' Wilderness" (p. 40). One **Glow Tulip** makes 5 **Glowing Lures** at the same **Fishing Workbench**. Summoning uses up the lure, so craft two, for a second try.

1. Equip the lure in your off-hand, with at least the **Octarine Fishing Rod**.
2. Cast into one of the five whirlpools.
3. Pull when it bites: Omoroth rises.
4. Change your off-hand right away, since the lure is used up.

To call him again, wait ≈ 12 s for the soul to disappear, then fish with a new lure.

PREPARATION

Aim for ≈ 50 in your combat skill and reinforced octarine armor ("Repair, reinforce, salvage," in "Gear," Codex III). Fight **at range**: up close, you can hardly hit while avoiding tornadoes and tentacles. A **Pewpaya** dish gives 22.4% ranged damage, a **Keen Potion** 30% more.

Fight from a **Boat**, or on foot after covering the water with ground or bridges, without sand, where enemies spawn. Keep the whirlpools clear because Omoroth destroys any object placed near the spots where he surfaces.

REPLAY



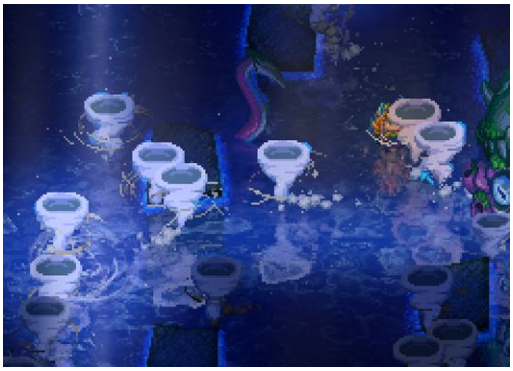
Two loadouts

He sets up one loadout for fishing and another for fighting, then sets off. As soon as it bites, he switches in one click.

Prepare a fishing loadout and a combat loadout ("Three loadouts," in "Gear," Codex III). When Omoroth rises, switch to combat without going through the inventory.

Bragapple
YouTube · Lets Play Core Keeper (Episode 44) The Desert Is Pretty "AMAZING!"

FIGHT



Omoroth's tornadoes flood the water when his eyes are open.

Omoroth appears only in the whirlpools. After several volleys, he dives and resurfaces in another one. Find him again before you shoot. His eyes announce his two attacks.

Eyes open, he throws tornadoes: a volley every 3 s, toward you and a few at random. They move forward, stop, turn back, and disappear after 10 s. They pass through walls. Besides hurting you, they can pin you in place or push you off course. Keep circling him so they gather on a single side. Omoroth's head and tentacles often disappear just as you are about to strike.

Eyes closed, he plants 3 tentacles 2–7 tiles from you, up to 15 in the arena. Each has 688 HP and hits up to 4 tiles away. Kill each one as soon as it comes out, then go back to Omoroth.

At 50% of his HP, he throws a volley every second, his tornadoes move 20% faster, and he plants 4 tentacles per wave in solo play. With that many tentacles, stand at the edge of the arena and shoot Omoroth, so they appear at the edge, or even outside. If he climbs back to 80%, he calms down.

REWARDS

The soul floats above the water. Touch the **Soul of Omoroth** before it disappears. The **Omoroth Chest** drops on the water, so plan a block or a bridge to reach it. It holds the **Phantasmal Echo-Map** until you have scanned it, one guaranteed item among eight Omoroth pieces, and five draws, including the **Anchor Axe** and the **Omoroth Figurine**.

Worth keeping: **Omoroth's Ring**, which adds 13% damage against bosses, and **Omoroth's Beak**, 29.1% physical melee damage. The three armor pieces add 23.1% armor near water.

AFTER THE VICTORY

The soul gives a 3% chance to create a tornado with each successful shot. The echo-map leads to the **Glyph Parchment**, a piece of the **Phantom Spark** (see "Echo-maps" (p. 76)). The next Titan, Ra-Akar, is in the Desert of Beginnings.

WARNING

By boat

You can neither block with a shield nor dash. If you die, your boat stays in the arena, so bring a spare one.

WARNING

He heals out of combat

After 5 s without combat, Omoroth regains 20% of his HP every 5 s. Once fully healed, he dives back, and you need a new lure.

ACHIEVEMENT

From the Depths! 27%

Defeated Omoroth the Sea Titan

Core Codex estimate
all platforms, November 2026

THE CORE SAYS

"Omoroth only arises from the depth when there's a lure valuable enough for it."
Hence the expert lure. In his honor, the lost civilization created the **Omoroth Compass**: "anyone possessing it will never feel lost at sea. A gift worthy of a king."



Omoroth Figurine

"A lifelike representation of Omoroth, the Sea Titan. It's weird to not see its tentacles here."

— In-game description

The Core

IN THE GAME



"A splendid tool for seafaring created in honor of Omoroth, anyone possessing it will never feel lost at sea. A gift worthy of a king."

Core Keeper
item description

PLAYER TIP

Stay at the center

He stays near the central whirlpool for the whole fight. From there, he always sees where Omoroth goes next and only has the tornadoes to watch.

Dakon's Madhouse
YouTube, "Omoroth Over Explained | Core Keeper 1.1"

OPTIONAL · CIRCLE 2

MORPHA THE AQUATIC MASS

The Sunken Sea · the bubble slime

The slime mass of the Sunken Sea, ≈ 700 tiles from the Core. Optional, Morpha fights like her cousins, with bubbles added and slippery ground that makes every dodge uncertain. She guards one guaranteed item among ten, including her ring and the bubble backpack (20 slots).

FINDING MORPHA

Morpha is in place from the start of the game, in a direction that changes from one world to the next. Like her cousins, she announces herself. When the screen shakes at regular intervals, she is jumping close by. A **waypoint** borders the arena. Activate it before the fight.

If you cannot find her, craft the **Morpha the Aquatic Mass Scanner** at the **Ancient Hologram Pod**: **Ancient Gemstone** ×10, **Mechanical Part** ×10, **Slippery Slime** ×40. To call her back, place a **Giant Slime Summoning Idol** on her rune circle; the **Cloaked Merchant** sells it for 200 coins.

PREPARATION

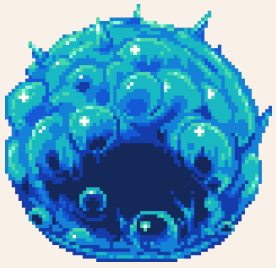


Morpha's arena, seen from above. Morpha waits in the middle.

Morpha's slime makes you **slide** instead of slowing you. Each change of direction takes time, and so do your dodges. Wear reinforced octarine armor or better. In your off-hand, take a shield, which blocks her jump, or a **Swift Feather**, whose dash gets you out of the landing zone. A ranged weapon hits her during her bubble volleys; keep a hoe to scrape the slippery ground.

The arena is 27 × 24 tiles around the rune, with **Ground Slippery Slime** on the ground and holes of seawater. Before the fight:

1. Kill the crabs and tentacles in the area.
2. Fill the water with dirt blocks.
3. Level and widen the arena.



CARD

HP	**84,551** (42,276 casual · 126,826 hard)
DISTANCE	≈ 700 tiles from the Core
SUMMONING	**Giant Slime Summoning Idol (after the first victory)**
GEAR	reinforced octarine armor or better
REWARD	**Morpha's Bubble Backpack**, **Morpha's Ring**

WARNING

Stay near her rune

More than 25 tiles from her rune, or if she loses her target, she goes home and regains 15% of her HP every 5 s. Walls do not hold her.

ACHIEVEMENT

Slippery When Wet 24%

Defeated Morpha the Aquatic Mass

Core Codex estimate
all platforms, November 2026

FIGHT

Morpha alternates two attacks: the jump and the bubbles. Strike in between.

The jump is shared by all slime bosses. She flashes white, then leaps at a player up to 20 tiles away. She lands on a 5 × 3-tile area, pushes you back, and covers the ground with slime; in flight, she breaks walls within 3.5 tiles. Leave the zone or block with a shield, then strike.

The bubbles: every 3 to 6 s, she stops and throws bubbles in several directions. They move forward, stop, stay on the ground for a while, then disappear. Stand opposite the last volley and strike at range during the pause; watch the dark corners along the walls, where bubbles and crabs hide.

At 30% of her HP, she becomes enraged and her jumps get faster and more frequent. Shorten your combos and keep a bigger margin. If she climbs back to 50%, she calms down. Her hits can make your movement slippery; she herself is immune to slime, stun, and slippery ground.

REWARDS

All the loot is in **Morpha's Chest**. It holds one guaranteed item among ten, including the rarer **Oozy Slippery Egg**, then five draws, including the **Morpha Figurine**.

Morpha's Bubble Backpack is the most useful catch: 20 slots, 4.7% speed, and 12% mining damage. **Morpha's Ring** adds 36% critical damage, the **Coral Ring** 45 HP and 6% speed by boat. **Morpha's Ring**, the **Slime Helm**, and the **Slime Armor** form the Morpha set. With two pieces, you become immune to slippery ground, useful all over the Sunken Sea; with three, enemies that hit you in melee become slippery.

AFTER THE VICTORY

Morpha unlocks nothing in the story. Call her back to complete the set or get the backpack, then head back toward Omoroth or Ra-Akar.

IN THE GAME



Morpha Figurine

"A tiny model of Morpha, the Aquatic Mass, the lesser horror in The Sunken Sea."
Even the game pokes a little fun at her. Yet **Morpha's Bubble Backpack** is "an elastic backpack with lots of space that formed from one of Morpha's outer growths." Her ring is "a strange, little loop made from blue slime," and "it almost slides off of your finger."

In-game description

IN THE GAME



"An elastic backpack with lots of space that formed from one of Morpha's outer growths."

Core Keeper
item description

OPTIONAL · CIRCLE 2

ATLANTEAN WORM

The Sunken Sea · the worm you cut to pieces

A colossal sea worm that swims nonstop under the surface of the Sunken Sea. You aim for its weak points, not its head, and each weak point you destroy cuts it in two. Come back for it after the Shimmering Frontier, since its scanner takes 30 solarite bars and the **Brave Merchant** sells its bait. Its heart gives +100 max HP, once per character.



CARD

HP	**9,641** (4,820 casual · 14,462 per segment hard)
WHEN	**after the Shimmering Frontier**
DISTANCE	**≈ 800 to 1,000 tiles from the Core (it moves)**
SUMMONING	**Bait Pillar**
REWARD	**Atlantean Worm Heart**

FINDING THE WORM

Until it is baited, the worm does not attack and takes no damage. Since it never stops moving, locate it first. Craft the **Atlantean Worm Scanner** at the **Ancient Hologram Pod** with **Ancient Gemstone** ×15, **Mechanical Part** ×15, and **Solarite Bar** ×30. It marks the worm's position on the map and is used up.

The worm wakes up with a **Bait Pillar**, sold for 2,895 coins by the **Brave Merchant** (5 in stock). The pillar is used up, so buy two, for a second try. To bring in this merchant, win an ancient battle arena in the Shimmering Frontier. Its chest gives the **Nuclear Battery Idol**, to place in a closed room with a free bed.

1. Locate the worm with the scanner.
2. Pick a large open stretch of water around it.
3. Place the pillar in the water, near the worm: it rushes at you.
4. If it does not come, place the pillar closer.

PREPARATION

The fight takes place on the open sea. A simple boat is too slow. You need the **Speeder**, crafted at the boat workbench with **Coral Wood Plank** ×100, **Octarine Bar** ×80, **Gold Bar** ×30, and **Mechanical Part** ×15.

Ranged combat or magic are the most comfortable, with the **Stormbringer**, whose lightning chains between targets (it is crafted in the Passage, see "Rift statues" in "Passage" (p. 82)). In melee, take a long-reach weapon, such as the **Prehistoric Crystal Spear**. Bring lots of **Greater Healing Potions** and blocks to lay a floor because the chest and your grave can fall into the water.

REPLAY



Finding the worm without a scanner
He explains that the Atlantean Worm roams the Sunken Sea with no fixed place, so you must scan it at least once.

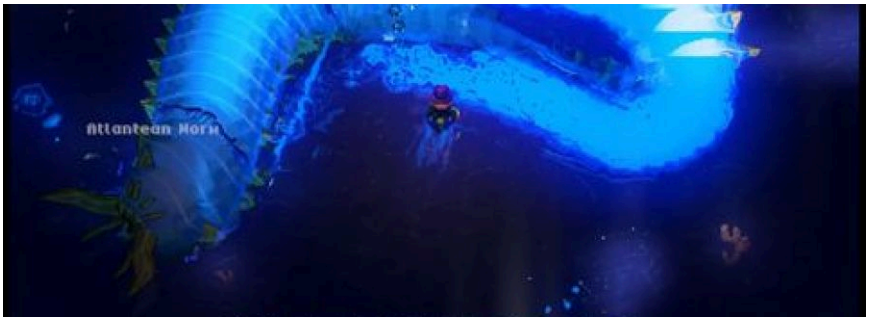
The first time you find it, note the worm's route and place 2 or 3 portals near it, out of the water. You will no longer need to craft a scanner.

Dakon's Madhouse
YouTube · Atlantean Worm Over Explained | Core Keeper 1.2

WARNING

It destroys everything in its path
The worm replaces the terrain with seawater: platforms, floors, beds, waypoints, portals. Fight in open water, far from your buildings.

FIGHT



The Atlantean Worm mid-fight: never stay above it when it surfaces.

Aim for its **blue weak points**, along its body. The head and tail cannot be damaged. Each weak point destroyed cuts the worm in two, and the detached piece attacks in turn. A fragment with fewer than 3 living segments disappears.

The mouth and the spikes on its sides deal 352 damage on contact with a segment. Fragments of 6 segments or fewer throw circles of 20 electric balls every 6 to 10 s. If several worms surround you, make some space first.

REWARDS

The **Atlantean Worm Chest** always holds the **Atlantean Worm Heart**. Eaten, it gives +100 max HP, once per character, and 9.5 HP per second for 20 s. Add one guaranteed item among four: the **Atlantean Worm Sword**, the **Atlantean Worm Ring**, the **Atlantean Worm Necklace**, or the **Atlantean Worm Helmet**, then 5 draws.

The **Atlantean Worm Sword** hits 2.5 times per second for 270–330 damage, with +17% damage against bosses and +4 HP per hit. At level 17, the **Atlantean Worm Helmet** gives +39 max HP, +20 armor, and +16.2% attack speed.

AFTER THE VICTORY

The worm respawns at a random point on its route. A new pillar calls it back, once located with the scanner or thanks to the portals.

REPLAY



Cutting the worm in order
His hits bounce off until he aims for the cracks. Each broken segment makes one more worm, so he deals with one worm at a time, starting with the smallest.

Aim for the weak points, finish a fragment before you cut another, starting with the smallest, and never stay above the worm.

Dakon's Madhouse
YouTube · Atlantean Worm Over Explained | Core Keeper 1.2

WARNING

Do not let it dive
Keep a fragment's head within 100 tiles of a player. If it dives, all its living segments get their HP back. A full reset re-forms a single worm, and you then need a new pillar.

ACHIEVEMENT

Thalassophobia 16%

Defeated an Atlantean Worm

Core Codex estimate
all platforms, November 2026

IN THE GAME



Atlantean Worm Heart

"This is but one of the many hundred hearts of the Atlantean Worm that give it the strength to hurl its gigantic body through the water."
Hundreds of hearts. Its figurine asks the same question: "How many of these exist, exactly?" Its name recalls Atlantis, the sunken city of Greek legend.

In-game description

BIOME · CIRCLE 2

DESERT OF BEGINNINGS

Galaxite, temples, and the meteor

Golden sand in every direction, giant rock arches, ruined temples, oases, and here and there the red glow of lava pits. It is the biome of circle 2 with the most secrets, and the story ends here, in a crystal meteor fallen from the sky. Its main ore is galaxite.

BIOME



The sand of the Desert, wide open spaces

The Desert covers a third of circle 2. Its desert walls need the octarine pickaxe, and the buildings it shelters are even harder to dig.

RESOURCES

Galaxite Ore is found in desert walls and in **boulders**, including a group of three. The scarlet pickaxe (+289) is not enough. First craft the **Octarine Pickaxe** (+417) at the Octarine Workbench, or make up the difference with mining dishes and fish, until you have the **Galaxite Pickaxe**. Galaxite smelts only in the **Fury Forge**, crafted at the Octarine Workbench (see "Sunken Sea" (p. 45)). Smelt 40 bars first. With 70 coral wood planks and 30 octarine bars, they make the **Galaxite Workbench**, also at the Octarine Workbench.

Ancient Gemstones are plentiful in the temples and around the meteor. Break the hundreds of **Oasis Flower Vessels** of the Oasis. They give the seeds of almost every crop in the game, from **Pewpaya** to **Pinegrapple**.

CARD

DISTANCE	≈ 400 to 1,170 tiles, over a third of the circle
WALLS	**desert**, hardness 355 | **desert temple**, hardness 767 | **lava rock**, hardness 1,224
GROUNDS	**valley moss**: caveling assassins | **magma ground**: lava slimes and butterflies
PICKAXE	**octarine**
ORES	**galaxite**
BOSS	**Ra-Akar the Sand Titan**, **Pyrdra the Fire Titan**, **Core Commander**, **Nimruza, Queen of the Burrowed Sands**, **Igneous the Molten Mass**
FISHING	power 220

FROM THE STUDIO

A stone on the shelf

Galaxite owes its theme to outer space, but its look comes from a real stone:

The post showed the giant chunk of blue goldstone that Julian, the lead artist, keeps at home.

"did you know the visuals for it were inspired by a real-life gem called Blue Goldstone?"

Pugstorm
X, November 16, 2022

ENEMY

Bomb Scarab
2,535 HP

It bursts out of the sand and charges (226 damage), takes hits, then explodes when its health drops (646 damage). Back off as soon as it stops. Finish it at range.

DANGERS

On sand flats that are too quiet, **bomb scarabs** burst out in groups, in ambush. **Assassins**, very fast, spawn on valley moss, so remove it around your base. In buildings, trapped walls explode fast and wide, and cavelings with high HP wait for you.

NOTABLE PLACES



The mammoth remains: dig every X around the skeleton

The **crystal meteor** (≈ 700 tiles) holds the Core Commander. It is radioactive within 5 tiles. The eight rocks around it give **Crystal Meteor Shards**. The Veiled Heart chamber (≈ 600 tiles) hides five pressure pedestals and the **Veil Crux**. The **titan shrine** crafts Ra-Akar's scanner and thumper.

Four **buried shrines** each guard a treasure: the **Thread of Fate**, the **White Whistle** (with an **Ancient Pickaxe**), the **Frozen Flame**, and the **Ring of Sand**. At the **mammoth remains**, dig every X. The **Prehistoric Crystal Spear** comes out of 8% of the dig spots (245 to 299 damage, +36% melee damage).

There are also the treasure temple, the abandoned galaxite mine, the seed stores, the cultist library, and the **Primitive Go-Kart** track, where you must not use explosives. A primitive kart sometimes already sits there. Karts are crafted at the **Go-Kart Workbench**, which needs galaxite: the **Primitive Go-Kart**, the **Renegade Go-Kart**, and the **Speeder Go-Kart**. They work as well in tunnels as in open spaces. In every temple, lift the big rugs, because a dig spot or items hide underneath.

The biome has two melody rooms and three challenge rooms: the three dynamos, the turrets, and the flame course. Tunes, solutions, and rewards are in "Side Quests" (p. 75) of the second circle.

ROYAL LABYRINTHS

Three royal labyrinths share the Desert: the prince's tomb at ≈ 500 tiles, the queen's at ≈ 600, the king's at ≈ 700. Their walls need 767 mining damage. Each central tomb guards an item that opens a chest in the temple of the Titans. They are the **Ra-Akar Automaton** for the **Desert Prince Chest**, the **Azeos Feather Fan** for the **Desert Queen Chest**, the **Omoroth Compass** for the **Desert King Chest**.

Two traps line the corridors. **Poison Spike Traps** deal 108 to 132 damage with each step on them, poison you, and cut the healing you receive by 75%. **Stone Turrets** shoot in a straight line, up to 10 tiles, for 140 to 170 damage. Bring **Poison Aid Potions**. They cure the current poison but do not protect you from the next.



Caveling Assassin
1,950 HP
From afar, three daggers in a fan, up to 10 tiles. Up close, three rushes through you, 226 damage each. Count them, and strike after the third.

EASTER EGG



"A rare artifact made from precious, white stone. It doesn't produce a sound when you try to use it."

A whistle from the Abyss
A white whistle and an ancient pickaxe, buried together among glow tulips: readers of *Made in Abyss* recognize a famous grave. Some developers are fans of the series, the community manager confirmed.

In-game description; Bridie, community manager
Desert of Beginnings; Reddit, 2022

TO LOOT



Temple of the Titans
Godsent King Breast Armor
Godsent King Mask



Amalgam Basin
Splendid Amalgam
Amalgam Vent×10



Queen's Tomb
Azeos Feather Fan
Caveling Skull



Prince's Tomb
Ra-Akar Automaton
Small Caveling Skull

The center of the labyrinths is full of **Locked Galaxite Chests**, which the **Galaxite Key** opens. Without a key, mark the chest on your map.

The **temple of the Titans** (≈ 650 tiles) is revealed by Igneous's **Sacred Echo-Map**. It guards three sealed chests, one per tomb item. Each holds a piece of the godsent king armor, an **Ancient Golden Coin**, a piece of jewelry, and 10 ancient gemstones. No boss is required.

DESERT TEMPLES

Desert temples are scattered all over the biome, with walls that need 767 mining damage. There, the **Caveling Mummy** draws a line of purple cracks toward you, from which poisoned spikes come out in order. Its attack goes through walls. Step aside from the line, and engage it from a spot that leaves a way out to the side.

The **Golden Ancient Chests** there always give a **Sacred Ring** or an **Enigmatic Necklace**, plus 2 to 5 draws.

OASIS

Each world has at least three oases. The Oasis forms green islets around a water hole; Nimruza's dungeon is at the heart of one of them. **Drohmbles** live there in herds. Fed with any crop, they produce **Blasting Dung**, the base of advanced bombs. **Water Reeds**, the only plant that grows in water as on land, are only decorative. **Dodos** also live in the desert, not only in the Wilderness.

REPLAY



Marking trapped labyrinths
A labyrinth full of traps in the middle of the desert, and it hurts. To get out, out comes the Recall Idol.

Place a torch on each safe tile of the royal labyrinths, and keep a Recall Idol to get out.

ゆるめのまりさ
YouTube · [JP] 広大な地下世界で全ボスを討伐する。【Core Keeper】

REPLAY



Getting in with bombs
He tests a bomb on a temple wall: one is not enough, two get through.

One or two bombs, depending on the block, break a desert temple wall. Blast a direct way in.

Bragapple
YouTube · Lets Play Core Keeper (Episode 44) The Desert Is Pretty "AMAZING!"

ENEMY



Lava Slime and Lava Butterfly
2,295 / 2,295 HP
The slimes burn on contact. The butterflies anticipate your moves, shoot from afar, and hit hard. They fly over lava, so a ditch does not stop them.

MOLTEN QUARRY



The Molten Quarry: rock corridors and burning magma ground

The Molten Quarry fills the Desert's lava pockets, a blackened landscape streaked with lava. Its walls need more than 1,224 mining damage, so go through the corridors. **Ground Magma Slime** slows and burns you as long as you walk on it. Bring bridges and blocks for the lava, and a hoe or a shovel.

The **Splendid Amalgam**, in its basin (one per world), gives +40 max HP, once per character, and 1 min of burn immunity. The **Ancient Forge** (≈ 650 tiles) crafts the legendary pickaxe of Igneous's **Cipher Parchment** (see "Igneous the Molten Mass" (p. 61)). A cooked **Verdant Dragonfish** or **Elder Dragonfish**, fished in lava, gives 10 min of burn immunity; two intact pieces of the cosmos set have the same effect. Cooked with a **Carrock**, the **Elder Dragonfish** gives a stone snack: besides the immunity, about +23 armor and +14% critical hit chance.

The **Galaxite Fishing Rod** (+246 power) resists lava and is enough for Desert water (power 220) and lava (240). The **Tornis Kingfish** gives +50.4% damage for 10 min. In lava, the **Starlight Nautilus** (6.1%) gives +100 max HP, once per character.

ACHIEVEMENT

Legendary Fossil 12%

Caught a Starlight Nautilus

Core Codex estimate
all platforms, November 2026

REPLAY



The card in the crates
The last card of his deck, Endurance, comes from the charred crates of the Molten Quarry.

Smash every charred crate in the Quarry: the Oracle Card "Endurance" comes from them, about once in 240 crates.

AbelB
YouTube · Core Keeper How to find All Oracle Cards/How to Craft the Oracle Deck

IN THE GAME



"A unique, royal piece of armor resembling the head of the state, crowning it as a descendant of the gods. It was intended for a future that never came."

Core Keeper
item description

IN THE GAME



"An ancient scepter wrought from relics of distant biomes. Something beneath the world seems to recognize its command."

Core Keeper
item description

ACHIEVEMENT

The Veil Crux 1%

Obtained Veil Crux

Core Codex estimate
all platforms, November 2026

GUARDIAN · CIRCLE 2

RA-AKAR THE SAND TITAN

The Desert of Beginnings · the third Titan

A colossal scarab sleeps under a Desert arena. Woken by a thumper, he charges under the sand, covers the ground with explosions, and releases his bomb scarabs. Defeating him gives you one of the six souls of the story.



CARD

HP	**160,799** (80,400 casual · 241,198 hard)
DISTANCE	≈ 600 tiles from the Core
SUMMONING	**Thumper**
GEAR	reinforced galaxite armor
SUGGESTED COMBAT	≈ 50
REWARD	**Soul of Ra-Akar**

FINDING RA-AKAR



Ra-Akar's arena: a square sand hall at the heart of winding corridors

The 59 × 66-tile arena, closed by indestructible blocks, opens through the temple door, near a **waypoint** to activate.

At the titan shrine, craft the **Ra-Akar the Sand Titan Scanner** (**Ancient Gemstone** ×15, **Mechanical Part** ×15, **Scarab Wingcover** ×15). Wingcovers are collected at the red marks on the ground, with any tool except the sword.

Next you need a thumper, which makes the ground vibrate. The **Thumper** takes **Fiber** ×40, **Plank** ×40, **Scarlet Bar** ×20, **Galaxite Bar** ×20, **Mechanical Part** ×10, and **Ancient Gemstone** ×20. Place it on the sand. Ra-Akar comes up, destroys it, and bursts out 3 s later. Each try uses one up. To call him again, wait for his soul to disappear (≈ 12 s).

PREPARATION

Aim for ≈ 50 in combat and reinforced galaxite armor. Ra-Akar attacks from afar as well as up close, so bring a melee weapon, a ranged weapon, a well-repaired shield for timed blocks, and a speed or HP dish. Build 4-block low walls in the arena, with lanes to move through because a cluttered arena becomes a trap during his charges.

WARNING

He heals out of combat

Out of combat, he waits 10 s, then regains 15% of his HP every 5 s.

REPLAY



Proximity bombs

He places a proximity bomb where Ra-Akar bursts out, and it hurts. His spike traps, on the other hand, vanish under the boss's charges.

Against Ra-Akar, forget spike traps. Place proximity bombs where he bursts out, and behind you for the scarabs.

ホニのやりこみゲームCH
YouTube · [JP] 武器防具ペット縛りのハードな地下世界で全ボス討伐！一気見

FIGHT

Within 30 tiles of a player, Ra-Akar dives under the sand and chains four attacks.

Underground charges: he crosses the arena 3 to 5 times, at 8 tiles per second, on a 4-tile-wide strip. Underground, he cannot be hurt, so step aside instead of shooting at nothing.

Triangles: homing orbs that speed up. A small low wall stops them dead, and a well-timed shield block cancels them.

Sand explosions: lobbed shots, in circles or in twelve-armed spirals. Look for the way through, go into the gaps, and do not stand still.

Bomb scarabs: every 5 volleys, they come out of the explosions, rush at you, and explode once weakened. Kill the ones blocking your way.

At 50% of his HP, Ra-Akar becomes enraged: his charges go from 8 to 12 tiles per second, and the scarabs arrive every 3 volleys instead of 5. If he climbs back to 80%, he calms down.

REWARDS

Touch the floating **Soul of Ra-Akar** before it disappears. The **Ra-Akar Chest** always holds the **Fateful Echo-Map**, until you have scanned it. It then gives one guaranteed item among **Ra-Akar's Necklace** and the three pieces of the scarab set: **Scarab Visor**, **Scarab Harness**, and **Scarab Legs**. Then come 5 draws. With 3 pieces, the set adds your thorns damage to your other damage.

AFTER THE VICTORY

The soul gives a 5% chance, with each melee or ranged hit, to fire a homing ancient triangle. With the souls of Azeos, Omoroth, and Ra-Akar, talk to the Core. It marks the crystal shrine in the Shimmering Frontier. The organ and the scanner of Druidra, the first Hydra Titan, are crafted there.

ACHIEVEMENT

Just Deserts 25%

Defeated Ra-Akar the Sand Titan

Core Codex estimate
all platforms, November 2026

THE CORE SAYS

"Ra-Akar slumbers deep in the sands and only emerges when disturbed by intruders." Hence the **Thumper**, which shakes the ground to wake him. The lost civilization dedicated the **Ra-Akar Automaton** to him, "a gift worthy of a young prince." Azeos' fan is worthy of a queen, Omoroth's compass of a king. It looks as if a whole royal family received gifts in the image of the Titans. The **Giant Bug Brain**, "the main sensory organ of Ra-Akar," evolved to detect disturbances deep in the ground. Since patch 1.2.0.5, Druidra's organ no longer needs it and the patch notes say it no longer drops. Players still report finding one.

The Core

IN THE GAME



"A complex wind-up machine created in honor of Ra-Akar that seems to have a mind of its own. A gift worthy of a young prince."

Core Keeper
item description

OPTIONAL · CIRCLE 2

IGNEOUS THE MOLTEN MASS

The Molten Quarry · the lava slime

The molten slime mass of the Quarry. Igneous is optional, but only he drops the Soul Seeker's cipher parchment, which leads to the best pickaxe in the game.



CARD

HP	**160,799** (80,400 casual · 241,198 hard)
DISTANCE	≈ 650 tiles from the Core
SUMMONING	**Giant Slime Summoning Idol** (after the first victory)
GEAR	reinforced galaxite armor or better
REWARD	**Cipher Parchment**

FINDING IGNEOUS



Igneous's arena, at the heart of the large Quarry: lava pools all around

Igneous waits in a Molten Quarry larger than the others, ≈ 650 tiles from the Core, in a direction that changes from one world to the next. Craft the **Igneous the Molten Mass Scanner** at the **Ancient Hologram Pod** with **Ancient Gemstone** ×10, **Mechanical Part** ×10, and **Magma Slime** ×40. As you approach, the screen shakes every 10 s. Each of Igneous's landings shakes the cave.

Activate the **waypoint** at the edge of the arena. After the first victory, place a **Giant Slime Summoning Idol** on his rune circle to call him back; the **Cloaked Merchant** sells it for 200 coins.

PREPARATION

Come in reinforced galaxite armor or better, with a ranged weapon, which destroys the magma balls without getting close, and a hoe to scrape the magma slime. **Poison** cuts his healing to a quarter. Against burning, one of these protections is enough: a **Verdant Dragonfish** or **Elder Dragonfish** dish, 3 pieces of the magma set, or 2 pieces of the cosmos set.

Igneous does not react as long as you stay away, so set up the 39 × 39-tile arena before you engage.

1. Kill the monsters and lava butterflies.
2. Fill the pools with ≈ 120 **Dirt Blocks**.
3. Scrape the magma slime with a hoe.
4. Break the extra walls, keeping a way out.

REPLAY



Poisoning Igneous

He breaks down the fight. Fireballs fly out, and each one that reaches Igneous heals him.

Poison Igneous with a grenade or with poison gear. He then receives only a quarter of his healing.

Dakon's Madhouse
YouTube · Igneous Over Explained | Core Keeper 1.2

ACHIEVEMENT

The Soul Seeker 10%

Obtained Soul Seeker

Core Codex estimate
all platforms, November 2026

FIGHT

One rule comes first: **break the magma balls before you hit the boss**, or he heals faster than you hurt him. Each one that reaches him restores 20% of his HP.

His jump lands on 5 × 3 tiles, pushes you back, and covers the ground with slime; strike during the pause between two jumps. When he crouches for 1 s, a spray of **fireballs** follows. Step to the side. One ranged attack out of four, with no warning, releases **magma balls** in a circle up to 10 tiles, which slowly roll back toward him. At 50% of his HP, he becomes enraged and chains attacks faster. If he climbs back to 70%, he calms down.

REWARDS

The **Igneous' Chest** always holds the **Sacred Echo-Map** (until you have scanned it), which reveals the temple of the Titans. It then gives one guaranteed item among the magma pieces, the **Scorching Aegis**, the **Burnzooka**, and the **Oozy Lava Egg**. Then come 5 draws, where the **Cipher Parchment** can turn up (3.93% per draw: one fight in five).

Three pieces of the magma set make you immune to burning, and the **Burnzooka** (1,235 mining damage) also serves as a digging tool.

AFTER THE VICTORY



The Ancient Forge, in the large Molten Quarry (≈ 650 tiles)

Call Igneous back as many times as it takes for the cipher parchment. At the **Ancient Forge**, the parchment becomes the best pickaxe in the game.

1. Gather an **Ancient Pickaxe**, **Gold Bar** ×400, **Scarlet Bar** ×600, **Octarine Bar** ×600, **Galaxite Bar** ×600, and **Ancient Gemstone** ×100.
2. Go to the **Ancient Forge**. Near it, the parchment's text turns green.
3. Use the parchment from the hotbar to get the **Soul Seeker**.

The **Soul Seeker** follows the **Ancient Pickaxe**. It adds about +769 mining damage and +9.7% mining speed, and gives off a blue glow. Each block you mine also has a 1.5% chance to give you its typical ore.

REPLAY



The chakram against the balls
As a last resort, he goes all in on the chakram because its bounces break the small balls at random. In the end, he admits he underestimated it.

The galaxite chakram bounces on impact, so a single throw destroys several of Igneous's magma balls.

Gold Hawk
YouTube · [FR] L'Étincelle Fantôme - Core Keeper #07

WARNING

Stay near his rune
More than 25 tiles from his rune, or if he loses his target, Igneous goes home and regains 15% of his HP every 5 s.

ACHIEVEMENT

Burning Through 18%

Defeated Igneous the Molten Mass

Core Codex estimate
all platforms, November 2026

IN THE GAME

Igneous Figurine

"Igneous, the Molten Mass, in the shape of a tiny figurine representing the fiery slime blob."
His name comes from the Latin *igneus*, "of fire," which also gave the word "igneous." Igneous rocks are those born from cooled magma.

In-game description

IN THE GAME

"A successor prototype to the Ancient Pickaxe that had been left unfinished before. In the fires of the Ancient Forge it was now finally completed."

Core Keeper
item description

GUARDIAN · AFTER THE CORE COMMANDER

NIMRUZA, QUEEN OF THE BURROWED SANDS

The Desert of Beginnings · Oasis sub-biome · after the Passage

A giant cicada, queen of an empire buried under the oases. Nimruza opens the second part of the story, after the Core Commander: crushing claws, swarms of cicadas, and waves of void. Beating her gives the neuron that opens Breaker's Reach.

FINDING NIMRUZA



Nimruza and her claws: each strike is marked by a red sign on the ground; aim for the purple heart

After your victory over the Commander, the Core guides you to the Passage shrine, in the north of the Passage, next to a waypoint. Everything is crafted there; Nimruza's dungeon hides under a large oasis.

1. Craft the **Nimruza, Queen of the Burrowed Sands Scanner**: **Ancient Gemstone** ×20, **Mechanical Part** ×20, **Cytoplasm** ×20.
2. Craft the **Corrupted Sap**: **Hardened Sap** ×1, **Pandorium Bar** ×20, **Cytoplasm** ×20.
3. Use the scanner, which is used up and marks the dungeon.
4. Blast your way to the arena with **Sulfur Bombs** ("Sulfur bombs" in "Passage" (p. 82)), since the dungeon's oasis walls have a hardness of 1,279. Then activate the dungeon's waypoint.
5. Place the corrupted sap on the rune: Nimruza bursts out of the sand.

Hardened Sap comes mostly from Floracadas, which drop it about 31% of the time; flower vessels and caveling gardeners also give it, at 1.4 to 1.8% per draw. To call Nimruza back, place another sap on the rune.



CARD

HP	228,320 (Standard)
WHEN	after the Core Commander and the Passage
DISTANCE	dungeon under a large oasis in the Desert of Beginnings
SUMMONING	Corrupted Sap
GEAR	level 16 to 19
SUGGESTED COMBAT	70 or more, Vitality too
REWARD	Brood Void Neuron

WARNING

Keep the right distance

If you go behind her, she pushes her void forward and floods her own lanes. If you stay too far away, she becomes untouchable for 2 s, and the third time she brings out a swarm of nymphs.

ACHIEVEMENT

Silence the Symphony 11%

Defeated Nimruza, Queen of the Burrowed Sands

Core Codex estimate
all platforms, November 2026

PREPARATION

Aim for 70 or more in your main combat skill and in Vitality, with level 16 to 19 gear. **Eat before the summoning**: without a dish bonus, some claw strikes kill outright. A ranged or magic weapon lets you hit while keeping some space: the **Phantom Spark**, the **Sun Caller**, or the **Stormbringer**.

Around the rune, plan your escape routes. You will back off often, and the cicadas end up taking away your space.

FIGHT

Nimruza's health is split into **5 steps of 20%**. Each step makes her faster. Always aim for the **purple heart**, at the center of her body. It holds her HP.

Claws: she strikes in 6 lanes, each impact marked by a red sign. The claw comes down 1.3 s later on a 3-tile circle: 732 damage and knockback, even during a dodge. At the first step, the lanes are random; after that, she aims at you, and her claws wind up to 60% faster, so shorten your combos.

Reinforcements: every 4 claws, she calls up to 6 **Cicada Nymphs**, which go down quickly. The more dangerous **desert cicadas** appear 2 to 5 at a time at each step change, while Nimruza is untouchable; the nymphs then stop for 30 s. Cicadas sleep until a claw wakes them. Kill each cicada as soon as it wakes. Several of them pin you between their shots and the claws.

Void: every 8 claws, during the first 3 steps, it covers the arena for 12 s. It takes 20% of your max HP per second. Six safe zones remain on the claw lanes, or a 10-tile circle that drifts toward Nimruza. The zones shrink, so get in place early.

REWARDS

The **Colossal Cicada Chest** always holds the **Brood Void Neuron**, to keep since it opens what comes next, and the **Veil Echo-Map**, unless you have already scanned it. It then gives one guaranteed item among five, including the **Corrupted Meteor Staff** and the **Minion Detonator**, then 6 draws.

The **Corrupted Meteor Staff** is very powerful but very slow (855–1,043 magic damage, 0.5 shots per second). The desert guardian set, the three other guaranteed items, is built for summoning. With 3 pieces, your minions explode when they disappear.

AFTER THE VICTORY

A short cutscene introduces you to a strange little visitor from elsewhere. Talk to the Core, which sends you far north. Place the **Brood Void Neuron** in the great gate at the end of the bridge, north of the Passage. It opens Breaker's Reach, where the shrine puts you on the trail of S.A.H.A.B.A.R.

DID YOU KNOW?

"A fellow conqueror. Thy triumphs have been observed from afar."
Her neuron's description speaks of a cell "born of Nimruza's parasite, fused with Core-linked tissue." Her figurine "depicts the carcass of what was once considered an incredible being."

Nimruza

FROM THE STUDIO

A 3D boss in disguise
Nimruza is a real 3D model, made in Blender. An in-house shader pixelates it and cuts down its colors, and its movements jump between fixed angles to match the other creatures. Drawing a thousand frames by hand was not realistic.

Pugstorm developers
Reddit AMA, September 10, 2025

IN THE GAME



"A glowing cell that phases through itself, twisted and pulled as if tethered to an unseen presence. Born of Nimruza's parasite, fused with Core-linked tissue, it carries a warped signal that may unseal what even the Core Network could not contain."

Core Keeper
item description

FROM THE STUDIO

The being inside Nimruza
Asked whether the mystery of the being inside Nimruza would be revealed:

"We have some plans we are building towards:) You'll have to wait and see."

Sven Thole, Pugstorm
Reddit AMA, September 10, 2025

BIOME · CIRCLE 2

SHIMMERING FRONTIER

Solarite, gems, and alien arenas

A world of blue crystal that sparkles in the dark, dotted with obelisks and labs from elsewhere. It holds solarite, gleam wood, and the gems that raise your items beyond level 16.

BIOME

The Frontier first forms pockets at the back of the Wilderness, the Sea, and the Desert, then a full circle around 1,080 tiles. Its crystal walls need more than 535 mining damage: the **Octarine Pickaxe** (+417) is not enough, the **Galaxite Pickaxe** (+576) is. No boss here. The biome's shrine crafts what you need to call the Hydra Titans (see "Hydra Titans" (p. 69)).

RESOURCES

Solarite Ore, an ore fused with ancient gemstones, is found in some crystal walls, in **boulders**, and in **Sun Crystals**; smelt it at the **Fury Forge**. **Gleam Wood**, which glows blue like **Lucent Oaks**, grows on gleam wood roots.

On site, craft the **Solarite Workbench** at the Galaxite Workbench, with 70 gleam wood, 30 galaxite bars, and 40 solarite bars. The **Solarite Pickaxe** (+735) follows, for 20 solarite bars and 20 gleam wood.

Upgrade gems are what makes the biome valuable: **Jungle Emerald**, **Ocean Sapphire**, and **Desert Ruby**. Beyond level 16, each item level needs one ("Upgrade Station cost per level," in "Gear," Codex III). The **Locked Solarite Chest** opens with a **Solarite Key**, crafted for 10 solarite bars at the **Key Casting Table**; large alien crates and breakable crystal blocks drop keys too. These chests can hold cosmos armor, the three ninja pieces (**Ninja Cowl**, **Ninja Garments**, **Ninja Leggings**), or the **Obliteration Ray**.

Bring back to the base the **Gleam Wood Seed**, the **Sunrice Seeds**, and the **Lunacorn Seeds**. The **Mimite** drops both crop seeds, as well as solarite, ancient gemstones, and, more rarely, upgrade gems; harvested **Gleam Wood** sometimes gives a seed. These three seeds grow only on prepared crystal ground, so also bring crystal blocks, dug with a shovel. As a dish, **Sunrice** gives +30% magic damage and **Lunacorn** +30% minion damage, for 10 min.

The **Crystal Snail** (3,510 HP), slow but very tough, is harmless. It follows fixed tunnels and breaks the walls in its path. When hit, it can drop **Solarite Ore** (10% per draw). Spare it, since it does not respawn. Since version 1.2.0.3, pets and minions leave it alone.

CARD

DISTANCE	≈ 900 to 1,170 tiles, full circle around 1,080
WALLS	crystal, hardness 535
PICKAXE	galaxite
ORES	solarite
BOSS	none, Hydra Titan shrine
FISHING	power 260

FROM THE STUDIO

The composer's biome

"If I had to choose, I would probably go with The Shimmering Frontier. [...] It's just so beautiful. [...] I love the whole vibe and I love doing the music for it and it was really fun to do the sound effects too."

Jonathan Geer, composer (2025)

? ONCE THE CRYSTAL BIOME

The Frontier was called the Crystal Biome until its release, on October 4, 2023. It had been on the studio's roadmap since day one of Early Access. It was also the last major update before 1.0.

REPLAY



Preparing ground for gleam wood

He finds out that gleam wood must be planted on crystal ground, and grumbles about how much space it takes for a single seed.

Bring back 16 crystal ground blocks and lay them in two rows of 4 on each side of the seed so the roots have all the room they need.

TheZanzibarMan

YouTube · Core Keeper - Version 1.0 - PS5 Gameplay - The Shimmering Frontier and Recipe 100! - Episode 16

DANGERS

Mimites, orbital turrets, and **Radiation Crystals** rule the biome. A radiation crystal deals 80 damage every 2 s within 5 tiles, ignoring armor. Never linger near crystals or an intact pod. The **Mimite** breaks walls and objects during its charge. Gem snails, shadow newts, and trunk gnats are harmless.

NOTABLE PLACES



The Failed Titan, a carcass caught in the crystal.

The **crystal shrine** has a waypoint. It crafts the scanners and organs of **Druidra the Wild Titan**, **Crydra the Ice Titan**, and **Pyrdra the Fire Titan**. The **brave merchant's camp**, around 1,100 tiles, hides a pod (15 **Ancient Gemstones**) and a table (a **Catalyst Gemstone**, a **Deepspace Log**). The lucent oak spiral runs past radiation crystals to a central chest holding 3 emeralds, 3 sapphires, and 3 rubies. The crashed cryo pods give 15 ancient gemstones, a **Catalyst Gemstone**, a **Homeworld Reminiscence**, and a **Deepspace Log**. At the center of the crystal labyrinth, guarded by mimites and radiation crystals, a **Solarite Ore Boulder** waits for you.

Three small places complete the tour:

- **Failed Titan**: a carcass to search, which always gives a **Crystal Shard Club**.
- **Giant shell**: hit it for the **Tower Shell Necklace**, +188 mining damage. Keep it for the third circle. With the **Solarite Pickaxe** (+735), it reaches 923 mining damage, enough for the tuff of Breaker's Reach (806) but not for the fossil of the Passage (1,600).
- **Lost explorer's camp**: tiny and easy to miss, a skeleton, an **Adventurer's Hat**, and the **Agartha Report**.

ENEMY



Mimite
1,869 HP
Motionless in the shape of a **Sun Crystal**, it charges as soon as you come close: 270 damage, once per second. Hit lone sun crystals from afar.



Orbital Turret
1,735 HP
A turret protected by a shield. It shoots up to 10 tiles: 216 damage every 2 to 5 s. Immune to radiation.



Nilipede
2,670 HP
A large crystal centipede. It drops a **Gleam Wood Seed** more than one time in three. It goes through walls and does not respawn once defeated, like the **Crystal Snail**.

REPLAY



Letting enemies open a wall
Enemies rush at him and break most walls on the way, even crystal.

Stand in front of a wall your pickaxe cannot get through and lure one of these enemies. Its charge opens it for you.

R Vianez
YouTube · Core Keeper - Children of the Solarite

ANCIENT BATTLE ARENAS



An ancient battle arena, seen from above: the terminal is in the middle.

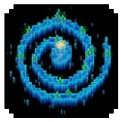
The arenas hide in the alien labs and work only once, so note them on your map. The Verdant, Gelid, and Pyric echo-maps of the Hydra Titans reveal the three guaranteed arenas (“Side Quests” (p. 75) of the second circle).

1. Activate the terminal in the middle. A green circle appears, and the **Materializers** send waves of enemies.
2. Stay in the circle, since the gauge rises inside it; outside, the circle turns red and the gauge drops.
3. Once the gauge is full, the enemies disappear and a chest appears.

Do not linger to kill the enemies: the longer you take, the bigger the waves. If the gauge empties, activate the terminal again to start over. While the challenge lasts, nothing in the arena can be destroyed. **Mimites** charge fast, so get out of their path. The shield of **Orbital Turrets** cannot be destroyed; shoot into the opening, on the side opposite their lasers.

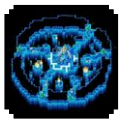
The chest holds solarite ore, ancient gemstones, and mechanical parts. Add one guaranteed draw among cosmos armor, the **Obliteration Ray**, glass bead jewelry, the **Soul Medallion**, and the **Hollowcore Scepter**, then 3 more draws. It also holds the **Nuclear Battery Idol**, for sure as long as the brave merchant has not moved in, then with a 20% chance once he has. Place it in a livable room. The **Brave Merchant** moves in. He sells the Hazmat set (**Hazmat Helm**, **Hazmat Suit Jacket**, **Hazmat Suit Pants**), whose 3 pieces make you immune to radiation damage. He also sells the **Bait Pillar**, which summons the **Atlantean Worm**; prices are in “NPCs and Merchants,” Codex IV.

TO LOOT



Lucent Oak Spiral

- Jungle Emerald×3
- Ocean Sapphire×3
- Desert Ruby×3



Failed Titan

- Crystal Shard Club

IN THE GAME



“A leatherbound book written in unsteady human language. It appears that the author believed to have found the mythological center of the earth, before succumbing to illness.”

Core Keeper
item description

FROM THE STUDIO

On Earth?

Asked whether Core Keeper takes place on Earth:

“Good question...but the item says “center of the earth,” not Earth. ;)(We will not confirm or deny.)”

Sven Thole, Pugstorm
Reddit AMA, September 10, 2025

ROOMS AND FISHING

The biome has two melody rooms, each guarded by a monster, and two challenge rooms, the kart race and the endless turrets. Tunes, solutions, and rewards are in “Side Quests” (p. 75) of the second circle.

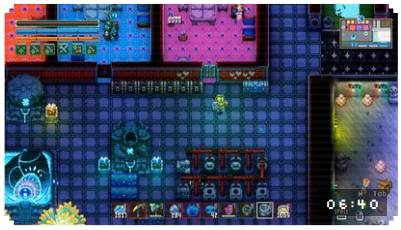
Fishing happens in a single water, crystal water.

WATER	POWER	CATCHES
Crystal	260	**Beryll Angle Fish**, **Jasper Angle Fish**, **Glistening Deepstalker**, **Splendid Deepstalker**, **Cosmic Form**

The line also brings up the biome’s seeds, **Solarite Keys**, and **Solarite Ore**. It can even bring up a **Locked Solarite Chest**

or a piece of the ninja set. The **Jasper Angle Fish** gives +96 max HP and +45 armor for 10 min; the **Cosmic Form**, +30.9% pet damage.

REPLAY



Every water at home

He filled a **Bucket** in each biome and poured the waters side by side at his base. Each pool keeps the fish of its biome.

Bring a bucket of crystal water home and fish the Frontier from your base.

Serroh Style

YouTube · [2024 Updated] Top Ten HIDDEN & ADVANCED Tips/Tricks! | Core Keeper 1.0

HYDRA TITANS

Druidra, Crydra, and Pyrdra · one mechanic, three variants

Three giant serpent heads, one per biome of the circle, to defeat in order: Druidra, Crydra, Pyrdra. The fight is the same each time: empty an armor bar, hit the body, start again. Each one drops the eyes used to craft the next one's organ.

FINDING THE TITANS

After Ra-Akar, talk to the Core. It marks the crystal shrine on your map, in the Shimmering Frontier, where each Titan's organ and scanner are crafted. The organ needs **Gleam Wood Plank** ×20 and **Solarite Bar** ×10, plus a hydra eye from the previous Titan. The scanner needs **Ancient Gemstone** ×10, **Mechanical Part** ×10, **Solarite Bar** ×10, and **Radiation Crystal** ×3, and it is used up as soon as the scan succeeds. In a world created before the shrines, they are crafted at the **Ancient Hologram Pod** once the Titan is defeated.

A Titan stays invulnerable until it is summoned, and none has a fixed arena. The scanner shows its position. Place the organ within 300 tiles of it, and it rushes toward it. If it does not come, it is too far away; breaking the organ before it arrives cancels the chase.

TITAN	BIOME	ELEMENT	HP
Druidra	Wilderness, underground	Plant	136,992[1]
Crydra	Sunken Sea, underwater	Ice	136,992[1]
Pyrdra	Desert of Beginnings, under the sand	Fire	136,992[1]

[1] + 41,098 armor

PREPARATION

You win the fight by surviving several cycles, so speed and HP matter more than damage. You still need to empty 41,098 armor points each cycle, so take a weapon you can aim while running, speed, HP, and damage dishes, and healing.

For speed, a cooked **Bomb Pepper** gives +21% for 1 minute, and a **Spirit Veil** from the Wilderness waters +36.2% for 2 minutes. **Azeos' Dash Feather** in your off-hand adds a dash to leave the beam. For damage, a **Tornis Kingfish** dish gives +50.4% for 10 minutes.

On the Titan's route, clear a large flat area to run from the shockwave. An arena already cleared for Azeos, Omoroth, or Ra-Akar works when the route passes close to it. Grass, holes, blocks, and enemies get in the way of your dodges. Keep a few wall blocks in your hotbar, since any wall stops the shockwave. Place your **Portal** and your bed off to the side, since the fight destroys them. Skip traps and turrets because the hydra dives and resurfaces on top of them.



CARD

GUARDIANS	**Druidra the Wild Titan, Crydra the Ice Titan, Pyrdra the Fire Titan**
HP	**136,992 + 41,098 armor (Standard, each)**
SUMMONING	**Wind Organ of Wilderness, Wind Organ of Ice, Wind Organ of Fire**
SUGGESTED COMBAT	**50 or more**
TROPHIES	**Soul of Druidra, Soul of Crydra, Soul of Pyrdra**

REPLAY



Tracking Druidra
He advises treating Druidra like the Atlantean Worm: landmarks and portals along its route, and a single scan is enough.

After the scan, place markers and portals along Druidra's path, so you find it again without scanning. Same method for Crydra and Pyrdra.

Dakon's Madhouse
YouTube · All Hydra Bosses Over Explained | Core Keeper 1.2

FIGHT



The mouth beam follows you: keep running.

A yellow armor bar protects the body first. Hit until it is empty. The Titan then collapses. You have 9.3 s at most to hit its HP. If it loses more than 25% during this window, the window closes early. It then rises with its armor back, dives, and resurfaces elsewhere, plowing through the ground. Reposition, heal, and it all starts again. Plan for 4 cycles or more.

SHARED ATTACK	RESPONSE
Headbutt	A hiss announces it. Move away before the impact.
Mouth beam	3 s of charging, then it follows you, speeding up. Run in a straight line or in a circle without stopping.

DRUIDRA

Druidra prowls beneath the Wilderness; its organ is crafted without an eye. Leave the marked ground before its **brambles** burst out, and quickly kill the summoned worm if it blocks your way. An area marked by wind announces the **roar, the blocks, the pull, and the shockwave**. Move as soon as the pull starts, then get out of the 20-tile radius or take cover behind a fallen block, which can itself break. The shockwave can kill in one hit.

CRYDRA



Against Crydra, the beams cross over you: keep moving.

Crydra circles the Sunken Sea in 10 minutes, around a center close to that of the **Atlantean Worm**; the **Wind Organ of Ice** needs a pink eye. The Titan moves too fast for a boat. Predict its path with the scanner and pick a large enough island, or

WARNING

It heals

After 5 s without combat, the Titan regains 20% of its HP every 5 s. If all players move more than 100 tiles away, it goes back to sleep and the fight starts over.

THE CORE SAYS

"Summoned by an ancient song, a distant presence awakens in the cold ocean depths."



Crydra Figurine

"A tiny likeness of Crydra the Ice Titan. Who knew ice could become so daunting?"

– In-game description



Soul of Crydra

"The soul of Crydra engulfs you in the protective embrace of the ocean's depths."

– In-game description

The Core

THE CORE SAYS

"Answering an ancient song, a new presence rises beyond the sands."



Pyrdra Figurine

"A tiny likeness of Pyrdra the Fire Titan. It's now just a reminder of the flying lava that once pursued you."

– In-game description



Soul of Pyrdra

"The soul of Pyrdra ignites your spirit with the unyielding fury of liquid stone."

– In-game description

The Core

FROM THE STUDIO

Ghost forms

The studio has its own word for the souls that come back in the next fight. Presenting a later boss, it wrote:

"Like with all of our hydra bosses, you won't just be fighting [...] but also its "ghost" forms"

Pugstorm

Steam, February 25, 2026

build a platform linked by bridges. Place the organ on solid ground, since in water Crydra disappears from view; a **Speeder** gets you out of the explosions quickly. The **Crydra Chest** floats on water, unlike the chests of the other two.

When Crydra appears, Druidra's soul appears too and uses its area attacks again. It is invulnerable and attacks even when Crydra is down, and every hit you land on it is wasted. Never hit it, but never lose sight of it either. The **ice crystal** throws two spirals of shards in opposite directions. It has 5 HP, and each hit takes only one, whatever your weapon, so land five quick hits while avoiding the shards.

PYRDRA



Pyrdra (in red) and the soul of another Hydra Titan: aim for Pyrdra, not the souls.

Pyrdra races beneath the Desert of Beginnings; the **Wind Organ of Fire** needs a white eye. The souls of Druidra and Crydra escort it: three hydras, three beams. Make sure your hits land on Pyrdra and not on a soul.

Its **fireballs** burn and leave magma slime on the ground. Leave the red marks, and check the ground before you go back. Two armor sets make you permanently immune to burning: 2 pieces of the cosmos set, or 3 pieces of the magma set, including the **Scorching Aegis**. Without them, the **Burn Resistance Potion** gives the same immunity for 1 minute, so bring several. A cooked **Verdant Dragonfish** or **Elder Dragonfish**, fished in lava, covers 10 minutes.

FAQ

I placed the organ and the Titan ignores me.
The organ calls only at the moment you place it, and only in the Titan's own biome. If the ground does not rumble, pick the organ up and place it again when the Titan is closer.

r/CoreKeeperGame
"Druidra???"

FAQ

Druidra killed me. Do I need another Giant Bug Brain?
No. Since version 1.2.0.5 the organ needs only planks and bars. Before the fight, sleep in a bed about 30 tiles from the arena. If you die, you respawn close enough to return before the Titan goes back to sleep.

r/CoreKeeperGame
"Summoning Druidra again after he killed me"

ACHIEVEMENT

Song of the Woods 21%
Defeated Druidra the Wild Titan

Howl of the Sea 20%
Defeated Crydra the Ice Titan

Roar of the Flames 19%
Defeated Pyrdra the Fire Titan

Core Codex estimate
all platforms, November 2026

FROM THE STUDIO

Gems for everyone
Version 1.1.2 changed the rules of the hunt. The organs stopped costing gems, and the chests began to follow the size of the group:

"Hydra bosses will now drop more gems if there are more players in the world – no more fighting over loot!"

Pugstorm
Steam, May 14, 2025

THE CORE SAYS

"Called forth from afar by an ancient song, a new adversary stirs within the ancient forest."
The "ancient song" is the organ's. The pink hydra eye "has a deep connection to other hydra entities"; it also goes into Crydra's organ. The three hydras' names follow the same pattern: **Druid**ra (the forest), **Cry**dra (from the Greek *kryos*, cold), and **Pyr**dra (from the Greek *pyr*, fire).



Soul of Druidra

"The soul of Druidra imbues you with the enduring vitality of the ancient forests."
– In-game description

The Core

IN THE GAME



"Wrought by restrained paradox, it inhales energy to exhale a controlled cut through the aether. Anything trapped within is overwhelmed by the distilled entropy."

Core Keeper
item description

REWARDS

The soul floats above the arena; the rest is in the Titan's chest, to open on the spot. Touch the soul. It gives +10% max HP (Druidra), armor (Crydra), or damage (Pyrdra), and you can turn its power off in the souls tab.

TITAN	IN THE CHEST	ONE GUARANTEED ITEM AMONG THREE	ALSO POSSIBLE
Druidra	3 **Pink Hydra Eyes**, 2 **Jungle Emeralds**, **Verdant Echo-Map**	**Hydra Tooth**, **Hydra Bone Shins**, **Druidra's Ring**	**Coiled Branch**
Crydra	3 **White Hydra Eyes**, 2 **Ocean Sapphires**, **Gelid Echo-Map**	**Hydra Bone Shield**, **Hydra Bone Breastplate**, **Crydra's Ring**	**Frozen Orb**
Pyrdra	2 **Desert Rubies**, **Pyric Echo-Map**	**Hydra Bone Sword**, **Hydra Bone Helm**, **Pyrdra's Necklace**	**Magma Rod**, **Obliteration Ray**

Worth keeping: the hydra bone set, with Druidra's shins, Crydra's breastplate, and Pyrdra's helm. Each piece gives +4% melee stun chance; with 2 pieces, a melee hit has a 20% chance to raise your ranged damage by 30%. Keep Pyrdra's **Obliteration Ray** instead of salvaging it because it cannot be crafted and goes into the **Stormbringer** ("Passage" (p. 81)). Each chest can also hold one part of the **Titan Breath** ("Great quests" in "Side Quests" (p. 77) of the second circle).

After the guaranteed item, the chest makes 5 or 6 more draws. The **Obliteration Ray** comes about one chest in six, the Titan's figurine about one in seven. The emeralds, sapphires, and rubies are upgrade gems for item levels beyond 16 ("Upgrade Station cost per level," in "Gear," Codex III).

AFTER THE VICTORY

Each hydra eye is worth one summoning of the next Titan: three eyes, three tries. If you are short, fight the previous Titan again. Since version 1.3, you wait only about 20 seconds before the next summoning. With Pyrdra's soul, you have all six Titan souls. Talk to the Core, and it marks the crystal meteor where the Core Commander waits.

To fight a Titan again, craft its organ at the crystal shrine. A Titan always returns to the same route, so you need no new scanner. Players hunting a missing part keep a portal at each end of the route and try the organ at both.

FAQ

Ten fights and still no Titan Breath part. Is it a bug?

No. Each part is a random draw, about one chest in three. Players in the thread needed from 1 to 20 fights. Since version 1.3, only about 20 seconds separate two summonings.

r/CoreKeeperGame
"hydra refusing to drop items needed to make the magic staff"

FAQ

Urschleim or the Hydra Titans first?

The Hydra Titans. They belong to the main story, and each soul adds 10% to max HP, armor, or damage. Urschleim is optional, so the thread keeps it for the end.

r/CoreKeeperGame
"Wall of flesh or hydras?"

ACHIEVEMENT

The Titan Breath 4%

Obtained Titan Breath

Core Codex estimate
all platforms, November 2026

PLAYER TIP

The easiest legendary

You have to beat the three Titans anyway, and each one drops its part about one fight in three. That makes the Titan Breath the legendary that asks the least extra effort. Bring mana potions to use it.

Dakon's Madhouse
YouTube, "Easily Acquire The Legendary Titan Breath | Core Keeper 1.2"

GUARDIAN · CIRCLE 2

CORE COMMANDER

The Desert of Beginnings · inside the crystal meteor

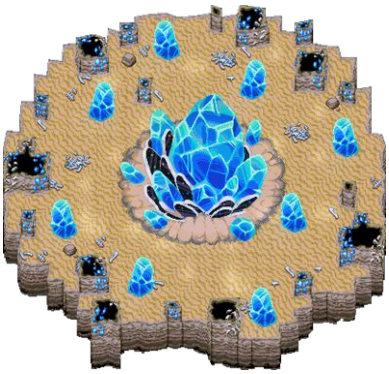
The last guardian of the story waits for you in the meteor of the Desert of Beginnings. He fights with the powers of the first three Titans, protected by three spheres you must break again and again.



CARD

HP	465,385 (Standard, two phases)
DISTANCE	≈ 700 tiles from the Core, Desert of Beginnings
CONDITION	the six Titan souls
RECALL	**summoning idol**, 500 coins from the **Cloaked Merchant**
GEAR	level 17 at least
SUGGESTED COMBAT	50 or more

FINDING THE COMMANDER



The crystal meteor, seen from above: the large crystal is in the middle.

He shows up only once the six Titan souls are gathered.

1. Talk to the Core, which marks the crystal meteor on your map.
2. Place a **Portal** near the arena.
3. Interact with the large central crystal. It shatters and the fight begins.

The 8 crystals around it do not summon the boss. The meteor is radioactive within 5 tiles. The 3 pieces of the **Brave Merchant**'s Hazmat set protect you.

PREPARATION

Come with gear of at least level 17 and a fast, accurate weapon to hit moving spheres: the **Ricochet Shuriken**, or the **Stormbringer** if you have already crafted it in the Passage ("Rift statues" in "Passage" (p. 82)). Keep wall blocks and healing for both phases, and eat speed, max HP, and damage dishes.

FIGHT

He uses the attacks of the defeated Titans, in two phases of 50% of his HP. Aim for his spheres rather than him.

Three spheres with 26,700 HP orbit him. His body takes no damage while they turn. A destroyed sphere falls to the ground and keeps shooting, so do not stay next to it. When all 3 are destroyed, he collapses. His body takes damage for 11 s at most, and he gets up early if he loses more than half his bar. Summon your minions while he is down. He then gets back up with his spheres at full health.

TIP

Cutting the void short

If you destroy his spheres during the void attack, he falls and the void stops at once.

ACHIEVEMENT

Visitor From A Dying World 18%

Defeated the Core Commander

Core Codex estimate
all platforms, November 2026

WARNING

Spoilers

The box below quotes the end of the story.

Azeos' lightning, every 3 s, follows four fixed patterns, including a closing circle (look for the opening) and a single fast bolt. From 75% of his HP, runes on the ground announce Omoroth's whirlpools. Move away at once. Ra-Akar's triangles, one attack in four, deal 676 damage.

When his first bar is empty, he becomes the **Unleashed Core Commander**. A new bar appears and the spheres come back. His new attack, **the void**, is announced by a punchy sound. The arena turns to void for up to 20 s, except 3 round safe zones, 8 to 12 tiles from him; their diameter shrinks from 10 tiles to 2. The void takes 20% of your max HP per second.

REWARDS

All the loot is in the **Core Tech Chest**, to open on the spot; there is no soul. It gives one guaranteed item among five, 20% each: the **Void Gun**, the **Trinity Heart**, or one of the three pieces of the Core Commander set. With 2 pieces, this set gives +25% damage to you and nearby allies; with 3 pieces, it deals 67 radiation damage every 2 s to nearby enemies.

Also pick up the 8 meteor shards around the arena (radiation). With all 8, you assemble the **Crystal Meteor Chunk**, which gives +22.9% damage to you, your minions, and your allies, but –22.9% armor.

AFTER THE VICTORY

Talk to the Core. This is the ending and the credits, which you can skip. Your world then goes on, and every boss remains available.

Talk to the Core again. It has sensed another presence, and it sends you to the Passage shrine, where the scanner for **Nimruza, Queen of the Burrowed Sands** is crafted. The third circle begins there.

THE CORE SAYS

"Yet there exists no room for thee in our rekindled society."
The Commander may not be the end. His figurine has its doubts: "This is proof you have defeated the greatest foe and biggest threat you could imagine. Or is it?" The one of his unleashed form shows "a silhouette of the true form of the one that was left, attempting to make this place its home."

The Core Commander, just before the fight

The Core

IN THE GAME



"A symbiosis of an ancient gemstone with organic matter, resulting in a physically impossible material. It pulsates in energetic rhythms of three, a celestial pattern that must have been of utter importance to a spacefaring species."

Core Keeper
item description

PLAYER THEORY

Whose unity?
The game shows these words once the Commander is defeated:

"Another world... which has expelled us. Or... was it the unity of its inhabitants?"
The Core Commander, defeated

Players disagree on who the inhabitants are. Some say the players themselves, since the line suits a group in co-op. Others name the merchants who live in your base, or the six Titan souls you carry.

r/CoreKeeperGame
"Lore of the game?," 9 replies

CIRCLE 2

SIDE QUESTS

Challenge rooms, echo-maps, great quests, and dungeons

These side quests are optional and lead to rare items. A weapon waits at the back of a challenge room, a disk reveals a place, and a chain of parts ends in a legendary weapon.

MELODY ROOMS



In front of the mural of a Sunken Sea melody room

They open as in the first circle ("Side Quests" (p. 29) of the first circle). Play one of the biome's two tunes in front of the mural, then hit it. The dot marks a short pause. Each biome has two designs; their chest gives the loot of a locked chest from the next biome, plus one guaranteed item.

BIOME	TUNE 1	TUNE 2	GUARANTEED
Wilderness	A G F D · C E	G A E E · G A E E	**Scarlet Key**, **Caveling Medal**
Sunken Sea	A D A G · F G A	C D E A B G	**Octarine Key**, **Anchor Axe**
Desert of Beginnings	E A E G · F E D	G C E F · C E F G	**Kingfish Scale**, **Black Desert Diamond**
Shimmering Frontier	F C B G · E	D A D D · A E F	**Solarite Key** and a guardian

FAQ

How do I destroy a melody door?

Once the tune has opened it, any pickaxe breaks it.

r/CoreKeeperGame
"How to destroy Melody doors?"

FROM THE STUDIO

Doors you can remove

At the 1.0 release, a mural stayed in place for good, even wide open. The next update changed that:

"Mural doors (Melody, Worship, and Mold Doors) can now be destroyed."

Pugstorm
Steam, "1.0.1 Minor Update," October 31, 2024

AN OCARINA WORKS TOO

An **Ocarina** opens a mural as well as a harp or a flute. It is the only one of the six instruments that the **Music Workbench** does not craft. It comes as loot, for example from an **Ancient Crate**. Its description is four words long: "A timeless instrument."

TIP

A music room at home

When a melody room sits next to your base, keep its walls. Several players turn theirs into a music room, with a few **Music Sheet Stands**, instruments, and decorations.

CHALLENGE ROOMS

A challenge room is a small puzzle of levers, dynamos, sensors, and pressure plates. A **Ward Coil** protects it. While it is active, nothing in it breaks. Solve the puzzle, then interact with the coil. It destroys itself in ≈ 3 s and the chests open. A room type appears at most once per world.

BIOME	ROOM	WHAT TO DO	REWARD
Wilderness	the two dynamos	between the two torches, hit one dynamo, then the other right away, from range	**Poisonous Sickle**
Wilderness	the conveyor belts	pull the lever each time the key reaches an arm, up to the fourth	**Sun Caller**
Sunken Sea	the cove	search the X marks with a shovel: one hides the obsidian key	**Sentry Shield**, 300 ancient coins
Sunken Sea	the levers	pull down the three levers above the Heart Berries, then the separate lever	**Prehistoric Crystal Spear**
Desert of Beginnings	the three dynamos	shoot all three in a row, before the first one goes out	**Burnzooka**
Desert of Beginnings	the turrets	follow the slippery corridor without ever stopping until the plate	**Scorching Aegis**
Desert of Beginnings	the flame course	watch the sequence, cross each corridor during a pause	**Volcano Mortar**
Shimmering Frontier	the kart race	hit the starting dynamo and finish before the gate closes	**Tome of Decay**
Shimmering Frontier	the endless turrets	walk only on green ground; the turrets keep coming back	**Void Gun**

The two rooms of Breaker's Reach, the only guaranteed ones, are in "Breaker's Reach challenge rooms" (p. 93).

ECHO-MAPS

An echo-map is a disk of coordinates. Use it. A 2-second scan marks the place on your map, and the disk is used up. If you interrupt the scan, you keep it. Keep it until the quest that needs it, so your map does not get cluttered.

Nine bosses drop one, guaranteed until its scan has succeeded. Distances are in tiles from the Core.

ECHO-MAP	DROPPED BY	PLACE REVEALED
Stillwater Echo-Map	**Azeos the Sky Titan**	**Fishing Merchant**'s house, Wilderness, ≈ 500
Runic Echo-Map	**Ivy the Poisonous Mass**	chipped blade temple, Wilderness
Phantasmal Echo-Map	**Omoroth the Sea Titan**	glyph treasure room, Sunken Sea, ≈ 500

WARNING

Older worlds

The verdant, gelid, and pyric echo-maps drop only if your world contains the guaranteed arenas; the fateful echo-map requires a world created with the game's full content. Otherwise, look for these places the old way; see "Content bundles," in "Creating Your World," Codex I.

ECHO-MAP	DROPPED BY	PLACE REVEALED
Fateful Echo-Map	**Ra-Akar the Sand Titan**	thread of fate shrine, Desert
Sacred Echo-Map	**Igneous the Molten Mass**	temple of the Titans, Desert, ≈ 650
Veil Echo-Map	**Nimruza, Queen of the Burrowed Sands**	Veiled Heart chamber, Desert, ≈ 600
Verdant Echo-Map, **Gelid Echo-Map**, **Pyric Echo-Map**	**Druidra the Wild Titan**, **Crydra the Ice Titan**, **Pyrdra the Fire Titan**	ancient battle arenas, Shimmering Frontier

GREAT QUESTS

Nine chains lead to the legendary weapons, the **Oracle Deck**, and the godsent king armor. For most of them, a parchment is used like an item. Put it in your hotbar, keep the other parts in your bag, then use it. The assembly panel uses everything up. The **Titan Breath** has no parchment. With its three parts in your bag, use any one of them from your hotbar. The **Soul Seeker** is assembled in front of the **Ancient Forge**; the **Stormbringer** is crafted at a **Rift Statue**, like the **Pandoric Scepter**.

QUEST	PARTS TO GATHER	PLACE
Rune Song, sword	**Rune Parchment** (2,000 coins, **Cloaked Merchant**); **Broken Handle**, **Clear Gemstone**, **Chipped Blade**; 50 iron bars, 10 ancient gemstones	chipped blade temple, Wilderness
Phantom Spark, bow	reports from the three broken Core rooms, **Empty Crystal** (3,000 coins), giving the **Admin Key**; 3 bow parts, 100 octarine bars, 20 gemstones	glyph treasure room, Sunken Sea
Veil Crux, scepter	five scepters placed on five pedestals, including the **Pandoric Scepter**	Veiled Heart chamber, Desert
Oracle Deck, off-hand	**Thread of Fate**, nine oracle cards	thread of fate shrine, Desert
Godsent king armor	the three tomb items, one per royal labyrinth ("Royal labyrinths" in "Desert of Beginnings" (p. 56))	temple of the Titans, Desert
Soul Seeker, pickaxe	**Ancient Pickaxe**, **Cipher Parchment**, 400 gold bars, 600 scarlet, 600 octarine, 600 galaxite, 100 gemstones	Ancient Forge, Molten Quarry, ≈ 650
Credence of Ruin, mortar	**Schematic Parchment** (5,000 coins, **Otherworldly Merchant**); three parts from Breaker's Reach	Breaker's Reach
Titan Breath, beam	**Coiled Branch**, **Frozen Orb**, **Magma Rod**, dropped by the three Hydra Titans (≈ 30%)	anywhere, from your hotbar
Stormbringer	100 pandorium bars, 100 solarite, 50 cytoplasm, **Obliteration Ray**	rift statue, Passage

IN THE GAME



"The complete set of oracle cards. Bringing them together strangely restored the cards to perfect condition and now they emit a powerful, enlightening aura."

Core Keeper
item description

ACHIEVEMENT

The Heart of the Cards 6%

Obtain the Oracle Card deck

Core Codex estimate
all platforms, November 2026

The **Rune Song** adds 10 HP with each melee hit. The chipped blade temple is made of obsidian. Hold a **Glow Tulip** in front of its door and it opens. The three pieces of the king's armor together give 85% longer dashes; each labyrinth is lined with poison spikes, so bring antidotes. The **Oracle Deck** gives +48 max HP and +4.2 HP per second to you and nearby allies.

In the glyph treasure room, the **Admin Key** opens the obsidian door, and the Titan's chest gives up the **Glyph Parchment**. For the **Veil Crux**, each pedestal shows the scepter it expects when you hover over it.

At the eye-shaped thread of fate shrine, disarm the statues first, then break the central slab because the thread is buried under the glyph stone. **Maze Blocks** give way to a high-level pickaxe or to grouped **Dynamite Packs**. Oracle cards have a golden edge and are spread over two circles, so pick each one up as soon as you see it. The full deck gives the achievement "The Heart of the Cards."

DUNGEONS

A dungeon takes preparation: repaired gear, healing, food, torches, and room in your bag. Activate the **Ancient Waypoint** at the entrance when there is one. It is for travel and does not make you respawn, so place a bed next to it if you plan to stay.

Move room by room while keeping a clear path back to an explored area, and place a torch at each crossing. After a death, you find your way back. Pull up the grounds where enemies spawn (**Stone Moss**, **Chrysalis**, mold) with a hoe, and open no chest while an enemy is close.

Their walls resist ordinary pickaxes ("Wall hardness" in "A World of Circles" (p. 5)). Follow the corridors, or bring in a powered **Drill**.

FAQ

Still missing the Oracle Card "Inspiration." New world?

Not yet. Besides the chests of the city dungeons, it drops, rarely, from **Caveling Scholars**. Players set up a scholar farm to multiply their chances.

r/CoreKeeperGame

"Is it worth continuing to search for the oracle inspiration card in my current world?"

REPLAY



Bombs, then the shovel

The bombs open the shrine, the shovel does the rest, and the Thread of Fate comes out of the ground.

Bring explosives and a shovel: the thread is buried, and there is one shrine per world.

Serroh Style

YouTube · Find ANY Rare Item INSTANTLY! [Chipped Blade, Ancient Forge, & MORE!] | Core Keeper 1.0

CIRCLE 3

THIRD CIRCLE

The Passage and Breaker's Reach

Beyond 1,170 tiles begins the third circle: the Passage, then Breaker's Reach, and the last bosses of the game. Its walls resist the **Solarite Pickaxe** on its own. Its inhabitants pass through walls. Before you go in, you still need to gear up, fill your bag, and place a portal at the entrance.

GEAR

All of this can be found in circle 2. Each biome brings its metal, its bosses, and its recipes. Levels, effects, and drop chances are in "Weapons," "Armor," and "Accessories," Codex IV. Choosing a style and its talents is covered in "Skills," Codex III.

	MELEE	RANGE	MAGIC
Weapon	**Rune Song** or **Solarite Sword**	**Octarine Bow** or **Galaxite Chakram**	**Scholar's Staff**
Armor	**solarite set**	**hunter set**	**sorcerer set**, then **arcane monk set**
Off-hand	**Sentry Shield** or **Omoroth's Beak**	**Azeos' Dash Feather**	**Rift Lens**
Jewelry	**Polished Copper Cross Necklace**	**Mold Vein Necklace**	two **Polished Glow Tulip Rings**
Lantern	**Orb Lantern**	—	**Pearl Lantern**
Backpack	**Morpha's Bubble Backpack**	**Octarine Backpack**	**Scholar Backpack**

In melee, the **Sentry Shield** reflects part of the damage you take, and the **Orb Lantern** serves for mining as well as fighting. At range, the hunter cloak raises your critical hit chance when you stand still. In magic, the **Pearl Lantern** adds magic and speed.

Morpha's backpack comes from **Morpha the Aquatic Mass**, the scholar one from the Hydra Titans. The arcane monk set also comes from the Hydra Titans, and the **Rune Song** from the quest of the same name ("Side Quests" (p. 75) of the second circle).

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WARNING

Levels 17 to 19

Before the Passage, set aside one upgrade gem for each of levels 17, 18, and 19; the steps are in "Upgrade Station cost per level," in "Gear," Codex III. The **Jungle Emerald**, the **Ocean Sapphire**, and the **Desert Ruby** are found mostly in the Shimmering Frontier. The lucent oak spiral chest gives 3 of each, the arena chests 2 or 3.

PREPARATION

Fill your bag before you leave for the Passage:

1. at least five **Greater Healing Potions**;
2. three or four different bonus dishes (max HP, anti-boss, armor, damage), cooked with your golden crops;
3. a one-minute **Stoneskin Potion**, to drink as you engage;
4. the **Tower Shell Necklace** (+188), for the tuff of Breaker's Reach, since the fossil of the Passage resists your pickaxe anyway ("Route" in "Passage");
5. 26 solarite bars in reserve, for the pandorium armor.

For big harvests and boss dishes, take the talents "Expert gardener" and "Master chef," then redistribute your points. It costs 200 ancient coins per tree. Urschleim and Nimruza ask for 70 or more in your main combat skill and in Vitality. The base, automation, and crops of the outer reaches are in Codex III.

WHERE TO START

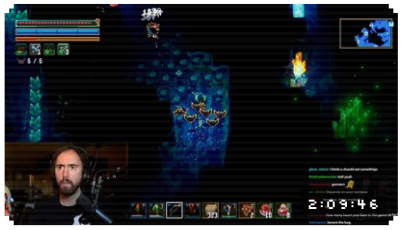
After the **Core Commander**, the Core sends you to the Passage shrine, in a large corridor to the north. It crafts the scanner for **Nimruza, Queen of the Burrowed Sands**.

PORTAL TO THE PASSAGE

The Passage starts 1,170 tiles from the Core, beyond the Shimmering Frontier, too far to walk back after each death. Craft a **Portal** at the Octarine Workbench (recipe in "Sunken Sea" (p. 45)).

Place it at the entrance of the Passage, in a room closed by walls, because large creatures crush portals in their path. It takes 10 minutes to charge, then teleports you as often as you like to your other portals and to waypoints.

REPLAY



Portal first
He has barely entered the Passage, the fossil walls hardly crack, and he drops his portal right there.

Set the portal down as soon as you arrive. Every death sends you back to the Core.

Asmongold TV
YouTube · So I Played Core Keeper Again..

FAQ

Bomb crawlers keep blowing up my portal.
Enemies only spawn and fight around you. When one is waiting at the portal, draw it away before you fight, and stay away from the portal the rest of the time.

r/CoreKeeperGame
"How do I stop these bomb enemies from destroying my portal in The Passage?"

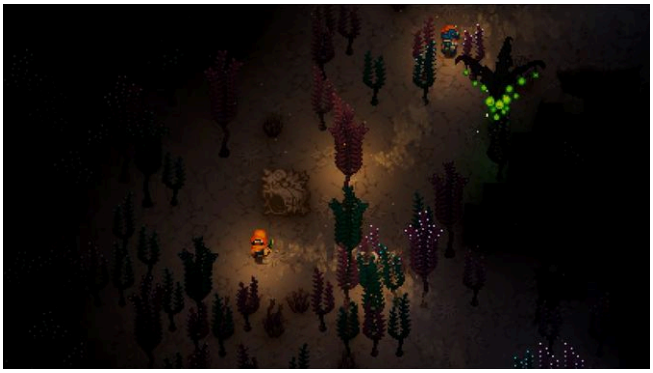
BIOME · CIRCLE 3

PASSAGE

The edge of the world, made of fossils

A landscape of giant fossils, **Barnacle Grass**, and forests of **Sulfur Trees**, under a purple light. The inhabitants of the Passage go through walls as if they were not there. Its pandorium and cytoplasm make the pandorium gear, and its shrine holds the **Corrupted Sap** that summons Nimruza.

RESOURCES



A forest of the Passage, under the purple light

Pandorium Ore, an ore "brimming with chaotic potential," grows on fossil ground, in **Pandorium Crystals** (1 or 2 per crystal), and forms **boulders**; the walls hold none. Smelt it at the **Fury Forge**.

Cytoplasm, dropped by the creatures of the Passage, is also found in the large fossil clusters. It goes into every craft at the **Rift Statues**, which open a rift to a mysterious entity willing to trade. The statues act as the workbench because there is no pandorium workbench.

Break the fossil clusters as you pass. A small **Fossil Cluster** mostly gives a **Calcified Shell**. A **Large Fossil Cluster** gives 2 or 3 draws, often shells and cytoplasm. Sometimes it adds a **Sulfur Bomb**, **Ancient Gemstones**, or **Mechanical Parts**, two ingredients of the **Urschleim Scanner**. The shells go into the ruin decorations made at the **Rift Statue**, such as the **Grimy Stone Pillar** and the **Stone Lantern**.

ROUTE

A ditch separates the Shimmering Frontier from the Passage. Follow the existing paths, or blast the walls. A **Sulfur Bud** placed at the foot of a fossil wall brings it down (pick it up with a shovel to place it).

Do not count on your pickaxe when you arrive. At its base level, the **Solarite Pickaxe** gives +735 mining damage, less than half of the 1,600 that fossil needs. **Sulfur Bombs** open the way. The portal that saves you the trip after each death is in "Portal to the Passage" in "Third Circle."

CARD

DISTANCE	1,170 to 1,350 tiles, beyond the Shimmering Frontier
WALLS	**fossil**, more than 1,600
PICKAXE	**solarite** (+735), not enough even with the **Tower Shell Necklace** (+188): bring **Sulfur Bombs**
ORE	**pandorium**
BOSS	**Urschleim**
FISHING	stagnant water, power 280

? LIVING SCENERY

The feather trees of the Passage are not trees. Their description calls them tall invertebrates that feed on floating particles with their long arms. The **Barnacle Grass** is not grass either, but long-necked barnacles. Even the fossil walls are "layers upon layers of living matter."

REPLAY



Sheltering your portal
Arriving in the Passage, he moves away from the portal right away because local enemies destroy portals.

Place your portal in a walled room, away from monster paths, and move away when you arrive.

Dandy
YouTube · All Bosses in Core Keeper 1.0 | The Final 3 Bosses | Boss Guide

SULFUR BOMBS

The **Sulfur Bomb** breaks almost every wall in the Passage: 5,936 mining damage, far beyond the 1,600 that fossil needs, and 1,143 to 1,395 explosion damage. Craft it at the **Laboratory Table** with 5 **Sulfur Buds** and 3 **Poison Slime**.

DANGERS

Four dangers lurk in the Passage: sulfur worms, the **Colossal Amoeba**, sulfur buds, and Urschleim. The **Sulfur Bud** explodes at the slightest touch, so never hit it in melee. The **Drape Ray** is the only harmless critter. **Urschleim**, an optional boss, travels the whole Passage; a rumble and tremors announce his approach, and his touch kills instantly. The fight is in "Urschleim" (p. 85).

Fight on wide open ground, far from the walls. Creatures come out of the rock right next to you. In a narrow tunnel, the bombs of a sulfur worm leave you no room to dodge. Keep moving, heal early, and lead every fight away from your portal and your drills.

DRILLING PANDORIUM

The real stock of pandorium is in the **Pandorium Ore Boulder**. It drops one ore for every 7,200 damage, about 1,800 ore in all. Surround it with drills, as you would any boulder. Keeping them standing is the hard part, because the bombs of sulfur worms destroy drills.

Passage creatures appear around players, not around machines. Players who drill here use the same method.

1. Draw out the first wave away from the boulder and kill it.
2. Place your drills quickly, during the lull that follows.
3. Run a **Conveyor Belt** line to the Shimmering Frontier, with a chest and your portal at the end.
4. Leave, and come back only to collect.

RIFT STATUES



The ruins of a rift statue, seen from above; the statue is in the middle

Each small ruin holds a rift statue, and there is no limit to the number of ruins. Place a **Portal** near the one you use, to come back quickly.

ITEM	PANDORIUM	SOLARITE	CYTOPLASM	OTHER
Pandorium Helm	20	8	10	—
Pandorium Chestplate and Bracers	30	10	10	—
Pandorium Pants	25	8	8	—

WARNING

No wall protects you

Every enemy of the Passage goes through walls. Keep a clear escape route and a ranged weapon rather than barricading yourself.

ENEMY



Sulfur Worm

3,075 HP

It drops **Sulfur Buds** and cytoplasm.



Colossal Amoeba

5,535 HP

It drops 3 to 5 cytoplasm almost every time, and sometimes a **Sulfur Bomb** or a **Squishy Egg**, which hatches the **Snugglygrade**, a pet for mages.

REPLAY



Running from sulfur bombs

In the Passage, he warns: what kills you are the sulfur bombs.

Move away after each killing blow, run from the small enemies that explode, and circle the big ones while shooting.

GardenerGames

YouTube · [ES] CORE KEEPER | URSCHLEIM: El Boss del Pasadizo

FAQ

I get swarmed every three seconds.

Get away from the walls and fight in a wide open space. Raise your movement speed so the creatures cannot keep up. A **Rift Lens** lets you blink out of a pack.

r/CoreKeeperGame

"The passage"

ITEM	PANDORIUM	SOLARITE	CYTOPLASM	OTHER
Pandorium Axe	25	–	20	–
Chaos Staff	20	–	15	–
Pandoric Scepter	30	–	15	–
Stormbringer	100	100	50	**Obliteration Ray**
Urschleim Scanner	–	–	20	20 ancient gemstones, 20 mechanical parts
Primeval Slime Cell	–	–	40	30 ancient gemstones

The **Stormbringer** is described in "Great quests" in "Side Quests" (p. 77) of the second circle, the scanner and the cell in "Urschleim" (p. 85). The pandorium set gives HP and dodge, with no armor points at all. Its 3 pieces worn together add +80% melee damage as long as you are not hit, and +14.3% speed.

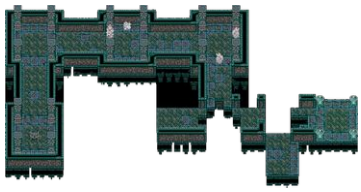
The **Chaos Staff** fires random projectiles; some bounce and explode, hurt you, and destroy buildings. Use it while exploring, never near your base.

NOTABLE PLACES

The **Passage shrine** is in a large corridor to the north, with a waypoint; the Core sends you there after the Core Commander. The shrine crafts the scanner for **Nimruza, Queen of the Burrowed Sands**, as well as the **Corrupted Sap**: one **Hardened Sap**, 20 pandorium bars, 20 cytoplasm.

The ruins of the rift statues are everywhere in the biome. There are also the small cultist temples, a melody room, the feather tree forest, the pandorium field, and the sulfur forest.

CULTIST TEMPLES



A cultist temple, seen from above; its walls are maze blocks

The **cultist temples** line the walls, small dungeons of **Maze Block** (895 mining damage), each with a **Cultist Chest**. Dungeon preparation is in "Dungeons" in "Side Quests" (p. 78) of the second circle.

Sulfur Worms go through their walls and drop time bombs. Step away from the body and the bombs. They also blow up drills and portals as they pass, so keep yours away from their paths. **Colossal Amoebas** respawn around you. Urschleim goes through walls too. Follow him with the **Urschleim Scanner** and get out of his path. The **Rift Lens** teleports you a short distance, never through a wall.

The **Cultist Chest** gives one item drawn among **Jungle Emeralds**, **Ocean Sapphires**, **Desert Rubies**, and the arcane monk and Grim sets, plus 4 draws (mostly **Pandorium Bars**). The temples also hold bombs, Recall Idols, and pet boosts.

The Passage melody room, one per world, is in "Side Quests" (p. 93) of the third circle.

FROM THE STUDIO

Drill sites under fire

A player asked for a pandorium drill, because Passage creatures kept wrecking their drill sites:

"They're a real nuisance, aren't they!? We're discussing how to best handle mobs at drill sites."

Alexander Ma, gameplay lead at Pugstorm
Reddit AMA, September 10, 2025

IN THE GAME



"Augmented by a mysterious energy, this weapon unleashes chaining arcs of lightning upon your foes. Holding it sends a tingling sensation through your arms."

Core Keeper
item description

ACHIEVEMENT

Wielder of Legends 13%

Obtained Stormbringer

Core Codex estimate
all platforms, November 2026

FISHING

Stagnant water has no fish schools. It asks for 280 fishing power, and the **Solarite Fishing Rod** (287) is the first rod that reaches it without help ("Fishing power," in "Farming, Cooking, and Fishing," Codex III).

WATER	POWER	CATCHES
Stagnant	280	**Terra Trilobite**, **Litho Trilobite**, **Pinkhorn Pico**, **Greenhorn Pico**, **Riftian Lampfish**

Besides fish, the line brings up **Pandorium Ore**, the most useful item, as often as **Sulfur Buds**, **Gold Ore**, **Triops Fossils**, and the **Lost Paddle**.

The **Terra Trilobite** is the catch to aim for: +344 mining damage and +103 max HP for 10 min (+516 when epic). The **Riftian Lampfish** restores 5.1 HP per second for 20 s.

FISH	SHARE AMONG FISH	COOKED, FOR 10 MIN
Terra Trilobite	28.6%	+344 mining damage, +103 max HP
Litho Trilobite	23.8%	+69 max mana, +79 magic barrier
Pinkhorn Pico	19%	+52.1% minion damage
Greenhorn Pico	19%	+36.8% minion attack speed, +12% minion critical hit chance
Riftian Lampfish	9.5%	+27.6% magic damage, +58 max mana

LEAVING THE BIOME

Craft the pandorium set before you leave the Passage: 75 pandorium bars, 26 solarite, 28 cytoplasm. Keep a reserve of cytoplasm for the **Corrupted Sap** and Urschleim recalls, and **Sulfur Bombs** for the walls.

FOR	PANDORIUM BARS	CYTOPLASM
Pandorium set	75	28
Corrupted Sap	20	20
Nimruza's scanner	–	20
Void-Fused set, in Breaker's Reach	26	–
Stormbringer	100	50

One ore smelts into one bar. The set, the sap, and the Void-Fused pieces add up to 121 bars, far less than the 1,800 ore of one boulder. Breaker's Reach also asks for 8 bars per **Scrap Minigun** and 4 cytoplasm per **Flame Turret**.

REPLAY



A bucket of the Passage
He scoops Passage water into his bucket to fish its catches back home, starting with the Terra Trilobite and its 344 mining damage.

Carry stagnant water home in a Bucket and fish the Passage in safety.

Rogue
YouTube · I Spent 200 days in Core Keeper 1.0 (Hard Mode) FULL MOVIE

TIP

The dish players cook
Players pair the **Terra Trilobite** with a **Golden Pinegrapple**. One dish then gives +344 mining damage, +28.2% melee damage, and +8.4% melee attack speed for 10 min. Those who fight with the **Stormbringer** name it most often.

IN THE GAME

Lost Paddle

"Somewhere, someone must have paddled in circles."
The **Triops Fossil** is what is left of "a species that still exists to this day, even after 220 million years." Each trilobite is "the mutated offspring of its extinct ancestor." A pico is "entirely translucent with no visible brain."

In-game description

OPTIONAL · CIRCLE 3

URSCHLEIM

The Passage · Goes through walls · Deadly touch

The oldest of all slimes, a primal mass that circles the Passage without ever stopping. Urschleim goes through walls, speeds up as he loses HP, and his touch kills instantly. His chest holds the **Giant Mitochondrion**: +100 max HP, once per character.

FINDING URSCHLEIM

His arena is the whole Passage. Urschleim is in place from the moment the world is created. No summoning the first time. You only have to cross his path. He follows a fixed route, goes through blocks without destroying them, and kills other creatures; the screen shakes as he approaches.

The **Urschleim Scanner** shows his position. It is crafted at the **Rift Statue** with 20 **Ancient Gemstones**, 20 **Mechanical Parts**, and 20 **Cytoplasm**.

PREPARATION

Against Urschleim, speed matters more than armor because you must stay ahead of him without a break. Aim for 140 to 160% movement speed. The **Golden Bomb Pepper** dish gives up to +40.4%, but only for one minute, so bring several. Add **Azeos' Dash Feather** and the talent "Pick and run!" (Mining), which gives 4 to 20% speed shortly after you mine a wall.

Take a fast, accurate weapon for his bulbs, such as the **Phantom Spark** or the **Stormbringer**, and damage jewelry rather than armor.

Since he goes through walls and you do not, prepare a continuous escape route on his path before you attack him:

1. Find his route with the scanner.
2. Fill holes and water with any filler block, and break walls and rocks.
3. Block off dead ends.
4. Mark the turns with **Torches**.
5. Kill the Passage creatures that could block your way.

Clear at least 20% of the loop. Engage him at the top of a long corridor. You run ahead of him all the way and shoot with nothing in the way.

FIGHT

Urschleim has only one attack, moving forward: never be in his path. Stay ahead of him, at a safe distance, and follow the cycle of bulbs and head; count on 4 cycles in general. His shell cannot be hurt, so aim for his 3 glowing bulbs, 17,880 HP each. Each bulb destroyed slows him for a moment.

With the 3 bulbs destroyed, he stops. His head comes out in front of the player who destroyed the last one, breaking every block over 11 × 11 tiles. It stays out for 20 s at



CARD

HP	249,826 (Standard)
DISTANCE	the whole Passage, on a clockwise loop
SCANNER	Urschleim Scanner
RECALL	Primeval Slime Cell
REWARD	Giant Mitochondrion
SUGGESTED COMBAT	70 or more, Vitality too

WARNING

Deadly touch

His touch deals 20,000 damage, which ignores armor and the damage cap per hit. Extra HP helps against the rest of the Passage, not against him.

WARNING

He speeds up

His speed rises with the HP he loses: 3.5 tiles/s at full health, 5.5 at 50%, nearly 7.5 at the end. Keep a bigger lead than you think, and stop shooting in time to take the turns.

ACHIEVEMENT

Cambrian Behemoth 12%

Defeated Urschleim

Core Codex estimate
all platforms, November 2026

most, and 10 s at most after your first hit. If he loses more than 25% of his max HP, it goes back in early. The 3 bulbs then grow back with full HP, and the cycle starts again.

Outside the active zone, he recovers 10% of his HP every 5 s after a 5 s break, so an interrupted attempt is lost. He ignores almost every effect: stun, burning, radiation, charm, slime slowdown, and slippery ground.

REWARDS

All the loot is in **Urschleim's Chest**. It always holds the **Giant Mitochondrion**. Eat it to gain +100 max HP, once per character. Add one guaranteed item, the **Squishy Egg** (14.29%, a pet) or a sulfossil piece (28.57% each), then 5 draws, including the **Urschleim Figurine**.

Worth keeping: the sulfossil set (**Sulfossil Helmet**, **Sulfossil Cuirass**, **Sulfossil Boots**). With 2 pieces, +25% explosion damage; with 3, you deal 74 damage to nearby enemies each time you are hit.

AFTER THE VICTORY

To call him back, use a **Primeval Slime Cell** anywhere in the Passage. It is crafted at the **Rift Statue** with 40 cytoplasm and 30 ancient gemstones, and it does not summon a second one while the first is alive.

IN THE GAME



Urschleim Figurine

"A tiny miniature of Urschleim. This primal slime mass seems to be unbothered by anything in its path."
Urschleim is a real German word: "primordial slime." In the 19th century, naturalists imagined a primitive jelly at the origin of all life. The game takes up the idea: Urschleim is the oldest of all slimes.

In-game description

IN THE GAME



"A highly mutative, crystalized cell. Its black mucus attracts the oldest of organisms to where ancient lifeforms still roam."

Core Keeper
item description

PLAYER THEORY

Seabed or guard belt
The game shows a biome of "calcified marine fossils" and a boss that one item counts among "the oldest of organisms." Some players read the Passage as an ancient seabed, the place where everything in the underground began. Others see a guard belt around the world, patrolled by an organism that erases whatever crosses its path.

r/CoreKeeperGame
"Lore-wise, what's your take on the passage," 7 replies

BIOME · CIRCLE 3

BREAKER'S REACH

Machines, oil, and the void

A huge abandoned work site at the far north of the world: rails, walkways, giant drills, oil barrels, and robots that are still digging. At the far end, rifts open onto the void. It is the source of relucite and corrupted alloy, and the home of **S.A.H.A.B.A.R.**, the last boss of the story.

BIOME



The great gate, the neuron in hand

Breaker's Reach sits on the Core's northern axis, beyond the Passage, and indestructible blocks border it, so you enter only through its great gate. First defeat **Nimruza, Queen of the Burrowed Sands**, who drops the **Brood Void Neuron**. The Core then sends you due north; interact with the gate, item in hand, and it opens.

Tuff walls need more than 806 mining damage. The solarite pickaxe alone is not enough; with the Tower Shell Necklace, it gets past them.

RESOURCES

Relucite Ore, a glowing ore of hardened amber and amethyst, is found in tuff walls, **boulders**, dig spots, broken geobots, and crates. Smelt it at the **Fury Forge**. Boulders are rare, so surround each one with drills to get the most out of it. **Corrupted Alloy** comes from void cavelings, **Geobot Scourers**, and the biome's breakable objects.

Void cavelings and void larvae also drop **Oblivion Fragments**. With 10 fragments, you form Oblidra's **Wind Organ of Void**. Three more treasures can be picked up: the **Geobot Leg**, the **Disabled Datapad**, and the **Sahabar Idol**.

CARD

DISTANCE	beyond 1,350 tiles, to the north, past the Passage
WALLS	**tuff**, hardness 806
GROUNDS	**muddled moss**: void pockets
PICKAXE	**solarite (+735)** with the **Tower Shell Necklace (+188)**
ORES	**relucite**
BOSS	**S.A.H.A.B.A.R.**, **Oblidra the Void Lord**
FISHING	power 20, like the Undergrounds

REPLAY



Keeping your portal away from the gate
The Core points them to the gate in the north, and the duo sets off to find it. New areas can crush whatever was there.

Breaker's Reach is generated when its gate opens, so place your portal 25 or 30 tiles away from it.

ばうわん
YouTube · [JP]"突破者の到達点"探索！新ボス S.A.H.A.B.A.R. と対決する！

ENEMY



Void Caveling Brute
29,970 HP
It drops oblivion fragments, corrupted alloy, and sometimes the **Black Charm Necklace**.

DANGERS

The whole biome is a dungeon: a dead factory of corridors, rails, warehouses, and a trapped gorge, full of geobots. The preparation shared by all dungeons is in "Dungeons" in "Side Quests" (p. 78) of the second circle.

The first danger is **oil**. **Ground Oil** cuts your speed by 30% and soaks you in oil for 10 s; if you catch fire while soaked, everything explodes. Fire spreads from one puddle to the next and lasts 7 s. Pick up the puddles with a shovel or a hoe. Do not fight next to the red barrels, since a destroyed **Metal Barrel** spills oil over 3 tiles. The **Black Charm Necklace**, dropped by void cavelings, gives +32 armor and immunity to oil. Wear it in Breaker's Reach and take it off when you leave.

ENEMY



Geobot Patroller
14,040 HP
It throws two volleys of 3 oil bombs, then a fire bomb that ignites the oil. Get out of the puddle before the third bomb. Its beacon turns from blue to red as soon as it has spotted you. That is your signal to break off. It drops grenades.



Geobot Miner and Geobot Scourer
10,530 / 4,563 HP
The miner, a crab robot that digs, shoots, and charges (441 damage), deploys energy shields that block your attacks. Scourers come in numbers and hit very fast: 189 damage every 0.3 to 0.8 s. Both drop mostly corrupted alloy; miners sometimes drop relucite.

NOTABLE PLACES

The **Breaker's Reach shrine** has a waypoint and crafts what you need to call **S.A.H.A.B.A.R.**, whose dungeon and fight have their own chapter. Oblidra, optional, roams all of Breaker's Reach. The summoning is in "Oblidra the Void Lord" (p. 91). The **giant drill** and the abandoned drill site each hide a relucite boulder, and the Sahabar monuments hold an idol on a pedestal.

VOID POCKETS

At the far end of Breaker's Reach, tears in space form the void pockets: tuff walls soaked with void, muddled moss on the ground. **Void Cavelings**, **shamans**, **brutes**, **Void Larvae**, and their **cocoons** live there. The **Glowing Mushroom** grows there, born from the moss's purple mycelium. Cooked, it gives +34% explosion damage.

The biome has two melody rooms and the only two guaranteed challenge rooms in the game ("Side Quests" (p. 93) of the third circle).

REPLAY



Restoring the drill site
In his review of 1.2, he notes that the boulders on the new map depend a lot on luck.

Look for the abandoned drill site in Breaker's Reach. Its relucite boulder is already surrounded by drills, belts, and a robot arm.

Dakon's Madhouse
YouTube · Core Keeper 1.2 is Here! What Do I Think? A Review

WARNING

Sensors and dynamite
Some rooms hide **Remote Explosive Packs** linked to **Explorer Proximity Sensors**. If you walk past a sensor, everything blows up, so remove the sensors before you go in.

IN THE GAME



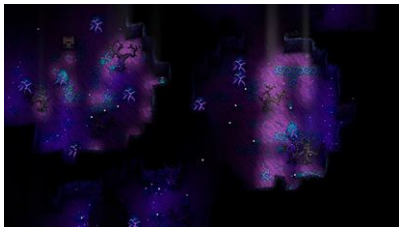
"A sculpted drill given sanctified portrayal."

Core Keeper
item description

IN THE GAME

"An enormous capsule humming with energy. It would makes sense as a component for something grand."
Giant Fuel Cell

Core Keeper
item description



A void pocket and its cavelings

GUARDIAN · CIRCLE 3

S.A.H.A.B.A.R.

Breaker's Reach · the central hall of his factory

A four-legged metal herald, built to defend the world against the breach. He can be hurt only when his four legs give way at the same time.



CARD

HP	**144,414** (72,207 casual · 216,621 hard)
PLACE	**central hall of his dungeon, Breaker's Reach**
SUMMONING	**Profane Override**
GEAR	**level 17 to 19**
SUGGESTED COMBAT	**80 to 90**
REWARD	**Herald Void Neuron**
FREES	**Otherworldly Merchant**

FINDING S.A.H.A.B.A.R.

After Nimruza, the Core sends you to the Breaker's Reach shrine. The shrine crafts the **S.A.H.A.B.A.R. Scanner** (20 **Relucite Bars**, 20 **Corrupted Alloy**, 30 **Ancient Gemstones**, 30 **Mechanical Parts**), which shows his dungeon, a large factory with entrances guarded by electric doors and sensors. First activate the waypoint at its edge, then make your way to the central hall.

The **Profane Override**, crafted at the same shrine (20 relucite bars, 30 corrupted alloy, 30 mechanical parts), starts the fight. **The first time**, insert the override into the console of the central hall. **On later tries**, place a new one on the summoning circle that replaces the console.

PREPARATION



A lava pit in the central hall

Aim for level 17 to 19 gear, a level 10 pet, and skills of 80 to 90. Eat speed, max HP, and damage dishes, and plan healing for two phases. An accurate weapon targets each leg while keeping you mobile. The **Obliteration Ray** and the **Stormbringer** work well.

The central hall has a lava pit in each corner. Bridges over them give you room to dodge; if he falls in, he loses 2,000 HP per second. Clear the hall of enemies before you insert the override so none join the fight.

FIGHT

His body is protected while he walks. You must **break his legs** to bring him down, then hit the body on the ground. Each leg has 8,741 HP and repairs itself in 22 s, so weaken them all, then finish them off one after another. With all 4 broken, he collapses for 10 s. His body becomes vulnerable 2 s after the fall starts.

WARNING

Void puddles

A void creature dies at the slightest hit or when it touches you, and leaves a puddle with a 3-tile radius that takes 30% of your max HP per second. Step away from where you just killed one. One that fades out on its own after 12 s leaves nothing.

ACHIEVEMENT

Calculated Prophecy 5%

Defeated S.A.H.A.B.A.R.

Core Codex estimate
all platforms, November 2026

If he loses 25% of his max HP, he gets up early. Step back each time he rises because he pushes everyone away.

In phase 1, he chains fire missiles (the fire stays for 5 s), volleys of laser balls all around, and a heavy shot charged for 2 s. Then he moves, even over lava. At 50% of his HP, **phase 2** enrages him: his volleys go from 7 to 14 in a row, and below 20%, the heavy shot charges in only 1.5 s. He adds 4 to 6 **void missiles**, each of which releases a creature that chases you for 12 s. If he climbs back to 70%, he calms down. Out of combat, he waits 20 s, then regains only 3% of his HP every 5 s, so a pause to heal costs little.

REWARDS

The **S.A.H.A.B.A.R. Chest** always holds the **Herald Void Neuron** and the **Void Idol**, plus one guaranteed item. It is **S.A.H.A.B.A.R.'s Mortar Housing** (10%), a piece of the **Credence of Ruin**, or a piece of the welder set (30% each), among the **Welder Helmet**, **Welder Chestplate**, and **Welder Leggings**. The chest's 5 other draws can give these items too. Counting them, the housing turns up in about one chest in four. With 2 welder pieces, your hits add +80 burn damage as long as you are burning yourself; with 3, your damage doubles.

AFTER THE VICTORY

A cutscene brings you face to face with the little visitor from elsewhere again. With the **Herald Void Neuron**, the Core then points you to a gate at the far north of Breaker's Reach, toward the great drill, still inactive. The gate takes the neuron, which stays locked in its slot. Behind it, the drill cannot be used yet. What is left to do is in "After Oblidra" (p. 95).

Place the **Void Idol** in a livable room. The **Otherworldly Merchant** moves in with you ("Merchants' quarter," in "Build," Codex III). He sells the **Relucite Smithing Table** and the **Metalcrafter's Table** (1,000 coins each), Oblidra's scanner (500), and the **Schematic Parchment** (5,000).

IN THE GAME



S.A.H.A.B.A.R.'s Mortar Housing

"The shattered launcher torn from S.A.H.A.B.A.R.'s frame. A faint inscription on the housing reads "Sanctified Artificial Herald Against Breach And Ruin"."
So that is what S.A.H.A.B.A.R. stands for. After his defeat, the Core warns: "The Maw of Endings awaits... and it has seen you."

In-game description

IN THE GAME



"A relic born of cult devotion and void corruption. Forged from S.A.H.A.B.A.R.'s own frame and sanctified components of Breaker's Reach."

Core Keeper
item description

ACHIEVEMENT

The Credence of Ruin 3%

Obtained Credence of Ruin

Core Codex estimate
all platforms, November 2026

OPTIONAL · CIRCLE 3

OBLIDRA THE VOID LORD

Breaker's Reach · he moves

The fourth Hydra Titan, from the void, with four heads. Oblidra haunts Breaker's Reach as a moving pool of shadow, and fights alongside the souls of his three cousins. **Oblidra's Heart**, in his chest, gives +70 max HP for good.



CARD

HP	160,092 + 48,028 armor (Standard)
PLACE	Breaker's Reach (he moves)
SUMMONING	Wind Organ of Void
REWARD	Oblidra's Heart
SUGGESTED COMBAT	80 to 90

FINDING OBLIDRA

Oblidra patrols underground in Breaker's Reach, with no arena. On the surface, all you see of him is a moving pool of void, useless to hit. The **Oblidra the Void Lord Scanner** shows his route; the **Otherworldly Merchant** sells it for 500 coins (see "After the victory" in "S.A.H.A.B.A.R.").

The organ that summons him forms from oblivion fragments, dropped by the void cavelings, brutes, shamans, and larvae of the Breaker's Reach pockets.

1. Collect 10 **Oblivion Fragments**.
2. Hold a fragment in hand and use it. The **Wind Organ of Void** forms.
3. Place the organ within 300 tiles of him. He rushes at it, swallows it, and opens a 3-tile crater.
4. If nothing comes, get closer to the pool.

PREPARATION

Oblidra keeps you moving and hitting without a break, so gear up for speed and max HP. Eat speed, max HP, and damage dishes, and bring healing. Clear an arena on his path before you place the organ, and never fight with your back to a wall.

FIGHT

Oblidra follows the cycle of the other three hydras, described in "Hydra Titans" (p. 69), with thicker armor. First empty his yellow armor bar (30% of his HP). He collapses. Hit him for 9.3 s at most, or less if he loses more than 25% of his max HP. Then he dives, resurfaces elsewhere with his armor back, and it all starts again.

The souls of **Druidra**, **Crydra**, and **Pyrdra** are with him from the start. Invulnerable, they soak up hits that do not touch his armor, attack even when Oblidra is down, and disappear only when he dies. His **moving void pools** are the priority because they follow you and hit very hard.

ATTACK	RESPONSE
Moving void pools	2 or 3 every other volley, chasing you for 10 s: keep a margin.
Mouth beam	3 s of charging, then a beam that speeds up toward you: keep running.
Headbutt	A hiss announces it: move away.

REPLAY



Choosing your ground
He points out that Oblidra has no fixed arena. The boss crosses Breaker's Reach.

If Oblidra's route passes within range, place the void organ in S.A.H.A.B.A.R.'s large hall, so you fight on open ground.

Dakon's Madhouse
YouTube · Guide to Oblidra | Core Keeper 1.2

ACHIEVEMENT

Whisper of the Void 4%

Defeated Oblidra the Void Lord

Core Codex estimate
all platforms, November 2026

ATTACK	RESPONSE
Fireballs (Pyrdra)	Leave the red marks; avoid the **Ground Magma Slime** left on the ground.
Ice crystal (Crydra)	5 HP, only one removed per hit: break it to stop its shards.
Pull, shockwave (Druidra)	Get out of the 20-tile radius or take cover behind a block.

Oblidra is immune to burning, stun, and slippery ground. If all players move more than 100 tiles away, he goes back to sleep and regains 20% of his HP every 5 s, after 5 s of rest.

REWARDS

The **Oblidra Chest** always holds **Oblidra's Heart**. Eat it to gain +70 max HP for good, once per character, and +21.1% damage for 10 minutes. It also holds 2 **Desert Rubies**, 2 **Ocean Sapphires**, 2 **Jungle Emeralds**, and a piece of the shadow set (33.3% each): **Shadow Helmet**, **Shadow Chestplate**, or **Shadow Leggings**. With 2 pieces, this set gives +31.3% damage to you and nearby allies.

Three more draws add **Ancient Gemstones** (3 to 5), **Corrupted Alloy** (5 to 8), or **Relucite Ore** (5 to 8). A draw can also give a second shadow piece or, rarely, the **Oblidra Figurine**. Version 1.3 raised the gear drop rates of 13 bosses, Oblidra among them.

SHADOW PIECE	BONUSES
Shadow Helmet	+42 max HP, 25 armor, +4% critical hit chance, +11% critical hit damage
Shadow Chestplate	+67 max HP, 36 armor, +11.9% damage, +9.5% melee and range attack speed
Shadow Leggings	+56 max HP, 31 armor, +4.8% movement speed, +6% dodge chance

Cooked, the heart still gives its +70 max HP. Its damage bonus then becomes +21.8% for you and nearby allies, for 10 min.

AFTER THE VICTORY

Oblidra respawns elsewhere in Breaker's Reach. To fight him again, buy another scanner from the Otherworldly Merchant and form a new organ.

The 10 fragments are the slow part. A **Void Caveling**, a brute, or a shaman drops 1 or 2 of them about two times in three. A **Void Larva Cocoon** gives one about one time in five, and a **Void Larva** one time in ten. Clear the void pockets on your way to each fight and the next organ is ready sooner.

FROM THE STUDIO

An enemy from another dimension

The studio introduced Oblidra on the day Breaker's Reach opened:

"This extradimensional hydra calls upon the power of the Void for devastating attacks."

Pugstorm
Steam, "Core Keeper's Void & Voltage Update Is LIVE!" February 25, 2026

FAQ

Thirty-five fights and no Oblidra Figurine. Is it a bug?

No. Each of the chest's three free draws has a 3.56% chance to give the figurine, so about one chest in ten holds it. A long run without it is bad luck.

r/CoreKeeperGame
"How many times have you fought Oblidra the Void Lord to get the figurine?"

IN THE GAME



Oblidra Figurine

"A miniature representation of Oblidra the Void Lord. And you thought three heads was too much..."

Oblidra has four heads, one more than his cousins. A nature head, a desert head, and a sea head grow on him at the start of the fight. His name seems to blend oblivion and hydra.

In-game description

IN THE GAME



"This still beating heart of the Void Lord pulses inward rather than outward. It brims with vitality that you can now call your own."

Core Keeper
item description

CIRCLE 3

SIDE QUESTS

Melody rooms, challenge rooms

The third circle keeps its last puzzles in the Passage and Breaker's Reach. Breaker's Reach holds the only challenge rooms found in every world.

PASSAGE MELODY ROOM

There is one melody room per world, with a single tune: **E A F E · E A F G** (the dot marks a short pause). Open it as in "Melody rooms" in "Side Quests" (p. 29) of the first circle. Its cultist chest has random loot, with nothing guaranteed.

BREAKER'S REACH MELODY ROOMS

The biome has two melody rooms, opened as in "Melody rooms" in "Side Quests" (p. 29) of the first circle. Each mural accepts either of two tunes (the dot marks a short pause): **C B A G · F E E C**, or **E A B D · E A B E**.

There are two room designs, at most one of each per world. The loot is random, except for one guaranteed item.

ROOM	GUARANTEED	ALSO IN THE ROOM
no. 1	a **Sahabar Idol** on an **Industrial Pedestal**	a **Flame Turret**, a **Pressure Plate**, two **Robot Arms**, two **Explosive Barrels**
no. 2	a **Void Club** and a **Void Gun**, one per chest	a **Void Caveling Brute**, two **Void Larva Cocoons**

BREAKER'S REACH CHALLENGE ROOMS

Breaker's Reach is the only biome whose two challenge rooms are guaranteed. Their rewards are used to assemble the **Credence of Ruin**, and their rules are those of the second circle ("Side Quests" (p. 75) of the second circle).

Four figurines

Reward: the **Sanctified Firing Core**, on an industrial pedestal, and four figurines on pedestals (**Bomb Scarab Figurine**, **Geobot Miner Figurine**, **Shrooman Brute Figurine**, **Core Sentry Figurine**).

The room has four materializers, four levers, and four enemy sensors. The materializers always produce the same enemies: **Core Sentry**, **Shrooman Brute**, **Geobot Miner**, **Bomb Scarab**.

1. Power the materializers. The four enemies appear.
2. Open a pen with a lever and lure an enemy into it.
3. Close the pen so the enemy stays near its sensor.
4. Repeat for the four pens.
5. The way opens. Go in right away and take the core.

FAQ

Where do I get the Obsidian Key?

Each obsidian door has its own puzzle, and the key is its reward. A puzzle room glows faintly yellow. Nothing in it breaks until it is solved.

r/CoreKeeperGame
"How do I get the obsidian key?"

Against a fast enemy, draw its charge away from the lever, then hurry back to close it; a **Rift Lens** helps.

Gorge

Reward: the **Void-Forged Barrel**, on an industrial pedestal. A **Wood Bow** is provided on another pedestal.

An **Obsidian Key** travels along conveyor belts, and four robot arms must pass it to each other. If an arm is not powered in time, an **Item Collector** sends it back to the start.

1. Step on the starting pressure plate. The key sets off along the belts.
2. Shoot the dynamos and move from plate to plate because each arm must be powered when the key reaches it.
3. Wait for each handoff to finish before you move on.
4. Take the key from the last pedestal.
5. Open the obsidian door.

If you move too early or too late, the key goes back to the start. Go back there and try again. Move along the railway provided or on foot; a speed dish, a **Rift Lens**, or a **Swift Feather** helps.

The Gorge is built once per world, anywhere in Breaker's Reach. It is a long industrial hall with **Minecarts**, **Kinematic Dynamos**, **Flame Turrets**, and a **Sahabar Monument**. Its **Ward Coil** protects every wall, so no pickaxe shortens the route.

Players report two ways through. Some take the bow from the pedestal and shoot each dynamo in turn. Others raise their movement speed and run the course with a fast ranged weapon, shooting as they pass.

With the barrel and the **Sanctified Firing Core**, one part is still missing. **S.A.H.A.B.A.R.'s Mortar Housing** comes from the boss's chest ("Rewards" in "S.A.H.A.B.A.R." (p. 90)), and the **Schematic Parchment** joins the three into the **Credence of Ruin**.

FAQ

Does Oblidra drop the Void-Forged Barrel?
No. The barrel is in no loot table. It waits on its pedestal in the Gorge and nowhere else. One player fought Oblidra 43 times before finding the room.

r/CoreKeeperGame
"Where can I find void forged barrel"

IN THE GAME



Void-Forged Barrel

"A fractured artillery tube, scavenged from the cult's excavation machines. Its surface is warped by void corrosion. Clearly meant to complete a larger design."
The larger design is the **Credence of Ruin**, "a relic born of cult devotion and void corruption."

In-game description

WARNING

In the four figurines room, do not let them kill each other
The four enemies you spawn (sentry, Shrooman Brute, Geobot Miner, bomb scarab) fight each other. If one dies, its sensor turns off and the way closes again.

IN THE GAME



"An ignition device made from gemstone, once used by Sahabar's exiles to fuse prayer and machinery. Even dormant, it radiates the strange conviction of those who believed metal could carry faith. It seems built to align with something greater."

Core Keeper
item description

CIRCLE 3

AFTER OBLIDRA

Bosses to replay, items to aim for, open quests

Oblidra is the last fight of circle 3, and Breaker's Reach the last biome. No guardian blocks the way anymore, but bosses can be replayed, gear can be pushed to the max, and a few quests remain open.

BOSSES TO REPLAY

The last four bosses can be replayed, each with an item to craft. Activate the waypoint of each shrine, so you come back in a single jump. The preparation for each fight is in the boss's chapter. Urschleim asks for a combat skill of 70 or more, S.A.H.A.B.A.R. and Oblidra 80 to 90.

BOSS	TO CALL IT BACK
Urschleim	**Urschleim Scanner** and **Primeval Slime Cell**, crafted at the rift statues of the Passage; keep a reserve of cytoplasm
Nimruza, Queen of the Burrowed Sands	**Corrupted Sap**, crafted at the Passage shrine
S.A.H.A.B.A.R.	a new **Profane Override**, crafted at the Breaker's Reach shrine
Oblidra the Void Lord	a scanner, sold for 500 coins by the **Otherworldly Merchant**, and an organ of 10 oblivion fragments

Oblidra respawns elsewhere in Breaker's Reach after each defeat. To craft everything once, plan for 80 mechanical parts and 80 ancient gemstones.

ITEMS TO AIM FOR

Two trophies raise your HP for good: Urschleim's **Giant Mitochondrion** (+100 max HP) and **Oblidra's Heart** (+70 max HP). Each can be eaten only once per character.

Level 20 is reached at the **Upgrade Station**. It costs 38 pandorium bars and 504 ancient coins per item, plus one gem of each color for the last levels. Each victory over Oblidra gives 2 of each color. The details are in "Upgrade Station cost per level," in "Gear," Codex III.

For each style, aim for these weapons and armor:

	MELEE	RANGE	MAGIC
Weapon	**Pandorium Axe** or **Stormbringer**	**Scrap Minigun** or **Phantom Spark**	**Chaos Staff** or **Corrupted Meteor Staff**
Armor	**Void-Fused set**	**welder set**, with the **Flamethrower**	**arcane monk set**

WARNING

Spoilers

"End of the story" quotes the last lines of the game.

FROM THE STUDIO

The road goes on

The credits are not the end of the underground. After S.A.H.A.B.A.R., the Core already looks further: "The Maw of Endings awaits... and it has seen you." Version 1.3 is the first of three updates announced under the name Road to the Maw. Two follow, with no date announced as of November 2026. Version 1.4, Trials of the Depths, is for experienced players.
Version 1.5, Beyond the Breach, adds a new biome beyond Breaker's Reach (see "History and Success," Codex I).

"Cross into what was sealed away."

Pugstorm
Steam, August 13, 2026

The Void-Fused set is crafted at the **Relucite Smithing Table**, which the **Otherworldly Merchant** sells. The welder set comes from S.A.H.A.B.A.R., the shadow set from Oblidra (+31.3% damage with 2 pieces), and the desert guardian set from Nimruza. Against Urschleim, whose touch kills whatever your armor, wear the pandorium set. It offers no armor, but dodge and speed.

Two other styles are playable too. For summoning, the **Pandoric Scepter** curses the target (+40% minion damage against it), with the **Minion Detonator** in your off-hand. For explosives, combine Urschleim's sulfossil set, the inventor set, and the **Void Bomb**.

QUESTS AND CHALLENGES

The  **Credence of Ruin**, a legendary mortar, is the quest that belongs to Breaker's Reach. The **Schematic Parchment** costs 5,000 coins from the Otherworldly Merchant. You also need **S.A.H.A.B.A.R.'s Mortar Housing**, which S.A.H.A.B.A.R. leaves in his chest about one time in four, and the rewards of the two Breaker's Reach challenge rooms ("Side Quests" (p. 93) of the third circle). The **Stormbringer** is crafted at a statue in the Passage, with the **Obliteration Ray** that Pyrdra sometimes drops.

The last base installations (chained forges, outer-reach farms, sensor doors) are in "Machines," Codex III.

END OF THE STORY

The Core promised to send you home in exchange for the souls of the Titans. When the souls are gathered, it calls you to the Desert of Beginnings, "unto the place where we once set our roots in this world." Then the tone changes:

> *Thanks to thee, 'tis finally accomplished.*
>
> *Yet there exists no room for thee in our rekindled society.*
>
> **The Core Commander, before the fight**

The Commander speaks of a collective mind and of a world erased long ago. Defeated, he leaves a question hanging:

> *Another world... which has expelled us.*
>
> *Or... was it the unity of its inhabitants?*
>
> **The Core Commander, defeated**

The freed Core thanks you:

> *With our combined efforts I shall return thee to where thou camest.*
>
> *Farewell, strange traveller...*
>
> **The Core**



CORE-CODEX.COM

