No. 7 · THE BIG MAP ISSUE
3.95 · goat not included

POINTY HAT MONTHLY

ADULTS ONLY · 18+
THE BIG FOLD-OUT MAP EDITION

GIANT FOLD-OUT STRATEGY MAP · BLUD NINZHA

THE BOTTOMLANDS, TOTALLY MAPPED!

Every lair, every relic, every secret cache and every hole some idiot left gold in. We walked all 144 screens of the Bottomlands so you don't have to get stabbed in a friendly way. Eight relics, eight floor plans, nine bosses, one ninja who will not stop saying he's a wizard. Spoilers kept to a minimum: we stop where the Citadel starts.

9 LAIRS! · 20 SECRET CACHES! · ALL 8 RELICS! · BOSS MOVES!

THE TITLE SCREEN. NINJA. WIZARD. ALLEGEDLY.

THE BOTTOMLANDS — 16 × 9 SCREENS — NORTH IS UP · numbers = lairs in order · relic icons on the map = the gate there needs that relic

Lair (number = order) · Secret cache · Gold cave · Shop · Sage hall · House · Gated crossing: needs this relic · Our route

THE PRO ROUTE — 17 STEPS, NO BACKTRACKING YOU DIDN'T EARN

1. **Puddleby**
   Talk to the Sage, meet June at the counter, buy a Potion at Madge's (7,7). Then west.
2. **Gloop's Grotto (5,6)**
   Smoke Bombs. Pop Gloop's shield with one. Boots.
3. **Blow the rubble**
   Two rubble crossings north of the Downs (screens 6,5 and 8,5) open Grubwood. Visit the Hollowbrooks (6,4) and Tobble's shop (8,4).
4. **The Brimstone Lounge (9,3)**
   Ember Sigil. Vexa. Don't drink anything on fire.
5. **Burn the thorns**
   West edge of Grubwood (4,5) or the Downs (4,7) into Briar Hollow. Dex's cave is at (2,8).
6. **Thornwood Chapel (1,6)**
   Tide Slippers. Pastor Prickwell. Wade into the pond first.
7. **Walk the deep water**
   East out of the Downs (10,7 to 11,7) into Lake Moist. Margo (12,6), Hesk's shop (13,6).
8. **The Drowned Bathhouse (14,7)**
   Iron Gauntlets. Big Soapy Lou. Rinse off after.
9. **Punch the boulders**
   North out of the Lake (13,4) into Crag Butte. Slick Rudy sells at (12,2).
10. **Dunesloп's Sand Emporium (14,2)**
    Grapple Line. Decline the sand.
11. **Hook the chasm**
    West edge of Crag (11,2 to 10,2) into the Gash.
12. **Gash Mine (5,0)**
    Moon Lantern. Foreman Grimbelly thinks you're the new hire.
13. **Light the shadow**
    West edge of the Gash (5,1 to 4,1) into Gloomfen. Madge's sister stalls at (2,2).
14. **The Unlit Crypt (1,1)**
    Storm Staff. Count Dimly. Bring the lantern, for his sake.
15. **Shatter the crystal**
    Back east along the top row: Gash (10,0) to Spire Heights (11,0).
16. **Office of Wizard Licensing (14,0)**
    Wizard's Writ. The Brackish Thing. Take a number.
17. **The Citadel**
    The ward is south of screen (8,0), reached from the Gash. Past that: you're on your own, wizard.

THE SAGE SAYS

"Go to the lair west. Mind the slime king. He thinks he's royalty. Royalty of snot."

"Head for the lair northeast. Get the Sigil, burn the thorns, and stop calling the bombs evocation orbs."

She points you at every lair in order with a compass direction from wherever you're standing. You will not need her. You have this spread. Visit anyway: June is at the counter, and when she has news the next lair won't open till you've seen her. The line under the minimap turns gold to nag you.

"It's not dashing. It's short-range teleportation."

GATE GUIDE — WHAT'S BLOCKING YOU AND WHAT BLOWS IT UP

Rubble	opens with **Smoke Bombs** (lair 1)	"Rocks. My old enemy. I'll be back with Smoke Bombs, you lumpy bastards."
Thorn wall	opens with **Ember Sigil** (lair 2)	"A wall of thorns. Even wizards need the Ember Sigil for this one. Especially wizards."
Deep water	opens with **Tide Slippers** (lair 3)	"The channel is too deep. The Tide Slippers would help. So would a boat, but nobody owns one."
Boulder	opens with **Iron Gauntlets** (lair 4)	"I'm not punching this barehanded again. My knuckles still click."
Chasm	opens with **Grapple Line** (lair 5)	"I looked down. Big mistake. My whole robe clenched."
Shadow veil	opens with **Moon Lantern** (lair 6)	"Total darkness. Like the inside of a hat. I need a Moon Lantern, specifically."
Crystal	opens with **Storm Staff** (lair 7)	"Blud licked it, for science. It did not open. It never does."
Magic ward	opens with **Wizard's Writ** (lair 8)	"This ward wants credentials. One day, ward. One day, the Writ."

THE SPELL BUTTON (F on PC), 0 TO 8

0 Dash · 1 Smoke Bombs · 2 Ember Sigil · 3 Tide Slippers · 4 Iron Gauntlets · 5 Grapple Line · 6 Moon Lantern · 7 Storm Staff · 8 Wizard's Writ

Cleared gates stay cleared. Tide Slippers are passive: own them and deep water is just water. Chasms are never walked; the Grapple Line pulls Blud to the first floor tile beyond. He named it Gerald.

THE NINE LAIRS — FLOOR PLANS, BOSS PORTRAITS, WEAKNESSES

small key / key door · BOSS KEY big chest · B boss door · shutter (clear the room) · relic icon on a wall = that gate · SECRET! secret cache · M map · DARK = bring a lantern

1 GLOOP'S GROTTO

Puddle Downs · screen 5,6 · 9 rooms · 1 small keys

BOSS!

GLOOP

Slime king, Keeper of Rubble. Crown is a pot lid.

"A wizard? You are holding a sword, little man."

RELIC: Smoke Bombs
DROPS: Legendary Boots + Gold Star
RESIDENTS:

THE FIGHT: Gloop lobs globs. Each one lands on a telegraphed ring, so stand anywhere that isn't a ring. At half health he gets angry: more globs, and slime pups spill out of him to nip your ankles. Stab the pups, they're worth gold and goo.

STUCK? READ UPSIDE DOWN

Weak to Smoke Bombs. Drop one on him: shield off, and he staggers. Then it's sword time.

2 THE BRIMSTONE LOUNGE

Grubwood · screen 9,3 · 11 rooms · 2 small keys

BOSS!

VEXA

Hellfire nightclub queen. Most aggressive flirt in the game.

"Hail the Pit Lord! And hail that robe. Take it off and let's sacrifice something together."

RELIC: Ember Sigil
DROPS: Legendary Gloves + Gold Star
RESIDENTS:

THE FIGHT: Vexa blows kisses: an aimed fan of them, so sidestep, don't backpedal. Every few seconds a pink ring blooms around her and drags you in. Dash out of it. At half health the floor around you starts catching fire in patches. Keep moving, she loves that.

STUCK? READ UPSIDE DOWN

Weak to the Ember Sigil. Fire on fire breaks the shell and staggers her. She'll call it foreplay.

3 THORNWOOD CHAPEL

Briar Hollow · screen 1,6 · 12 rooms · 2 small keys

BOSS!

PASTOR PRICKWELL

Hedge preacher of the Church of the Prickly Truth.

"Today's sermon is the thrusting bramble and the moist, willing soil. It's about gardening. Sit down."

RELIC: Tide Slippers
DROPS: Legendary Belt + Gold Star
RESIDENTS:

THE FIGHT: He holds his pulpit and preaches rows of thorns down the chapel, always with one gap. Find the gap, slip through, repeat. At half health the rows come from the side too, so you're threading two gaps. The pond beside him matters. A lot.

STUCK? READ UPSIDE DOWN

Weak to the Tide Slippers. His shield drops (and he staggers) while you stand in the holy pond next to him. Wade in, stab, wade out.

4 THE DROWNED BATHHOUSE

Lake Moist · screen 14,7 · 13 rooms · 2 small keys

BOSS!

BIG SOAPY LOU

A huge sentient bar of soap. Relentlessly hygienic.

"I've cleaned kings, sailors, and one very sticky ogre. You're next, sugar."

RELIC: Iron Gauntlets
DROPS: Legendary Hat + Gold Star
RESIDENTS:

THE FIGHT: Lou winds up (big tell), then slides the length of the bath at you, trailing slow bubbles that drift after. Step off his line, pop the bubbles with the sword. At half health he slides twice in a row: dodge once, keep dodging.

STUCK? READ UPSIDE DOWN

Weak to the Iron Gauntlets. The arena is deep water, so Slippers on. A punch cracks the bar and staggers him.

5 DUNESLOP'S SAND EMPORIUM

Crag Butte · screen 14,2 · 14 rooms · 2 small keys

BOSS!

DUNESLOP

Sand blob salesman. Sells sand. Everyone needs sand.

"A customer! No? A hero? Even better! Heroes need sand! Sand gets everywhere!"

RELIC: Grapple Line
DROPS: Legendary Amulet + Gold Star
RESIDENTS:

THE FIGHT: Duneslop dives into the sand and erupts under a ring that follows you. The moment the ring stops, move. Between dives he throws a cone of sand: get behind him or well off to the side. Phase 2 is the same salesman, digging a lot more often.

STUCK? READ UPSIDE DOWN

Weak to the Grapple Line. Hook him off his display; shield gone, stagger, stab. Decline the sand.

6 GASH MINE

The Gash · screen 5,0 · 14 rooms · 2 small keys

BOSS!

FOREMAN GRIMBELLY

Union-busting mine foreman with a pickaxe and a gut.

"The robe's not regulation. The hat's not regulation. Your face is barely regulation."

RELIC: Moon Lantern
DROPS: Legendary Robe + Gold Star
RESIDENTS:

THE FIGHT: Up close he winds up a huge pickaxe swing with a bright yellow tell: step back and it hits dirt. At range he brings the ceiling down in spots (watch the dust rings). At half health more rocks, and he calls in the new hires. You are not the new hire.

STUCK? READ UPSIDE DOWN

Weak to the Moon Lantern. Light it in his mine; shield gone, stagger, and every safety violation on show.

7 THE UNLIT CRYPT

Gloomfen · screen 1,1 · 15 rooms · 3 small keys

BOSS!

COUNT DIMLY

A vampire terrified of the dark. Keeps it unlit for ambience.

"I keep it unlit for ambience. Did something touch my leg? Please say that was you."

RELIC: Storm Staff
DROPS: Legendary Off-hand + Gold Star
RESIDENTS:

THE FIGHT: Dimly blinks around the crypt and, wherever he lands, throws a cross of bolts, then whistles up bats. The cross has four safe diagonals. At half health he blinks faster and throws all eight ways, so the safe spot is distance, not angle.

STUCK? READ UPSIDE DOWN

Weak to the Storm Staff. Lightning lights the crypt and breaks the shell. He thanks you. Then curses you.

8 OFFICE OF WIZARD LICENSING

Spire Heights · screen 14,0 · 16 rooms · 3 small keys

BOSS!

THE BRACKISH THING

Ancient deep horror who runs wizard licensing. Apologetic.

"Welcome to the Office of Wizard Licensing. Please take a number. Your number is doom."

RELIC: Wizard's Writ
DROPS: Legendary Ring + Gold Star
RESIDENTS:

THE FIGHT: A tentacle slams along a whole row or column through where you're standing (the tiles light up first: move off the line, not along it). She also spits ink clouds that linger. At half health she spins out a spiral of bolts between slams. Walk with the spiral, never against it.

STUCK? READ UPSIDE DOWN

Weak to the Wizard's Writ. Brandish it: she stamps it herself, blushes, drops her guard and staggers.

9 CITADEL OF VEXMIRE

Citadel · screen 8,0

BOSS!

ARCHMAGE VEXMIRE

Seven diplomas, all framed. Board-certified prick. Runs the whole racket from the top of the Gash.

"Do you have a license? A degree? A note from your mother?"

THE FIGHT: Bring dodging shoes. That's all you're getting.

Σ THE LAIRS BY THE NUMBERS

counted straight from data/world/dungeons.json

ROOMS: **119** across 9 lairs (Gloop's Grotto is 9, the Office is 16)

SMALL KEYS: **20** in chests. Every lock has one. Keys before locks.

BOSS KEYS: **9**, always behind the lair's own relic gate. Except the last one, which we're not drawing.

SECRET CACHES: **9** in lairs, marked SECRET! on the eight plans above, 6 of them behind a gate.

MAPS: **8** dungeon maps (the Citadel has none; you're on your own, wizard).

DARK ROOMS: **6**. Lantern or feel your way. Count Dimly feels his way.

SHUTTERS: **19** rooms lock behind you until it's dead. All of it.

GOLD CHESTS: **20**, plus 7 gold caves up top. Spend it on Gold Stars (60g at Madge's).

THE PATTERN: Every lair is the same shape underneath: entry, side rooms with small keys, a lock, the relic in a big chest, the relic's own gate, the Boss Key, a shutter room, the boss. Once you see it you can't unsee it. Blud never sees it.

SECRET! — THE SECRET CACHE HUNT

11 caves and 9 lair rooms hide a cache: a chest of better loot and gold. Every boss also drops a Gold Star for more mana. Some caves hold only gold and a skeleton who clearly didn't. Here's where we started.

- **Gloomfen** screen 0,0: Secret cache — gate: **Crystal** (Storm Staff)
- **Gloomfen** screen 4,0: Gold
- **Spire Heights** screen 12,0: Secret cache
- **The Gash** screen 6,1: Secret cache — gate: **Shadow veil** (Moon Lantern)
- **Crag Butte** screen 11,1: Gold
- **Crag Butte** screen 15,1: Secret cache — gate: **Magic ward** (Wizard's Writ)

...and 12 more caves we're not telling. Walk the edges. Lick the crystal.

10 PRO TIPS — FROM THE WIZARD DESK

1. **DEATH COSTS NOTHING** You respawn at the start, hat on, guts optional. The narrator blames the monster, every time. So try the stupid thing.
2. **KEYS BEFORE LOCKS** Every lair hides its small keys in side rooms off the first corridor. Grab them all before you touch a locked door, or Blud tells the door to fuck off. He does that anyway. The door doesn't care.
3. **THE RELIC IS MID-LAIR** Each lair's relic sits in a big chest halfway in. You need it to open the gate to the Boss Key, and the boss is shielded until that relic hits him. New toy, then boss. Always.
4. **DASH FIVE TIMES** Dash five times in four seconds and Blud announces short-range teleportation. Vexmire hates it. 'Wizards do not dash!'
5. **HOLD THE SHIELD** Hold Shield (K on PC) to raise the shield. Knights telegraph. Shield, then stab the opening. Blud calls it a ward. It's a plank.
6. **DRINK AT HALF** Potions are 15 gold at Madge's and climb with every region. Elite players drink at 50%. A red pulsing rim means a quarter health: you're late. Blud drinks when the narrator starts talking about 'a dramatic pause'.
7. **BOSS LOOT IS FOREVER** Each boss drops one legendary best-in-slot piece. It re-forges to your level on every level-up and random drops never replace it. Gloop's Boots are the first. They're boots. They're magic. Shut up.
8. **NIGHT IS REAL** Once you own the Ember Sigil, the overworld follows your phone's clock. Dark screens stay dark until the Sigil lands on them. Play at 2am and Gloomfen will have a very bad day. So will you.
9. **TALK TO EVERYONE** Everyone propositions Blud. He never notices. A gold ! means somebody has news: The Stolen Gig, The Brothers' Crate and the Secret Caches live on LOADOUT > ERRANDS and come back every run.
10. **THE RELIC STAGGERS** Hitting a boss with the relic it hates doesn't just break the shield, it staggers him on the spot. That's your free window. Don't spend it admiring the hat.

ROGUES' GALLERY — FIVE FAMILIES, FIVE PALETTES, INFINITE SOUP

Slime
Puddle Downs, Grubwood, Lake Moist
Bounces at you. Calls you ninja. Dies into soup.

Bat
Everywhere a cave is
Swoops in arcs. Hits soft, dies fast. Looks away when you dance.

Spitter
Most regions
Ranged goo. Sidestep, then close in. Elite bots dodge every shot.

Wisp
Lake Moist, the Gash, Gloomfen, Spires
Drifts through the dark. Burns when the Lantern is up.

Knight
Briar Hollow onward, the Citadel
The hardest regular, but it swings slow. Shield up (hold Shield) and punish the swing.

Each family wears the colours of its region (meadow, forest, desert, swamp, ash). Everything bleeds. Everything calls him ninja.

WHO'S WHO — IN PUDDLEBY AND BEYOND

June
Town clerk at the sage hall. Stamps his hat approved-ish. The one person who doesn't smirk.

King Grubbins the Baked
Stoned, broke, merchant-king. Sold exactly one comedy ticket. To Blud.

Ezra Hollowbrook
Short, disciplined. His advice becomes 'wizard training'.

Margo
Grubbins' furious ex. Runs the forged-papers side quest.

Dex Holloran
Scammer with an O. Hiding in Briar Hollow.

Slick Rudy Pellum
Shopkeeper-snitch, Crag Butte. Rumour source.

Hesk
Deadpan. Lake Moist shop. Has seen things in the water.

The Sage
Old, unimpressed, filthy-minded. Points you at the next lair.

Counselor Marrow
Disbarred lawyer-wizard with a crate for you. Don't open it.

Lyle Hollowbrook
Tall, gentle. Gideon was the small one.

Mother Quince
Fortune teller. 'Light hair, like their father.' Smug about it.

Madge
Hard-sell shopkeeper, Puddleby.

Tobble
Believer. Grubwood shop. Thinks the hat is real.

Pim
Puddleby villager. The one villager who never flirts. Pim is tired.

SEEN ON SCREEN

PUDDLE DOWNS. HOME. SMELLS LIKE GOAT AND SOMEBODY'S PIE.

GRUBWOOD: FULL OF GRUBS, SLIMES AND THE HOLLOWBROOK FARM.

LAKE MOIST. WHAT A LOVELY WORD. WHY IS EVERYONE WINCING?

CRAG BUTTE. SAND IN EVERY CRACK. HE CAN FEEL IT. EVERYWHERE.

GLOOMFEN, WHERE THE SHADOW VEILS LIVE. BRING A LANTERN.

NIGHT FALLS ON THE REAL CLOCK ONCE YOU OWN THE EMBER SIGIL.

INSIDE A LAIR. KEYS BEFORE LOCKS, RELIC BEFORE BOSS.

VEXA OF THE BRIMSTONE LOUNGE WANTS YOU TO STAY FOR ONE DRINK. THEN TWELVE.

BIG SOAPY LOU, HALF THE BAR HE USED TO BE.

SLICK RUDY'S SHOP IN CRAG BUTTE: POTION, GOLD STAR, WAND UPGRADE. PRICES CLIMB WITH THE REGION. MIND THE SMELL.

9/10

POINTY HAT VERDICT
A top-down action RPG with a stupid hat and a real heart. 144 screens, 119 rooms, nine bosses who each fight like somebody, and a protagonist who answers every come-on in the land with earnest talk about staff technique. We laughed, we winced, we got stabbed in a friendly way. Minus one for the goat smell.

NEXT ISSUE: the Citadel, in full, once you've all had a fair crack at it. Plus: every flirt line in the game, ranked by how badly Blud missed it, and a Hollowbrook crate report.

POINTY HAT MONTHLY IS AN INVENTED MAGAZINE FOR AN INVENTED GAME. EVERY NAME IN THE BOTTOMLANDS IS MADE UP. MAP, SPRITES AND FLOOR PLANS ARE RENDERED STRAIGHT FROM THE GAME'S OWN ART AND DATA (DATA/WORLD). FONTS: BANGERS, ANTON, PRESS START 2P, SILKSCREEN, VT323, BARLOW CONDENSED, OSWALD (SIL OFL, LICENCE AND COPYRIGHT NOTICES). BLUD NINZHA IS FOR ADULTS ONLY (18+).