

# Death's Door Speedrun Guide

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## 1. Overview

This guide will explain the basics of speedrunning the *Any% Restricted* speedrun category. It will use the *high strength* route, which is the most beginner friendly route. There are optional shrines you can collect to reach 4 health before reaching Betty, making her and the subsequent fights a bit easier. You can also collect hookslash to make later fights easier.

## 2. Abbreviations

- **S&Q**: Save and Quit. Means quitting to the title screen, then loading the save file again. This will respawn you at the last door you were at with your health restored. Will be highlighted in **yellow**.
- **LoD**: Lord of Doors

## 3. Start of the run

1. After skipping through the first textboxes, simply walk up to the main office area and watch the cutscene with Chandler.
2. **S&Q**, then enter the door.
3. Shoot the switch through the wall right next to it. Make sure you are directly next to the wall.
4. Enter the boss arena and finish the fight. After the fight, leave through the glowing door.

## 4. Lost Cemetery



Soul orb #1



Soul orb #2



Soul orb #3



Soul orb #4

1. After leaving the door head left and enter the room next to the ladder. Pick up **soul orb #1**.
  - **Optional seed**: Climb up the ladder.
2. Leave the room, head south and proceed through the next couple of arenas.
3. Pick up the key and hit the switch. Go up the ladder, pick up **soul orb #2**, and head left to the first arena behind the key door.
4. After the fight, head up to Steadhone. Do a heavy attack first, then a roll attack. After the cutscene, follow the path behind him. After the ladder, go down-left and follow the path.
5. Use the lever to open the gates, follow the path down left.
  - **Optional health shrine**: After the elevator down, go behind the building.
6. Follow the path right and complete the combat arena. After that, follow the path and open the gates to Guardian of the Door.
7. Defeat the boss, then head left and up the elevator. At the top, go left again and push the lever.
8. Downslash into the tunnel and pick up **soul orb #3** at the other side.
9. Go up and watch the Grey Crow cutscene. Pick up the key, follow the path up. Enter the crypt.

#### 4.a. The Crypt

1. Go left, and pick up **soul orb #4**. Then go back right and take the other path.
2. Push both levers and proceed through the gate and down the elevator.

### 5. The Urn Witch's Estate



Soul orb #5



Soul orb #6



Soul orb #7

1. Follow the path and solve the two fire puzzles.
  - **Optional seed**: Down from the entrance of the estate.
2. After the puzzles go left through the secret path and pick up **soul orb #5**, then head back and take the other path up to the door. Activate the door.
3. Watch the pothead cutscene, then head right and clear the area to following area. After lighting the brazier at the end by pushing the lever, you **can optionally S&Q** to restore your health if needed. In any case, proceed into the left area.
4. At the start of the left area, get **soul orb #6** by going through the hedges on the left. Then clear the rest of the left area.
  - **Optional seed**: Just before the lever, head left.
  - **Optional seed**: Through the hedges just after the lever.
5. Follow the path through the gate. After the bridge head left and pick up **soul orb #7** in the secret area behind the two archers. Then push the lever and go back up.
  - **Soul check**: At least **1000**.
6. Head straight for the manor, watch the Pothead cutscene, and enter the manor.

### 6. The Ceramic Manor



Soul orb #8



Soul orb #9

#### 6.a. Crow 1 (right)

1. Hit both pots to progress, then enter the door.
2. Activate the door, then enter it. Watch the short cutscene, then upgrade to strength 2. **S&Q**, reenter the door.
3. Take the door on the right. Defeat the enemies in the first two rooms to open the path. In the third room, do the puzzle and collect the key.
  - **Optional seed**: Next to the pot on the shelf.
4. Follow the path and solve the rest of the puzzles, defeat the enemy at the end. Collect the crow soul, then **S&Q**.

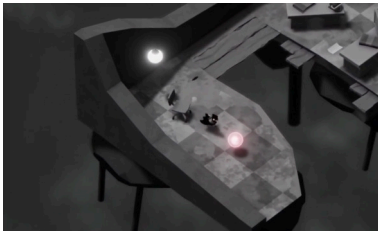
## 6.b. Crow 2 and 3 (left)

1. Take the door on the left. Clear the first two rooms, collect the key, and climb up the ladder.
  - **Optional seed:** At the top of the ladder, in some boxes.
2. In the hallway, go right first and fight the big pot, then climb up the ladder. Follow the path until the second crow and collect it.
3. Go back to the big pot room, and collect **soul orb #8** on the chandelier, then drop down.
  - **Optional seed:** Next to the chandelier at the top.
4. Go back into the hallway and take the exit to the right. Follow the path until the third crow. Collect it, then **S&Q**.

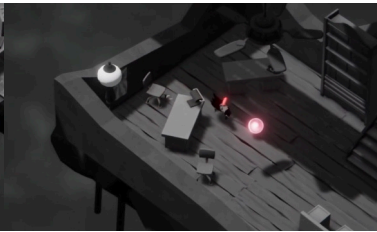
## 6.c. Crow 4 (top)

1. Take the door at the very top.
  - **Optional seed:** Down-left of the top door.
2. In the next room, collect **soul orb #9** on the shelf. Destroy the 4 pots to open the door.
3. In the following room, collect the key and burn the web on the ladder to progress.
4. Collect the final crow soul, then **S&Q**.
5. Enter the Avarice door.

## 7. Avarice 1 to Gondola



Soul orb #10



Soul orb #11



Soul orb #12



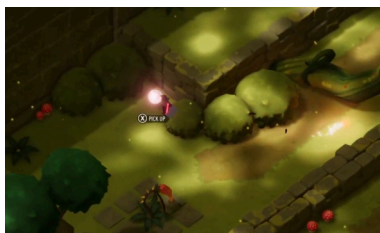
Soul orb #13



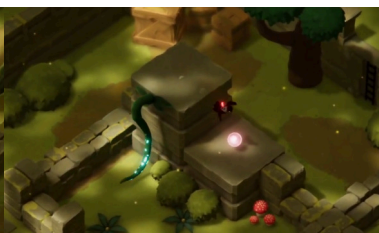
Soul orb #14

1. Beat the Avarice.
2. Follow the path back to the main area. Collect **soul orb #10** and **soul orb #11** on the way. Enter the cemetery door.
3. Go into the room left of the door and burn the spider webs. Enter spider's lair.
4. Collect **soul orb #12** up the ladder, then go back down and collect **soul orb #13**. **S&Q**.
5. From the door, go through the Guardian of the Door arena, then head right.
6. Fall off the bridge and collect **soul orb #14**. Then continue to the gondola and enter it.

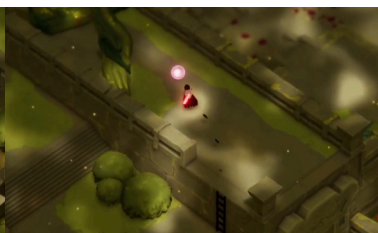
## 8. The Overgrown Ruins



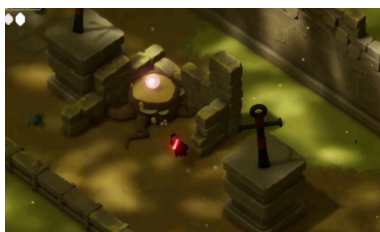
Soul orb #15



Soul orb #16



Soul orb #17



Soul orb #18

1. Open the big door. Follow the path and activate the door. Then follow the path to the right.
  - **Optional seed:** Behind some boxes.
2. When you reach the bomb plant, blow up the barrier near the door, then continue along the path.
3. At the second bomb plant, blow up the barrier to the left and collect the key after defeating the three grunts.
4. Behind the locked gate, pick up **soul orb #15** to the left, then head up.
5. Follow the path up the vine until you reach the camp. Go down the ladder and pick up **soul orb #16**. Follow the path to the right.
  - **Optional seed:** Near the tree.
6. Beat the arena, then head to the left and collect **soul orb #17** using the hidden ladder. Progress up the vine near the bomb plant, then go right.
7. Break the barrier with the bomb plant and go up the ladder, then go left into the next arena.
  - **Optional health shrine:** After the ladder, head up the vine. Break the barrier using the bomb flower, then downslash into the tunnel.
8. After the arena, follow the path to the horn and pick it up. Follow the path back down and collect **soul orb #18**. Then follow the path down back into the camp.
9. Talk to the mother and watch the cutscene, then **S&Q**. Enter the door, upgrade to strength 3, then **S&Q** again and reenter the ruins.

## 9. The Mushroom Dungeon



Soul orb #19

1. Run up into the mushroom dungeon. Grab the door, and progress forwards. After the Frog King cutscene, enter the room at the bottom.
2. Roll up the corner next to the fire plant. Collect **soul orb #19**. Then do the fight in the room at the top and collect the crow soul.



3. Go back and take the bottom exit now. Light both fires to get the key.
  - **Optional seed:** At the top of the ladder.
  - **Optional shortcut for safety:** Tunnel next to the seed.
4. In the next room, head right and collect the crow soul in the room behind the locked door.
5. Go back into the previous room, head down past the two plant enemies.
  - **Optional shortcut for safety:** Destroy the barrier with the bomb plant.
6. Follow the path left and then down into the next arena. Collect the crow soul.
7. Go up and left again. Watch the frog king cutscene. Solve the fire puzzle to get the key, then progress through the locked door. Watch another cutscene, then go up into the next arena.
  - **Optional shortcut for safety:** Go up the ladder next right of the locked door.
8. Beat the water arena. Collect the crow soul. **S&Q**.
9. Head straight to the Avarice.
  - **Optional seed:** On the bridge to Avarice 2.

## 10. Avarice 2 to Lockstone Castle



Soul orb #20

1. Beat Avarice 2. Then make your way next to the main area. On the way, pick up **soul orb #20**. Upgrade to strength 4.
  - **Soul check:** At least **1000**. If you are missing some, you can pick up another soul orb on the right before returning to the main area.
2. Enter cemetery door. Climb up the ladder left and follow the path up. At the crossroads, go left and light the brazier. Climb up the ladder and enter the area on the left.
3. Then just follow the path to Stranded Sailor.
4. Follow the path through Stranded Sailor until you reach Barb.
  - **Note:** Activate the door if you intend to collect the shrines and/or get hookslash.
5. Bomb the wall, then continue going up, and left at the crossroads. Enter Lockstone.

## 11. Lockstone Castle



Soul orb #21

### 11.a. Crow 1 (left, up the stairs)

1. Solve the initial puzzle. Grab the door. Continue and watch the Barb cutscene. Then go up the stairs to the left.
2. Follow the path until the combat arena. Beat it and collect the crow soul. **S&Q** if you need to heal, otherwise just leave the room.

### 11.b. Crow 2 (left, outside)

1. Head to the top-left from the main area. Climb up the ladder. Go left and light the brazier.
2. Now head to the combat arena on the right. Beat it and collect the crow soul.
3. Go back outside, walk on the elevated area to the right. Go up the ladder and push the lever. **S&Q**.
  - **Optional seed:** In boxes just outside combat arena.

### 11.c. Crow 3 (to the right)

1. Go through the newly opened path. Proceed through the next few rooms. Beat the combat arena at the end and collect the crow soul.
2. Head outside using the other ladder, solve the puzzle and collect the key. **S&Q** after the key shows up in the UI in the top left.

### 11.d. Crow 4 (left, outside)

1. From the main area, go to the top left again and go through the locked door.
2. Beat the combat arena, collect the crow soul. **S&Q**. Then head to Avarice 3 and beat it.
3. After the Avarice, walk off the edge to death-respawn back at the Lockstone door. Enter it.
  - *Optional health shrine:* Back at stranded sailor, through the boomer arena to the left.
  - *Optional skill:* Go back into the cave at stranded sailor, defeat the servant and get hookslash.

### 11.e. Elevator

1. From the main area, leave to the left up the stairs. Run through the following room, and do the puzzle in the next one. Follow the path until the brazier. **S&Q** after hitting it with fire.
2. Leave to the top-left from the main area. Go up the ladder and hookshot to the key.
3. Roll off to the elevated floor to the right, go up the ladder and hookshot across.
4. Solve the next two puzzle rooms, then go through the locked gate. Follow the path until brazier two and light it.
5. Go back to the gate and take the other path. Follow it to the final brazier. **S&Q** on hit with fire.
6. Enter the elevator. Pick up **soul orb #21** behind the ice. Leave the room.

## 12. Camp

1. Go towards the right and proceed through the area until you reach the camp.
2. Watch the cutscene in the camp and grab the key. Leave and follow the path through the locked gate and up the ladder to the elevator.
  - *Optional health shrine:* Instead of going to the elevator, go down left after the locked gate.

## 13. The Old Watchtowers

This level is very linear, so just follow the main path. For safety, there are two shortcut levers, one just before reaching Barb and another just before the final arena.

### 13.a. Rampart Skip

When you reach Barb, there is an easy skip:

1. Ride the elevator, then go left around the rampart.
2. Use a roll on the sloped part of the rampart to get up on top of it.
3. Standing at the top edge of it, hookshot past the gate.
4. Proceed to the right.



Rampart Skip

After the Betty fight, watch the cutscene, then **S&Q**. Enter the door and watch the LoD cutscene. When the cutscenes are done, enter the Overgrown Ruins door towards the right.

## 14. The Flooded Fortress



Soul orb #22

Soul orb #23

### 14.a. Entering the fortress

1. From the door, head right. After the second plant enemy, bomb both the barrier with the soul behind it as well as the entrance (both can be done in one bomb throw). Pick up **soul orb #22**. Enter the room.
2. Follow the path, pick up **soul orb #23** before the hole down.
3. After falling through the hole, head down-right to the entrance to the fortress.

### 14.b. The chill area

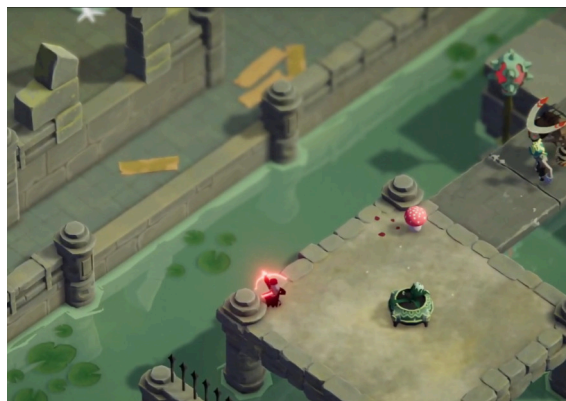
1. Simply follow the path. Ignore the third of the red switches you see, just continue past it.
2. At the end of this section, watch the short cutscene and optionally get the door for safety.

### 14.c. The non-chill area

1. Hookshot over to the archer. Climb up the ladder and open the door.
2. Kill the fireplant. Shoot the boomer to the left using an arrow from the edge of the platform. This will make him jump towards you. Hookshot him after he jumped. Then proceed through the bomb barrier.
3. Follow the path until you reach the area with the many red switches. From the pot on the left, position yourself in the upper right corner of the platform. From there, shoot an arrow at the red switch, aiming with the mouse. This skip does not work on controller.
4. Follow the created path. Beat the next arena, then enter the frog king boss arena, grabbing the door on the way.
5. Beat the Frog King, then **S&Q** after the cutscene. Enter the door.
6. Upgrade to strength 5 and dexterity 1, then head to the ceramic manor door.



Hookshotting the boomer at the start



Shooting an arrow at the far away switch



## 15. The Inner Furnace

### 15.a. Observation

1. Light the two braziers, go through the locked gate and down the elevator.
2. Make your way through the following rooms. After the first moving platform, take the one on the left. Ignore the third one and continue.
3. In the next room, just ride the platform up. Run through the following room.
4. On the platform with three moving platforms, take the top one.
5. Open the vault door using fire.

### 15.b. The Furnace

This level is again very linear. Follow the main path and light all the fires you come across.

1. In the final room, ignore all the enemies and just move the platform to the top.
2. Grab the door before Grandma before safety, then defeat her. **S&Q** after beating her, then enter the door.
3. Head to the Cemetery door.

## 16. Grey Crow & Lord of Doors

1. Head to Death's Door by going through the first arena, then up the ladder on the right.
2. Defeat Grey Crow, watch the cutscene, then **S&Q**. Enter the door again, and watch another cutscene.
3. Upgrade to dexterity 2, then **S&Q**. Enter the big door.
4. Finish the run!