Taskmaker Any% Speedrun Route

-IMPORTANT NOTES TO REMEMBER BEFORE YOU BEGIN-

- ***(Notations)***: Location names will be ***ITALICIZED***, Items will be highlighted in ORANGE, Spells will be highlighted in PURPLE, Monsters will be highlighted in RED, and Splits will be highlighted in GREEN.
- This route does NOT utilize the Guardian Boomerang as a main weapon, but instead opts to use the Gold Long Sword instead. While the Gold Long Sword has lower power and accuracy stats than the Guardian Boomerang, time is saved throughout the run because the game doesn't need to buffer the attack animations of the boomerang, which adds a substantial amount of time over the course of the run.
- When engaging monsters in combat, chasing them down means adding time to your run. It is oftentimes better to simply let them run away instead of securing the kill. Landing attacks give XP regardless of whether or not the monster actually dies. Even if you let many monsters escape, you should still reach level 7 before needing Grasp Distant Object in Vidair's Tower. If you don't, you can simply spam the Illuminate/Haste spell for extra XP to level you up in a pinch.
- Drop tables on monster deaths are random. Use the Examine command to check every drop that resembles armor or scrolls. You might find something useful to boost stats during the run!
- Equipping gear takes time. If you manage an unexpected gear drop, wait to equip it until you are at a point where you NEED to equip something else!
- Bestow is a very useful command in a pinch. Spinach will always improve mood unless it's a monster whose mood cannot be improved, such as the monsters in the catacombs.
- Don't be reluctant to FRIGHTEN NPCs that might get in your way! In Dripstone specifically, there is a segment where an NPC might wedge themselves in the stone hallway that leads to the Traitor's Room. Frightening that NPC will send them to the other side of the room and clear your path.
- You should always treat death as the end of a run. Loading into Hell alone adds 4-5 seconds to the run time BEFORE considering the time it takes to reload a save.
- There aren't many RNG checks in TaskMaker, but the one notable check happens early, in the catacombs. Don't be afraid to start over if the monster layout isn't ideal!
- 3 Fully Revive Healths should be more than enough to get you through the entire run. If you find yourself in a position where healing is dire, don't be afraid to use the Instant Vacations. The Spinach you pick up on your route should supplement more than enough to make your Food stat last AND be able to give extras as gifts. If you run out of Spinach to Bestow, Fully Revive Healths work just as well!
- You both purchase and collect a Passwall in Quietwater because there is a certain percentage chance that the scroll is used up on the first use. It doesn't always happen, but if it DOES, you will be out of luck later in the run! Better safe than sorry!

 1. Tutorial 

A. Start a new game with tutorial enabled, as well as your LiveSplit timer. Once loaded, Shift+O to type Danilaniloudoff to disable the unnecessary sounds. This helps cache the game quicker and will increase run times.
B. Head towards the center of the next room (the daisies) and move directly SE through the passwall in the corner, then N to the teleporter.
C. Move backwards through the tutorial rooms and grab the Shovel.
D. Move farther back a few more rooms and grab the Ethereal Potion.
E. Shift+O to type Home to teleport to the ***Docks***. Head SW to ***Castle Hall***. Record the Split.

 2. Catacombs 

A. Once in ***Castle Hall***, head E from the wall to the ***Magic Shop***. Grab the Bar O' Gold just W of the shop through the white passwall. Ignore the scroll and gloves.
B. Head N from the ***Magic Shop*** to the ATM next to the ***Junk Store***. Deposit the Bar O' Gold.
C. Shift+O to type Pronto and purchase a Skeleton Key.
D. Head NE from the ATM through the door to the switch room. Grab the Wand O' Frost.
E. Shift+O to type Headoff and disable the forcefield. Turn off the green club switch.
F. Head NW to speak to the Taskmaker. Head S, then W through the garden path once the Taskmaker Floor ends.
G. Head through the passwall to the S before the gate and open the curtain. Side-step the Large Snake (if he is there) and head W out to the moat.
H. Head N and hop on the ship. Sail N around the castle moat, then E when it turns. Make sure to stay away from the edge of the water so as to not be attacked by the Jeroba and the Large Snake.
I. Use the Ethereal Potion and walk S, then W into the back of the castle through the spot with the passwall. WALK back and forth in this room until the Ethereal Potion wears off and flip the Blue Circle Switch. (Resting will deplete your FOOD stat faster, so make sure to walk back and forth instead)
J. Head SW into the ***W Catacombs***. Grab the Gold Long Sword and the Guide Bow.
K. Take the passwall to the SW and head up the staircase to the **E Catacombs**. Beware! The next room has 4-5 monsters that can one-shot you!
L. Head W into the ***Catacombs*** to find the Vorpal Blade. Move farther W for the Gold Plate Mail and the Javelin O' Pierce on the same tile. N of that is the Spiked Devil's Fork. Grab what you can. If possible, also grab the Guiding Gloves if given the chance when pathing away from the Monsters. Take the ***(OPTIONAL)*** path in Skysail Village if you miss any gear here.
M. Shift+O to type Home to head back to the ***Docks***. Record the Split.
N. Equip the Gold Plate Mail, Vorpal Blade, Gold Long Sword, and the Guiding Gloves.
O. Head W towards ***Skysail Village***.

3. **Package**

A. ***(OPTIONAL)***: Head N and Shift+O to type Wavy Davy at the shore. Sail to the island in the NE. Carefully dodge the Kobold there as you grab the Halt Time scroll. You may also sail W and grab the Stealth Boomerang on the other island to sell later.
B. Head to the SE building and skirt around the edge to the opening on the E side.
C. Kill the White Gargoyles inside before heading into the maze. Grab the Home Cooked Meal on your way.
D. Navigate through the maze, taking care not to trigger the wall trap.
E. Shift+O to type Headoff to disable the forcefield and collect the Package. Record the Split.
F. Shift+O to type Home to teleport to the Docks.
G. Head into ***Castle Hall*** and grab the Guardian Boomerang in the now open center fountain case.
H. Head SW to the shops to sell extra gear (keep your Shovel), including the Guardian Boomerang / Stealth Boomerang (if you grabbed it in Skysail Village).
I. Head N to the Food Court and buy 4 Gain Health scrolls from the Healing Shop. Then, buy 3 Fully Revive Health scrolls.
J. Head N through the white passwall and buy 14 Skeleton Keys from the Key Shop.
K. Head SE to the Magic Shop and buy a Gain Spirit and a Gain Agility scroll. Use them and the Gain Health scrolls immediately. Sell the Halt Time scroll (if you grabbed it).
L. Head N to speak to the Taskmaker and receive 5 Instant Vacation scrolls. Try and save these for the final fight when Taskmaker drains your stats.
M. Shift+O to type Home and head NE to ***Quietwater***.

4. **Chessboard**

A. Head NW into the town and W across the bridge. Stop at the N shop to purchase a Passwall.
B. Head into the house to the left of the shops through the S door.
C. Kill any Fish-Icks in your way and grab the Spinach. Open the curtain and kill the Crab-Claw before grabbing the Passwall.
D. Head SE from the shops, then S across the bridge to the caves and enter on the E side.
E. Navigate the cave to the teleporter. Head NW after teleporting through the door and kill all of the Fish-Icks in the room. Go through the curtains and kill the two Crab-Claws.
F. Engage the switch to the S, grab the stack of Skeleton Keys nearby, and exit using the teleporter N of you.
G. Head E past the caves and S/E around the bridge before going N to the lake.
H. Shift+O at the water to type Wavy Davy and sail to the island. Head W into the Taskmaker's lair and grab another Spinach and his Chessboard. Record the Split.
I. Shift+O to type Home to teleport to the ***Docks***.
J. Head back into ***Castle Hall*** and speak to the Taskmaker.

 5. **Chalice** 

A. Shift+O to type Home to teleport to the ***Docks***.
B. Head NE and line up with the second row of trees. Head N to enter ***Silver Creek***.
C. Head W and immediately clear out the Goblins, Kobolds, and Jeroba that attack you.
D. Continue W and Shift+O to type Wavy Davy at the water. Take the ship NW to the island and enter the cave.
E. Head E and clear out the Clubbers, Goblin Leader, Minor Hobgoblin, and Lesser Lizard that attack you. Heal/eat when necessary.
F. Head S to the water. Shift+O to type Wavy Davy and sail S across the water.
G. Head into the SE opening to the building and take the W side path on the red bricks, killing the Kobold who attacks.
H. Head W at the fork with the black blocks and continue S to the staircase.
I. Head E into the building and open the door to kill the Large Hobgoblin.
J. Shift+O to type Headoff at the Star forcefield and kill the Dark Gargoyle.
K. Head in and dispatch the Goblin Leader to collect the Chalice in the N side of Taskmaker's room. Record the Split.
L. Shift+O to type Home to return to the ***Docks***.
M. Return to ***Castle Hall*** and speak to the Taskmaker.

 6. **Magic Book** 

A. Shift+O to type Home and return to the ***Docks***.
B. Head S (standing 3 squares W of Castle Hall) to the S edge of the map. Head E into the mountains and through the trees to reach ***Arbalest Catacombs***.
C. Head NE to the water. Shift+O to type Wavy Davy.
D. Reach the other side and kill the lone Crab-Claw. Face W and slap the other Crab-Claws a bit until your health is low or they all run away. Head N and open the door and take the staircase.
E. Step SE and kill the White Gargoyles. Shift+O to type Headoff to disable the forcefield. Kill the next two Dark Gargoyles inside this room. Take the staircase.
F. Head NE into the next room and kill the Crab-Claw. Exit SW diagonally and head up to the gray pathway. Head E to the room with the Pointy Things and kill them all.
G. Continue through the E door and make your way E, killing the Wererats that attack. Press the Star Switch.
H. Head S from the switch through the white block pathway. Head S into the Taskmaker maze in the black blocks. Take both N teleporters as you progress through. Then, take the staircase.
I. Open the S passage through the rock walls and kill the Graffle. Collect all of the Spinach in this room

J. Bend the bars and move E through all the various sets of other bars, then eventually S as the path changes. Grab the Extra Speediness you see on the pathway. Bend the next set of bars, then head NW through the diagonal opening.
K. Kill the Minotaur and continue NW through the diagonal passages to the ladder.
L. Move to the S and engage the switch. Take the newly opened passage E. Wield your Shovel and dig in the middle grave in the vertical column to collect the Magic Book. Record the Split.
M. Shift+O to type Home and return to the ***Docks***.
N. Head into ***Castle Hall*** and speak to the Taskmaker. Wield the Elven Cloak he gives you and your weapons.
O. Shift+O to type Home and return to the ***Docks***.

7. **Possessions**

A. Head SW to the grassy area and around the small creek to reach ***Quagmire Estates***.
B. Head S/SW and kill the Cutpurse. Continue S past the Graffles in the box, then SE past the Skeleton in a box. In the next room, grab the Extra Etherealness and the Gain Health. Use the Gain Health immediately.
C. Return to the start. Head E into the building, then N/NW to the NW corner of the area. Grab the Sight Lantern, killing the Rod's Monster.
D. Head E/S/SW/E to the E side of the map. Grab the Ethereal Potion at the end of the pathway, killing the El Cheapo Clone.
E. Backtrack to the W until you see the Taskmaker Floor. Head N through the white passwall and walk E through the BF blocks and take the teleporter.
F. Shift+H to Haste and dodge the monsters in this section, including the angry Guard and Jeroba.
G. Head E and turn off the left-most switch.
H. Head NW to the ships. Try your best to side-step the new Monsters that appear. They will be too powerful and will overwhelm you.
I. Sail directly NE to the vault. Head into the pit to ***Poet's Nightmare***.
J. Shift+I to Illuminate the area and head E through the Curtain. Shift+O to type Headoff twice to disable the two forcefields. (Recast if the spell doesn't last long enough)
K. Sail the ship around the water area to the E and move into the Exit Room. (DO NOT TAKE THE EXIT)
L. Use a Passwall to move through the S wall (the wall says MUST) and take the staircase.
M. Grab the Possessions to your right. Record the Split.
N. Shift+O to type Home and return to the ***Docks***.
O. Return to ***Castle Hall*** and talk to the Taskmaker. Equip your new Gold Protection Ring.
P. Shift+O to type Home and return to the Docks.

 8. **Coat o' Arms** 

A. Head W to reach ***Enitsirhc***.
B. Head SE to the corridor of doors. Move through all 8 doors and continue E and use the teleporter.
C. Immediately turn around and go back through the teleporter. Navigate S/SW through the gray passwalls, killing the Pointy Thing, grab the Stealth Boomerang on the ground, then E through the path to the room with the switches and the trapped Golems.
D. Press the 5th switch from the left and head SW to the next room. Press the leftmost switch and head E into the SE room.
E. Go through the curtains and maneuver around the Ghost. Grab the Christine's Scroll on the floor. Open the safe to grab the Coat o' Arms. Record the Split. Be wary of your health as the Ghost hits hard.
F. Shift+O to type Home and return to the ***Docks***.
G. Return to ***Castle Hall*** and talk to the Taskmaker.
H. Shift+O to type Home and return to the Docks.

 9. **A Head** 

A. Head S to the mountains and search S/SE for the entrance to ***Fierce Fold***. (Look for the Cobblestone E of the lake)
B. Step SW, NW NW NW, NE to Teleport.
C. Take the E Teleport.
D. Take the SW Teleport.
E. Take the S/SE Teleport.
F. Walk E and weave NE/SE to deactivate pads. Walk S to deactivate another and enter ***Dripstone***.
G. Head NE to the carpeted building and press the switch on the E side of the room.
H. Leave the room and head W (N side of the Food Shop). Follow the edge of the tan building NW, stop at the ATM and deposit your 10 Diamonds, then head N/NW/N between the buildings.
I. Head E at the red brick, S into the building, and E through the passwall into a blue-floored corridor.
J. Head S through the door (it will close behind you). Shift+O to type Headoff on the W forcefield.
K. Open the door and kill the Mud Golem inside.
L. Turn off the Blue Circle switch and head back N to the room with the Taskmaker floor to the W. Move N around the center black blocks and bestow a Spinach / Fully Revive Health to the Traitor for A Head. Record the Split.
M. Shift+O to type Home and return to the ***Docks***.
N. Return to ***Castle Hall*** and talk to the Taskmaker. Equip your new Lancelot Helm and reequip the Sight Lantern.
O. Shift+O to type Home and return to the ***Docks***.

10. **King's Bones**

A. Face NW. Shift+O to type Wavy Davy and sail directly NW until you see a cave. Head into ***Pentamerous***.
B. Head to the most SW pathway and follow the maze until you can see the red bricks with a Zombie.
C. Use a Passwall to travel through the rock wall and move W into the face room. There will be lots of Monsters here, so Haste if needed and flee NW.
D. In the most NW corner of this room, use the Ethereal Potion and move into the room covered in bones. Ignore Death and move W until you find the King's Bones. Record the Split.
E. Shift+O to type Home and return to the ***Docks***.
F. Return to ***Castle Hall*** and talk to the Taskmaker.
G. Use your new Wish For Any Object to wish for Wisdom Teeth. Keep these in your inventory during the final fight to prevent Taskmaker from using his Teleport Attack. Also use the Christine's Scroll now and reequip your Shovel.
H. Shift+O to type Home and return to the ***Docks***.

11. **The King's Crown**

A. Face NW and Shift+O to type Wavy Davy.
B. Sail NW and line up with ***Pentamerous***, then sail directly W. Dig at the different sand spot for Chris' Hammer to sell later. Reequip your weapons. Proceed to the NW corner of the map to enter ***Vidair's Tower***.
C. Head S through the gray passwall and step aground the Vampire.
D. Continue S through the passwall, then E through another passwall.
E. Take the hidden teleporter to the S.
F. Step 1 square SE. You should be in a room with orange and purple triangle flooring.
G. Head E through the white passwall, grabbing the Sinbad's Belt you see on the floor. In the next room E, step diagonally through the blocks and take the teleporter.
H. Move SW through the blocks and take the left-most teleporter on the S wall.
I. Dispatch the Giant Snakes in this room. You should be level 7 at this point.
J. Move E into the next room and press the Orange Triangle Button. Grab the Stealth Boomerang to sell later.
K. Head back W through the room and take the secret teleporter to the previous teleport room.
L. Take the teleporter one square E of you.
M. Take the secret teleporter to your S.
N. Step NW. Step off the teleporter tile and back onto it.
O. Move N through the spade block and W through the now-open orange triangle wall.
P. Take the door to the S and wield your Sight Lantern.
Q. Shift+G and Grab The King's Crown. Record the Split.
R. Shift+O to type Home and return to the ***Docks***.

12. **Final Fight** 

A. Return to ***Castle Hall*** and head SW to the shops.
B. Reequip your Gold Long Sword and check to make sure you have all of your other gear equipped for the final fight. Sell anything you don't have equipped.
C. Head E to the ***Magic Shop*** and sell any and all items you won't use for the fight. Keep any healing items, the Extra Speediness, any remaining Spinach, and any wands you have. Purchase 3 Magic Missile Wands and 3 Wands o' Lightning.
D. Head to the ***Healing Shop*** and purchase as many Fully Revive Healths as you can. Use a Spinach to fill your stomach.
E. Speak to the Taskmaker to turn in the last quest and receive a DRUGS!!!. Drop that on the floor so you don't accidentally use it during the final fight. (DRUGS!!! kill you and send you to Hell if used)
F. Drink your Extra Speediness, then use your Wand o' Frost to attack Taskmaker and engage combat. (It might take a few blasts to actually connect)
G. Bestow Fully Revive Healths / Spinach to the Guards to calm them, then proceed to attack Taskmaker until he is dead. Use all of the wands you have for big damage immediately. If possible, attempt to trap Taskmaker in the alcove to one of the doors behind the throne so he can't move too much. Use your Instant Vacations whenever he uses his stat-depleting spell. Mind your health and keep Haste (Shift+H) active at all times to get double the attacks in. Record the Split when you see the winning screen after Taskmaker is dead.