

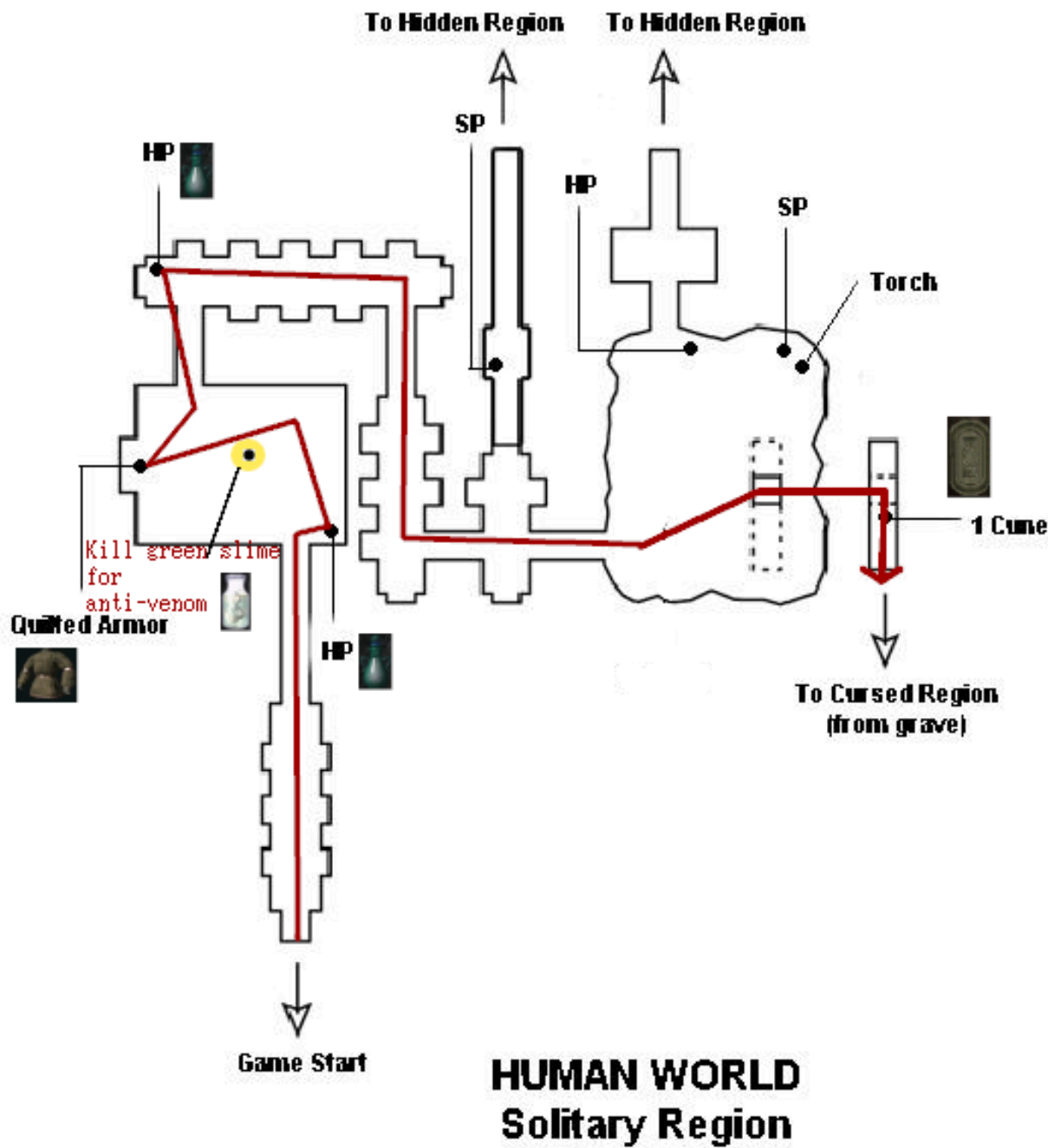
## **Shadow Tower 1Bow Maps/Notes**

These notes and maps are for quick reference during an Any% run. If you are using these notes to learn, I recommend referencing a PB video alongside.

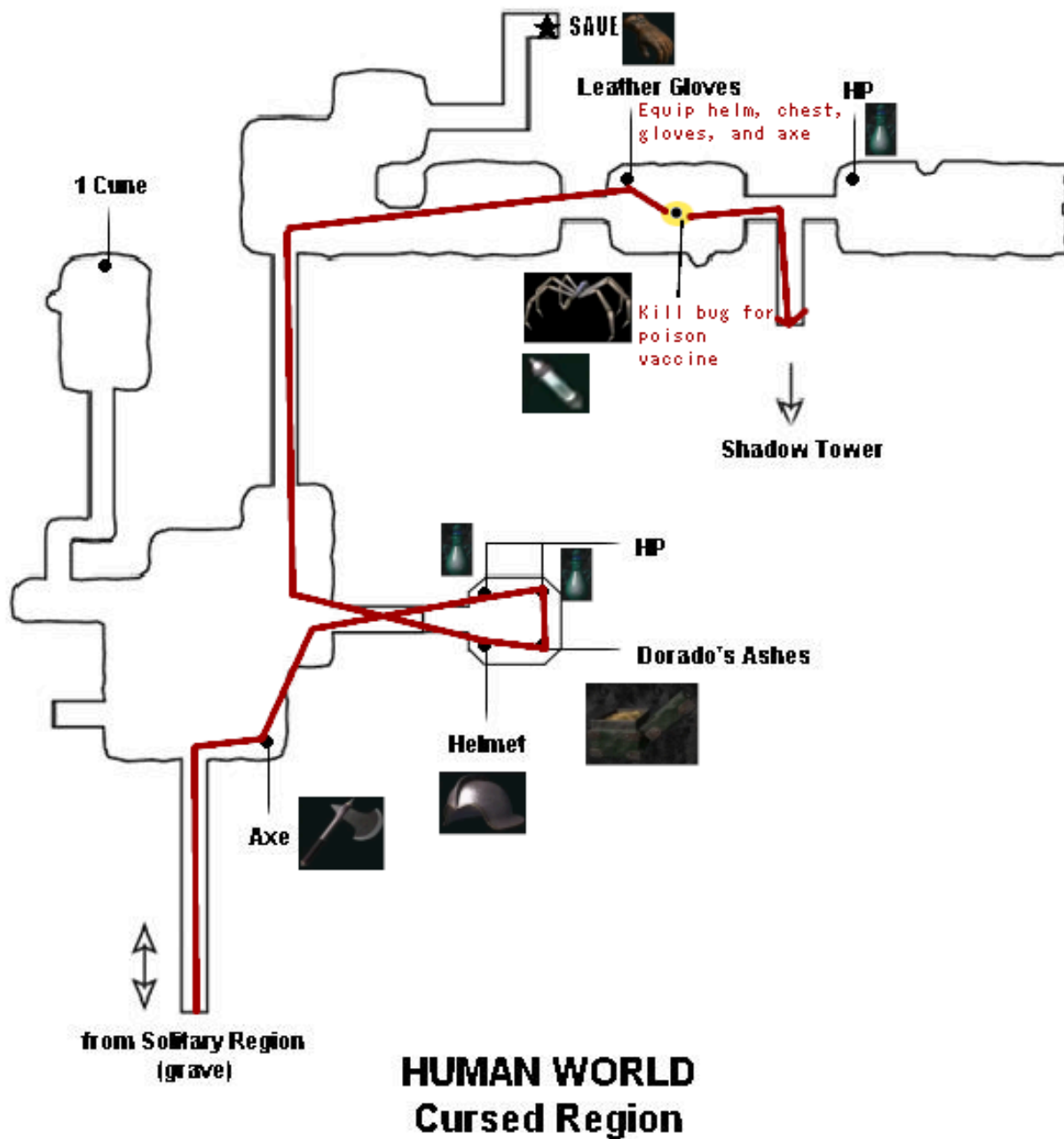
 [\[WR\] Shadow Tower Any% Speedrun in 39:34](#)

The Japanese version of the game does not actually require you to create a save at a save stone to be able to warp to it. You only have to bring the menu up and then you can leave. The English version requires you to make a save, which takes around 30 seconds each save. You set a warp point twice in this route, so English would lose around a minute.

Human World: Solitary Region

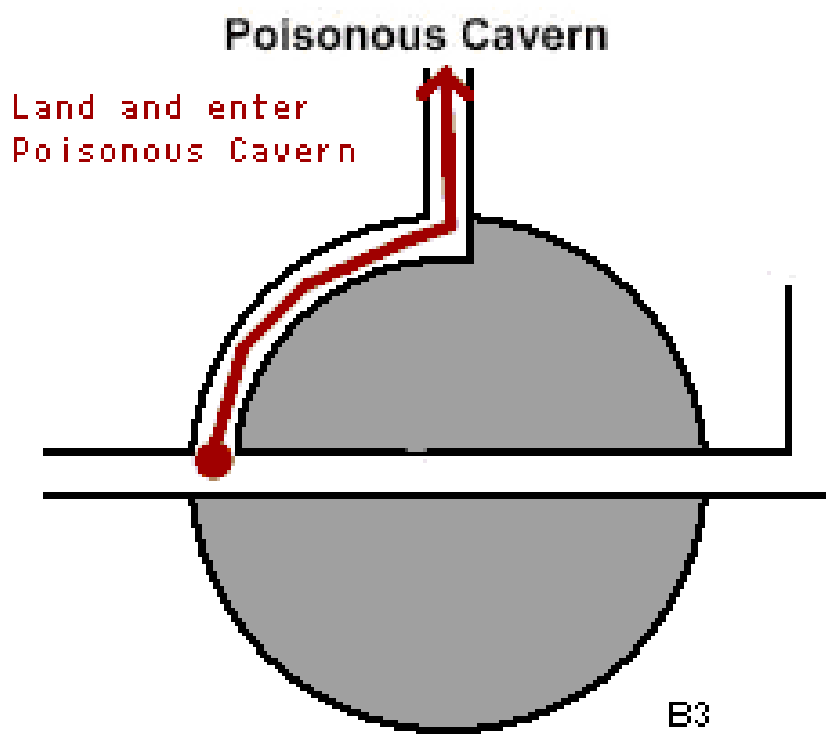
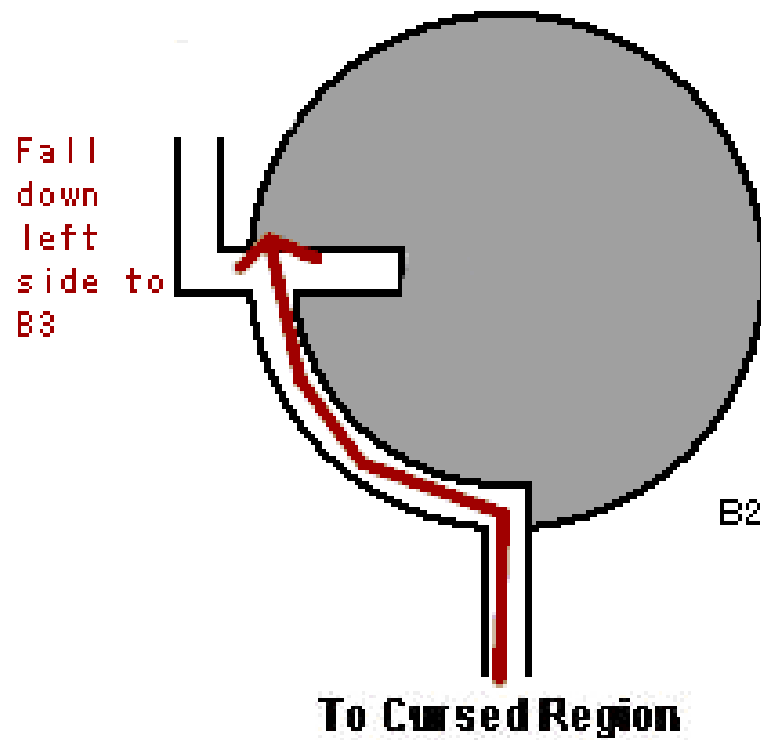


## Human World: Cursed Region

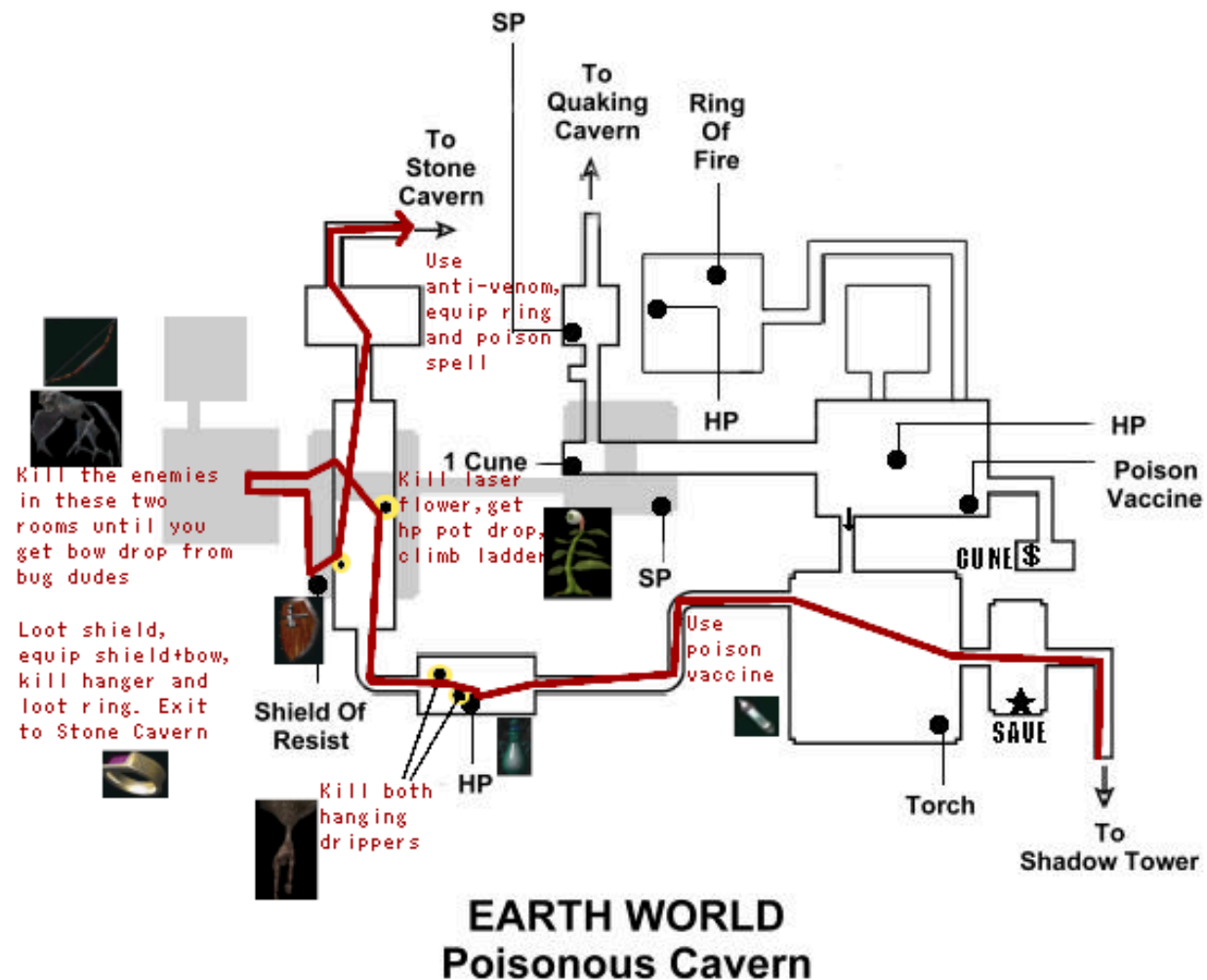


After picking up the gloves, equip the helm, chest, gloves and axe.  
Exit to Shadow Tower.

## Shadow Tower B2-B3



## Earth World: Poisonous Cavern



The bug that drops the bow can be manipulated to always be the 3rd spawn in the room. Moving from the 2nd plant or 1st bug spawn into the corner of the room and looking toward the center of the room right as the enemy dies seems to spawn the bug that drops the bow. Here is a video example of 1 plant 2 bug:

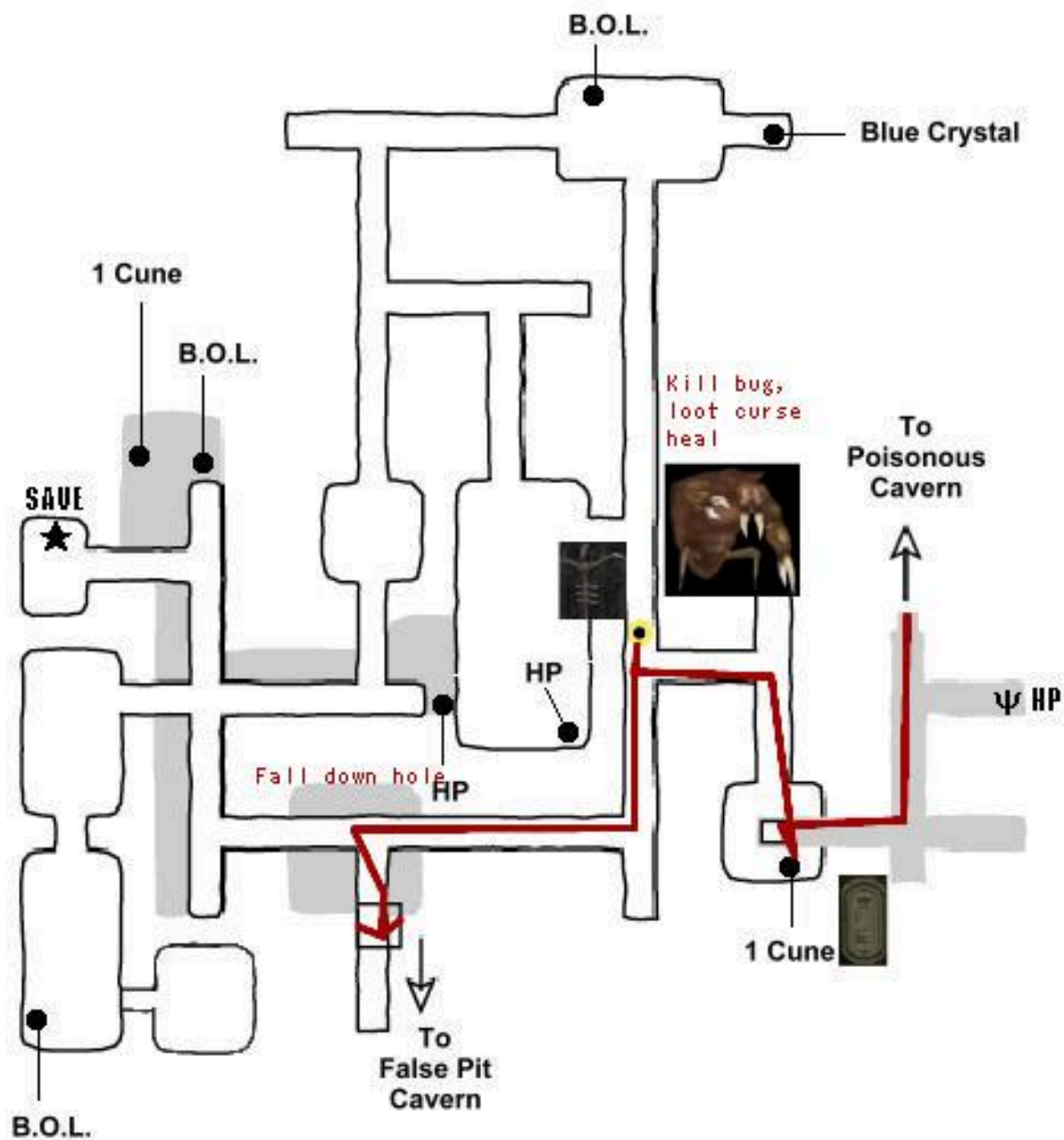
[https://clips.twitch.tv/SneakyProductiveWallabyDatBoi-wl0erWc\\_RL2cu4Ux](https://clips.twitch.tv/SneakyProductiveWallabyDatBoi-wl0erWc_RL2cu4Ux)

Equip bow to reserve left, equip shield to primary right hand. This will allow you to swap between the Bow and Shield with a button combination of X+□ or X+▲ (JP ver uses O instead of X)

Make sure to equip the ring on the same hand as the bow (upper ring slot), otherwise your damage with the bow is going to be massively lower.

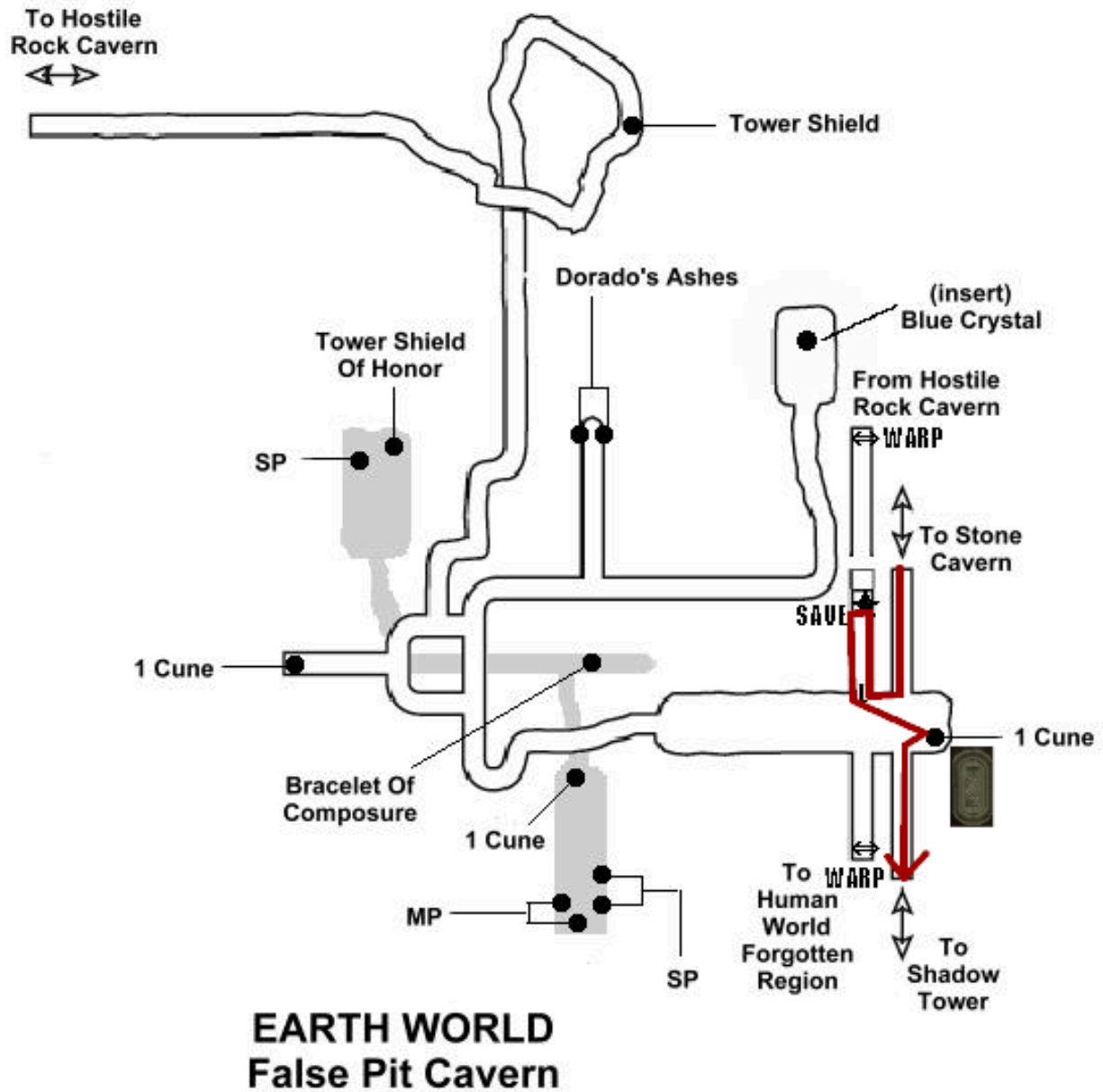
After exiting the poison, equip the ring and spell, then use a poison cure in the same menu.

## Earth World: Stone Cavern



## EARTH WORLD Stone Cavern

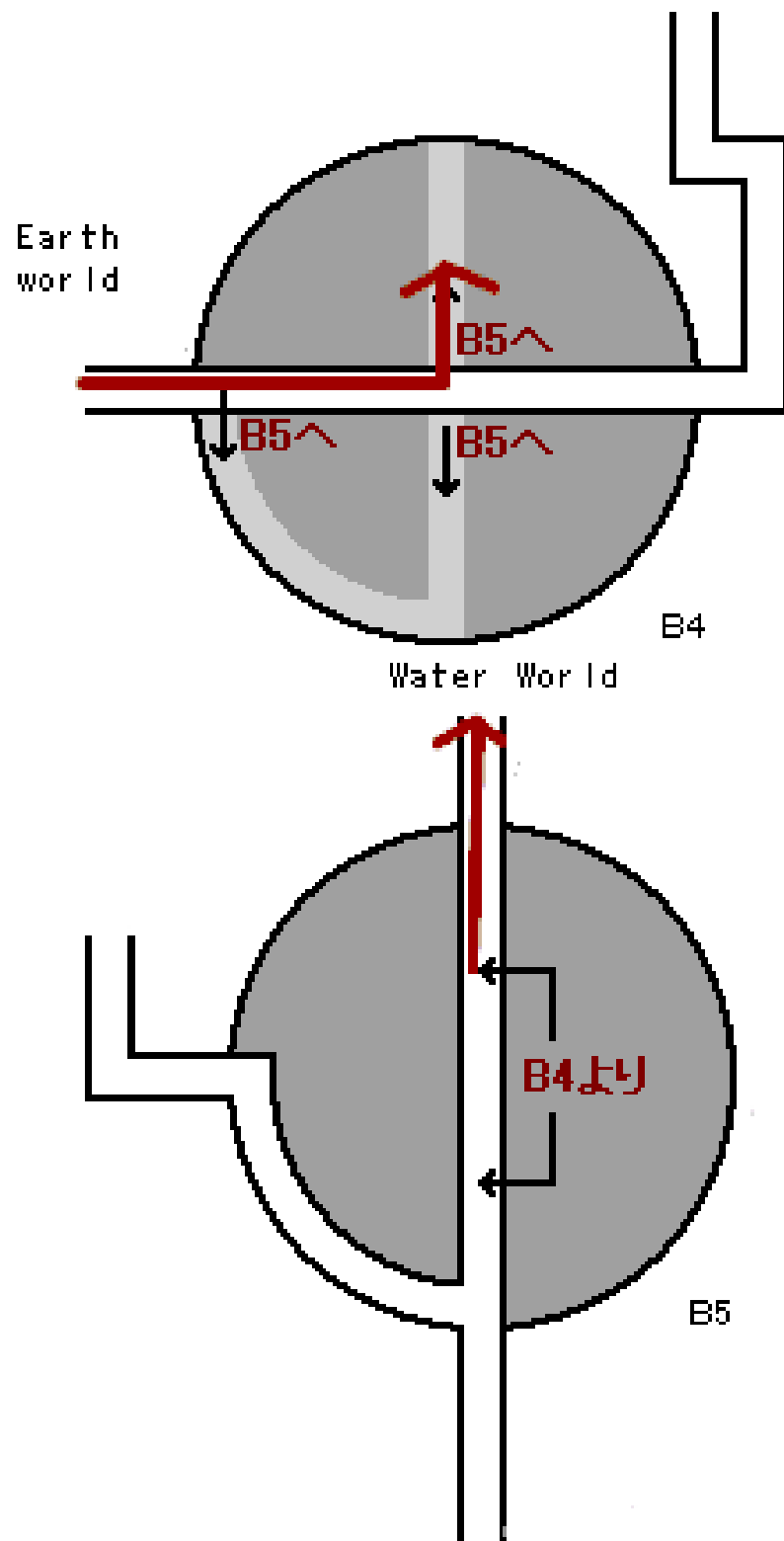
## Earth World: False Pit Cavern 1



Activate save stone for later feather warp, grab cune and exit to Shadow Tower B4

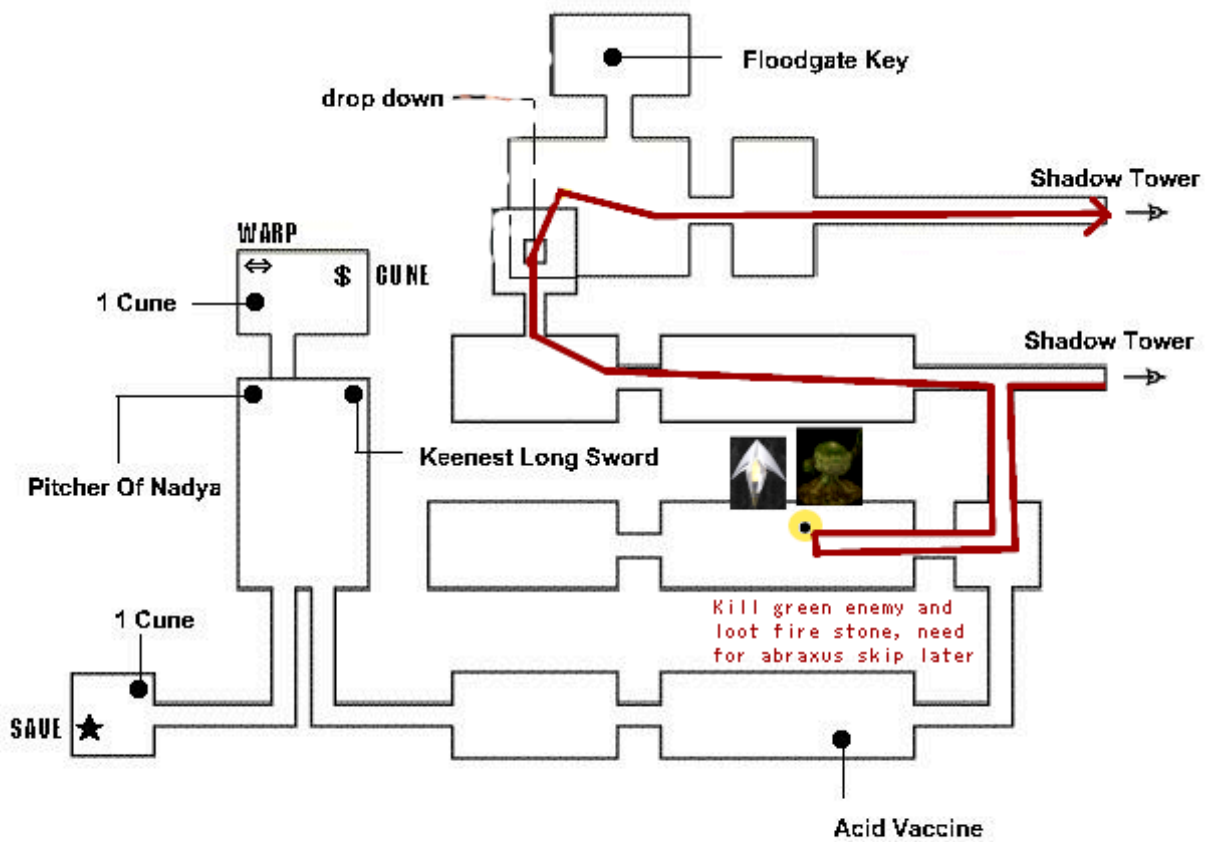
**Shadow Tower B4-B5 1**





Exit Earth World, fall off left side of walkway and enter Water World Impure Pool

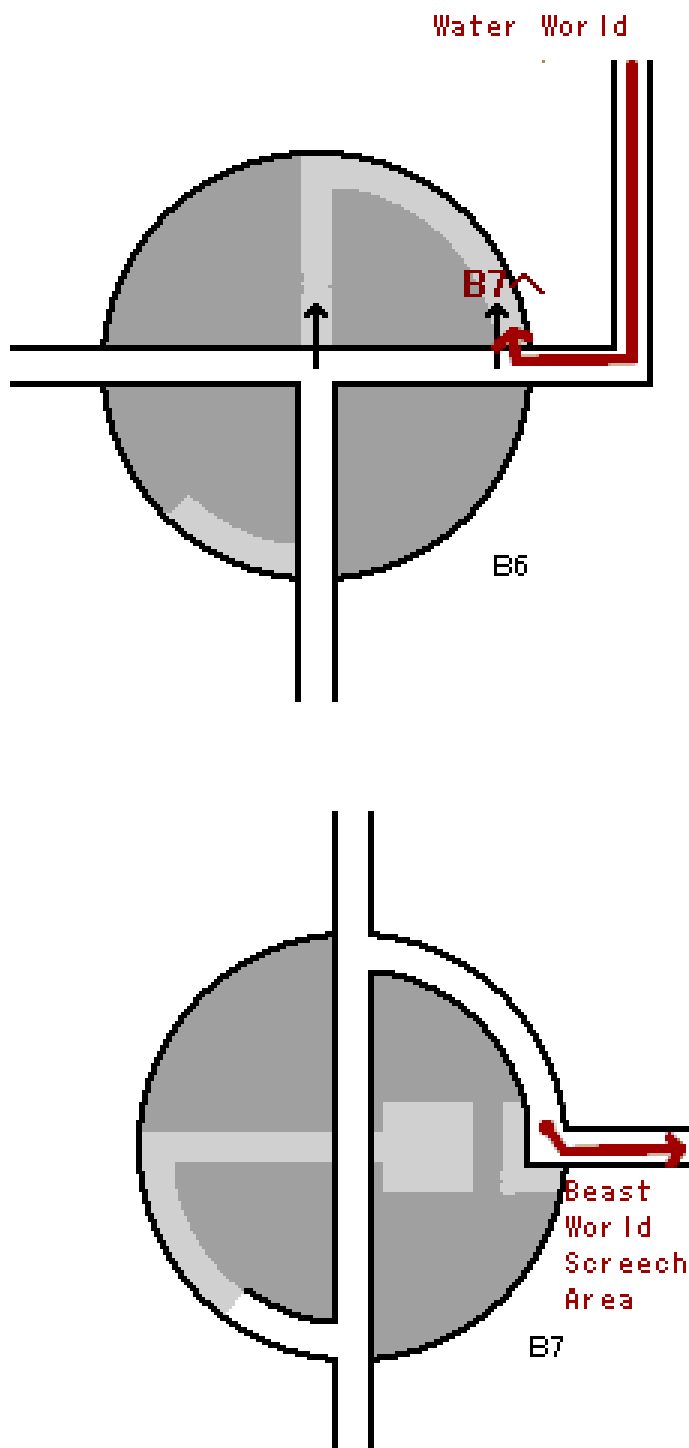
## Water World: Impure Pool 1



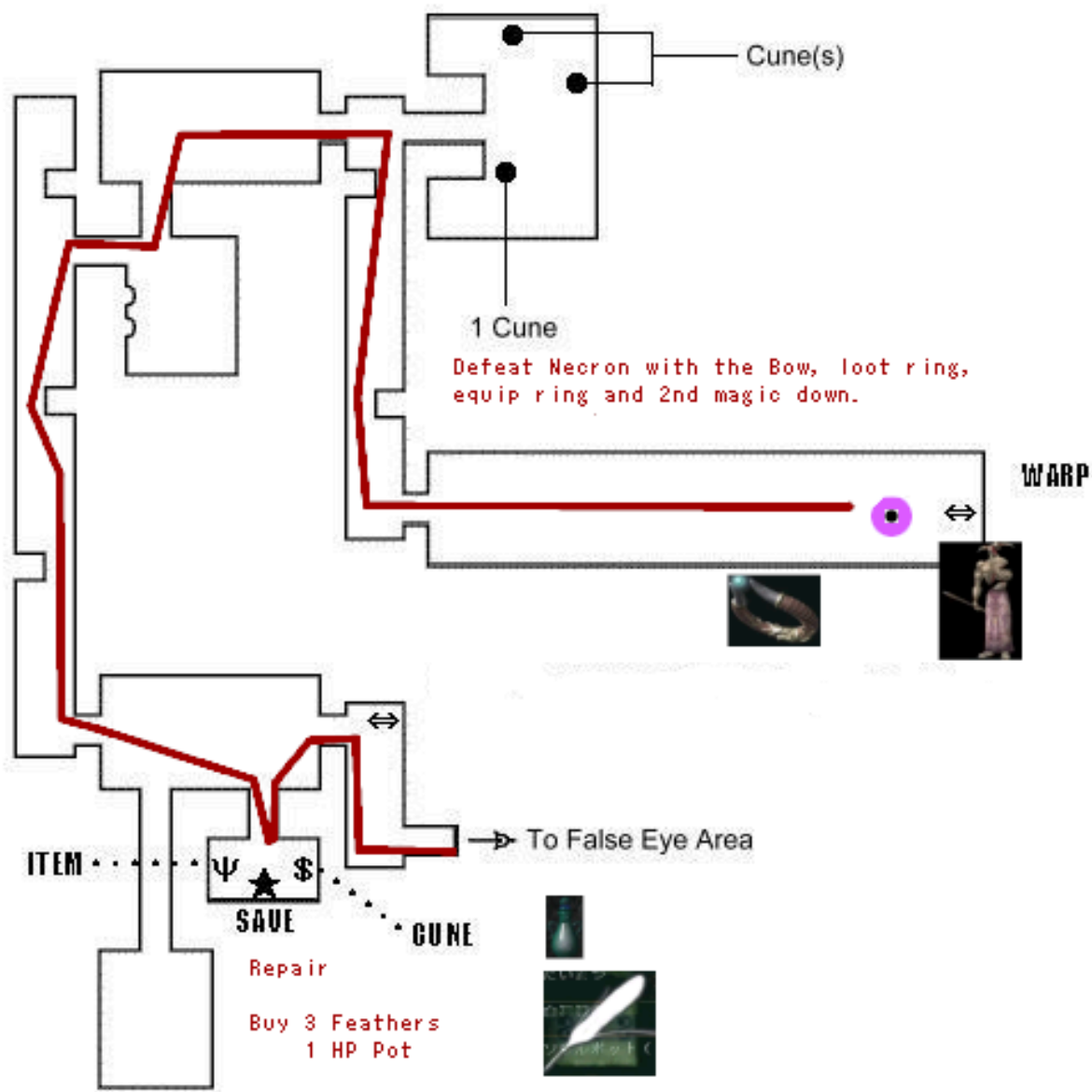
**WATER WORLD**  
Impure Pool Area

Kill the slug in the left room for the fire world stone. It's about 15-20 seconds faster to skip the fire world stone, but it makes fire world and Abraxus skip much tighter HP wise. If you intend to skip the fire world stone it might be a good idea to grab the HP pot near the exit of human world near the start of the run.

## Shadow Tower B6-B7 1



## Beast World: Screeching Area 1



## MONSTER WORLD Screeching Area

Repair what you can, then heal and purchase  
3 Sacred Feathers  
1 Healing Potions

Heal

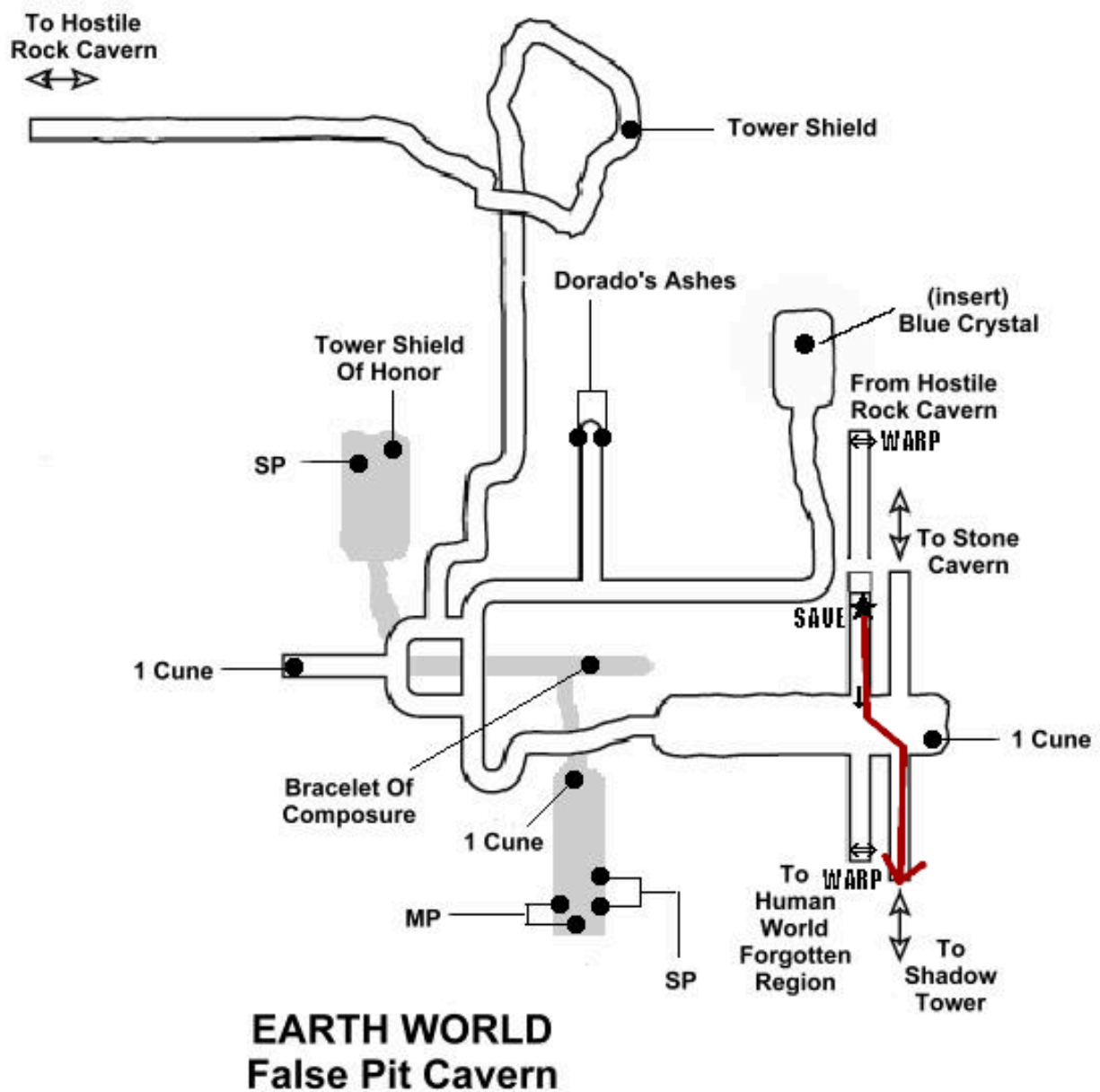
Defeat Necron with Bow

Equip Necron's Ring

Equip 2nd magic

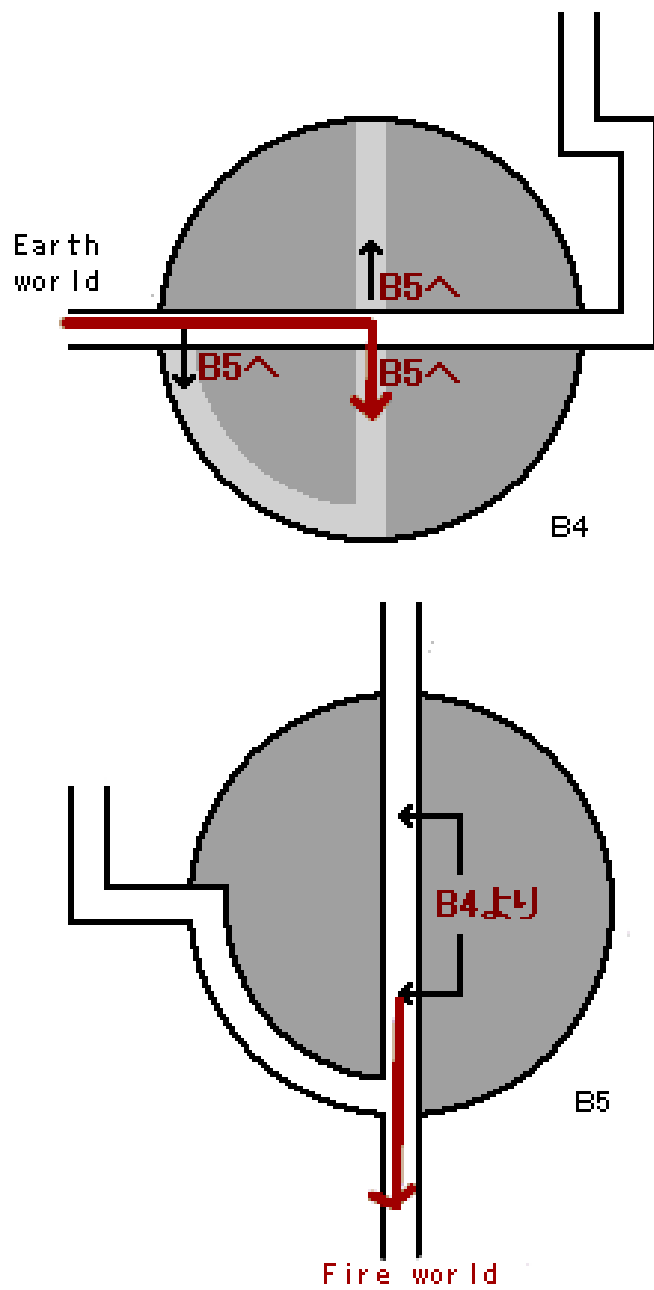
If you are able to be next to Necron as you kill him, you can loot/equip his ring and use the return feather before his dialogue starts.

## Earth World: False Pit Cavern 2



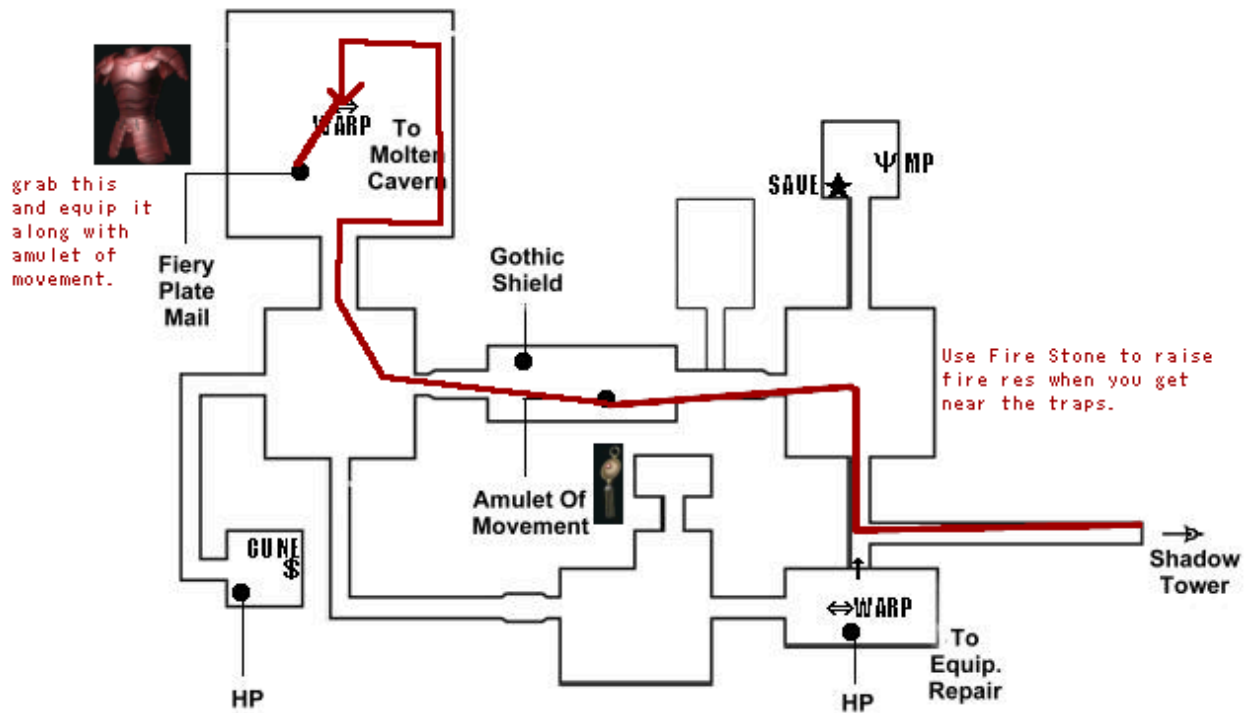
Head to fire world

## Shadow Tower B4-B5 2



Fall off the walkway to the right side and enter Fire World Burning Cavern.

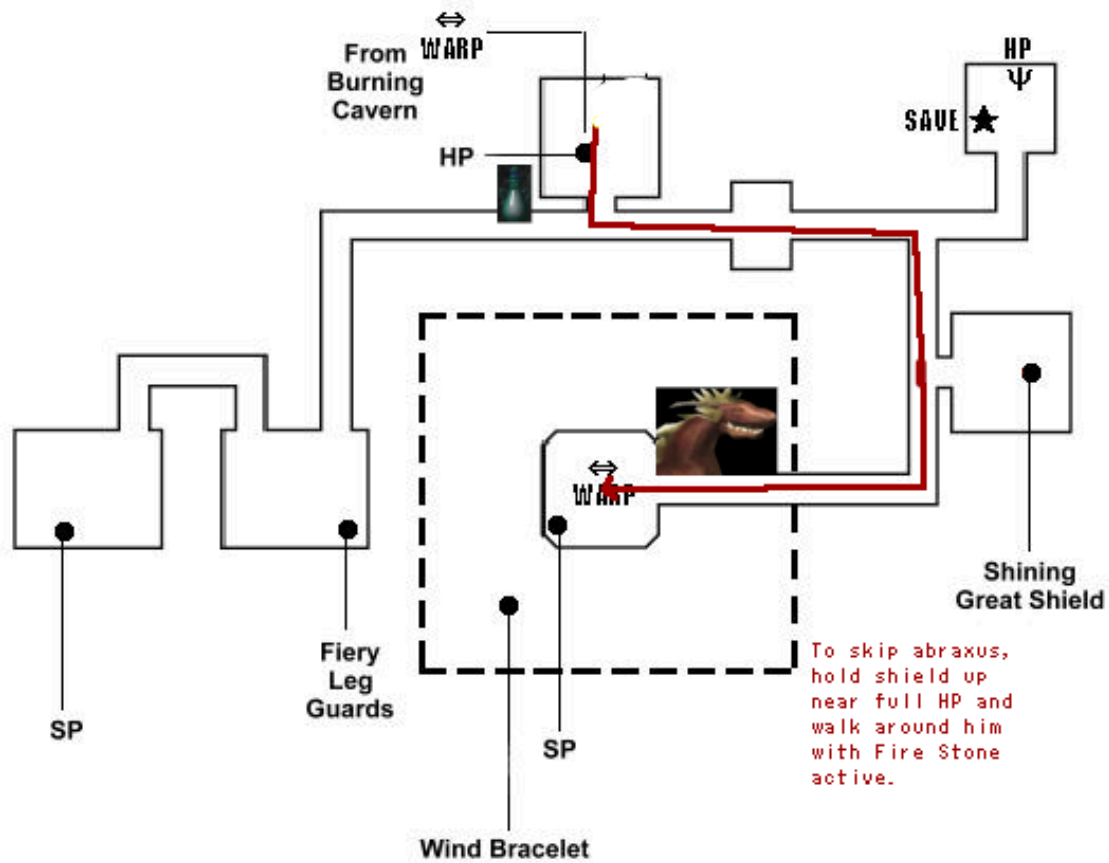
## Fire World: Burning Cavern 1



### FIRE WORLD Burning Cavern

Use Fire Stone to raise fire resistance when you get near the fire traps  
Hand swap from bow to shield and raise the shield when you walk through the fire.  
Pick up the amulet of movement and fiery plate mail, equip them and use the warp stone to Molten Cavern. (look into combining this menu with the menu in molten cavern)

## Fire World: Molten Cavern



### FIRE WORLD Molten Cavern

Grab the HP near the warp entry point.

To skip Abraxus, make sure to do the following

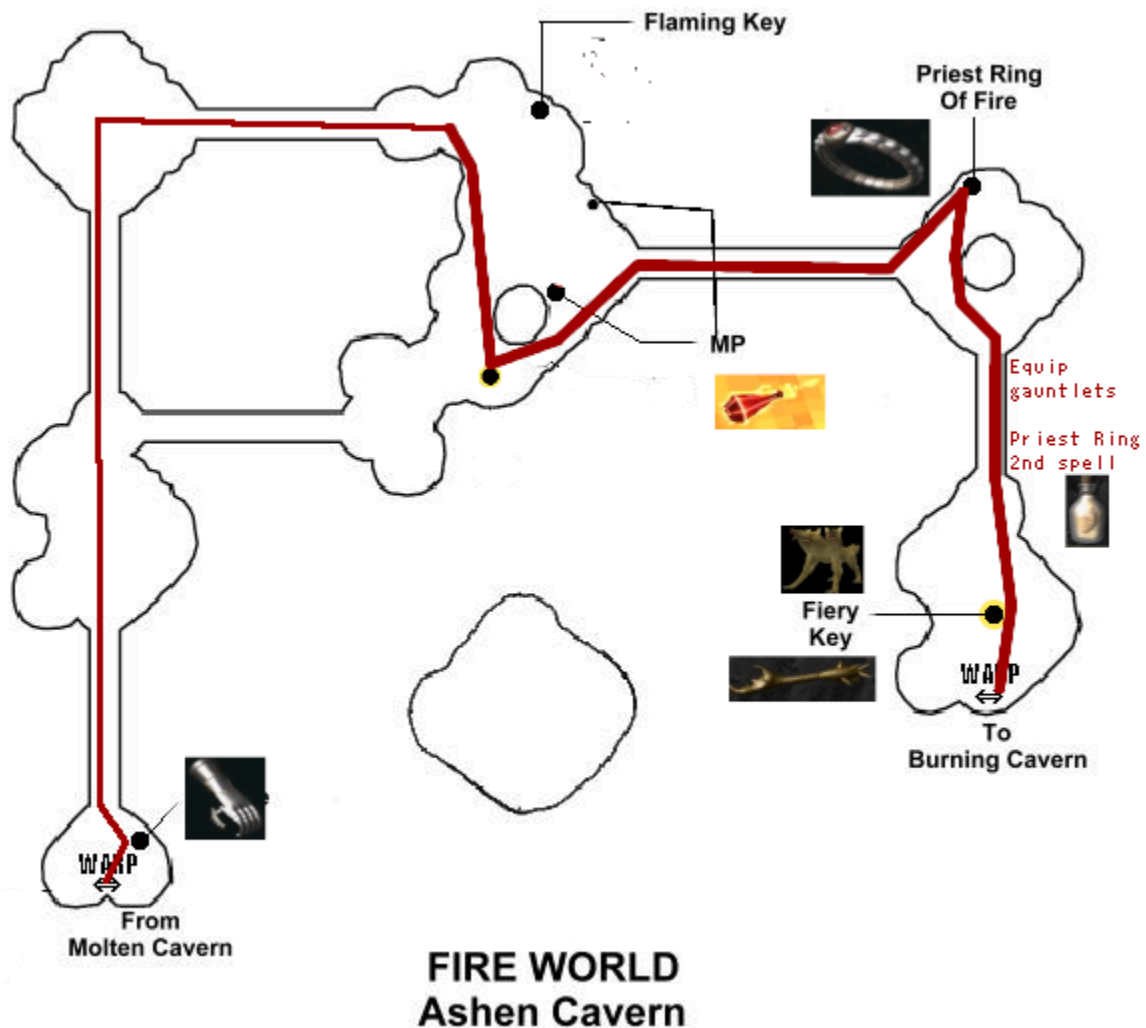
Be near full HP, after you do it a few times you'll be able to recognise when you need to heal or not.

Have Fire Stone active

Hold your shield up as you walk through the lava.



## Fire World: Ashen Cavern 1



Priest Ring of Fire is optional, if you don't get it you aren't going to try for the acid vaccine in water world before magi magus.

Grab the crushing broadsword if you didn't already get one from the bugs that drop the bow earlier.

Equip after picking up Priest Ring of Fire

Gauntlets

Crushing broadsword

Replace Poison Ring with Priest Ring of Fire

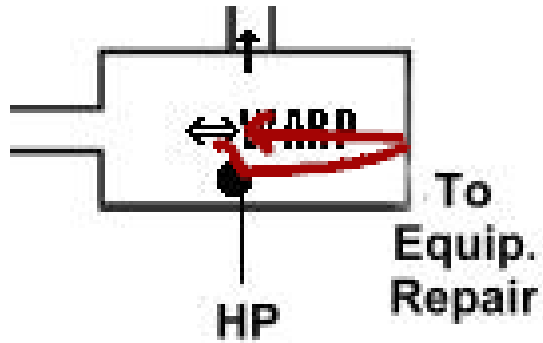
2nd Spell

Look into combining the earlier amulet and armor equip with this one.

Kill enemy near bridge before cerberus for para cure

Defeat Cerberus and grab the key it drops, then enter the warp gate. You can also go through the gate without grabbing the key, and grab it after the repair trip.

### Fire World: Burning Cavern 1

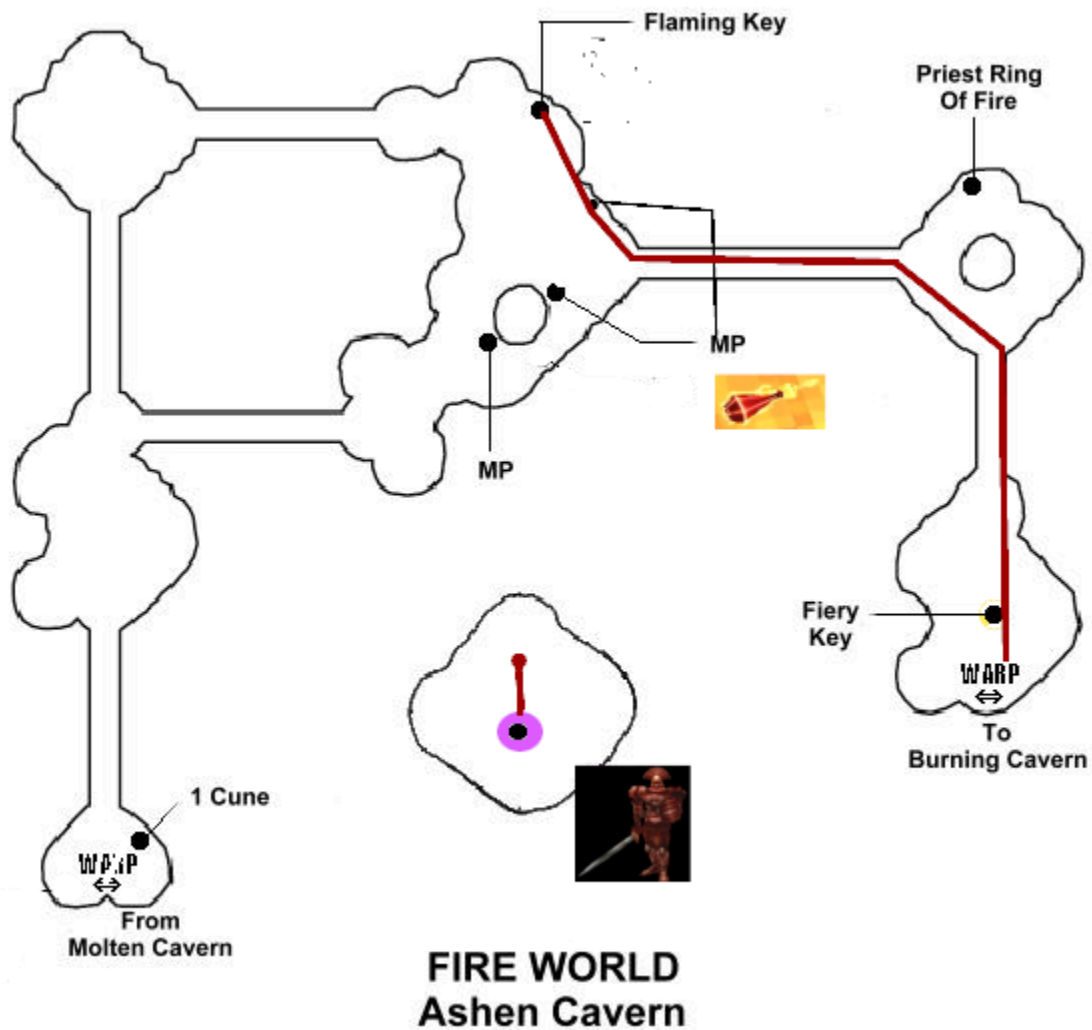


L1 to move over and loot the HP Pot, then move to the equip repair shop, try to enter near full hp.

Repair the crushing broadsword, bow, shield, and necron ring if you can afford it.

Warp back to Ashen Cavern via the warp gate.

## Fire World: Ashen Cavern 2

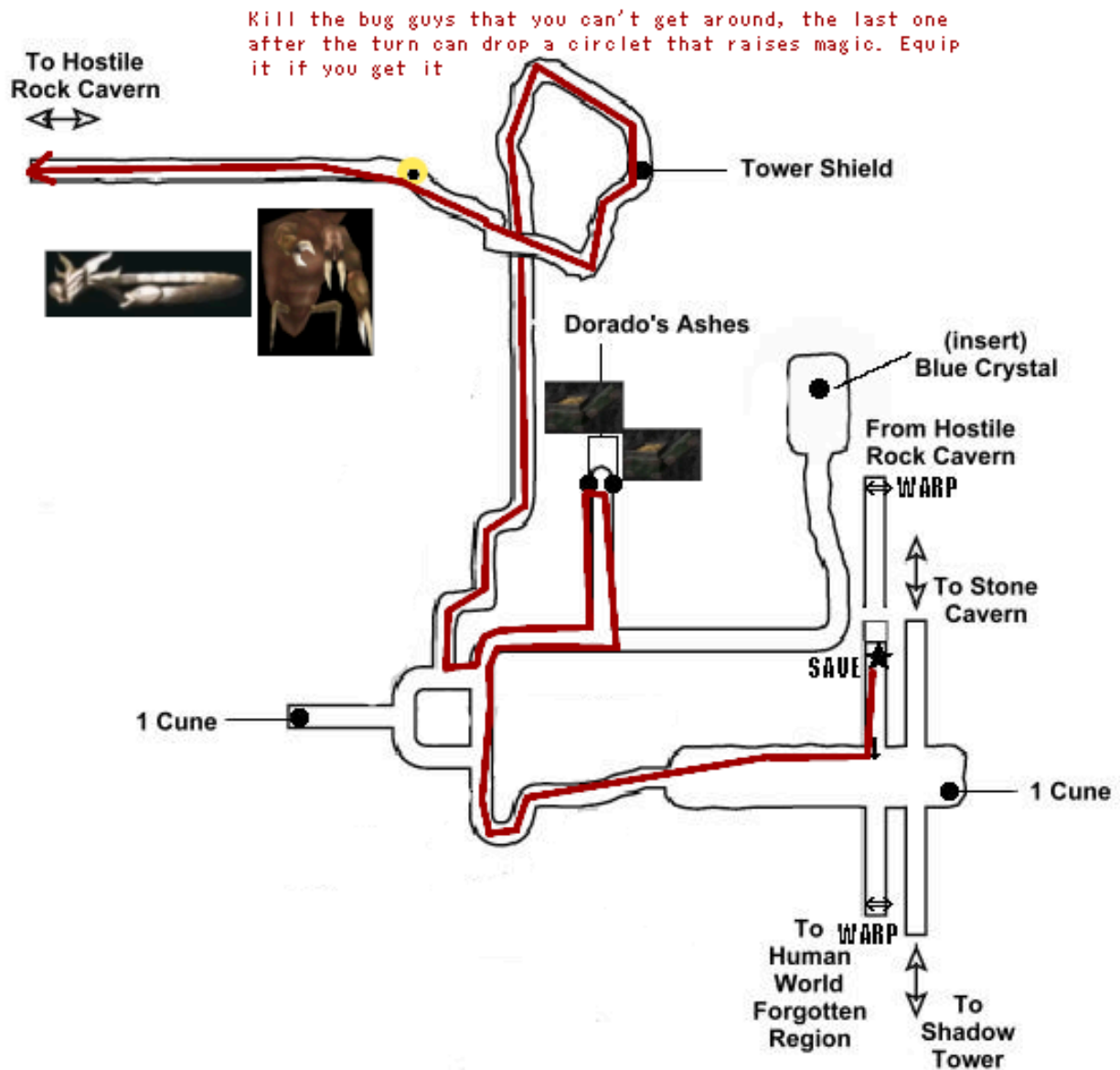


Head across the area you warp into and hope to not get paralyzed, use a para heal if it happens.

Grab the MP potion along the way to the flaming key pedestal, use the fiery key to unlock it. Use the Flaming key to warp to the Ebony Knight area.

Use the frozen hornet spell on necron's ring to kill ebony knight

## Earth World: False Pit Cavern 3



### EARTH WORLD False Pit Cavern

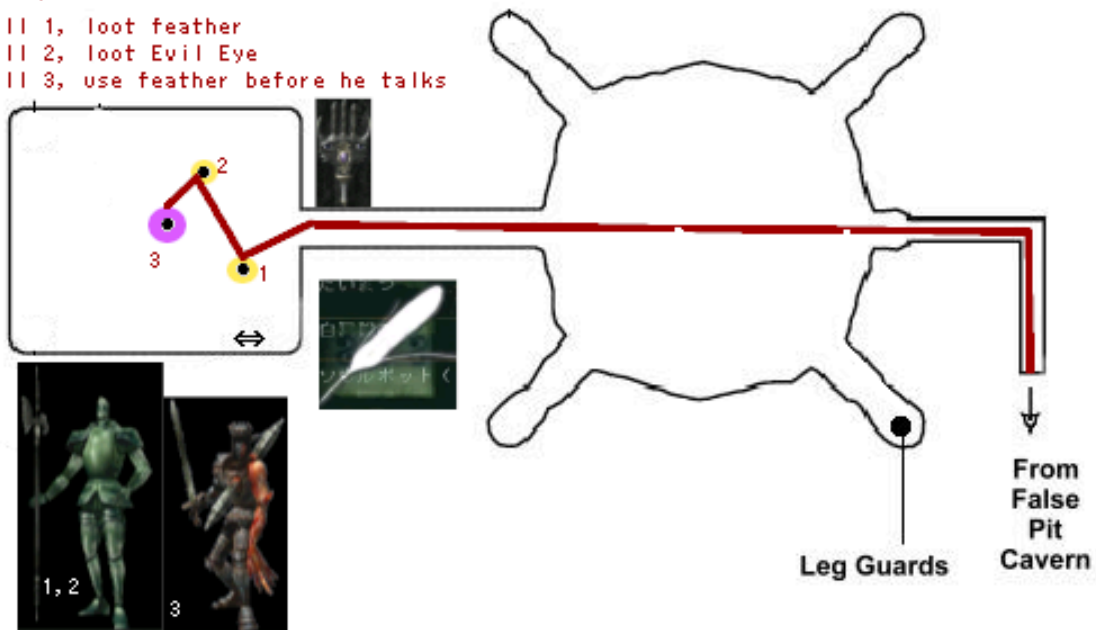
Kill the acid plants that get in your way as you make your way over to the dorado ashes, they can drop HP potions or additional dorado ash.

The large bug enemies can body block you on the bridge or poison you, but they can be bypassed.

## Earth World: Hostile Rock Cavern

Hold shield in big  
room, then use sword  
and necron ring magic  
for Apollos room

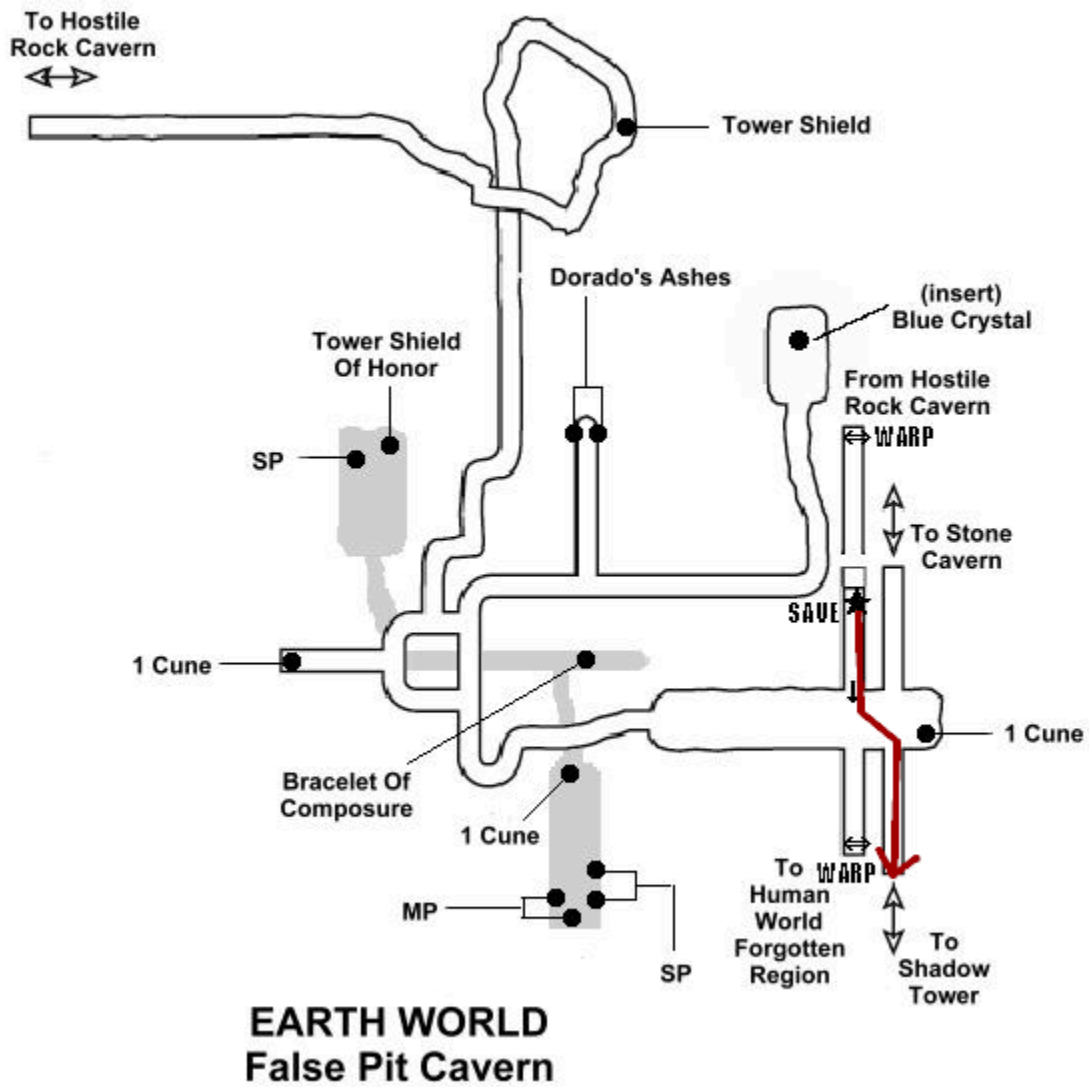
Kill 1, loot feather  
Kill 2, loot Evil Eye  
Kill 3, use feather before he talks



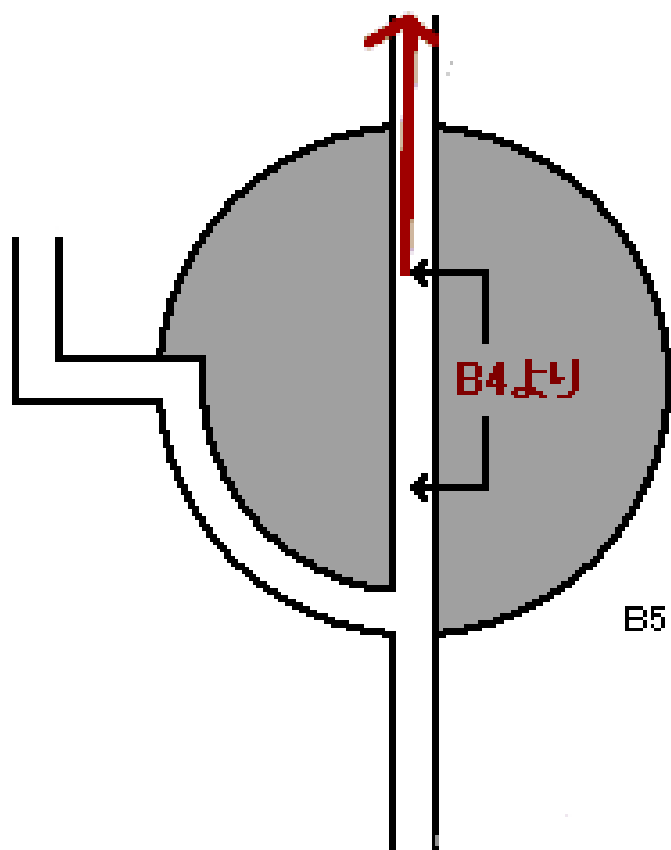
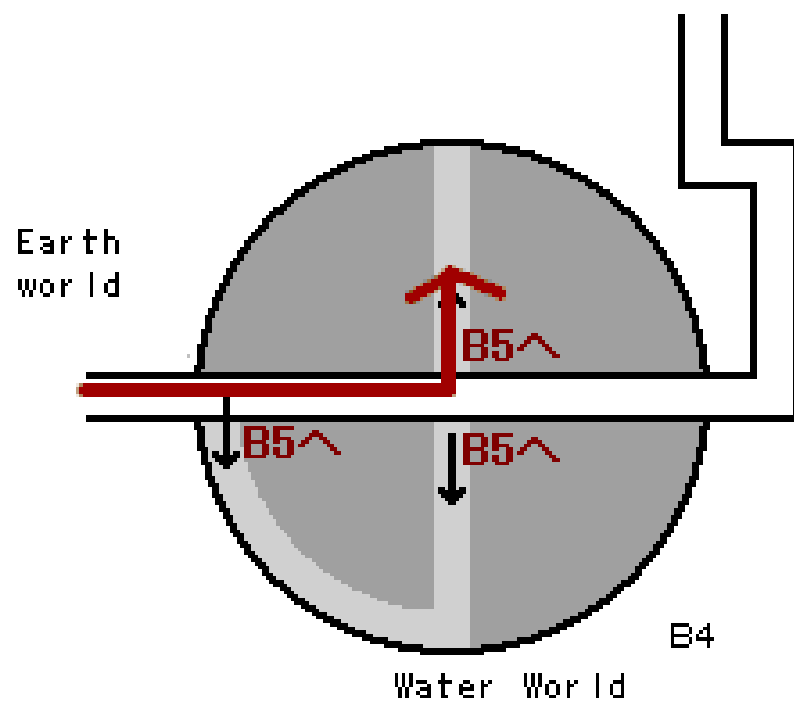
## EARTH WORLD Hostile Rock Cavern

For apollo, try to keep circling to his back as you attack. He tends to not paralyze you if he is rotating to face you.

## Earth World: False Pit Cavern 4

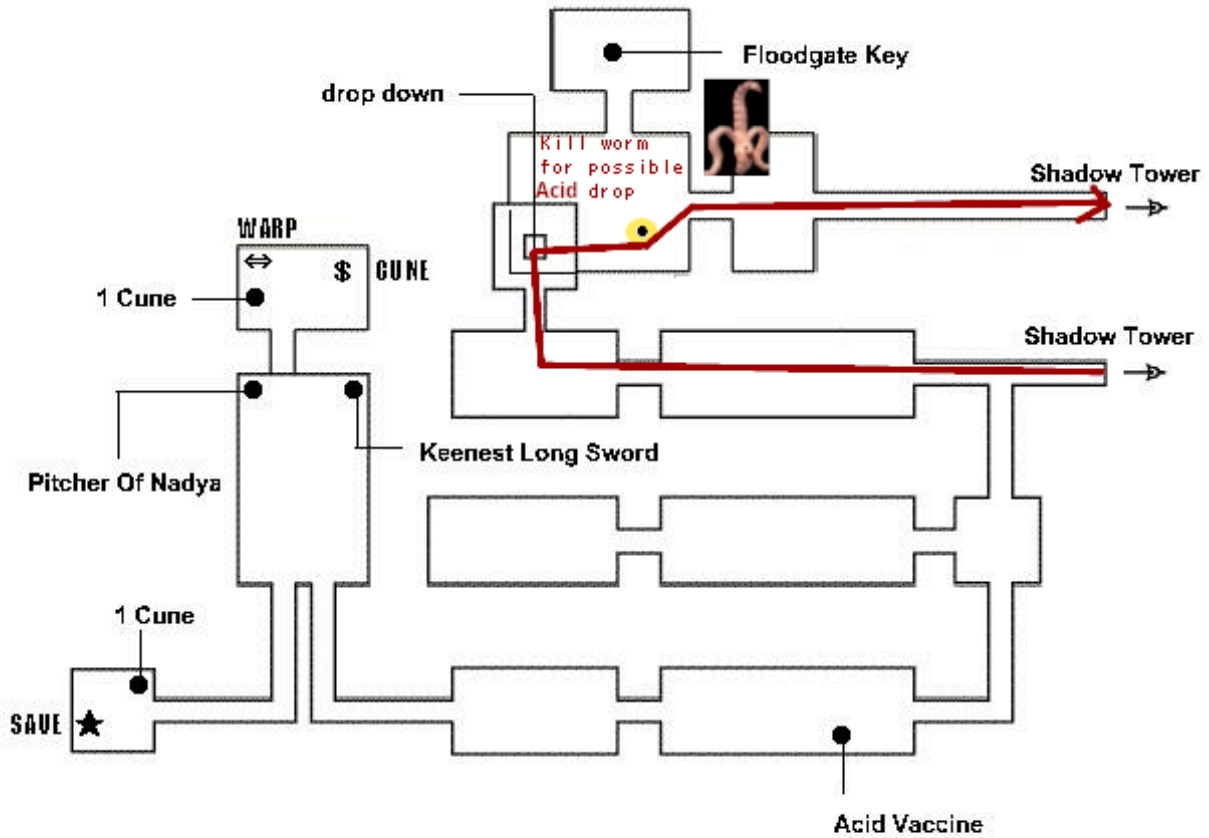


## Shadow Tower B4-B5 3





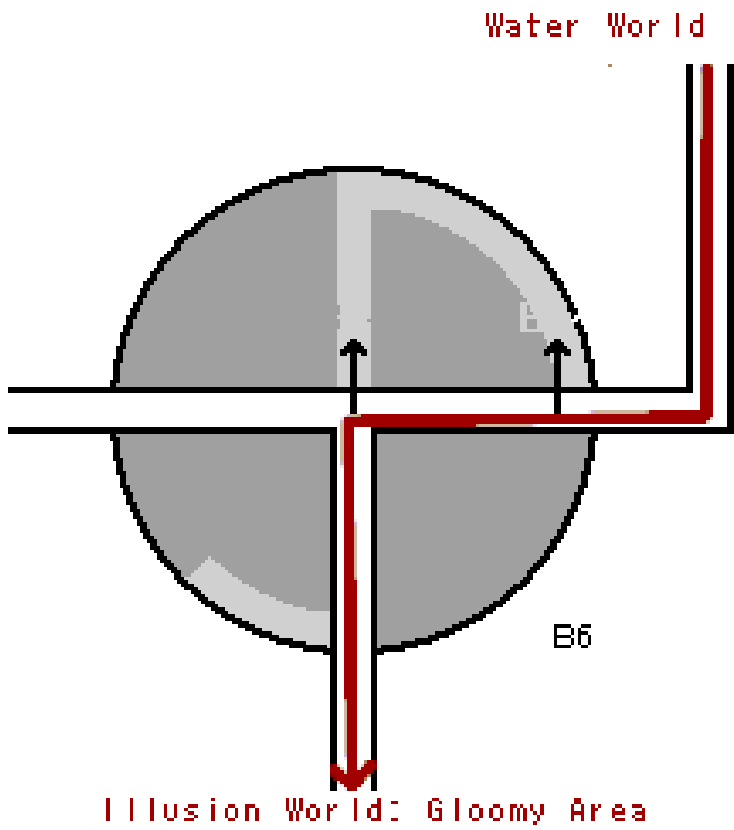
## Water World: Impure Pool 2



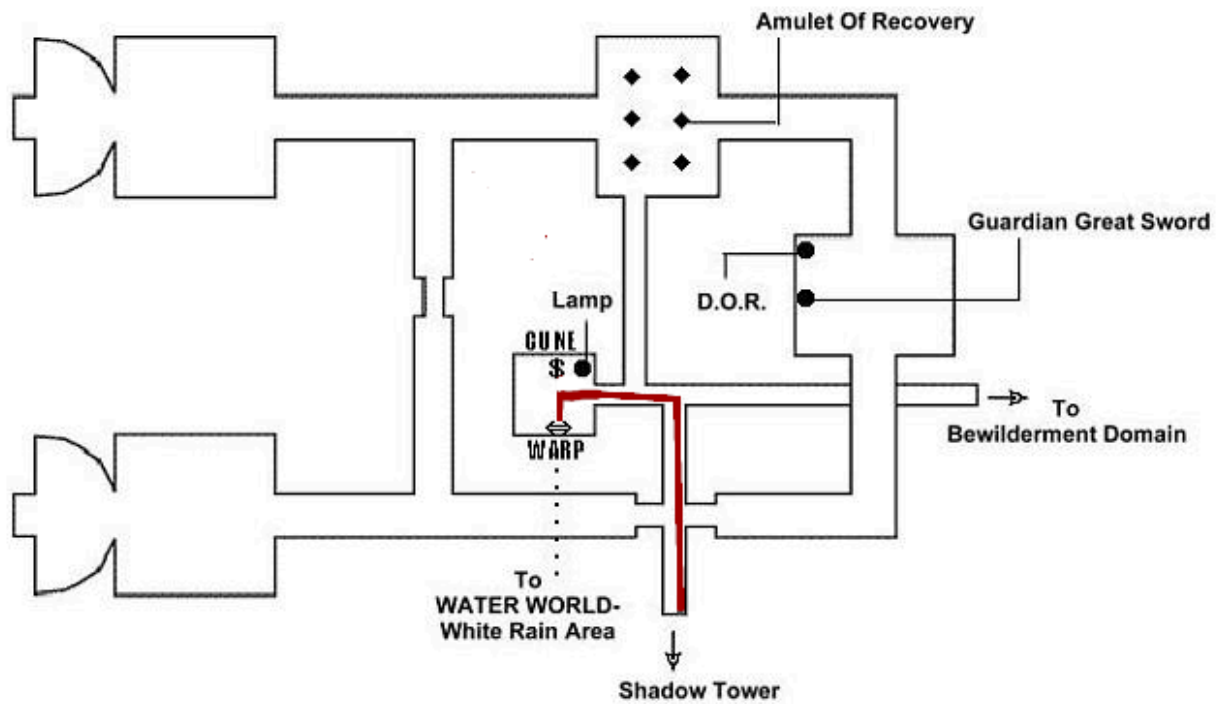
### WATER WORLD Impure Pool Area

Kill the worm face, it mostly drops the acid vaccine, but it can also drop leg guards. If you skipped the priest ring of fire then it is probably not worth killing the worm.

Shadow Tower B6

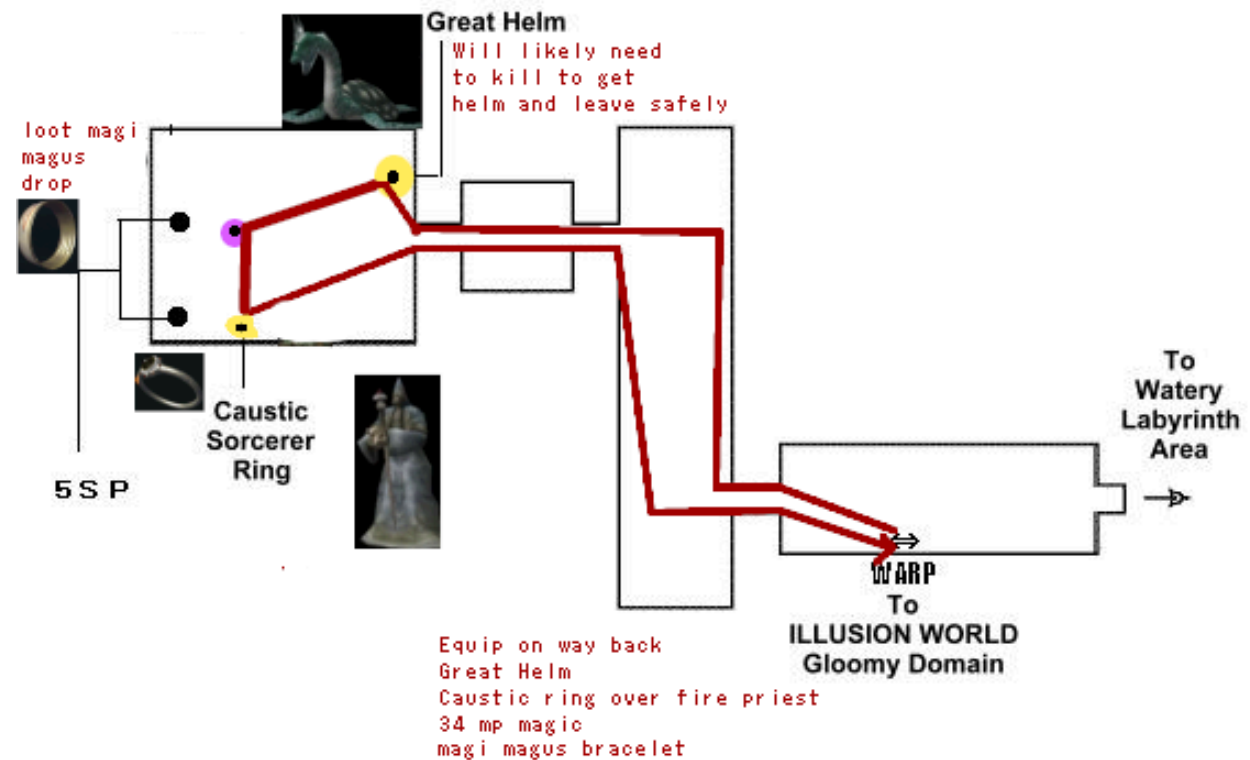


## Illusion World: Gloomy Domain 1



## ILLUSION WORLD Gloomy Domain

Use the acid vaccine you got from the worm face.  
Enter warp to White Rain Area with shield up



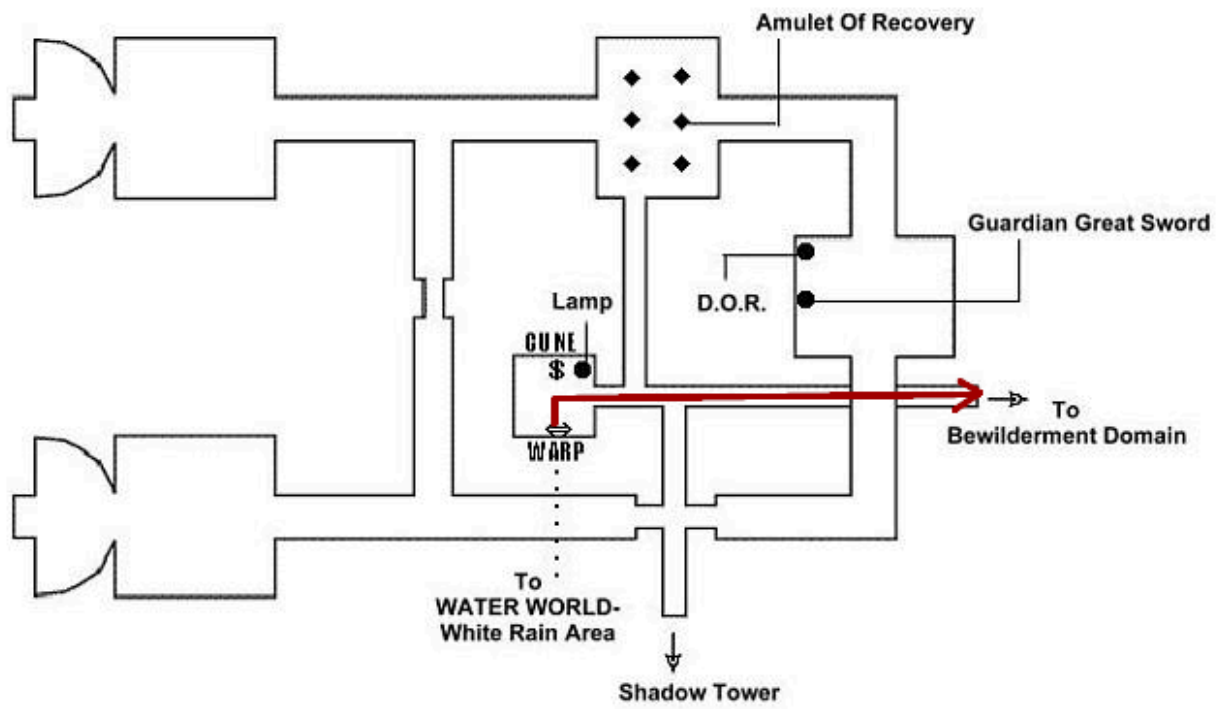
## WATER WORLD

### White Rain Area

Strafe to the left as you warp in. Activate the boss and back out of the room. Shoot the boss with the bow from outside the room, it usually takes **15 shots** with no crits to kill them.

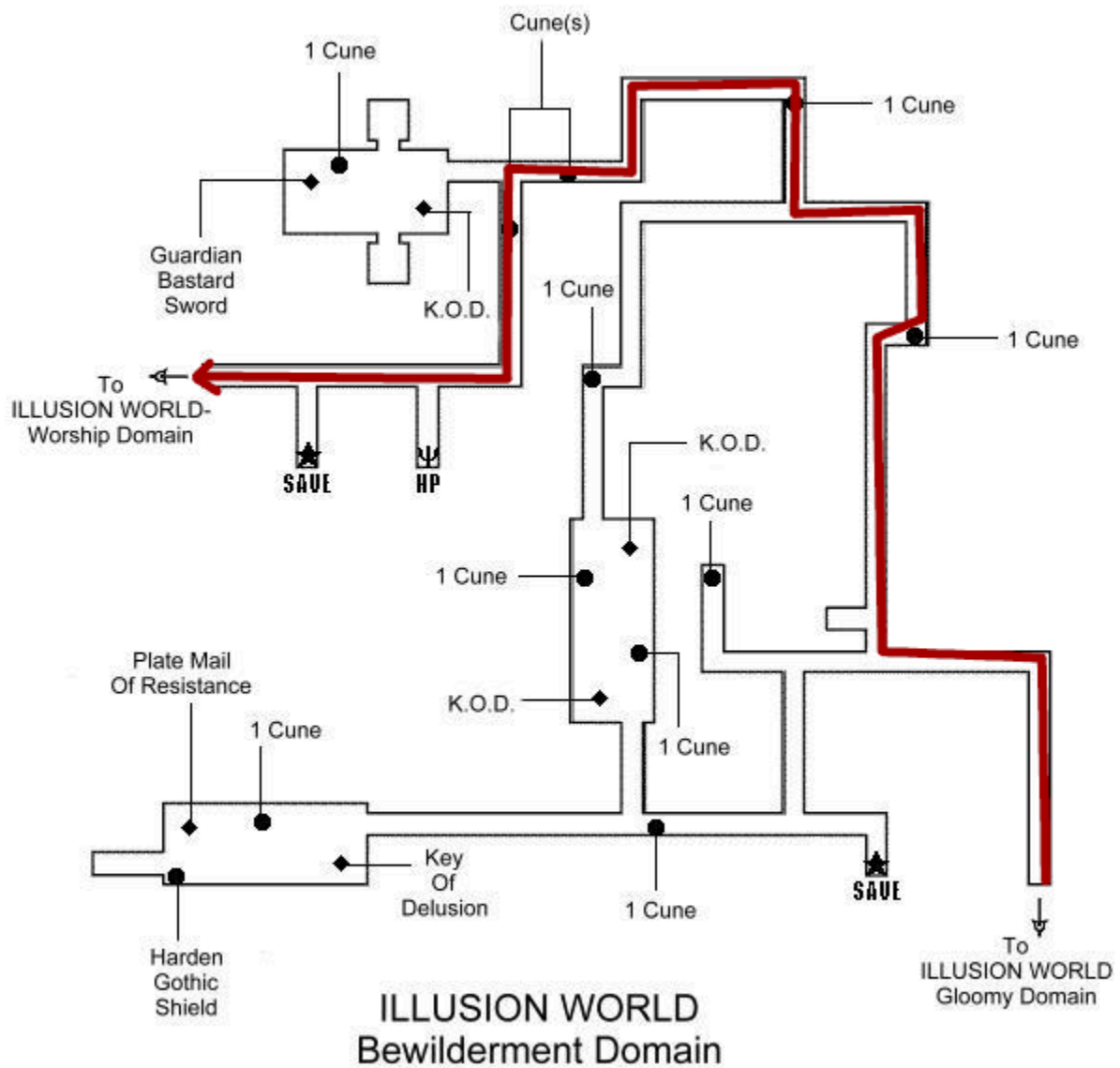
Move to grab the sorcerer ring, magi magus drop, and great helm, Equip great helm, bracelet if it dropped, caustic ring with top spell, and swap necron ring to judgment.

## Illusion World: Gloomy Domain 2



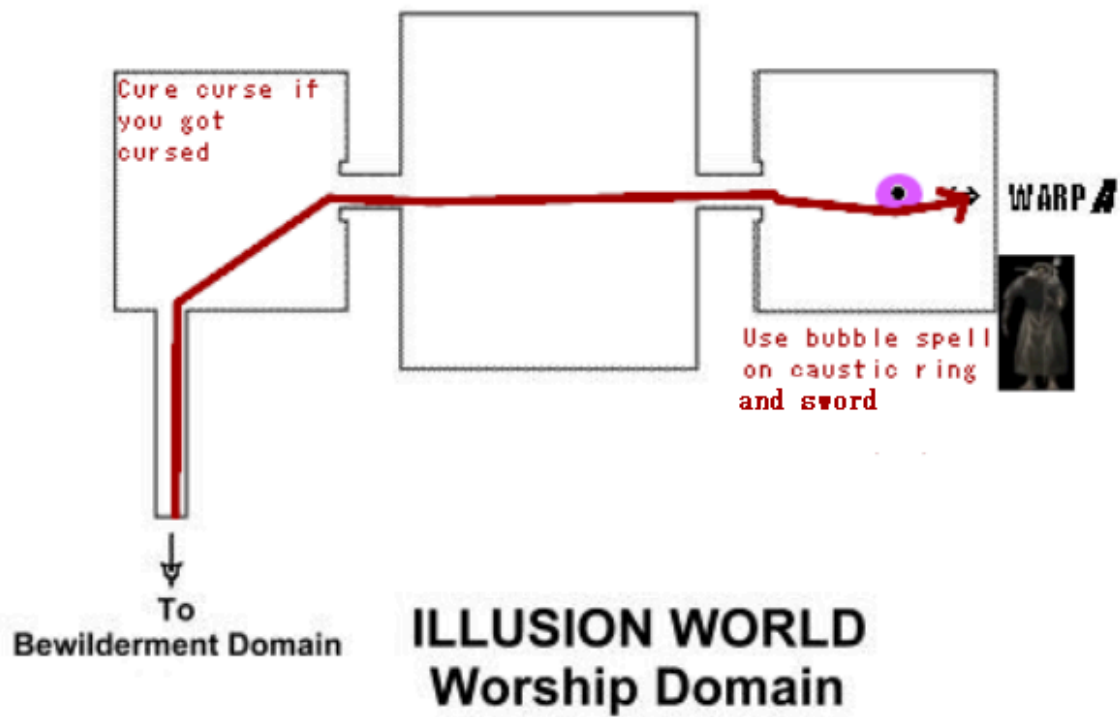
## ILLUSION WORLD Gloomy Domain

## Illusion World: Bewilderment Domain

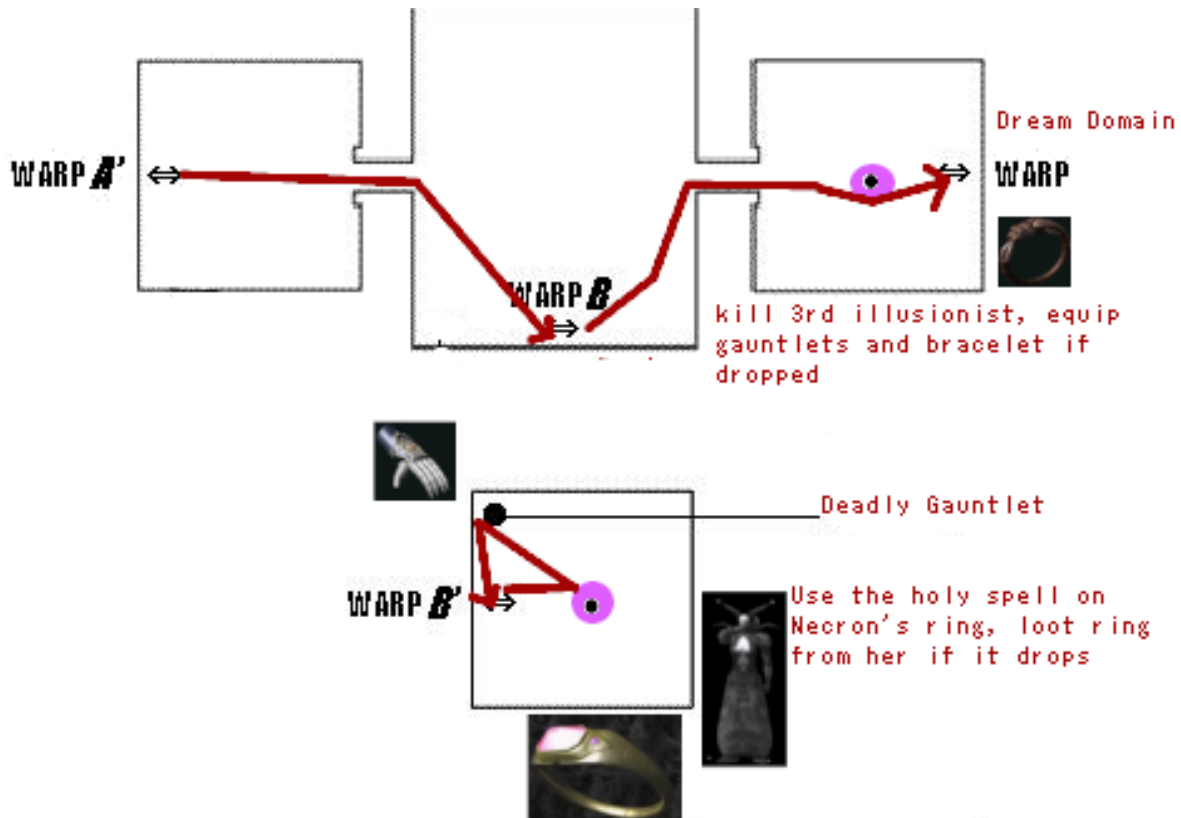


Hold your shield up during this to lower damage.

## Illusion World: Worship Domain



use sword + bubbles on 1st illusionist



Maybe pick up the shield here by warp B if you are in a really bad shield situation.

The ring drop from the 2nd Illusionist is useful against Edward. If you see it drop make sure to get it.

EQUIP

Gloves

Bracelet

Swap necron ring to bubbles 34 MP spell if got 2nd illusionist ring

2nd illusionist ring over caustic ring



**Illusion World: Dream Domain**

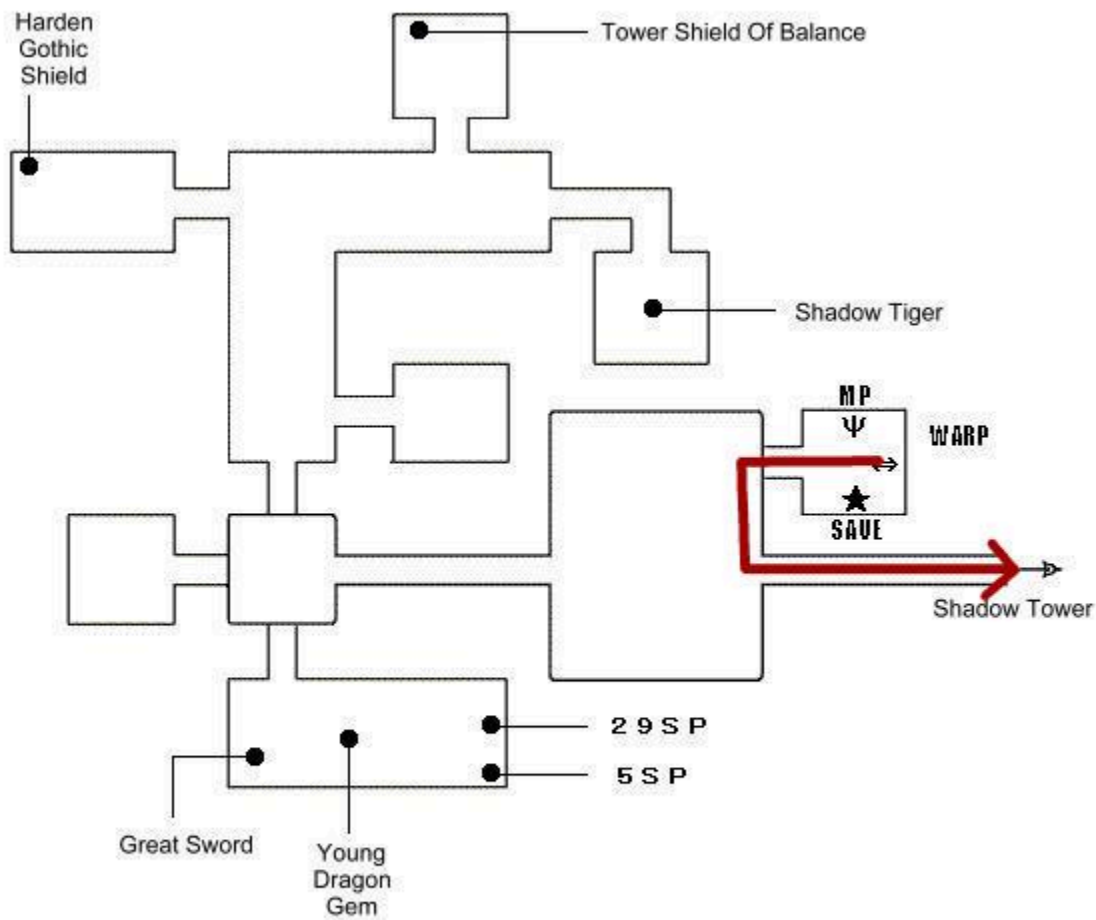


Grab the anti paralytic and move forward to Activate the boss fight, then move back to the entrance so Disguise stops casting.

Snipe with bow from the door, it takes **11 shots** with no crits. If you didn't miss shots on magi magus or Disguise you can clear both bosses without needing to use a repair powder. Bow has 28 durability, Magi Magus takes 15, and disguise takes 11.

When the area begins to illuminate more Disguise is dead.

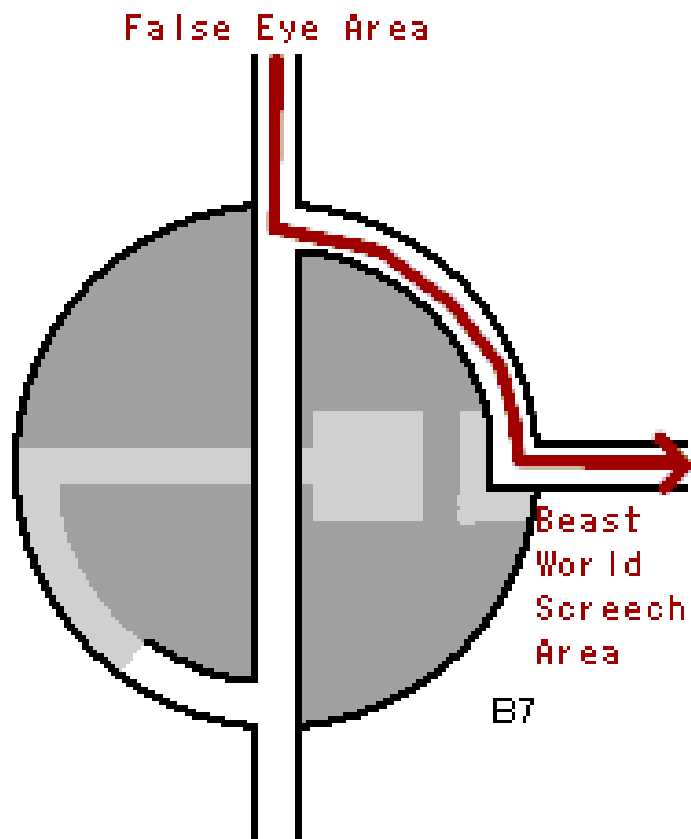
## Beast World: False Eye Area



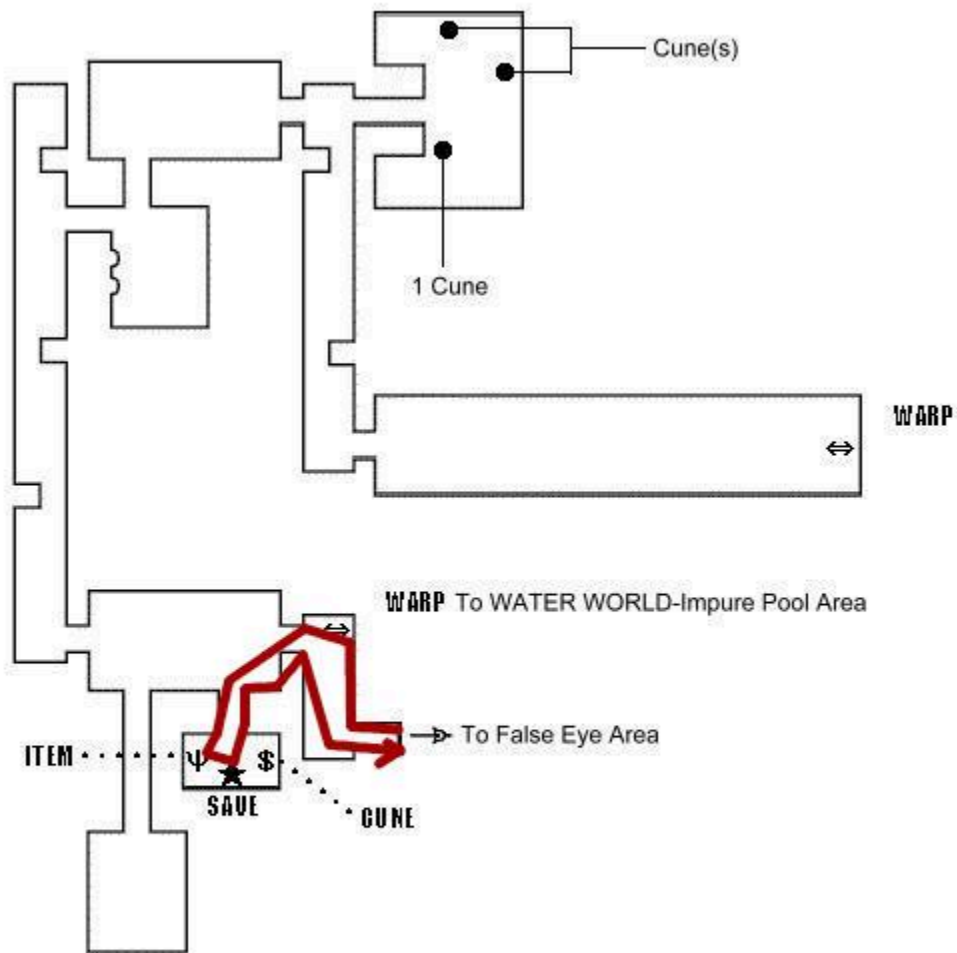
### MONSTER WORLD False Eye Area

Make your way around the monkey enemies into the shadow tower

## Shadow Tower B7



## Beast World: Screeching Area 2

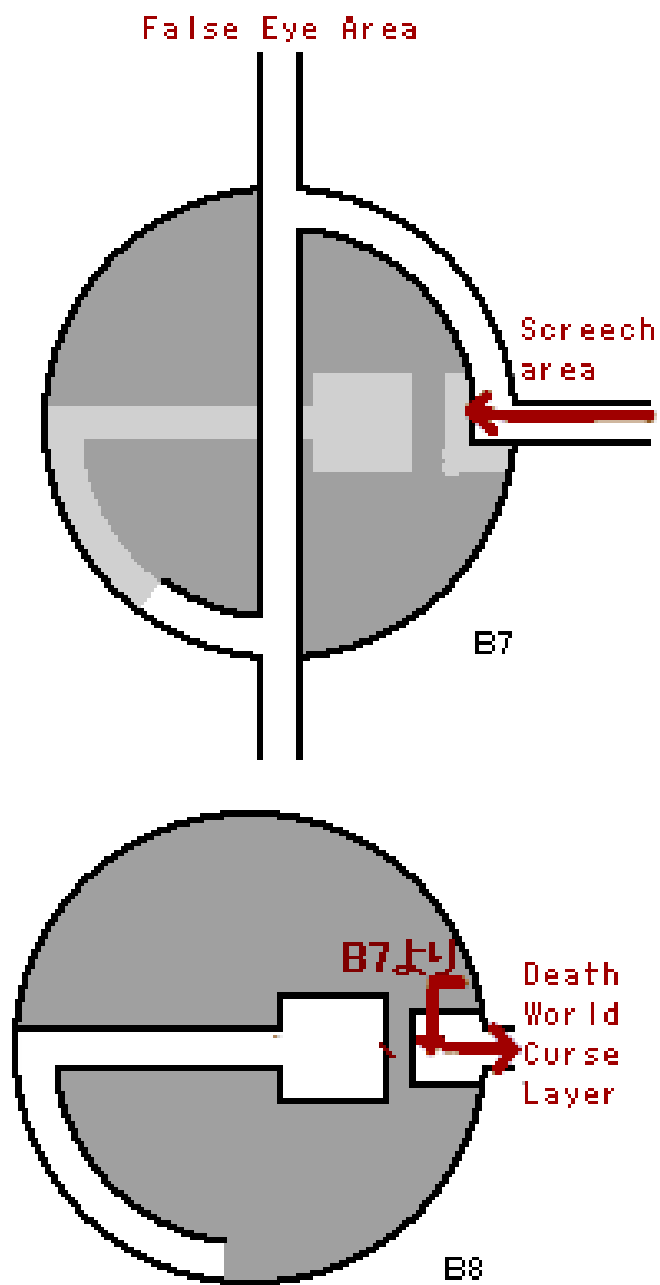


## MONSTER WORLD Screeching Area

Talk to save point to set warp.

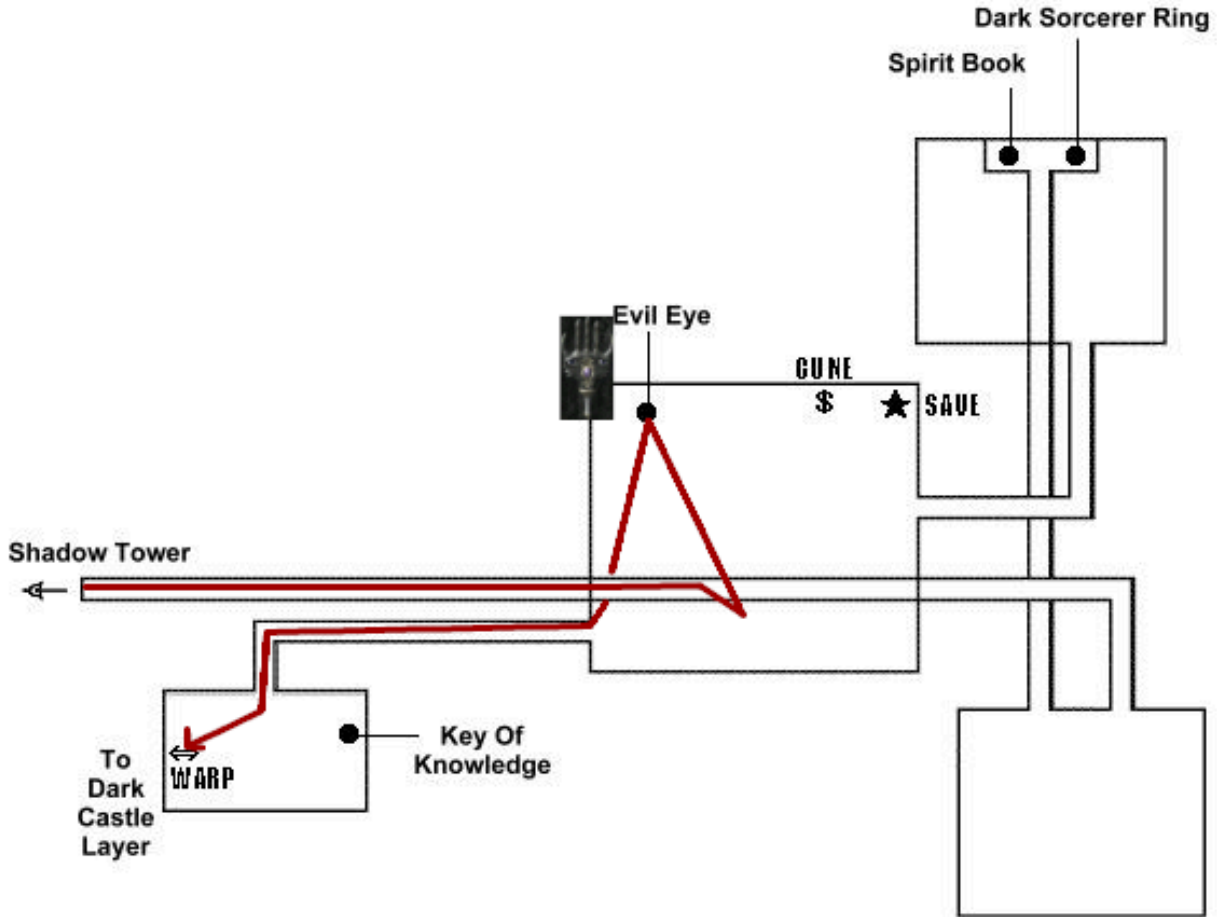
Repair bow, repair crushing sword or necron ring if you have the HP to do it without re-entering the shop. Exit back out to the tower.

## Shadow Tower B7-B8 1



Fall down into the level below the screeching area entrance and enter death world lingering curse layer.

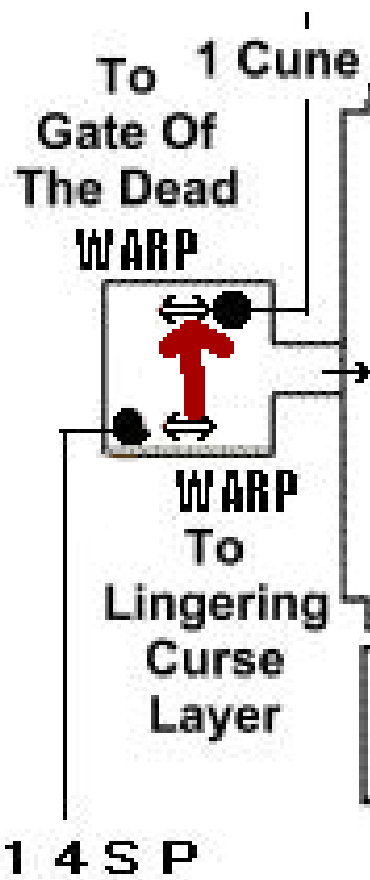
## 00Death World: Lingerin Curse Layer



## DEATH WORLD Lingerin Curse Layer

Fall off the hole in the side of the bridge and grab the Evil Eye

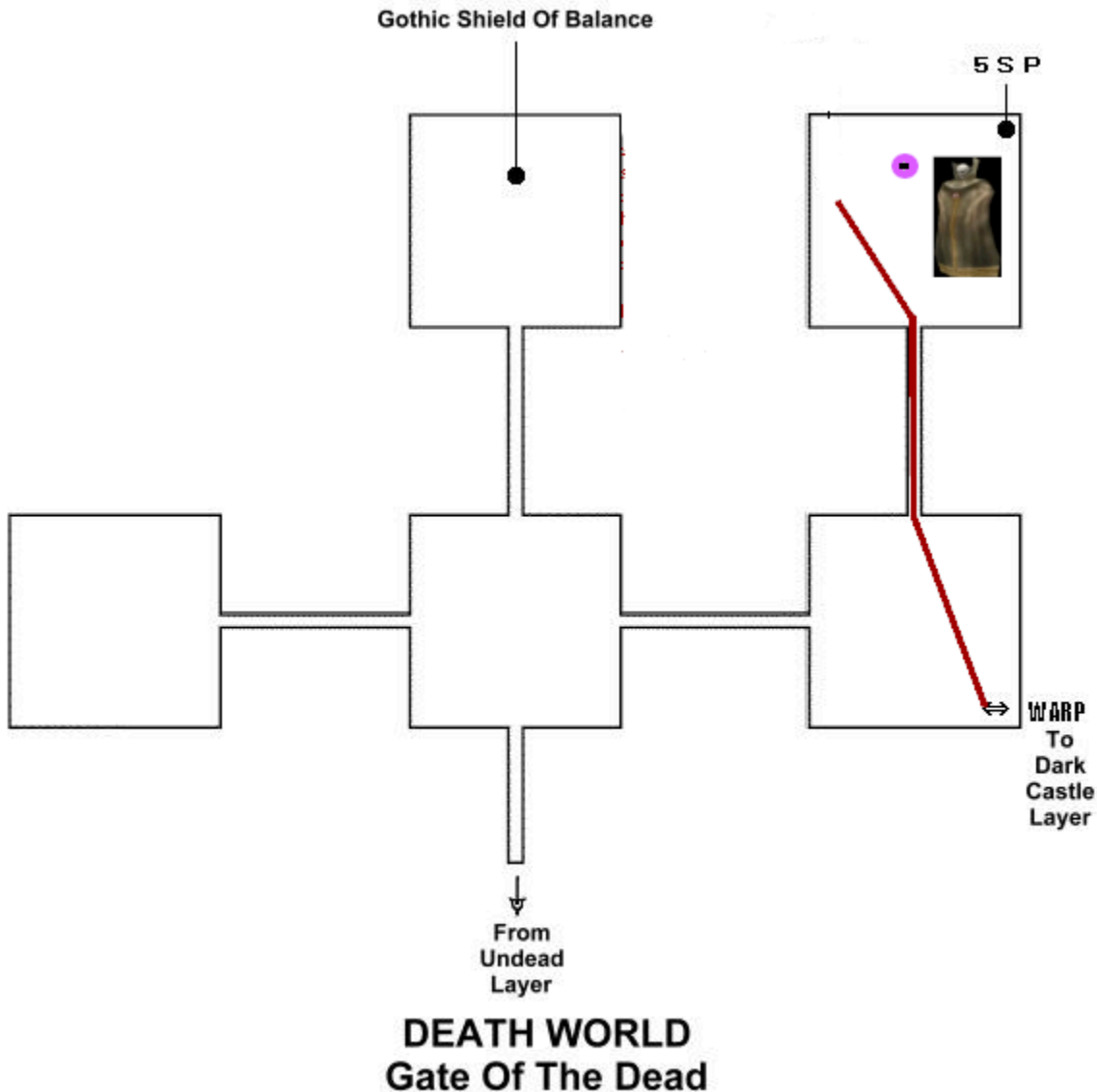
## 0Death World: Dark Castle Layer 2



Go forward into the next warp stone



## Death World: Gate of the Dead



Try to stay to the left side of the boss platform, if you go too far center or right the skeletons can curse.

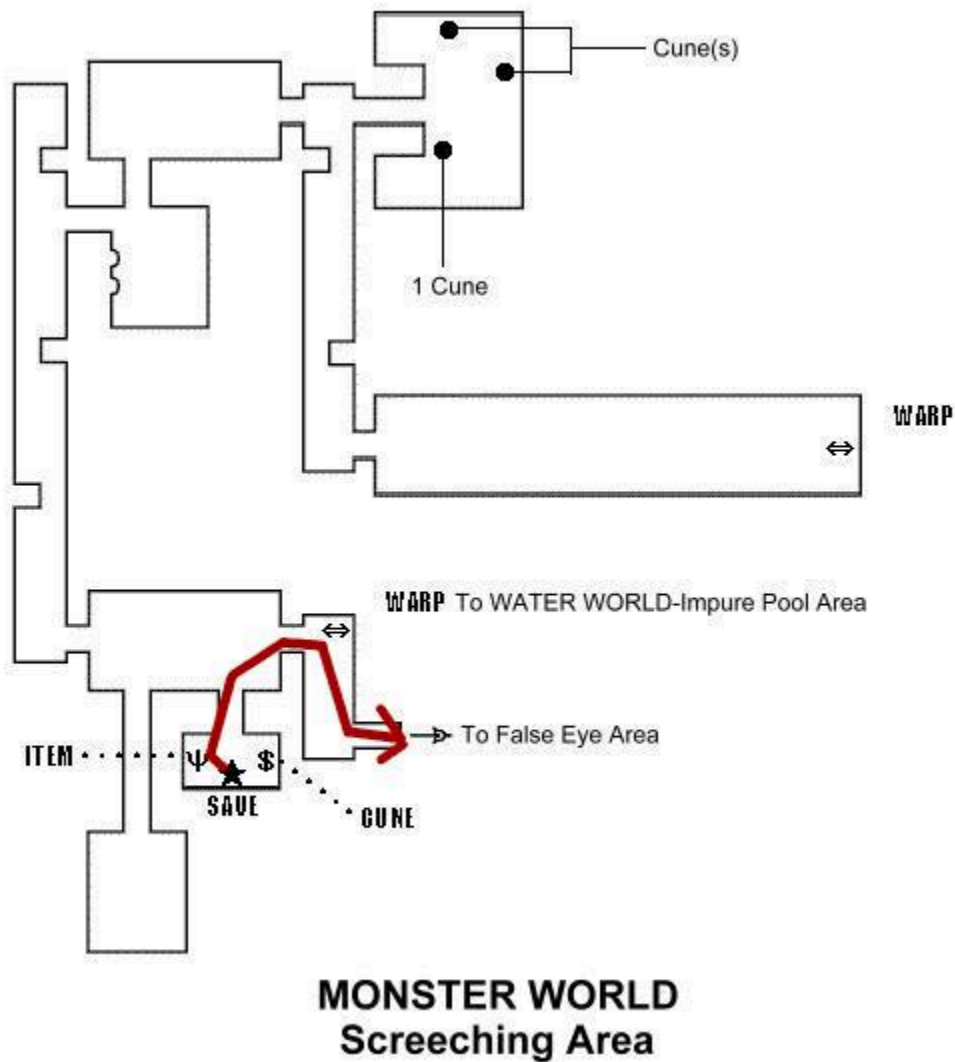
Use the Evil Eyes to freeze Hallow Mage in place.

Shoot with bow, takes **33 total shots**, 1-2 repair powders based on how many times you miss and HP when using the powders.

Be prepared to use a paralyze heal, if you get double paralyzed you have to wait for it to go away.

Try to feather warp to Beast World before dialogue starts.

## Beast World: Screeching Area 3



Repair  
Crushing Broadsword  
Bow  
Necron's Ring  
Caustic Ring/Ring from 2nd Illusionist  
By the end of this repair trip.

If you got the ring drop from the 2nd jester in Illusion word in the room with the deadly gauntlets, you want to repair and have it equipped over the Caustic Ring. It is really good at damaging the 2nd phase of Edward.

The general idea if you have the 2nd illusionist's ring is to  
Phase 1: Bubble attack on necron's ring (34 MP)  
Phase 2: twin poison attack on 2nd illusionist's ring

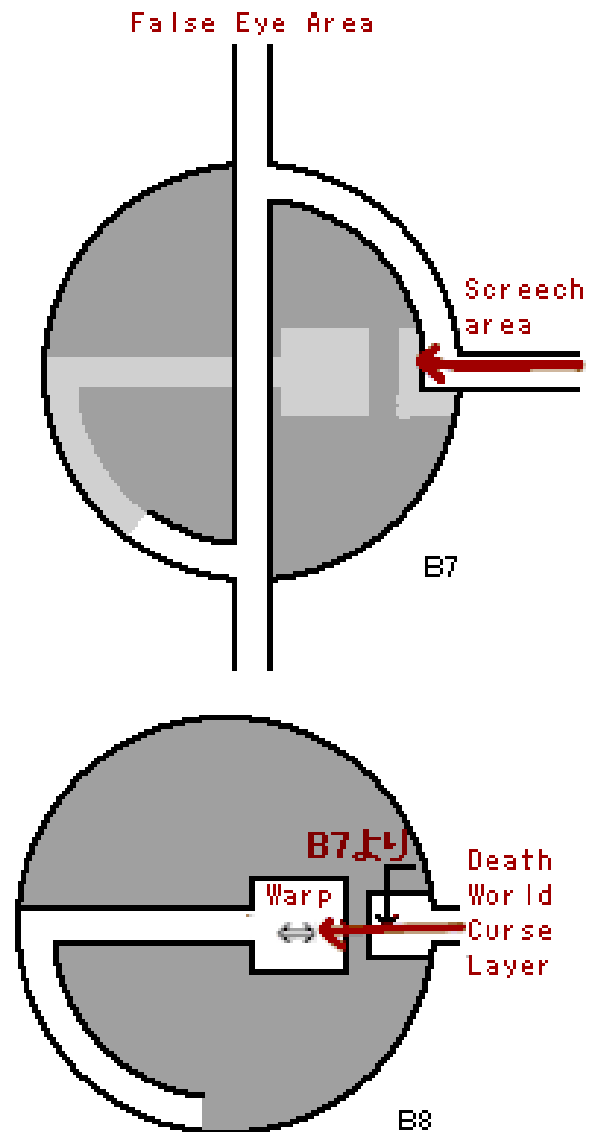
If you don't have it

Phase 1: bubble attack from caustic ring

Phase 2: Judgement from necron's ring

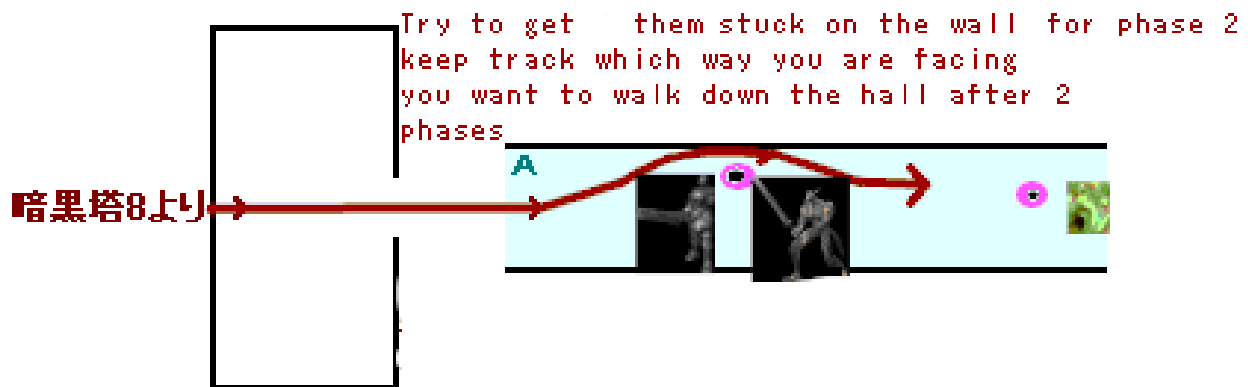
Try to leave at full HP so you can get most repair points out of dorado dust in final fight

## Shadow Tower B7-B8 2



Hold forward and you will land next to the warp to The Void

## The Void



### Phase 1

Use the crushing broadsword and either necron's ring or caustic ring while circle strafing. Try to remember which way you entered from. Depending on how many repair powders you have saved, and if you got the 2nd illusionist's ring, you can swap off the sword into the bow and get into position earlier or later into the fight.

Loop around the side and a little behind the boss and hug the wall, he should walk into the wall and now be unable to move toward you or hit you with magic.

### Phase 2

Use the bow and either necron's ring with judgment, or the 2nd illusionist's ring magic. Use dorado dust to repair while at full HP for max effect.

When phase 2 ends, you have to start phase 3 by walking down the hallway, away from the entrance.

If you lost your direction, look at the painting on the ceiling and walk the opposite way that the lady in the painting is pointing



### Phase 3

snipe him with the bow, if you run out of arrows swap to the sword and melee.  
RTA ends when the big baby dies, pause and press triangle to show your IGT.  
Unpause and watch the credits.

## Resources Used

The route is based on the one used by SKMKHNONSIRI in the following videos

<https://www.nicovideo.jp/watch/sm39831323>

<https://www.nicovideo.jp/watch/sm39967945>

### Maps/drops

<https://www.angelfire.com/games3/ShadowTower/>

<http://www.kingsfield.xyz/ST/>

[https://github.com/fredrischter/shadow-tower-randomizer/blob/main/game\\_data.js](https://github.com/fredrischter/shadow-tower-randomizer/blob/main/game_data.js)