

The Owl House: Witch's Apprentice Speedrun Guide Document

Leaderboard: <https://www.speedrun.com/toh?h=Any&x=z2740yz2>

The run consists of 15 levels, which can be split into 9 categories depending on what needs to be completed. These categories range from a single level to 4 that are identical in theory.

These 9 sections are: Eda's Missing Arm (EMA), Eda's Missing Leg (EML), Runaway Body (RB), Relic Collection (RC), Sell! Sell! Sell! (SSS), Time To Cook (TTC), Bonesborough Market (BM), Trap Placement (TP), Return Of The King (ROTK). Henceforth these sections will be referred to by their acronyms.

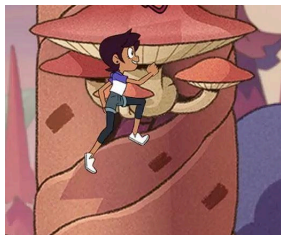
The single level sections, where rooms and movement are used on a single level are EMA, EML, RB, SSS, TTC (sort of) and ROTK.
RC is 4 identical rooms, BM is 3, TP is 2.

Controls:

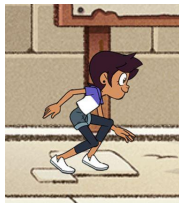
Direction is either A/D or arrow keys. Personally, I use A/D.



Jumping is either [Space] or W. I interchangeably use these when performing a certain trick with the plant vines.



Crouching is S or down arrow.



Sliding is performed by crouching, and then pressing the jump button, you will be launched in the direction that you are currently facing. Make sure that when sliding, if you want to slide multiple times, you must wait for the slide to end completely, otherwise you will just jump and lose all of your momentum.



Plant Rise is a small exploit where you can reach a vine ability from below after performing a double jump. I perform this by doing a standard double jump with the space bar, and then spamming the W key while at the apex of the jump, nearest the vine.



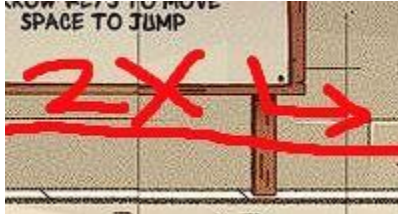
Mushroom boosting is performing a slide when bouncing off of a mushroom. By holding down before hitting the mushroom, and pressing space just after bouncing on it, you get the speed of a slide over a greater distance through the air.



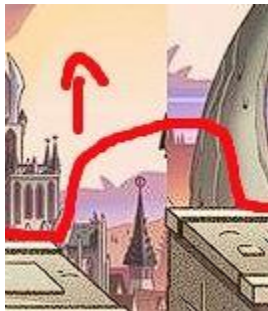
Key:

The following symbols and schizophrenic sketches are used frequently in the level diagrams.

The enter looking symbol means to slide, the multiplier in front signifies the amount of times the action must be performed simultaneously.



This means to jump, pretty self explanatory, the line guides the direction of jump.



If a symbol has a cross through it, it means that you do not perform the action that you would commonly believe that you should. Such as here, it means that you don't jump, because you can slide straight over the gap.



Between Levels:

When completing most levels, as soon as you see the character sheet at the end start spam clicking the mouse until it disappears and you return to the owl house.

For the first and last part of the game, you should instantly move left to go down the stairs, and then right to talk to Eda.



At the middle section, you will be talking to the coven guard, and instead of going left then right, just go to the right immediately.



When speaking to these NPC's, always select one of the lower two dialogue options. They both progress to the next level, the top option returns you to look around more, losing time.

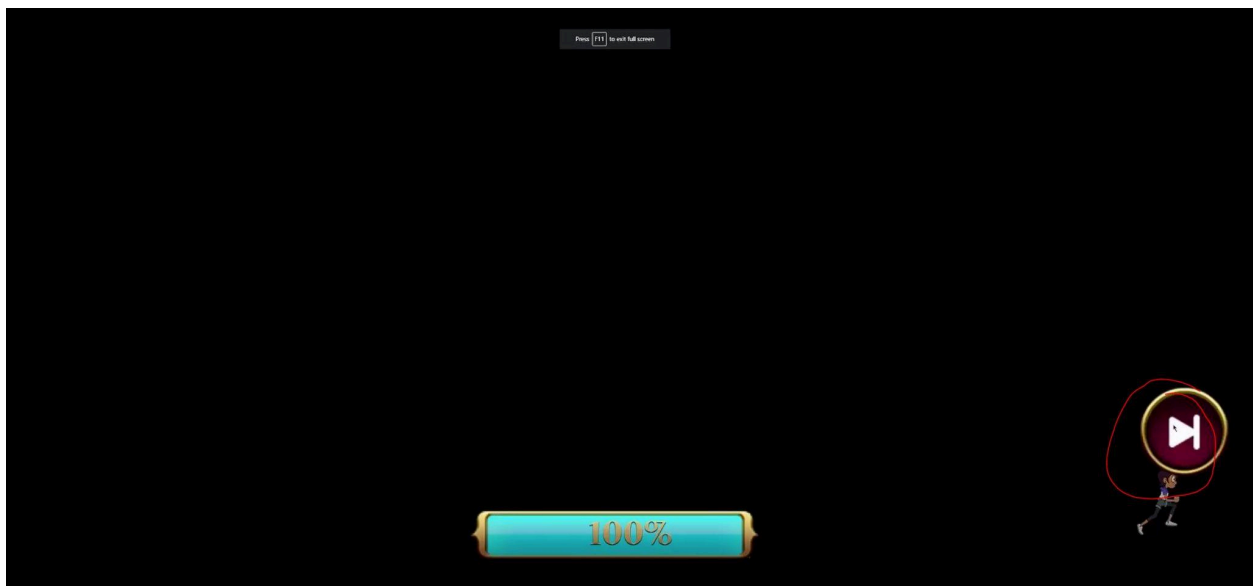
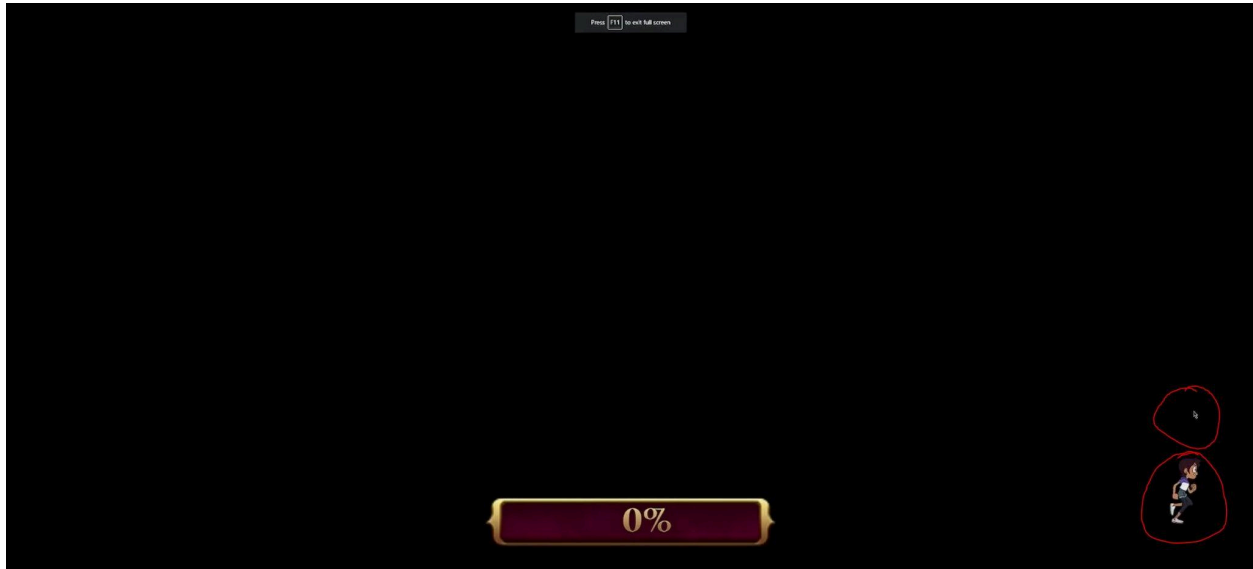


Also no matter where you are in the game your keys are not stored between anything. If you do anything, assume you have to release and repress the key once it is finished.

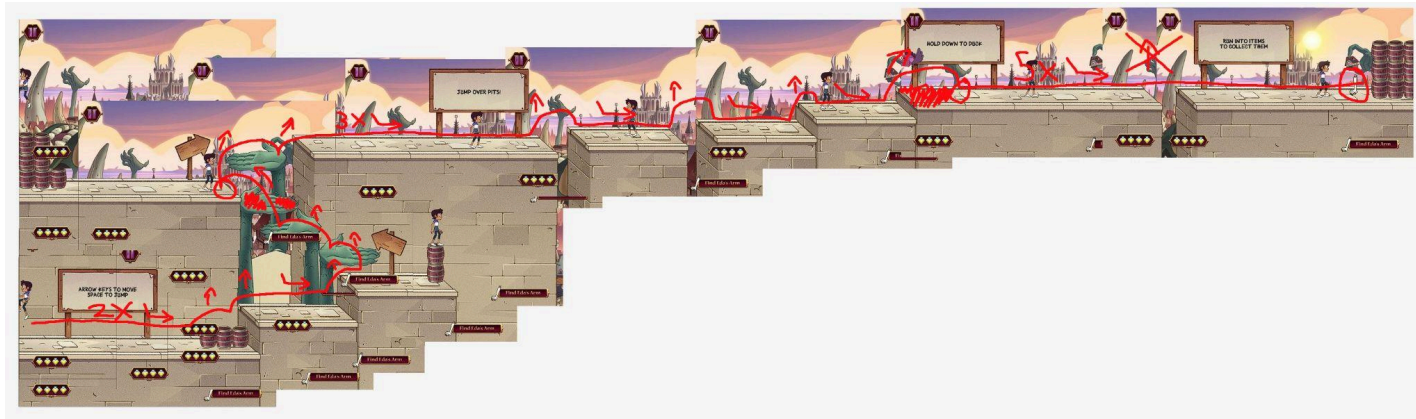
Unless stated otherwise, this will apply to the end of every level. If something special happens, then I will add a section for it at the appropriate time.

Eda's Missing Arm:

The timer starts exactly when you click play on the title screen, and immediately when you do this, move your cursor over the top of the luz loading icon and spam click in order to skip the cutscene when it loads.



Upon skipping the cutscene, follow the path in the image below, with indicators when actions such as sliding and jumping occur. (Ctrl + Scroll wheel to zoom in).



Before the character sheet appears however, remember to turn off the game audio, as it no longer plays voice lines, so you can get between levels faster. Free time save.

<https://youtu.be/PAeBnZFz2Lk>

Eda's Missing Leg:

There are 5 possible rooms that you can randomly get in this level. I have named them accordingly, and will explain each one in order: Parkour, Dropdown, Gaps, Flash, Pan-American Highway. At the end of this section will be a broken down look at which maps are faster, and what the ideal RNG would be, taking into account that the same room cannot be rolled twice in a row.

Parkour:



The map in the middle of the pack. Not the overall fastest or the slowest. Using the diagram and video provided for reference, copy the movements. At the end where the double jump occurs make sure to wait before sliding, in order to just barely make it through the top layer of the ground.

TOH:WA EML "Parkour"



Dropdown:



Dropdown is the second fastest map, narrowly beating Parkour, although depending on the cleanliness of movement they are roughly equal. There is nothing in particular to note about this map, it is just good luck to get it.

📺 TOH:WA EML "Dropdown"

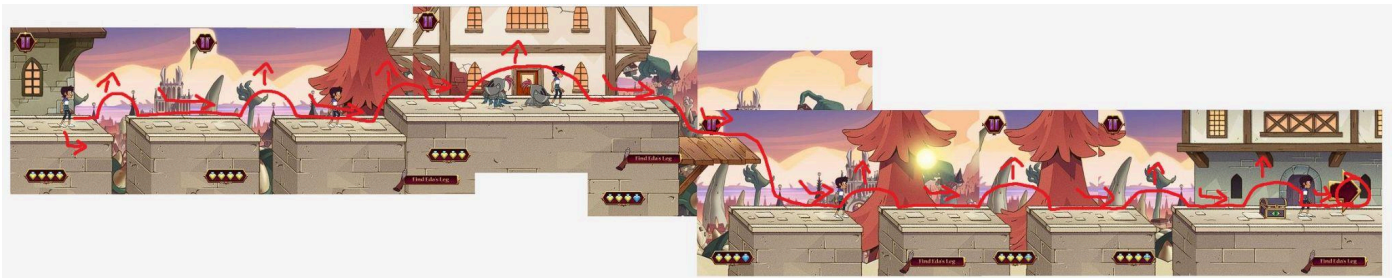


Gaps:



Gaps is on the slower end, but depending on the enemy spawn locations, it can fluctuate by between 1 - 2 seconds. You cannot easily slide over the gaps like in missing arm, so jumping is recommended. But this is the first level where sliding off a ledge to keep slide momentum is utilised. Literally just slide, but off the side of a ledge, you keep the speed.

📺 TOH:WA EML "Gaps"

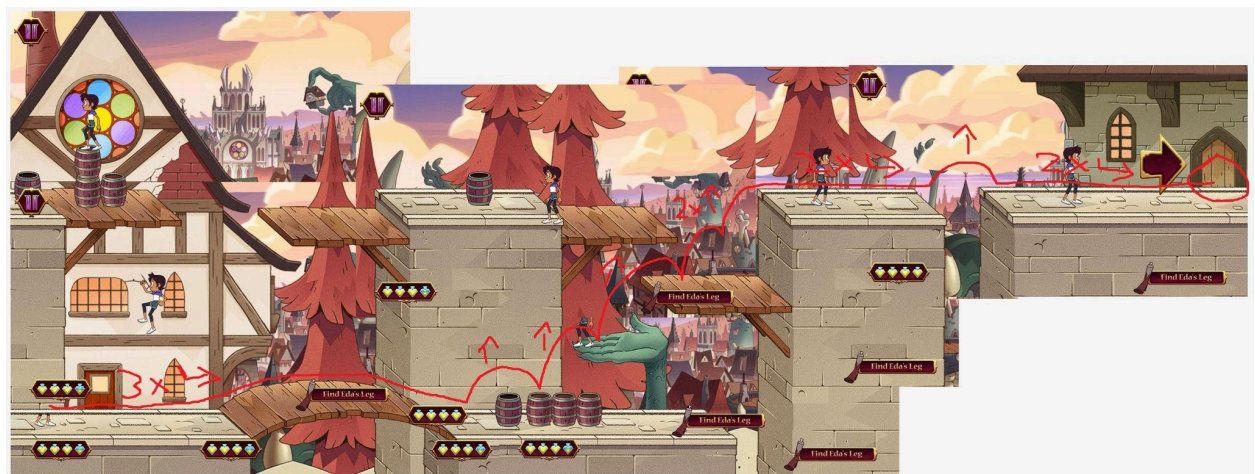


Flash:

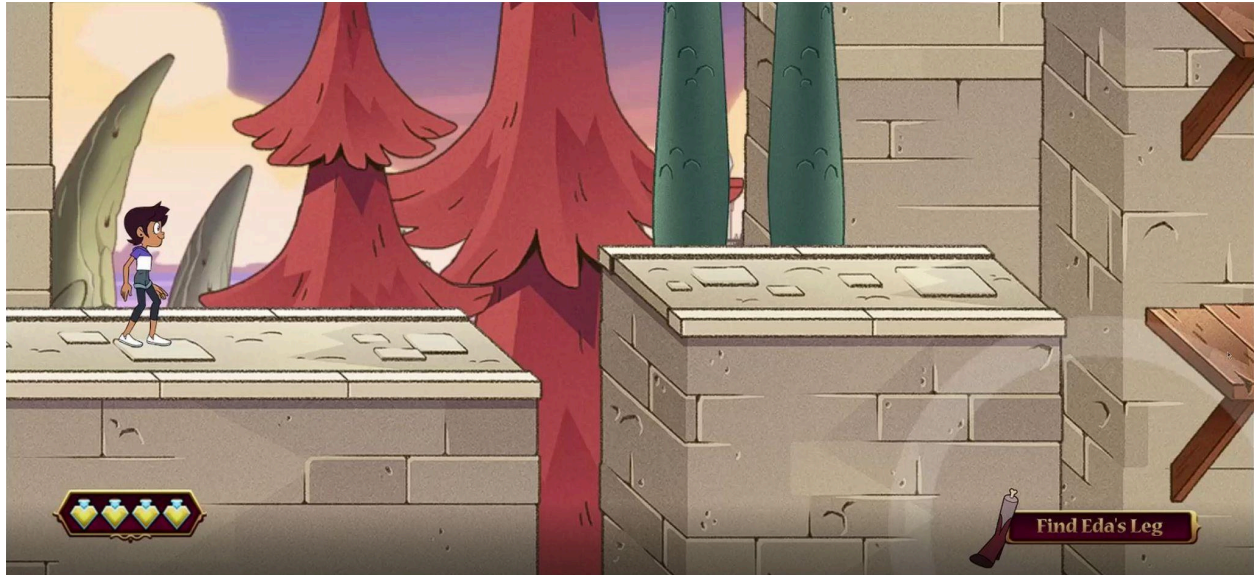


Flash is the fastest map you can get. It is at least 2 seconds faster than any other map. If you get it at all it is a good sign, but getting it both first and third sets you up to be in a very good position.

TOH:WA EML "Flash"



Pan-American Highway:



The reasoning behind the name of this level is that it is the longest road that you can possibly take. The slowest map by a landslide. There is only one trick, and that is getting the perfect double jump height to perform an extra jump up to the higher wooden platform at the start. This saves a couple of seconds, but I find it inconsistent.

📺 TOH:WA EML "Pan American Highway"



Analysis:

Featured below is a timed analysis of each map, and the combination that will yield the fastest split. As shown, there are 3 maps that are beneficial to get, one that is manageable, and one that is disastrous, by almost a second margin to any other map.

5	<u>Eda's Missing Leg</u>					
6	Flash		5.58			
7	DropDown		7.23			
8	Parkour		7.61			
9	Gaps		8.28			
10	Pan American Highway		9.09			
11	Optimal Path:	Flash	DropDown	Flash	18.39	
12						

Getting Parkour instead of Dropdown is still good, as is the RNG in the current EML record as of writing.

Runaway Body:



This level is an uneventful auto scroller where nothing you do matters and it is basically luck on whether or not you save a fraction of a second, depending on how the game feels that day.

Just make sure to spam the mouse button at the start in order to make it begin as fast as possible.

<https://youtu.be/II7-9Z6gFs>

Search For Collectables & The Search Continues (First half of Relic Collection):

When searching for collectables, you need 8 items, and there are 8 possible rooms to get, I will explain all of them, as well as an analysis on what the best rooms to get are on several different relic number collections, such as 5+3, 4+4 and 3+5.

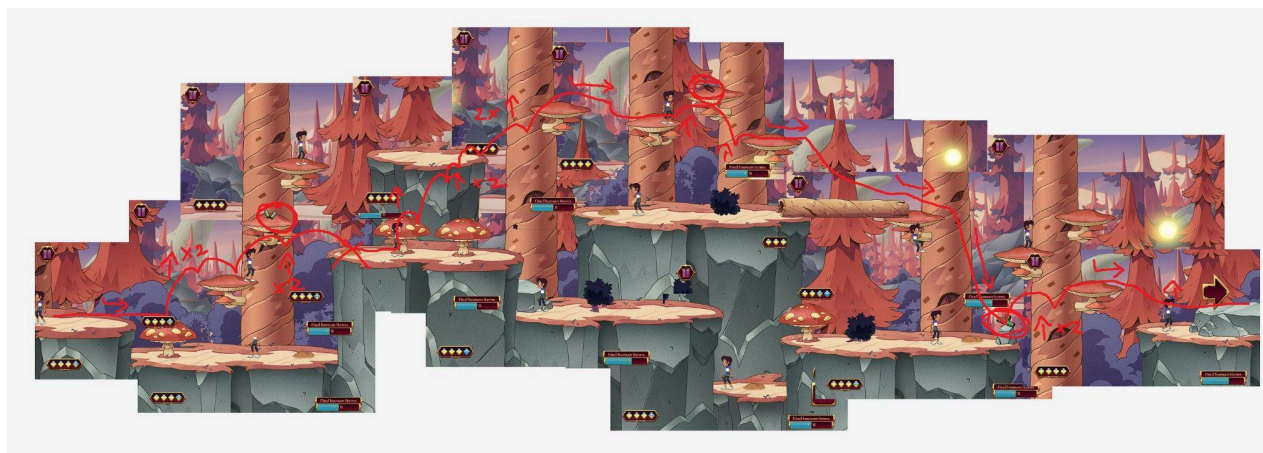
These exact rooms are repeated 4 times, twice now, a single level intermission, then twice again.

Abandon Hope:



The only map in the forest that can force a minimum of 3 rooms, this is the worst room to get, with the only reprieve being that it is a fast room, so a single relic in the next can be collected with little time loss. This is the only map with only 3 relics, so getting a room with 5 relics next is essential, which is only a 2/7 chance.

📺 TOH:WA RC "Abandon Hope"



Bundle:

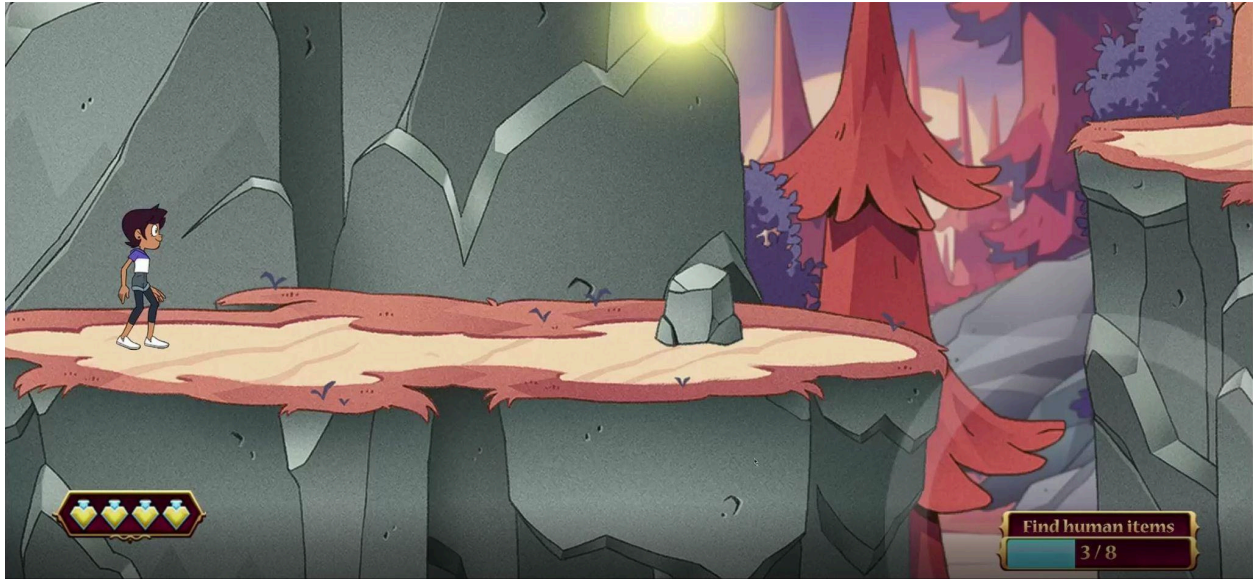


The reason behind the name of this map is the fact that all 4 relics are really close to each other, and are collected within a couple of seconds. It is the fastest map possible, even though there is an unskippable vine at the end, if this is the first room rolled. You get bundle, you have a run going.

📺 TOH:WA RC "Bundle"



Motorway:

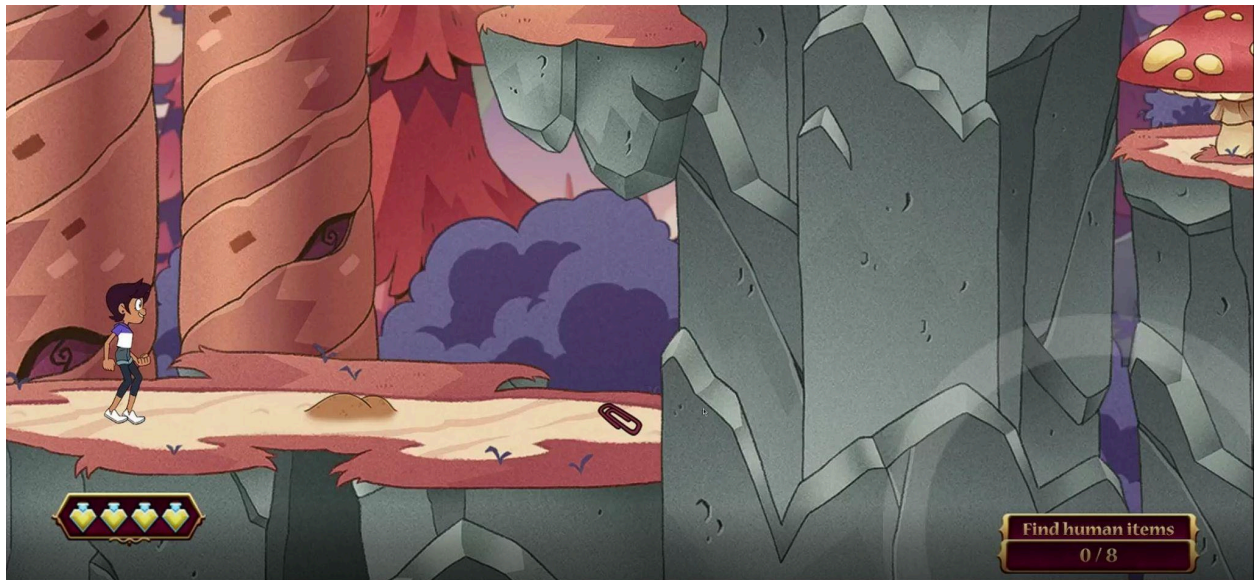


This is also one of the fastest maps in this section, combining this with bundle sets you up for a fast time. It is fairly linear, and doesn't require any vines or anything special. Just a straight shot to the end.

▶ TOH:WA RC "Motorway" - YouTube

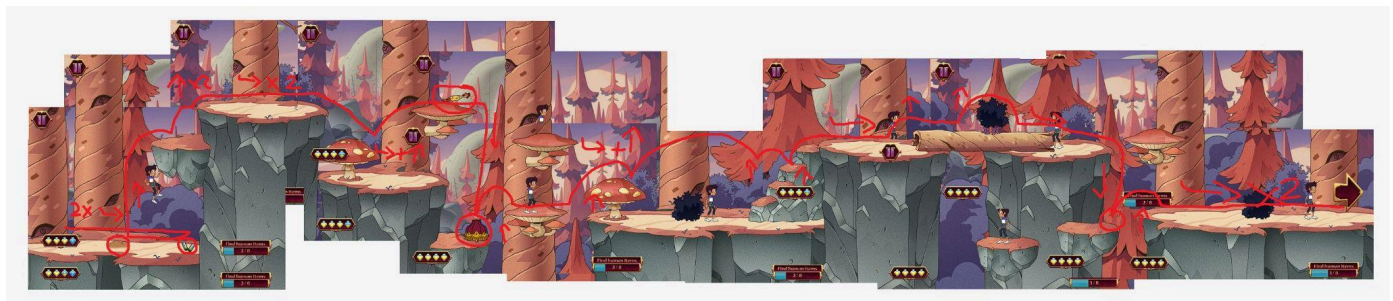


Rise:



This level is not the fastest in most circumstances, but after getting a room with 5 relics, this is the fastest room to acquire another 3. They are at the start, and it is only the fourth, and exit of the room that makes this an average room in all other capacities.

📺 TOH:WA RC "Rise"

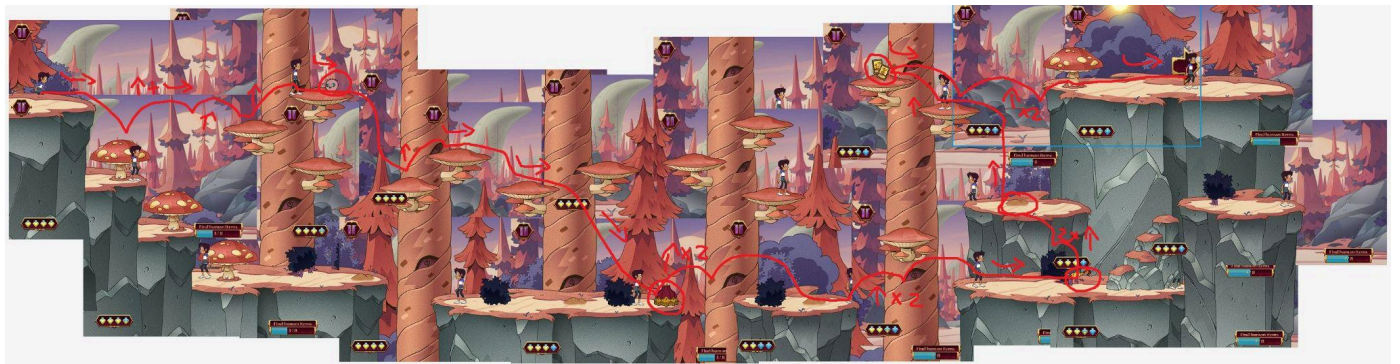


Rooftops:

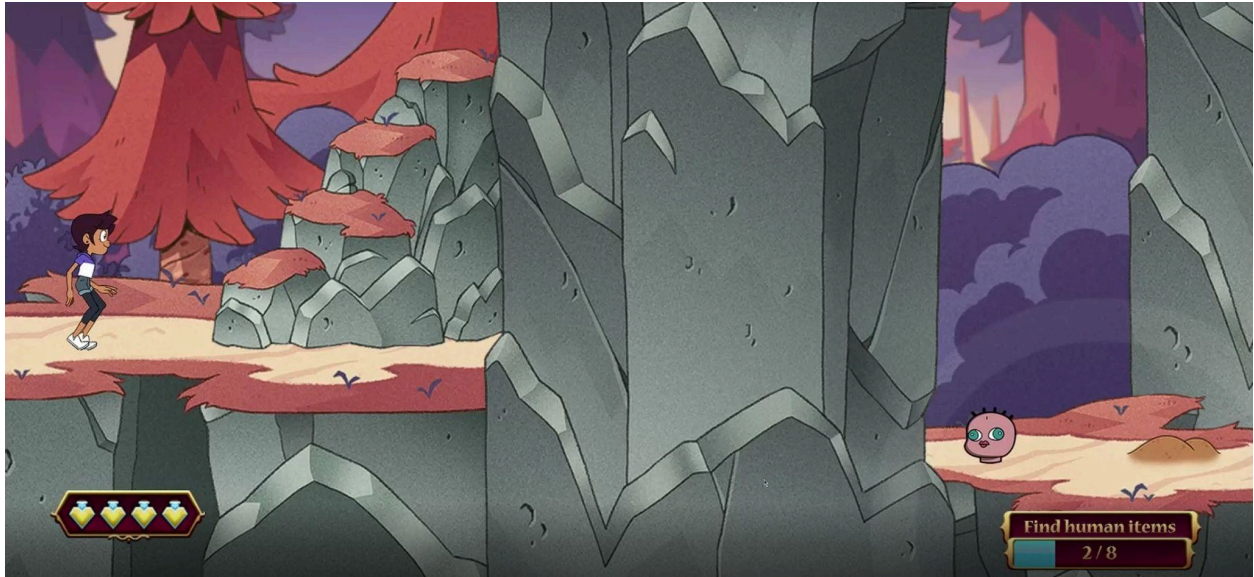


Just a standard room, it contains one of those vine boost triple jumps but other than that it can be played casually.

📺 TOH:WA RC "Rooftops"

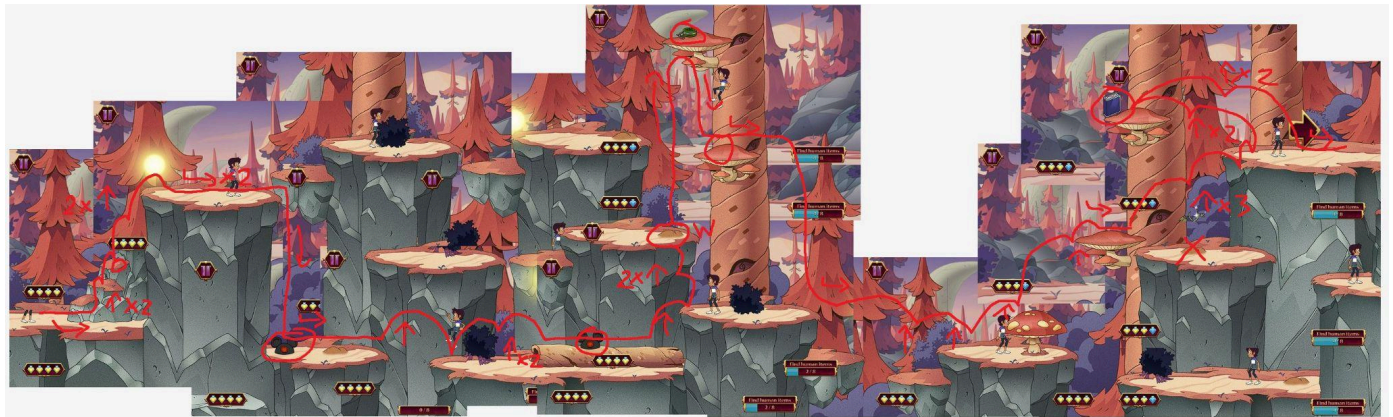


Steps:



The first of the 5 relic rooms. This contains a vine boost jump as well as a vine skip through a triple jump at the end. It is the most technical map of this section, but getting this guarantees that you will only need 2 rooms.

📺 TOH:WA RC "Steps"

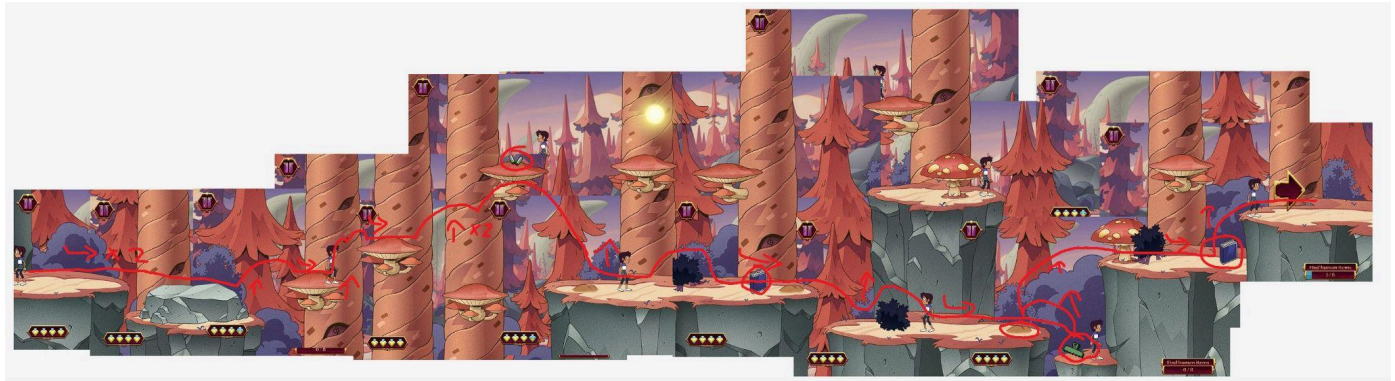


Sunken Rock:



Standard run of the mill 4 relic room. Not the fastest, not that slow either. If you are going for a world record you probably don't want this, but it is not a run killer either. You just sort of have to go through the motions.

📺 TOH:WA RC "Sunken Rock"



The Boiling Rock:



Welcome to the boiling rock, the fastest 5 relic room in the game. If the first room, still good, if the second room, especially after Abandon hope, it is perfect for keeping you on track. It includes two triple jumps, but these are easy if you just spam the jump button. You can get softlocked while jumping on enemies but it is quite rare in this part of the game.

📺 TOH:WA RC "The Boiling Rock"



Analysis:

Ideally you want to be able to collect all 8 relics in 2 rooms, as this has the least travel and loading times. As such when analysing the best RNG, I will omit any 3+ room paths, as they are irrelevant.

If you were to have your first room give you 5 relics, you only have 2 possible options, the boiling rock and steps.

5 Items		
The Boiling Rock	14.22	
Steps	15.99	
Abandon Hope	NULL	
Motorway	NULL	
Bundle	NULL	
Sunken Rock	NULL	
Rise	NULL	
Rooftops	NULL	

The boiling rock is faster, but there is little disparity present.

From here, you would need the room with the fastest 3 relics, and while you could be led to believe that it is the room that only has 3 relics, you would be wrong.

3 Items		
Rise	6.48	
Bundle	7.04	
Motorway	8.07	
Sunken Rock	8.31	
Abandon Hope	8.44	
Steps	8.71	
Rooftops	9.05	
The Boiling Rock	10.08	

Rise would be your fastest option, because $\frac{3}{4}$ of the relics are near the start, and the level ends when you have all of the relics.

If you got the boiling rock as your 5 you would be ok, but getting steps and then the boiling rock is pretty much a run killer at high levels.

If you were to start with Abandon hope however, and get only 3 relics, then you would be looking at a $\frac{2}{7}$ chance to stay on pace by rolling a 5 relic room, and as shown earlier, the boiling rock is your best bet. Most times this will be a reset.

Leaving Room + No. Items		
Abandon Hope	10.45	3
Bundle	11.95	4
Motorway	12.09	4
Sunken Rock	12.45	4
Rise	13.99	4
Rooftops	15.55	4
Steps	17.38	5
The Boiling Rock	17.61	5

The middle ground, and what occurs most often is a 4+4, where you get 4 relics in 2 rooms.

4 Items	
Bundle	7.65
Motorway	9.38
Steps	9.52
Sunken Rock	11.36
Rise	12.13
Rooftops	13.09
The Boiling Rock	13.51
Abandon Hope	NULL

Now, while bundle may be the fastest to get 4 items and leave, it is only 0.2 faster than motorway, but in the second room, it is almost 2 whole seconds faster, due to collecting the items and not needing to leave the room.

The ideal RNG here would be Motorway followed by Bundle.

Optimal 3 + 5:	Abandon Hope	The Boiling Rock	24.67
Optimal 5 + 3:	Steps	Rise	23.86
Optimal 4 + 4:	Motorway	Bundle	19.74

Sell! Sell! Sell!:

Originally I thought that there would be nothing to say about this level. Look at what the people are buying, toss them the correct item, do it as fast as you can.

But I have found that there is a pattern. In order, each of the 4 left most items corresponds to each of the buyers. By tossing item 1 to buyer 1, item 2 to buyer 2 etc, you don't even have to look at what they are buying, because it is all predetermined.

Just toss the items in order and it is free timesave.



At the end of this section, once the character sheet appears, immediately refresh the page, it will skip a cutscene section with Eida and put you straight into the market with the coven guard, saving a handful of seconds

Missing King & More Ingredients (Second half of relic collection):

Literally just the same as the first half of relic collection, all data stands.

Time To Cook:

This section uses the same maps as the relic collection, but since the goal is simply to beeline straight to the end of the room, some of the paths change slightly. There are also not necessarily any run killer rooms any more, as it is 3 rooms to finish this level no matter what.

Abandon Hope:



This is now one of the best maps that you can roll. It is short and sweet.

📺 TOH:WA TTC "Abandon Hope"

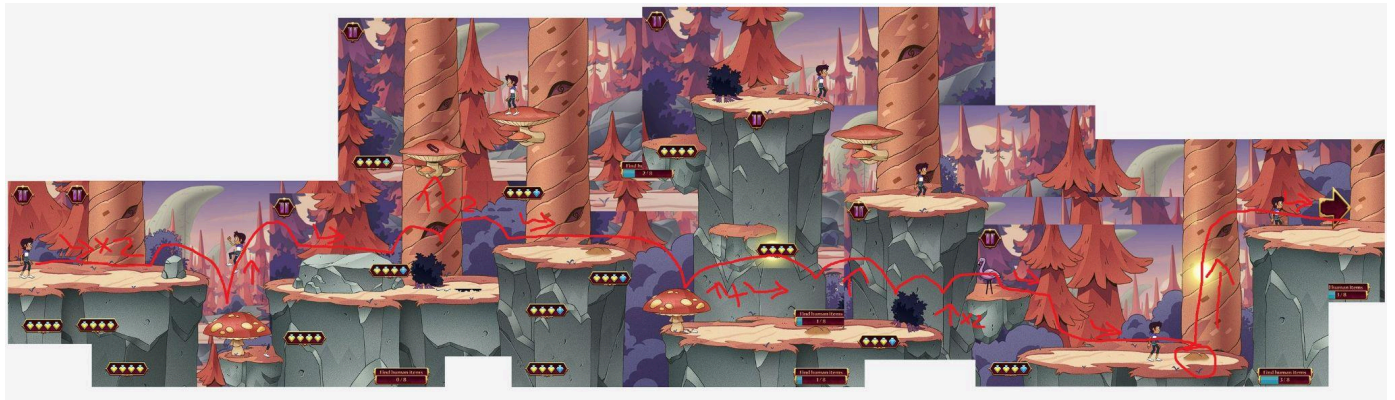


Bundle:



Bundle is pretty much the same except you do a mushroom slide boost. It is pretty quick.

📺 TOH:WA TTC "Bundle"

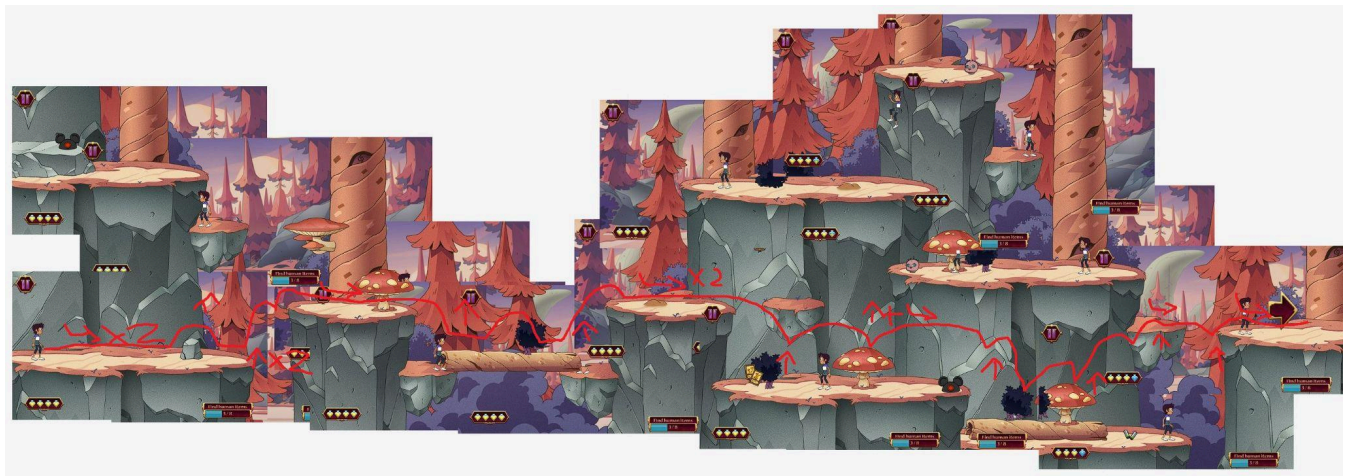


Motorway:

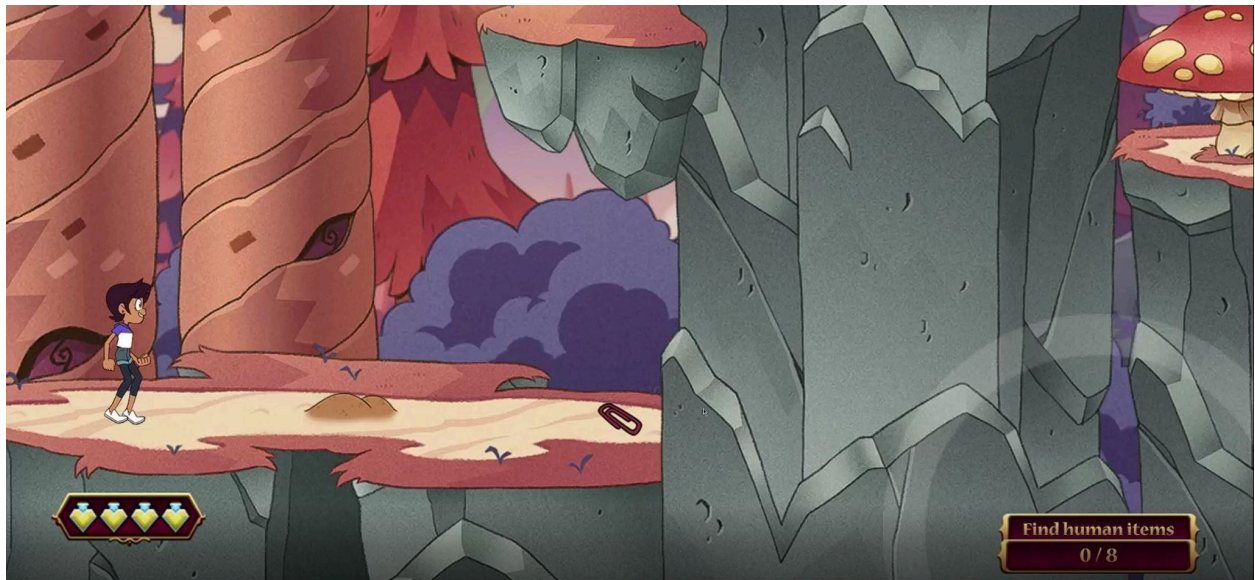


Pretty much the same as before, only with the addition of mushroom slide boosts.

📺 TOH:WA TTC "Motorway"

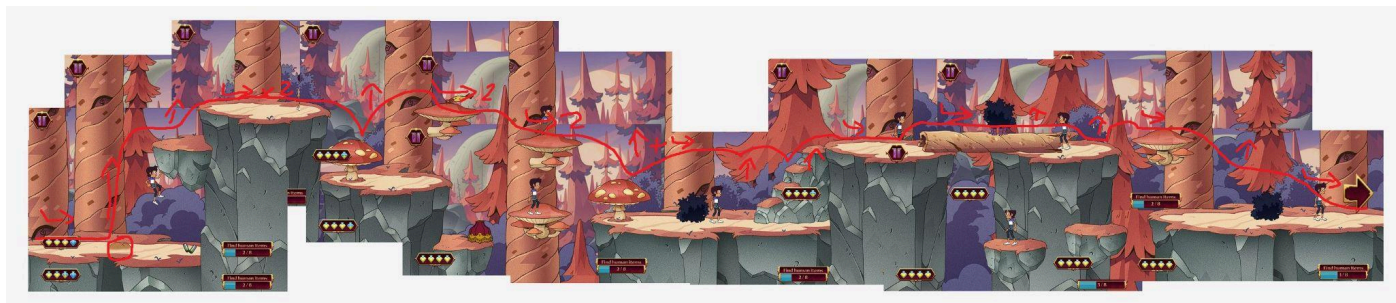


Rise:



Actually one of the slowest maps in this level simply due to the forced vine growth, that loses a couple of seconds. You essentially skip where the third relic would be and go straight to the right, the rest is unchanged.

📺 TOH:WA TTC "Rise"



Rooftops:

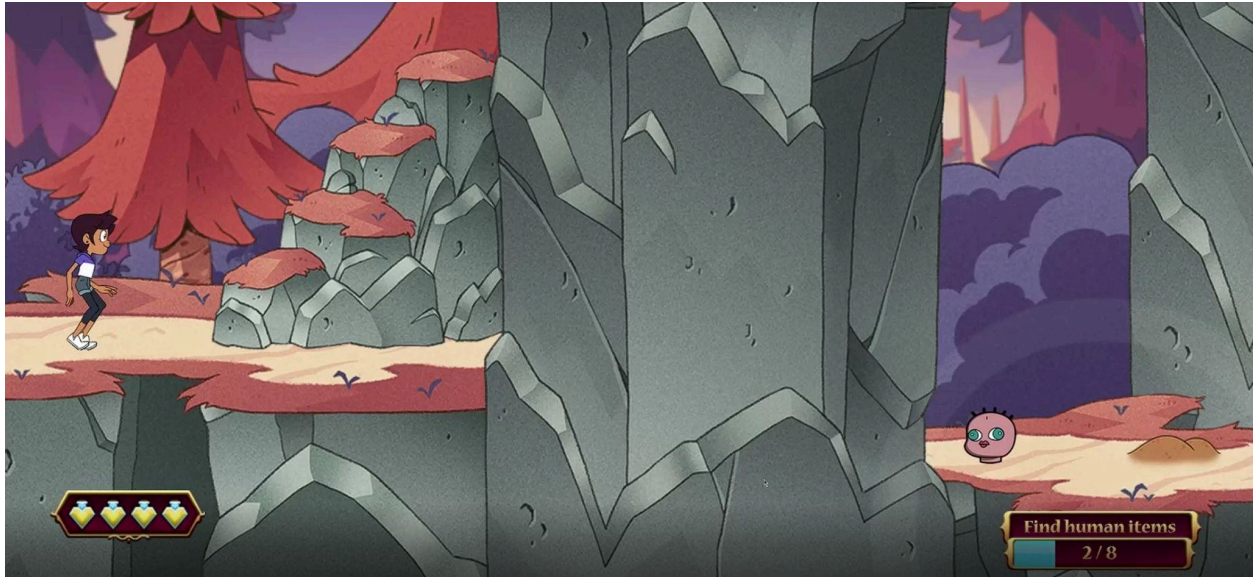


The most different from its original form, you actually take the rooftops across instead of dropping to the street below.

📺 TOH:WA TTC "Rooftops"



Steps:



Being a 5 relic room, this is one of the larger levels, meaning that it is slower to go from start to finish. The path here is much more direct, skipping the placement of all but one original relic. The first relic is jumped over, the second and third are ignored, in favour of going below. The final one is ignored by simply not backtracking after the triple jump.

📺 TOH:WA TTC "Steps"

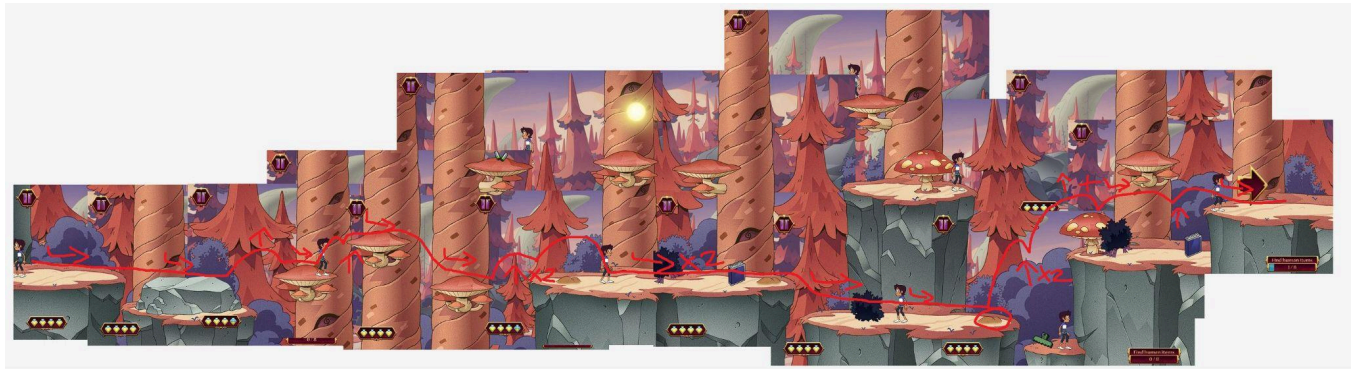


Sunken Rock:



The path is essentially the same, a mushroom boost is used. That is all that changes.

TOH:WA TTC "Sunken Rock"



The Boiling Rock:



Despite being a 5 relic room, this is a relatively fast level. This path ignores the first 3 relic, but continues on the identical path afterwards.

<https://youtu.be/KtC5lpgG2tw>



**Time For Traps & More Traps, More Bombs & Also Fire Crystals
(Bonesborough Market):**