

Shadowgate FAQ/Walkthrough

by PinKirby

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SHADOWGATE

For the NES

Created by Kemco-Icom Simulations

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1. History

December 14, 2003
- Began this guide.

2. The BACKTRACK-FREE Walkthrough!

If are confused by the room's names, see section
3. Room Names and About Them.
START THE GAME

FRONT DOOR:

Read about your quest against the Warlock Lord.
OPEN the skull.
TAKE the key in the skull.
OPEN the door.
MOVE through the door.

CORRIDOR:

The Warlock Lord will laugh at you, and disappear.
TAKE the torches.
USE Key 1 on middle door.
MOVE through middle door to STONE PASSAGEWAY.

STONE PASSAGEWAY:

TAKE both Torches.
OPEN the book.
TAKE Key 2.

Go back to the CORRIDOR.

CORRIDOR (SECOND VISIT):

USE Key 2 on right-hand door.

MOVE through right-hand door to CLOSET.

CLOSET:

TAKE Sling.

TAKE Sword.

Go back to CORRIDOR.

CORRIDOR (THIRD VISIT):

MOVE through door to STONE PASSAGEWAY.

(There is now no need to visit the CORRIDOR again.)

STONE PASSAGEWAY (SECOND VISIT):

OPEN the oval-shaped hole by the book.

MOVE through the hole to CHAMBER.

CHAMBER:

TAKE Arrow.

USE torch to right.

MOVE through door to right to DEEP CHASM.

DEEP CHASM:

MOVE to the left room (strong Bridge) to WRAITH ROOM.

WRAITH ROOM:

USE (lit) torch on the strange torch.

TAKE Torches.

TAKE Cloak.

USE Cloak on self.

OPEN Door.

MOVE through door to EPOR ROOM.

EPOR ROOM:

LOOK at sign with "EPOR" twice to learn the EPOR spell.

USE/SPEAK EPOR to raise rope.

TAKE Bottle 2.

Climb up to MIRROR ROOM.

MIRROR ROOM:

TAKE Torches.

TAKE Broom.

MOVE through door to TOMB.

TOMB:

OPEN Near-right coffin to release the Mummy.

USE Torch on Mummy.

TAKE scepter.

OPEN door behind you.

MOVE through door behind you to STONE WALL ROOM.

STONE WALL ROOM:

OPEN Right door.

MOVE through Right door to POOL CAVERN.

POOL CAVERN:

OPEN door to far-left.

MOVE through door to WATERFALL.

WATERFALL:

TAKE Stones.

MOVE behind waterfalls to CRAMPED CAVE.

CRAMPED CAVE:

HIT Rock.

OPEN Bag 1 to find gems.

TAKE all three gems.

MOVE back out to WATERFALL.

WATERFALL (SECOND VISIT):

MOVE through door to POOL CAVERN.

POOL CAVERN (SECOND VISIT):

MOVE through door behind you to STONE WALL ROOM.

STONE WALL ROOM (SECOND VISIT):

OPEN left door.

MOVE through left door to PEDESTAL ROOM.

PEDESTAL ROOM:

OPEN left door.

TAKE torches.

USE Whitegem on hole.

TAKE Sphere.

MOVE through left door to DRAGON'S ROOM.

DRAGON'S ROOM:

TAKE Shield.

TAKE Torch.

TAKE Spear.

TAKE Hammer.

(NOTE: TAKE no more than 4 items at a time!)

Go back to PEDESTAL ROOM.

PEDESTAL ROOM (SECOND VISIT):

Go back to STONE WALL ROOM.

STONE WALL ROOM (THIRD VISIT):

MOVE through the right door to the POOL CAVERN.

POOL CAVERN (THIRD VISIT):

USE Sphere on water.

TAKE Key.

USE Torch on ice (NOT ON THE SPHERE!).

TAKE SPHERE.

Go back to STONE WALL ROOM.

STONE WALL ROOM (FOURTH VISIT):

MOVE through middle door to the TOMB.

TOMB (SECOND VISIT):

MOVE through door to MIRROR ROOM.

MIRROR ROOM (SECOND VISIT):

MOVE down hole to EPOR ROOM.

EPOR ROOM (SECOND VISIT):

OPEN wall.

MOVE through wall to WIZARD'S CAVERN.

WIZARD'S CAVERN:

USE Blue Gem on stone slab's hole.

OPEN Scroll 2 to learn HUMANA.

MOVE through door to EPOR ROOM.

EPOR ROOM (THIRD VISIT):

MOVE up rope to MIRROR ROOM.

MIRROR ROOM (THIRD VISIT):

USE Hammer on middle mirror, to find a door.

USE Key 3 on door.

MOVE through door to FIRE ROOM.

FIRE ROOM:

OPEN door.

USE Sphere on fire.

(You can USE sphere on fire before you open the door, but you won't see the Firedrake this way.)

(OPTIONAL) LEAVE any unneeded items in the oil

MOVE through the door to TROLL BRIDGE.

TROLL BRIDGE:

MOVE across bridge to summon the troll.

---WARNING! Do not cross the bridge if the troll is there!

USE spear on troll.

Cross bridge to COURTYARD.

COURTYARD:

USE Stone on Sling.

USE Sling on Cyclops.

USE Sword on Cyclops.

USE the well's crank.

OPEN Bucket.

TAKE Gauntlet.

USE Gauntlet on self.

OPEN Door.

MOVE through door to HALLWAY.

HALLWAY:

TAKE Torch.

MOVE through near-right door to LIBRARY.

LIBRARY:

OPEN desk.

OPEN Scroll 3 to learn the TERRAKK spell.

OPEN Scroll 4 to learn the ILLUMINA spell.

TAKE Key 5.

TAKE Glasses.

USE Glasses on self.

OPEN Book.

LOOK at book to learn the MOTARI spell.

USE Red gem on hole to open bookcase.

MOVE through bookcase to FIREPLACE ROOM.

FIREPLACE ROOM:

TAKE Bellows.

USE/SPEAK TERRAKK.

OPEN Globe.

TAKE Key 6.
MOVE out to LIBRARY.

LIBRARY (SECOND VISIT):
MOVE out to HALLWAY.

HALLWAY (SECOND VISIT):
MOVE through far left room to LABORATORY.

LABORATORY:
TAKE Horseshoe (Hrseshoe)
USE stone with the indent to find a vial of water.
TAKE water.
MOVE down stairs to FOUNTAIN GARDEN.

FOUNTAIN GARDEN:
TAKE Flute. (You need to be wearing the gauntlet!)
USE Flute to make a ring appear on the tree.
TAKE Ring.
(OPTIONAL) LEAVE unneeded items in the fountain.
MOVE back to LABORATORY.

LABORATORY (SECOND VISIT):
MOVE back to HALLWAY.

HALLWAY (THIRD VISIT):
OPEN door.
MOVE through door to BANQUET HALL.

BANQUET HALL:
USE torch on rug to expose a key.
TAKE Key.
TAKE Mirror.
USE Key 4 on bottom door.
USE Key 5 on Right door.
USE Key 6 on Left door.
MOVE through RIGHT door to SPHYNX ROOM

SPHYNX ROOM:
MOVE up stairs to make the Sphynx give you a riddle.
USE item that matches the riddle on Sphynx.
(Incorrect items will cause you to be teleported.)
----- See the Sphynx riddles part of this guide.
MOVE up stairs to OBSERVATORY.

OBSERVATORY:
TAKE star from left-hand starmap.
OPEN starmap to reveal a rod.
TAKE Rod.
(OPTIONAL) CLOSE starmap.
MOVE up ladder to MOONLIT ROOM.

MOONLIT ROOM:
USE Arrow on woman, she's really a werewolf.
TAKE Blade.
MOVE back to OBSERVATORY.

OBSERVATORY (SECOND VISIT):
MOVE back to SPHYNX ROOM.

SPHYNX ROOM (SECOND VISIT):
MOVE back to BANQUET HALL.

BANQUET HALL (SECOND VISIT):
MOVE through the Left door to BRAZIER ROOM.

BRAZIER ROOM:
TAKE the Horn, or MOVE up the stairs to summon Hellhound.
USE water on Hellhound.
TAKE Horn.
MOVE up ladder to WYVERN TURRET.

WYVERN TURRET:
USE Star on Wyvern.
TAKE Talisman.
MOVE back to BRAZIER ROOM.

BRAZIER ROOM (SECOND VISIT):
MOVE back to BANQUET HALL.

BANQUET HALL (THIRD VISIT):
MOVE through middle door to the PASSAGEWAY.

PASSAGEWAY:
TAKE the Torches.
MOVE through the left arch to the BALCONY.

BALCONY:
USE Rod on hole to make a hand holding a wand appear.
TAKE Wand.
MOVE left to the LOOKOUT POINT.

LOOKOUT POINT:
OPEN Bag to find coins.
TAKE Big coin.
TAKE Goldcoin(s), as many as you want.
MOVE back to the BALCONY.

BALCONY (SECOND VISIT):
MOVE back to the PASSAGEWAY.

PASSAGEWAY (SECOND VISIT):
MOVE Back to the BANQUET HALL.

BANQUET HALL (FOURTH VISIT):
MOVE Back to the HALLWAY.

HALLWAY (FOURTH VISIT):
MOVE back to the COURTYARD.

COURTYARD (SECOND VISIT):
MOVE back to TROLL BRIDGE.

TROLL BRIDGE (SECOND VISIT):
MOVE back to FIRE ROOM.

FIRE ROOM (SECOND VISIT):
MOVE back to MIRROR ROOM.

MIRROR ROOM (FOURTH VISIT):

MOVE down hole to EPOR ROOM.

EPOR ROOM (FOURTH VISIT):

MOVE back to WRAITH ROOM.

WRAITH ROOM (SECOND VISIT):

MOVE back to DEEP CHASM.

DEEP CHASM (SECOND VISIT):

USE Bottle 2 on self to levitate.

MOVE to Right room (with the bad bridge) while levitating.

SNAKE ROOM:

USE wand on snake to reveal Staff.

TAKE Staff.

MOVE out to DEEP CHASM.

DEEP CHASM (THIRD VISIT):

MOVE up the left bridge to WRAITH ROOM.

WRAITH ROOM (THIRD VISIT):

MOVE through door to EPOR ROOM.

EPOR ROOM (FIFTH VISIT):

MOVE up rope to MIRROR ROOM.

MIRROR ROOM (FIFTH VISIT):

MOVE through door to FIRE ROOM.

FIRE ROOM (THIRD VISIT):

MOVE through door to TROLL BRIDGE.

TROLL BRIDGE (THIRD VISIT):

MOVE across, the troll is now armed!

USE/SPEAK HUMANA to arrive at COURTYARD.

COURTYARD (THIRD VISIT):

MOVE through door to HALLWAY.

HALLWAY (FIFTH VISIT):

MOVE through far door to BANQUET HALL.

BANQUET HALL (FIFTH VISIT):

MOVE through bottom door to PASSAGEWAY.

PASSAGEWAY (THIRD VISIT):

MOVE through right arch to the THRONE ROOM.

THRONE ROOM:

USE scepter on skeleton king to expose a ring-shaped hole.

USE Ring on ring-shaped hole to expose a secret passageway.

MOVE through secret passageway to GRANITE PASSAGEWAY.

GRANITE PASSAGEWAY:

TAKE the torches.

MOVE through the doorway to GARGOYLE CAVERN.

GARGOYLE CAVERN:

MOVE through the right room to the LAVA ROOM.

LAVA ROOM:

USE/SPEAK MOTARI to make a bridge appear.

MOVE through the door past the bridge to the SMALL CAVE.

SMALL CAVE:

USE the right switch.

USE the middle swith.

USE the right switch again, and the orb is exposed.

TAKE the orb.

Go back to the LAVA ROOM.

LAVA ROOM (SECOND VISIT):

GO back to GARGOYLE CAVERN.

GARGOYLE CAVERN (SECOND VISIT):

USE/SPEAK ILLUMINA to stun the Gargoyles.

MOVE through the door between the gargoyles to WELL ROOM.

WELL ROOM:

USE Well's crank to open the well.

USE Big Coin on well.

MOVE down the well to RIVER STYX.

RIVER STYX.

USE mallet on the Gong to call the ferryman.

USE Gold coin on ferryman for the fare.

MOVE to raft and ride it to SKULL ROOM.

SKULL ROOM:

USE Talisman on slot under the sword engraving.

USE Horn to open the skull's mouth.

MOVE thorough skull to the FINAL ROOM.

FINAL ROOM:

The Warlock Lord has summoned the Behemoth!

USE Blade on Staff.

USE Orb on Staff.

(OPTIONAL) LOOK at staff to see if it is ready.

If it says: "Three are now and forever one!", then
it is now ready!

USE Staff on the Behemoth.

You've just beaten the game.

3. Room Names and About Them

FRONT DOOR:

This is the first place you arrive at when you
start a new game.

CORRIDOR:

This is the room where you see the Warlock Lord's
eyes, and is the first room you enter. When you
enter through the FRONT DOOR, you arrive here.

STONE PASSAGEWAY:

This is the room with the book on the left-hand side,

and a small white rock that you can OPEN or HIT to reveal passage to the CHAMBER.

CLOSET:

This room is accessible from the CORRIDOR, and you see two shelves in here...

CHAMBER:

This room has a torch on either side that you cannot take, and a doorway overhead that cannot be accessed. USE the torch on the left to make a passage appear.

DEEP CHASM:

This room has two bridges, a strong one on the left and a weak one on the right.

WRAITH ROOM:

Gee, I wonder how THIS room came to be called that? You can remember the archway once the wraith is dead.

EPOR ROOM:

This room has a sign that reads "EPOR" on it.

WIZARD ROOM:

This room is revealed by moving the stone wall in the EPOR ROOM. You see a stone slab on the ground with a slot on it. Putting a blue gem in that slot will show you why this room is called the "WIZARD ROOM".

MIRROR ROOM:

This room has the 3 mirrors in it.

TOMB:

Coffins everywhere!

STONE WALL ROOM:

This room is a perfect cube, with a door at all 4 sides.

POOL CAVERN:

This room has a shark-infested pool that a skeleton seems to be bathing in.

WATERFALL:

A waterfall is in this room. Say, I see something behind the waterfall!

CRAMPED CAVE:

This room is behind the waterfall, and there is a rock you must HIT.

PEDESTAL ROOM:

This room is cold and stinks of rotten meat. There is a pedestal here. I wonder why...

DRAGON ROOM:

What creature could possibly be in this hot room filled with goodies and 2 red eyes?

FIRE ROOM:

This room is HOT! If there is no fire here, then there

is oil instead.

TROLL BRIDGE:

This room has a wooden bridge and a deep bottomless pit.

COURTYARD:

This room has a well and...yikes! A cyclops!

HALLWAY:

This room has 2 doors to the left, and a far door forward.

LIBRARY:

Books! Lots of them!

FIREPLACE ROOM:

A fireplace is in this room, with a suspicious globe...

LABORATORY:

This room has a cage built into the left-hand stairs, and a stairway far right...

FOUNTAIN GARDEN:

This room's fountain spews acidic water.

BANQUET HALL:

This room has a door in the middle, and a stairway that leads to a pair of doors on the left and right side.

SPHYNX ROOM:

Who on earth could be in this room?

OBSERVATORY:

This room has a telescope, a starmap, and a ladder.

MOONLIT ROOM:

A damsel in distress...no! It's actually a werewolf in disguise.

BRAZIER ROOM:

A pair of braziers on opposite sides. But don't go up the stairs yet, there is a demonic cur about to strike!

WYVERN TURRET:

It's a turret.

PASSAGEWAY:

The music changed! There is a left room that is closer to you than the right one.

BALCONY:

Thunder strikes! There is a stair to the left...

LOOKOUT POINT:

A pot of gold! Maybe if I...

SNAKE ROOM:

This room is the one you enter from the DEEP CHASM. You know, over the BAD BRIDGE??

THRONE ROOM:

A skeleton king sits upon a throne.

GRANITE PASSAGEWAY:

This room has granite slabs everywhere! Just resist the temptation to enter that area to the left...

GARGOYLE CAVERN:

Two white gargoyles, just statues. Or are they...

LAVA ROOM:

Do I need to describe this room?

SMALL CAVE:

A set of switches to the right, and in the middle is a big hole. Something's down there, and I don't think he's stuffed from a big meal...

WELL ROOM:

This room is occupied only by a huge well...

RIVER STYX:

This is a bug river. A gong and its mallet are your only forms of communication...

SKULL ROOM:

A huge skull on the left, and a trio of slots in front of you...what can go in them, and which one do you fill?

FINAL ROOM:

Biggest. Cave. Ever. Your little friend the Warlock Lord is in here, calling his big friend, the Behemoth.

4. Items and What They Do

For a more detailed explanation on the Items you can find in Shadowgate, be sure to refer to the Item List in the FAQ's!

ARROW

Where found:
CHAMBER

Usage:
USE on woman (actually a werewolf) in MOONLIT ROOM

BAG 1

Where found:
CRAMPED CAVE (HIT rock)

Usage:

OPEN to find Red gem, White Gem, and Blue gem

BAG 2

Where found:
TOMB (OPEN the middle-right coffin)

Usage:
OPEN to find coppcoins

BAG 3

Where found:
LOOKOUT POINT

Usage:
OPEN to find Big coin and 3 Gold Coins

BELLOWS

Where found:
FIREPLACE ROOM

Usage:
USE on sphynx to answer his riddle

BIG COIN

Where found:
LOOKOUT POINT, OPEN Bag 3

Usage:
USE on well in WELL ROOM in order to MOVE through the well without dying

BLADE

Where found:
MOONLIT ROOM

Usage:
USE on staff, then USE orb on staff.

BLUE GEM

Where found:
CRAMPED CAVE, OPEN Bag 1

Usage:
USE on stone slab in WIZARD CAVE

BONE

Where found:
DRAGON ROOM

Usage:
None

BOOK

Where found:
LIBRARY

Usage:
USE glasses on self, and LOOK at book to learn the MOTARI
spell.

"The light grows faint, the path winds round.
Where life is lost, wisdom is found.
The seed of the dream, fore the evil is free.
Where the sword is hung, he must place the key.
A bridge to from, amidst burning death.
A demon to guard."
"MOTARI RISETH"

BOTTLE 1

Where found:
EPOR ROOM

Usage:
None

BOTTLE 2

Where found:
SMALL ROOM (EPOR ROOM) and LABORATORY (2 more)

Usage:
USE on self in DEEP CHASM to float, then enter the room
on the left(with the weak bridge)

BOTTLE 3

Where found:
LABORATORY

Usage:
None

BOTTLE 4

Where found:
LABORATORY

Usage:
None

BOTTLE 5

Where found:
FIREPLACE ROOM, USE TERRAKK, OPEN globe.

Usage:
None

BROOM

Where found:
MIRROR ROOM

Usage:
USE on Sphynx to answer his riddle

CLOAK

Where found:
SMALL CHAMBER (After killing the wraith)

Usage:
USE on self to withstand the heat in the FIRE ROOM

COPPCOIN

Where found:
OPEN bag 2 (found by opening the Middle-right coffin in the TOMB)

Usage:
None, but for fun:
USE on troll (will pass first time, but be found out if it is the second coin you give him) or USE on ferryman (he will not accept it). This is not necessary, and does not help you at all in your quest.

CREST

Where found:
BANQUET HALL

Usage:
None

CUP

Where found:
FIREPLACE ROOM

Usage:
None

FLUTE

Where found:
FOUNTAIN GARDEN

Usage:
USE in FOUNTAIN GARDEN to make ring appear

GAUNTLET

Where found:
COURTYARD, USE the well's crank to make a bucket rise,
then OPEN the bucket.

Usage:
USE on self to TAKE the Flute from the acidic fountain.

GLASSES

Where found:
LIBRARY, OPEN desk.

Usage:
USE on self in order to read the book

GOLDCOIN

Where found:
LOOKOUT POINT, OPEN Bag 3

Usage:
USE on ferryman in RIVER STYX to pay the fare.

HAMMER

Where found:
DRAGON ROOM

Usage:
USE on middle mirror in MIRROR ROOM to find a door.

HELMET

Where found:
DRAGON ROOM

Usage:
None

HORN

Where found:
BRAZIER ROOM

Usage:

USE after placing the Talisman in the SKULL ROOM to make the skull's mouth open, revealing a door.

HRSESHOE

Where found:
LABORATORY

Usage:

USE on sphynx to answer his riddle

KEY 1

Where found:
FRONT DOOR (OPEN skull)

Usage:

USE on middle door in CORRIDOR to unlock STONE PASSAGE.

KEY 2

Where found:
OPEN Book in the STONE PASSAGEWAY

Usage:

USE on right door in CORRIDOR to unlock CLOSET

KEY 3

Where found:
POOL CAVERN, held by the skeleton

Usage:

USE on door in MIRROR ROOM, after you USE hammer on the middle mirror

KEY 4

Where found:
BANQUET HALL, USE torch on rug

Usage:

USE on bottom door in BANQUET HALL

KEY 5

Where found:
LIBRARY, OPEN desk

Usage:

USE on upper right door in BANQUET HALL

KEY 6

Where found:

FIREPLACE ROOM, USE Terrakk, OPEN globe.

Usage:

USE on upper left door in BANQUET HALL

MAP

Where found:

LIBRARY

Usage:

USE on sphynx to answer his riddle

MIRROR

Where found:

BANQUET HALL

Usage:

USE on sphynx to answer his riddle

ORB

Where found:

SMALL CAVERN, USE switches (Right, Middle, then Right)

Usage:

USE on Staff (with Blade) to prepare Staff for use against the Behemoth.

POKER

Where found:

FIREPLACE ROOM

Usage:

None

RED GEM

Where found:

CRAMPED CAVE, OPEN Bag 1

Usage:

USE on hole by bookcase in LIBRARY

RING

Where found:

FOUNTAIN GARDEN, USE flute to make it appear.

Usage:

USE scepter on skeleton king in THRONE ROOM to make the pillar fall, which reveals the ring-shaped hole. USE the ring on the hole to make a passage to the STONE

ROD

Where found:

OBSERVATORY, TAKE star, OPEN starmap

Usage:

USE on hole in BALCONY to see a hand with a wand

SCEPTER

Where found:

TOMB, OPEN near-right coffin to make the mummy appear, then USE lit torch on the mummy.

Usage:

USE on skeleton king in THRONE ROOM to make a ring-shaped hole appear

SCROLL 1

Where found:

EPOR ROOM

Usage:

OPEN to read about your quest (NOT A NECESSITY)

"Five to find, three are one.
One gives access, the bladed sun.
The silver orb, to banish below.
The staff of ages, to vanquish the foe.
Joining two, the golden blade.
The last to invoke, the platinum horn."

SCROLL 2

Where found:

WIZARD ROOM, USE Blue gem on stone slab, and listen to the wizard

Usage:

OPEN to learn the HUMANA spell.

"As the shadow of the wind, thou shalt be!!"

"HUMANA"

SCROLL 3

Where found:

LIBRARY, OPEN the desk

Usage:

OPEN to learn the TERRAKK spell

"Lands under the heavens;
the key to the world."

"Terra Terrakk"

SCROLL 4

Where found:

LIBRARY, OPEN desk

Usage:

OPEN to learn the ILLUMINA spell

"To move the sun from far to near,
Light is what the darkness fears."

"INSTANTUM ILLUMINA"

SCROLL 5

Where found:

OBSERVATORY

Usage:

OPEN it. It reads:

"Observing the stars; the throne constellation appears
once every five summers. Legend says that it is a portal
to another land."

SHIELD

Where found:

DRAGON ROOM

Usage:

TAKE for protection against the dragon when taking items
in the DRAGON ROOM.

SKULL

Where found:

DRAGON ROOM (2), LIBRARY (1)

Usage:

USE on Sphynx to answer his riddle

SLING

Where found:

CLOSET

Usage:

USE stone on it, USE on cyclops, then USE sword to kill
KO'd cyclops

SPEAR

Where found:
DRAGON ROOM

Usage:
USE on troll to ward him off

SPHERE

Where found:
PEDESTAL ROOM, USE White gem on hole

Usage:
USE on lake to freeze it, USE in FIRE ROOM to kill
the firedrake, USE torch on it to put out the flames

STAFF

Where found:
SNAKE ROOM, USE wand on snake

Usage:
USE Blade on staff, then USE orb on staff,
then USE staff on behemoth

STAR

Where found:
OBSERVATORY

Usage:
USE on wyvern in WYVERN TURRET

STONE

Where found:
WATERFALL

Usage:
USE on sling to arm the sling

SWORD

Where found:
CLOSET

Usage:
USE on Cyclops (After you USE stone on sling and
USE sling on cyclops)

TALISMAN

Where found:

WYVERN TURRET (USE Star on wyvern before you TAKE it)

Usage:

USE under the sword engraving in the SKULL ROOM

TESTTUBE

Where found:
LABORATORY

Usage:
None

TORCH

Where found:
Many places

Usage:
USE to light a torch (at least one must be lit at any given time), USE lit torch to burn various objects

TORCH

Where found:
STONE PASSAGE

Usage:
USE lit torch on this to kill the wraith

WAND

Where found:
BALCONY, USE rod on hole to make a hand holding the rod appear.

Usage:
USE on snake in SNAKE ROOM

WATER

Where found:
USE stone in LABORATORY to find it.

Usage:
USE on Hellhound in BRAZIER ROOM

WHITEGEM

Where found:
CRAMPED CAVE, OPEN Bag 1

Usage:
USE on hole in PEDESTAL ROOM to make the sphere

appear.

5. Spells and What They Do

EPOR

- USAGE:

Makes the rope go up or down in the EPOR ROOM

- WHERE LEARNED:

EPOR sign in EPOR ROOM.

It's possible to win the game without this spell, but do NOT to enter the EPOR ROOM from the MIRROR ROOM unless you know this spell!

HUMANA

- USAGE:

Get past the troll on TROLL BRIDGE after using SPEAR on him

- WHERE LEARNED:

Scroll in CAVERN

TERRAKK

- USAGE:

Breaks seal on the globe, allowing it to be OPENed in the FIREPLACE ROOM

- WHERE LEARNED:

Scroll in LIBRARY

ILLUMINA

- USAGE:

Blinds the gargoyles so you can enter the room between them

- WHERE LEARNED:

Scroll in LIBRARY

MOTARI

- USAGE:

Makes a bridge in the LAVA ROOM.

- WHERE LEARNED:

Book in LIBRARY

6. Sphynx Riddles

RIDDLE ONE: I've no eyes, but once did see, thoughts had I
but now I'm white and empty.

ANSWER: Skull

RIDDLE TWO: First burnt and beaten, drowned and pierced with
nails, then stepped on by long-faced animals.

ANSWER: HRSESHOE

RIDDLE THREE: You look at me, I look back. Your right hand raises,
I my left. You speak, but I in vain.

ANSWER: Mirror

RIDDLE FOUR: Long neck, no hands. 100 legs, cannot stand. Born of
forest nest, against a wall I rest.

ANSWER: Broom

RIDDLE FIVE: I'm a fire's friend, my body swells with wind. With my
nose I blow, how the embers glow!

ANSWER: Bellows

RIDDLE SIX: It has towns, but no houses. Forests, but no trees. Rivers,
but no fish.

ANSWER: Map

7. LEGAL STUFF AND INFO

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