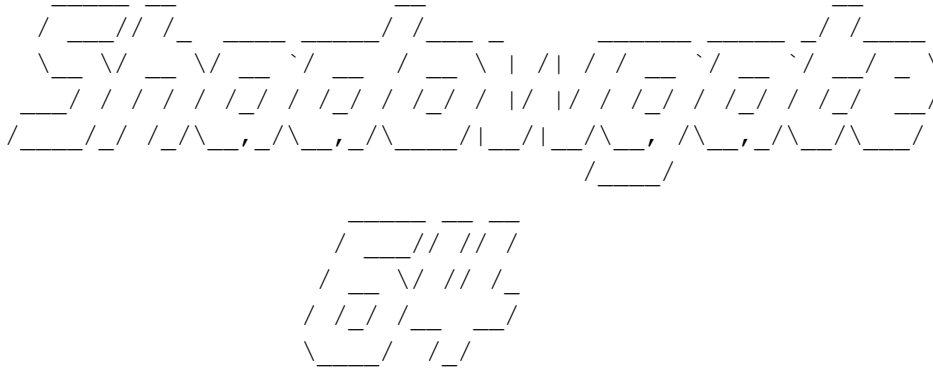


# Shadowgate 64 FAQ/Walkthrough Final

by Dzabroski

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Welcome to Shadowgate64 for N64

Complete Walkthrough

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Check out my Dragon Warrior/Quest Website at:

[Http://www.DragonWarriorReturns.com](http://www.DragonWarriorReturns.com)

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=====Walkthrough=====

### I. Introduction

- a. If you liked Shadowgate you will love this game. Things are a little different, but then they are the same. Things are hidden, tough and confusing. A true RPG gamers' dream!
- b. I am not going to give you exact directions all of the time. This will make the game a little bit harder, but you getting a lot of info anyway.
- c. Tips
  - i. I only recommend using this guide a help through or tip walkthrough. If you get totally stuck in the game check out this walkthrough. You may need it. It took me a long time to get through the second part of the game. Here are some tips
    - 1. Check everything.
    - 2. Take what you can, you have unlimited inventory.
    - 3. Save your game before you try potions or other dangerous grounds
    - 4. Crouch under table to find things
    - 5. Just because there is a item you can take it doesn't mean you need it, but there may be a few cases this is wrong.
    - 6. Some items may be out of reach. They may be important, or they may serve no purpose at all.
    - 7. Know your character, who he is and what he can do!

### II. Escape

- a. Cells
  - i. You are placed in a cell by the guard. Talk to Agaar in the cell next to you. Through the bars
    - 1. After you talk the guard will feed you.
    - 2. Take the meat and eat it.
    - 3. Take the bone
    - 4. Move to the straw and move it.
    - 5. Use the bone to open the hatch.
- b. Sewers
  - i. To your right you should see a small grate at the bottom of the water. Take the loose iron.
  - ii. Now go to the far grate with the bottle behind it.
    - 1. The bottle or wood serve no purpose
    - 2. The hole in the wall serves no purpose
  - iii. Go through the door and take the map
    - 1. Be careful not to fall into the water. If you do you die
    - 2. The same goes for ledges. You can not fly or swim!
  - iv. Go back to sewers. Enter the middle door
    - 1. Use the iron bar to pick at the pillar. It will fall over allowing you to

- cross the water.
- 2. Ignore the ghost.
- 3. You can read the letter near the skeleton
- 4. Go through and grab the pick axe
- v. Go back to the sewers and go to the final door.
  - 1. Go through both door and use the pick axe to climb the wall
  - 2. When you reach the end of the hall look up and use the pickaxe to make an opening. Go through it

### III. Towers

- a. The Tower of Disciples
  - i. There are tons of books here. You can read them if you want to
    - 1. There are books that are blank you need the ring of dead to read them
  - ii. Go to the hall way and take the first door on your left and grab the rope behind the wood stack
  - iii. Go exit and go to the room across from it.
  - iv. Take the fairy statue and leave
  - v. Take the stairs up and take the elf statue.
  - vi. There are three doors starts from the right.
  - vii. Take the liquid sunset and leave
  - viii. Take the next one if you want. There is a coin and a not here.
  - ix. Take the final door and put the statues in this order
    - 1. Fairy
    - 2. Elf
    - 3. Human, already placed
  - x. Take the Pixie Flute and head to the library.
  - xi. Go to the one with the small set of stairs leading to the window.
    - 1. Use the Rope
    - 2. Use the Flute
    - 3. You should climb down to the outside
    - 4. Play the flute again to grow big.
- b. Graveyard/Church
  - i. There are a bunch of ghosts here. Some are more important than others. You can't talk to them yet so ignore them for now.
  - ii. Enter the church and go behind the alter and get the Dragon Tears
  - iii. Go to the right and go down the stairs.
  - iv. There is a crow bar and a key behind the bookshelf
    - 1. Ignore the coffin for now
  - v. Go back up the stairs and go to the opposite side of the church and climb the wooden stairs
  - vi. Use the crowbar to pry the nail loose and show a new set of stairs.
    - 1. Before you go up the stairs go back down and take the nail
  - vii. Go out the window
    - 1. Be careful not to fall through. You

need to get to the open window.

Avoid the cracks in the roof.

c. Tower of Lakmir

- i. Listen to Lakmir and just continue through the game. The name sounds familiar?
- ii. Go through the hallway and take the door on the right.
- iii. Take the oil canister and use the Dragon Tears on the barrel of water to purify the water.
- iv. Exit and move up the stairs to talk to Lakmir again
- v. Head down to the stairs and take the right door. Take the cup and key
- vi. Go across the hall and grab the giant hair. It is hard to see.
- vii. Go down the stairs and open the door with oil.
- viii. Take the crest off the door in the back.
- ix. Go back to the room with the barrel and use the cup to take the water.
- x. Go to the room in the hall with the fire that looks purple. Use the water to put it out.
  1. Place the crest in the alter and go back to the door you took the crest off of.
- xi. There should be some Knight Statues. They are teleport machines. This can get confusing so here is the order you must touch them.
  1. Left,
  2. Right
  3. Right back
  4. Right
  5. Left
  6. Take the stairs
- xii. Go to the door to the left
  1. Put the nail into the machine and take the key that pops out.
  2. The forest nectar is poison so don't drink it!
- xiii. Go across the hall
  1. Take the night elixir from the shelf
  2. Use the night elixir and the liquid sunset on the dish by the bed
  3. Climb onto the chairs in the middle of the room and use the key you made from the nail on the glowing star on the ceiling
- xiv. Go to the room with the moon on it that just opened. You'll see 3 rings
  1. Green will kills you
  2. Blue will make you walk funny
  3. Red will let you see dead people and read blank books
    - a. If you wear the red the dead will talk to you
    - b. Living people will not understand you
    - c. Keep the red on at all times.

You never know where a  
dead person will pop up.

4. Take the blue and the red
- xv. Leave and head for the Church
- d. Graveyard/Church II
  - i. Go to the right of the church and move the boards blocking the way
  - ii. Use the dragon tears on the grave.
    1. He will thank you for purifying his soul and teach a magic word
  - iii. Go into the church and head down the stairs to the room with the coffins.
  - iv. You can unlock them and talk to the old woman with the book.
    1. She will tell you a story about her son and give you her pendant.
      - a. Listen to the story it will be important later.
  - v. You can open the doors in the back of the church now. They will lead back to the first tower.
- e. Tower of Disciples II
  - i. Now that you are back with the ring you have to see a man about a shoe
  - ii. Go into the hall way and go into the room on the left.
    1. There will be a ghost of a man there he will tell you about his missing granddaughter and asks you to find her.
      - a. Take the shoe
  - iii. Go through to the huge double doors that you can unlock now and go into the village
  - iv. Put on the pendent
- f. Village/Inn
  - i. Go into the inn at the village wearing the pendent from the woman. The inn keeper will get upset about the pendent accusing you of stealing from the dead. To prove that you didn't steal it you must take a quiz
    1. What's the name of Saul's friend?
      - a. Answer: Lucas
    2. What was Saul hoping to find?
      - a. Answer: Gold and Gems
    3. How long after he left did the poor woman die?
      - a. Answer: A fortnight
    4. What season was it when Saul came home?
      - a. Answer: High Winter
    5. Who did he leave with on the night he was last seen?
      - a. Answer: Dwarf
    6. What did Jezebel become sick with after he left?
      - a. Answer: Black Death
  - ii. If you answer his questions correctly he will let you stay for free.
  - iii. Talk to the woman sitting at the table. She is Agaar's sister!

1. She tells you that you must save him from prison. She gives you his orb.
- g. Village Square
- i. The square is a wide open area with a statue of Lord Jair in the middle.
    1. Talk to Lakmir and go to the right.
  - ii. You should see a water around a tower.
    1. The little girl should appear if you have the ring on.
    2. She says she is looking for her slipper and can not go home without it.
- h. Trash Pit
- i. Take some time to explore the village. There are many doors that are locked.
  - ii. The area you want is a huge pit.
    1. Go down the ladder to find a man digging through the trash. He is looking for a coin
    2. Give him the ancient coin you found in the tower. He snatches it and runs away.
    3. Search the trash to find the slippers.
- i. Village Square II
- i. Put the red ring on and talk to the girl. She will head home
- j. Tower of Disciples III
- i. Go back to the man and his granddaughter and he will give you the Stone of Thirst.
- k. Dungeon Keeper
- i. The Dungeon keepers house is hard to find, it is near the guards post.
  - ii. Go inside and climb the stairs to the second floor
  - iii. Talk to Wil Goddard and listen to his songs
    1. He will mention how the Dungeon Keeper has a passion and talent for music, but he had to sell his violin.
    2. After you hear a bunch of songs he will give you a flower.
- l. Graveyard/Church III
- i. Go back to the graveyard and go the end.
    1. If you came here earlier he talked how no one ever came to pay their respects, and how they are not touching his money.
    2. Put the flower on the grave and he will show his appreciation by giving you his treasures!
- m. Sewers II
- i. Head back to the sewers.
    1. You can talk to Sauls friend who is dead by the water. He will tell you of his betrayal
    2. Go into the water where there is a small cliff. Talk to the ghost there. He will give you the treasure.
- n. Village/Shop
- i. Go back to the village and go the shop. It is one of the first buildings.

1. Give the shop keeper the treasure and he will give you a choice of violins
    - a. Get the chipped violin
- o. Dungeon Keeper II
- i. Go back to the Dungeon Keeper's home and SLOWLY walk to the music stand.
    1. Place the violin on the stand and hurry to the other side of the wall by the first. You should hear his footsteps.
    2. Once you hear the music playing SLOWLY walk behind him.
    3. Take the key off the hook and go down the stairs.
    4. Unlock the door and give Agaar the orb.
    5. The Dungeon Keeper appears and locks you in. Agaar uses the orb and switches places.
    6. Quickly use the key on the door to lock the Dungeon Keeper in.
- p. Village/Inn II
- i. Once you get back to the inn Agaar thanks you and unlocks his house
- q. Agaar's House
- i. There are only 3 things you need here
    1. The Flint
      - a. On the bookcase
    2. The Lever
      - a. Attached to bedpost
    3. The Fang
      - a. Hidden in bookcase, hard to see!
- r. Excavation
- i. You are not far from the next area
    1. Go right into the excavation pit and go into the left entry way.
  - ii. Use the Stone of Thirst to drain the water
    1. Climb down the ladder and up the next one
  - iii. Use the lever on the machine and listen to Lakmir
    1. You must turn the valves in order for the machine to work. You must turn them in this order from left to right
      - a. Left
      - b. Right
      - c. Right
    2. Pull the lever
  - iv. The water should be gone
- s. Tower of Trials
- i. This is my favorite part of the game. You must complete a series of puzzles to get through the tower. They are very hard. There is a catch, the test has been altered to show the true line of kings
    1. When Jair became king he stopped a line of heirs from gaining the throne. One of those heirs changed the test

to what it should have been if Jair wasn't named king!

- ii. Pay Homage to the King
  - 1. Go to the Picture of Nathor Dreslin and press the switch at the bottom
- iii. The Coat of Arms
  - 1. You must now re-create the coat of arms. The pieces are:
    - a. Tower with one window
    - b. The far right dragon
    - c. The left dragon
    - d. The left sword
- iv. Quiz
  - 1. You will now be faced with a series of questions. The questions I have received are:
    - a. For what symbol is one given a sorcerers rank?
      - i. Answer: The Ring of the Kingdom
    - b. What was responsible for the banishment of the Evil One?
      - i. Answer: The Staff of Ages
    - c. By what name does the master of Dersius go?
      - i. Answer: Aristolin
    - d. Of what species was the last dragon?
      - i. Answer: Gold
    - e. Who is the rightful king of Kal Torlin?
      - i. Answer: Nathor Dreslin
    - f. Who has forever been known as the Good Master?
      - i. Answer: Lakmir
    - g. Does the Royal Family's Dragon scream?
      - i. Answer: No
    - h. What is Lord Jair's homeland?
      - i. Answer: Westland
    - i. What type of magic is expressly forbidden?
      - i. Answer: Death Magic
    - j. Name the number of ways into the Royal Family's Tower?
      - i. Answer: Two
    - k. Which ring is used as a punishment for those who disobey the rules?
      - i. Answer: Green Ring
    - l. What is the prohibition against black magic?
      - i. Answer: It taints the soul
    - m. What was the name of the



First Dragon?

i. Answer: Bolhalor

v. The Maze of Death

1. Touch the first Armor and you will be transported. Your controls are messed up. You can turn your paddle 90 degrees or put on the blue ring to counter the effects.
2. Here is how to get through this section
  - a. Move around the blades and touch the first statue. Touch the next statue. Ignore the statue in front of you, and go around the corner and touch that statue instead. Now head through the door, and take off the blue ring. Don't touch the full set of armor, if you touch it you'll be returned to the beginning of the tower.

vi. Candle Maze

1. This is one of the hardest parts of the game. You have to make it through the maze while your candle melts away. If the candle goes out you start at the beginning again.
2. Use the flint on the candle and take the candle
3. Here is how to get through it.
  - a. Head through the double doors and go to your left, go around the corner, and move forward up the stairs. Go forward a step, turn to the right, and go forward. Go around the corner making U-turn. Hit the red switch, then turn around, and go back towards the stairs you just came up. Go through the doorway that just opened right before the stairs, and hit the switch. Turn around, and go back towards the first switch and enter the doorway on the right side. Go along the path, through the first door you come to, and climb up the ladder. Go along the path, and press the switch in the first alcove on the left, then continue along the path avoiding the armor, there and climb down the ladder that just opened up. Go through the right door, and then the next door. Turn to your right, and hit

the switch. Then turn around and go through the right door, not the one you just came through. Then go through the next door as well, and climb up the ladder. Walk forward to the second alcove and hit the switch that you hit before. Turn around, go right, and head back down the ladder. Go straight, and turn to the right, just before the door, and hit the switch. Turn around and go back up the ladder you just came from. Hit the switch in the alcove again, and then proceed down the ladder that just opened up. Go through the right door, through the next door, then turn to the right around the corner and up the stairs. Place the candle in the candle holder and go through the door. Now you can read the plaque if you want, and then head toward the mirror on the right. Walk through it backwards and you're almost done. Although, you can examine the mirrors if you want to see what you look like. Take the ring of the kingdom off the pedestal, equip it in the menu, and then walk onto the platform.

4. You will be transported to the beginning and Lakmir will congratulate you.

t. Tower of Disciples IV

- i. Go back to the tower and go to the door where the dragon door is.
- ii. Make sure you have the Ring of the Kingdom on and the door will open.
  1. Take the Dragon Flute and leave.

u. Excavation II

- i. Head back to the excavation site and go to where there are 2 huge dragon statues.
  1. Use the Dragon Flute and open the door

v. Tower of the Flying Dragon

- i. Follow the path around and enter the first door on the left.
  1. Go down the ladder and take the Dragon's Eye
  2. Head back to the path
- ii. Keep following the path until you reach a dead end.
- iii. Place the Dragon's Fang into the place and

go up the stairs

1. Make sure you put on the ring of the dead for this next area

iv. Talk to D'Nar and he will tell you his story

v. Use the Giant's Hairs on his Lute and listen to his song

vi. All right go to the next room for another puzzle.

1. This is one of the hardest parts of the game you must play the dragon wings to make the same song a D'Nar played. Good luck, but here is the answer.

2. The view is from the door facing the Dragon's Feet

a. Back left

i. Right Wing

b. Back Right

i. Left Wing

c. Front Left

i. Left Wing

d. Front Right

i. Right Wing

vii. Now that you solved the puzzle go up the stairs.

1. A Dragon!

viii. The Dragon is turned to stone. Put on the Ring of the Kingdom and take the Staff of Ages

1. If you ever touch the Staff of Ages without the Ring of the Kingdom you will die!

ix. The Dragon will come back to life and take you

#### IV. The Last Battle

a. Stable

i. Now that you have gotten everyone's attention from the Dragon and locking the Dungeon Keeper in the cell you are FBI's Feudal Class Most Wanted!

ii. Go into the stable and head to the hay in the trough. Use the flint to light a fire and run out.

iii. Head around the stable and go through the double doors.

iv. Give the pendent to Saul and he will become overwhelmed with shame. He will distract the guards for you to enter the Chamber of Holding.

1. Saul has become Belzar's assistant

b. Chamber of Holding

i. Now that you are inside you must stop Belzar. He thinks he received the Staff of Ages from Saul, but it is the Staff of Thunder!

1. I wonder if the Mad Clown gave it to him?

ii. Place the Dragon's Eye into the staff and hide to the right

1. Make sure you are far enough away,

but you should still be able to see  
Belzar reach for the staff.

iii. The place will explode killing Belzar. Exit  
and notice the Warlock Lord has risen

c. Village Square

i. Head to the Village square and see the  
Warlock Lord rise. Lakmir will say how  
only Lord Jair can kill him.

1. All is lost, but is it!

ii. Give the Staff of Ages to the statue of Lord  
Jair, then give the Ring to the statue

1. Make sure you do the Staff first or  
you will die.

iii. The statue will kill the Warlock Lord and  
you beaten the game.

V. The Ending

a. There is a small ending and a hint of another sequel.  
We'll see!

This walkthrough was made by David Zabroski.  
Any attempt to Plagerize my work will be delt with.  
If you would like to post this walkthrough, or any  
other walkthrough made by me, must be appoved by  
me at DragonMaster@dragonwarrior2000.every1.net

Check out my Dragon Warrior/Quest Website at:  
[Http://www.Dragonwarrior2000.atfreeweb.com](http://www.Dragonwarrior2000.atfreeweb.com)

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