1. From the first room of Shadows, find Magister of Argento Bank and say shadows to be teleported.

2. Give 5,000 gold to Magister to get into the main area. Do this within 10 seconds of being teleported or he'll teleport you back outside.

3. Run senwse and scan for Aviva. Go the direction of the room she is in to get to "Room of Rituals". Exits command won't show you anything so don't bother.

4. From "Room of Rituals" run 2wn to find Evelina. Mobprog triggers when you enter the room.

5. Say yes.

6. In this subarea, peek at Umbraquaeris oculist and kill one with a specter scope of Shadows of Death in its inventory.

7. Go to the eastern subarea. Kill Laverna, Umbrifi Triumvir for shadow knife.

8. Go to the northern subarea. Kill Marlena, Umbracaptarae Triumvir for spider-silk net of shadows.

9. Wear specter scope, spider-silk and WIELD shadow knife. DO NOT use it as a dual weapon. Remove your dual weapon. Then, kill all the mobs (yes every single one) in the areas east, west, north and up from "Room of Rituals" MAKING SURE THAT THE KILLING BLOW IS LANDED BY YOUR PRIMARY WEAPON. The mobs will drop shadows of death randomly on the ground, pick them up. If the killing blow isn't landed by the shadow knife, the shadows of death won't have a chance to pop so be careful there. DO NOT BLIND THE MOBS, or you won't get your shadow of death either.

10. Once you get your first shadow of death, go back to Marlena (wait for repop if it hasn't already). The mobprog will activate, Marlena will give you a bag of shadows and take your shadow of death away. (NOTE: I think this was changed, as Marlena did not give me a bag, and the shadows no longer rot if kept in inventory or another bag)

11. Now, still wearing the 3 pieces of equipment, continue to kill the mobs and put the shadows of death into the bag of shadows as you get them. Do this until you have 45 shadows. It may take a few repops.

12. Once you have 45 shadows, go to Valeria, who is in the subarea up from "Room of Rituals". Take 15 shadows of death out from the bag of shadows. Say forge slippers to get slippers of shadow.

13. Say forge sash to get sash of shadow.

14. Say forge sleeves to get sleeves of shadow.

15. Go to the westernmost room of this area and type ''squeeze behind the bellows''.

16. Type ''climb ladder'' to get to room "The Upper Echelon". Remove specter scope, spider-silk and shadow knife, and wear your normal equipment again.

17. Go south, listen Astraea, and give sash of shadow to Astraea to be teleported to a room with an aggro Guardian.

18. Kill Guardian to get a ward that is a key.

19. Open e;run e and say explain.

20. Say assist.

21. Enter gateway and kill White orb monster for White orb.

22. Type ''chalk circle'' to return to first room of Shadows.

23. Repeat steps to return to the room after you type ''climb ladder'' (The Upper Echelon). Run 2nw, listen minerva, and give sleeves of shadow to Minerva to be teleported to a room with an aggro Guardian.

24. Kill Guardian to get a ward that is a key.

25. Open s;run s and say explain.

26. Say assist.

27. Enter gateway and kill grey orb monster for Grey orb (immune to magic, use physical weapons).

You receive a Grey orb from The grey orb monster.

28. Type ''chalk circle'' to return to first room of Shadows.

29. Repeat steps to return to the room after you type ''climb ladder'' (The Upper Echelon). Run un, listen caelia, and give slippers of shadow to Caelia to be teleported to a room with an aggro Guardian.

30. Kill Guardian to get a ward that is a key.

31. Open w;run w and say explain.

32. Say assist.

33. Enter gateway and kill black orb monster for Black orb (immune to magic, use physical weapons).

34. Type ''chalk circle'' to return to the first room of Shadows.

35. Go back to Valeria in the area up from "Room of Rituals". Take 25 shadows of death out from bag of shadows. Say forge orb.

36. Repeat steps to return to the room after you type ''climb ladder'' (The Upper Echelon). Go south and say orbs to get shad-o-matic.

37. In future, to enter the main area of Shadows, simply say shadows to Magister and he will let you in without having to pay 5,000 gold.