

DARK DISCIPLES WALKTHROUGH v3.4

What this document contains:

- This document contains a step-by-step walkthrough for Dark Disciples. It does not cover optional quests or areas. Rather, it is an ‘overview’ solution on how to complete the game. *More help about specific quests is available in the hint file.*

Also note that there are often multiple solutions to many obstacles. The solutions presented here are ones that any character can achieve, regardless of their particular statistics. In some cases, easier solutions exist. If, for example, your character is exceptionally strong and can simply kick down a door rather than hunt for the key.

- General advice and tactics are not covered here – check out the MANUAL instead (you will find this file in the directory where you unzipped Dark Disciples).

Note: with section was written for Dark Disciples v3.4. There may be slight differences for previous versions.

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1.0 The Journey to Middengrave

NOTE: for more hints on specific quests, refer to the HINT file.

- Your initial objective is to get to Middengrave city so that you can speak with Merchant Lord Saradin about your debt. However your first consideration should be to gain a couple of levels. Look around and perform any quests you are offered (none of them are particularly difficult).
- Head south to the Darkhorse coaches map and speak with Gavin, the owner. He will tell you the coach drivers are missing and that you cannot travel to Middengrave city until they are found.
- On the same map, speak with Ranger Randal and ask him about the missing coachmen.
- Travel to the Firestone ruins (east of the first map where your house is). One method of entering the ruins is to enter the correct combination of colours on the four dials in the nearby building. The answer is (from left to right): Red, Black, Green, Blue.
- Pass through the ruins. On the other side you'll find a fence with a locked gate (there's a crocodile watching you eagerly on the other side). To open the gate you must ascend the nearby gray tower. Note that there's a secret door on the third level (you'll notice that the NW corner of this level is blocked off). To locate the door (assuming you can't already see it due to a sufficiently high perception skill), push against each wall tile until you find it. On the top level, you'll find a lever. Pull it and return to the fence where you'll find that the gate has opened.
- Head east to the Impling lake map and take the raft (available since you spoke with Randal) to the Impling island. Speak with the leader and he will inform you he kidnapped the coachmen in retaliation for the kidnapping of some imps by a man called David (the Circus Master).
- Return to the Darkhorse Inn and speak with David. Convince him to give you the imps and return with them to the imp leader. He will return to you the humans. Return to David to have the coachmen restored to their proper size.
- Now head outside of the Inn to the stables and speak with the coachmen. They will happily bring you to just outside of Middengrave city.
- The most obvious way to enter Middengrave city is to buy a pass from Administrator Servan in the little red building just to the left of the city entrance.

2.0 Middengrave city

NOTE: for more hints on specific quests, refer to the HINT file.

- Once you reach Middengrave city, head east to the administration district. On the far east side of this map, is Lord Saradin's Administration building. Go visit Lord Saradin and speak with him. You need to make a deal with him: offer to work for him to pay off your debt. Since you are lower than level 10, he will suggest you gain some experience first.

- You should explore the city and undertake some quests until you have achieved at least level 10. Don't worry if you can't finish all of them – none are essential to complete the game and you only need to reach level 10 to continue (although extra experience is always a good thing!)

- At some stage you'll definitely want to hire out some vault space (in merchant district).

- Now return to Saradin and he will accept you into his employment. Head to the south end of the building and speak with the Daniel the Task Master. He will offer to you 3 quests – these are the 3 main campaign 'modules'. You must complete all three to win the game. Note that you should perform them in the order given. Also note that the last module (Power of Niphyas) will involve a trip to another continent from which you cannot return until complete – so be well prepared before you accept this one. Fortunately, however, *your vault space will still be available to you in Niphyas.*

For a detailed solution to each module, see below.

3.0 Ice Tunnels of Bitterwind Module

NOTE: for more hints on specific quests, refer to the HINT file.

- When you first arrive, travel to the western side of the city and speak with queen Alliria. She will give you two quests – to retrieve the urns of the ancestors and find a passage through the mountain.
- Then speak with Starlight, the psychic. Starlight will request that you find her missing Tarot cards.
- Before leaving the city, buy yourself a cloak (its cold outside) and wear it. Leave the city through the eastern gates.
- Once outside, head north and locate Moonglow's Igloo. Talk to her about Starlight's missing Tarot cards and pay her 20gp to psychically locate them. Her vision will be vague but suggests a place to start – the cave on the east side of the map. Locate the Imp and speak with him. He will flee. Go to the cave on the northern side of the map and re-locate the Imp. He will give you the Tarot cards if you answer his riddles (alternatively pick his pockets or threaten him with violence).

The answers to the riddles are 'snowman', 'heart' and 'coffin'. Take the cards back to Starlight and receive a free reading. Take careful note of what she says – there is an important clue for later.

- Now travel to the northeast corner of the *Bitterwind Plains* map and locate the bear rider. He will escort you to the tunnel under the mountain. Follow the tunnel, killing and looting as you go, until you approach the 'dream door'. To pass the door, go to sleep. When you awake, you'll be on the other side. Continue your journey eastward until you reach the cursed city. Speak with the Judge in the northeast corner and accept the quest to find the murderer. Speak with all the ghosts you can find. If you investigate all the notes you collect, it will become clear William is the murderer (and his 'evidence' to you is a lie). Return to the judge and answer the questions correctly (male, fat, short, brown, right handed). A passageway eastward is revealed. There are also a number of other alternative routes eastwards, if you're not inclined to help the ghosts. One is obvious (pay the thief), the other less so. If you're a wizard type, cast a cold wand on the icy water to the north. This will freeze the water, allowing you to walk over it to a portal that leads eastwards. Either way, you will arrive at the *Icy cavern* map.

Taklinn's urn: Locate the bridge and speak with the guardian. His name is 'David' (The clue is from the psychic). Explore the southern side of the chasm and locate Taklinn's urn in a suspicious pile of snow on the eastern side. You'll also find a piece of paper with '28' written on it.

Mareth's Urn: is found in his tomb at location (9,25). You'll need to locate a secret door to find this room.

Terjon's Urn: is at location (22,35) in Terjon's Tomb.

Rhael's Urn: Rhael's Urn is hidden in a secret room at location (33,46) within his Tomb. However the Tomb entrance has collapsed, so you need to bash your way in through Taklinn's Tomb. However, you'll first need to solve a floor-tile-number-puzzle to get to that part of Taklinn's tomb.

Lucky for you, the thief (whose body you found next to the suspicious snow pile) worked out the answer. In his secret stash, at location (44,23) on the southern side of the Chasm on the *Icy Chasm* map, was the piece of paper with '28' written on it. You must step on the floor tiles in such a way that when you reach the lever in the SE most corner, the numbers you have stood on add up to 28. From the doorway, one correct sequence is: S,W,S,W,S,S,E,E,N,E,E.

- Once you have all the urns, continue to the far east side of the icy chasm map (you need to be on the northern side of the chasm). Take the ladder down to the *Icy Shelf*, and locate the Cog in a small pot near the ladder base. Go back up and leave the *Icy Chasm* map by heading east. You are now in the *Far Tunnels*. Travel east until you find the lever room. Insert the cog into the wall slot and play with both levers (try each combination in turn – there are only 4) until the pedestal orbs light up red. Return to the *Icy chasm* map, take the ladder back down to the *Icy Shelf* and go east. A bridge has appeared over the chasm. Follow the passage and you'll come out on the other side. Speak with the guard and return to Bitterwind Shire.
- Speak with High Templar Imanilor who guards the new tomb in the *Bitterwind Shire Plains*. Give him all four urns. Then return to Alliria and report your success. This module is now completed.

4.0 Temple of Flayers Module

NOTE: for more hints on specific quests, refer to the HINT file.

- When you first arrive in Blackmire swamp, speak with the Wagon Master to get the quest details. Then travel east, take the raft and cross the river. Speak with the little boy then return to the raft and follow the river until you reach the Minawah village. Speak with the Chief, Mooinawah. He will give you 2 missions to complete before opening the river passage to the north swamplands.
- Now to stop Majar's influence over the villages; speak with the Blinding Light Priest and either attempt a pickpocket (requires a dexterity of 20 or better) or threaten him and resist his mental domination (requires a perception of 20 or better). If neither of these options are available to you, head to the southeast corner of the map, locate the secret 'door' in the jungle and enter. Beyond, you'll find a chest. Inside is an 'Inhibitor coil'. Wear it on your head and Majar's mental domination will not affect you. Whatever the solution, Majar will flee and the people will regain their senses.
- Majar is (unsurprisingly) also responsible for the Minawah idols disappearance. Search his brick house and take the spade. He has buried the idol to the west of his house.
- Report your success to the chief and he will open the river passage to the north. On the next map (*Inner marshes*) to the north is a pair of towers and a locked gate which leads to the Flayer temple you are seeking. But how to open the gate? You will need the stone tablets:

Serpent tablet: This one is easy to find. It is in a chest in the middle of a lake on the western side of the *Inner swamps* map.

Spider tablet: Travel to the map west of the *Inner Swamps*. Kill or avoid the spiders and make your way into the cellar of the ruined building. Hanging in a section of web is the Spider Tablet.

Slime tablet: Across the river from the Minawah village is a slime filled cave. Make your way through and at the end you'll find the slime tablet.

Plague tablet: To the east of the *Inner swamp* map is the *Further Swamplands* map. In a clearing you'll be attacked by numerous insect swarms. Littered about are alien corpses and the corpse of a black-clad thief. Search the thief – she has the Plague Tablet. Also search the alien corpses to find the alien code (64123).

Snake Tablet: Travel further east until you find the caves. Search them, kill the snakes and retrieve the Snake Tablet from the chest.

Now that you have all of the tablets, return to the towers and explorer them. Within are 3 rooms containing a button each. However a force will repel you, should you try and enter. The solution is found with the riddle in front of each door:

“Slithering lord and eight legged ally, enter your domain, but curse the lower forms – serpent and slime – outside you shall remain”. As the riddle implies, you need to have the Snake tablet and Spider tablet in your possession. But you will *not* be allowed to enter if you have the serpent or slime tablets in your possession. On the ground floor of the right tower are 3 slots in the wall. Store these tablets in the slots so that they are not in your possession.

“Greeting exalted ones; serpent and master of mosquitoes, rats and flies. but shun the lords of the slimy and cobwebbed halls – hail to their demise. You must be carrying the Serpent and Plague tablets *but not* the Slime or Spider tablets to enter the room.

“Masters of slimy passageways, trust not the machinations of the greater swarm, nor the octal eyes of the spider form”. You must be carrying the Slime tablet but not the Plague or Spider tablets to enter the room.

Will all three buttons pressed, a secret compartment on the left tower apex is revealed. Pull the lever and open the gate. Return to ground level and head north through the gate to the *Temple Grounds* map.

- Skirt around the temple fence to the west and find Disen. When he runs away, follow him north. He will reveal a few more details to you. There are a number of different methods for obtaining entry into the Temple Grounds. The simplest is to locate the secret door at (6,1). Alternatively, climb over the fence (if your agility is adequate) and dig open the cave mouth with a spade and follow the cave into the Temple Grounds.
- Find the Ring of Stone (protects you from petrification) inside a mummy coffin at (13,2). Be sure to *wear* the ring.
- Head to the northeast corner of the *Temple Grounds* map and locate the chest containing the Sanctuary, Spirit and Cosmos candles. Take them all.
- Travel into the temple itself and kill the Medusa. Pull the lever on the alter (push against it to find it), then push the button on the southeast most pillar in the same room. The gray wall will move aside, providing access to the lower level.
- Make your way to the *Basement level* and take the Law Candle. Also note the rune messages on the book shelves. Return to the diamond shaped room on the *Temple lower level*. In accordance with the bookshelf rune messages, place the Sanctuary candle in the northern case. Place the Spirit candle in the southern case, the Cosmos candle in the eastern case and the Law candle in the western case. This will cause a wall to disappear in the large chamber to the north and east of the diamond room. Take the lift down.
- Speak with the Minawah warrior, then head south past the golems and down the stairs. Note the message scrawled on the wall (bugbear) a little down the passage. Kill or evade the water elementals and loot the chest (you’ll need the Bloodleaf later).
- Now go back to the magic mouth (where the dam controls are). The password you require is ‘bugbear’. The magic mouth will teleport you to a dry chamber. Return to

the controls by speaking with the magic mouth. Now pull the *second* lever, and turn *both* valves. Talk to the mouth again and go back to the chamber which is now flooded. Take the raft, go north and push the button you find.

- Leave the dam area and go back upstairs. A wall section in the golem room will have moved away, revealing a long cobbled passage eastwards. Take it. Pull the lever you find (in a room off the passage) and play with the machinery at the very eastern end of the cobbled passage.

- Now return to the first room on this level (where the Minawah warrior is) and travel east through the little gray rooms till you find the devil. Unless you have an elemental weapon (e.g. the Drooling Acid spear) you cannot kill it. Instead, lead it to the press machinery (at the end of the cobbled passage) and squash it in the press. Return to the room where you first encountered the devil and go down.

- Kill the flayer and loot the level, including the secret chamber (secret door in southeast corner – follow the blood trail). Now locate the room with the dead thief. There is another secret door here. Inside is a captive in a cage. Speak with him and note down the correct ingredient sequence for the well.

- Goto the well and throw in ingredients in the following order:
 - 1) Orange fungi
 - 2) Mandrake root
 - 3) Blood leaf
 - 4) Another Mandrake root

Mithra's secret chamber is revealed. Kill her and find Saradin's documents. Then return to Disen to give him the good news. Then return to the Wagon master and tell him the good news. You have now completed this module.

5.0 The Power of Niphyas Module

NOTE: for more hints on specific quests, refer to the HINT file.

Niphyas is the most difficult part of the game, and certainly the bit I've received most e-mails about. Here is the step by step walkthrough:

- When you first arrive in Lower Niphyas, speak with Ilene. Then head north, past the wooden fence and to the Citadel. Go inside and speak with Semotec. He will give you the mission – find all four ankhs. Leave the citadel and speak with the spy just outside.
- **ANKH 1:** Go to the southeast corner of the Lower Niphyas map and speak with the Jail Warden. Enter the jail complex and go to the very southeastern corner. Bash down the damaged wall and enter the secret cave.
- Locate the room with the pillars. The lower pillar has a button on it which you must push. This will open up a wall in the northeastern corner of the cave. Go there and speak with the Pharonic Head. Answer his riddles (Only statement C is true, n, second, nothing). He will give you the password 'refuge' and tell you to seek the ankh in the eastern desert.
- Leave the Jail complex and head into the Eastern Desert. Buy the Wraith gloves from the guy just outside the city, if you don't already have wraith gloves. Go to the southeast corner of the Eastern Desert map and locate the sand filled stairs. Use the dig command (and a spade) to gain access. If you don't have a spade, one can be bought from a shop in the city).
- Locate the magic mouth and give the password 'refuge'. Search the level for stone tablets with letters inscribed on them. When you encounter the Soul Takers, wear the gloves to be able to hit them. Alternatively, use magic to kill them.
- In the lower Pit level (where the snakes are) you'll find a small room with three number dials. The correct settings are 6, 9 and 8 from left to right (the answer is derived from the markings on the tablets). Return to the upper level and a bridge will have appeared, allowing you to cross the chasm in the chasm chamber.
- Talk to the Immortal Guardian and either convince him you should have the ankh or pick a fight and kill him. Either way, a bridge on the west side of the 'island' will appear. Cross it and locate the room full of Creeping Deaths. You cannot kill them. Instead, lead them off and lock them into rooms. Once you've passed the Creeping Death room, take the master key.
- Travel back to the east side of the level and unlock the stone door. Inside is the first ankh. Take it.
- **ANKH 3:** Enter the pyramid in the center of the Lower Niphyas map. Locate the room to the east with the hole in the wall. Use the Biocompactor (see section 7.10) to shrink yourself and pass through. Use the Biocompactor to make yourself big again. Shrink yourself and pass back through the hole. Return yourself back to normal size.

- Head north into the large chamber with the colored walls. Locate the button next to the snake statue and push it. A light beam will appear. Alter the nodes in the room to direct the beam to the yellow wall. Place a yellow gem (a diamond) on the pedestal that sits before the yellow wall. (If you don't have a diamond, buy one from the jeweler in the city). The beam will change color and become yellow.

Just to the north is a secret door. Open it. Inside is another yellow wall. Because the yellow light beam is activated, a section of wall will have opened up revealing stairs down. Take the stairs and locate the red wall (for later reference).

- Find and pass through the gas room (you'll need an antidote potion). Go up the stairs and pull the lever. You now have an alternate route to the lower level. Change the light beam so it hits the red wall and place a red gem on the pedestal. Note that the yellow wall entrance to the lower level will have closed – but you have an alternative route. Take the alternative route back through the gas room and back to the red wall. A section of wall will have moved aside. Take the revealed stairway down.

- You will find yourself in another light-beam puzzle room. Set up the light beam so it hits the green wall and place a green gem on the pedestal to make the beam green. A series of cubicles will open up. Search them and take the Pharonic Sceptre.

- Redirect the light beam to the multi-colored wall and follow these directions:

- Place a red gem on the left pedestal
- Place a blue gem on the right pedestal
- Remove the red gem from the left pedestal
- Place a yellow gem on the left pedestal
- Remove the blue gem from the right pedestal
- Place a red gem on the right pedestal

If at any point, you make a mistake, the puzzle will be reset. Note that the glass orbs against the north wall act as an indicator of your progress. Once the color sequence is complete the top most cubical will open. Take the Ankh.

Additional v2.9: It is now possible to sidestep the light puzzle quest by performing a service for the scholar instead (a combat orientated cavern mission).

- **ANKH 2:** Return to the *first* light beam puzzle room and set it up so that the blue wall is being hit by a blue beam. Then leave the pyramid and travel to the northeast side of the Lower Niphyas map and enter the ruins. Locate the blue wall. A section of wall has moved aside and you can enter the complex proper.

- Explore the level and locate the Alpha token – it is beyond the water in the Dragon turtle room (you'll need a water-walking potion from the shop). Locate the Stone Head Guardian and beyond it, the fountain room and giant zombie room. Past the zombies is a small room with some stone blocks. Find the secret door and approach the lever. The lever is a red herring (it does nothing). Find the *second* secret door and take the stairs down.

- Locate the room with the broken boat. On the eastern wall are 4 alcoves. Here, I will refer to the top slot as slot 1 and the bottom slot as slot 4.

Place Alpha token in slot 1 and receive a Beta token.

Place the Beta token in slot 3 and receive a Gamma token.
Place the Gamma token into slot 4 and receive a Delta token.
Place the Delta token into slot 1 and receive a Epsilon token.
Place the Epsilon token into slot 4 and receive a Zeta token.
Place the Zeta token in slot 2 and receive the Golden Device.

- Locate Kepri's coffin and take the Pharonic mask. Kill Kepri with the Pharonic scepter or run like hell.
- Return to the stone Head Guardian. Wear the Pharonic mask and claim you are Kepri. He will give you the Sanctum key which opens the door behind him. Beyond is an alcove in the wall. Place the golden device in it and a wall will disappear. Further in, you'll find ankh 2 (If you're having trouble with the electrical trap, wear the electrical resistance ring + 50).
- **ANKH 4:** Return to the Eastern Desert and enter Imotetti's tower. Rescue Imotetti from the Defiler and speak with her. Accept her quest to investigate Zenith's Tower. Enter Zenith's tower and confront him. He will summon monsters and disappear. Once you are victorious head to the bottom of the tower and enter the mines underneath. Zenith will be there. He will summon more monsters. Kill them and follow Zenith into his secret lair. He will transform into a demonic creature - kill him. Go back up into his tower. A tiny room on the second last floor will be opened. The forth ankh is there.
- When you have all four ankhs return to the Middengrave spy (southwest corner of Lower Niphyas map). You have completed this module. Return to Middengrave and report your success to Saradin. Then return home to your mother and you have completed the game.

6.0 Game cheats & Level Editor

To access the in-game cheat menu, press **CONTROL and U** simultaneously. This menu allows you to edit character statistics, and teleport wherever you like. Some advice, however: Don't mess with the flag variables – doing so can render the game unwinnable for your character if you change the wrong ones.

You can also press **CONTROL U** on the inventory screen to summon any of the game's items into your backpack (provided there is room).

Lastly, the level editor can be accessed from the main game menu, again by pressing **CONTROL U**.

Note: In previous versions of Dark Disciples **CONTROL** and **~** was used to access the cheat menus.