

DARK DISCIPLES HIT FILE v3.4

What this document contains:

- This document contains a series of FAQ questions and answers regarding how to complete various parts of the game. It does *not* reveal every nook and cranny within the game or explain the solution to every optional quest. If you require a complete, step by step walkthrough for Dark disciples, refer to the sister document called DD_Walk.doc.
- 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).

There are 4 basic steps required to win the game:

- Make your way to Middengrave city and speak with Lord Saradin.
- Spend some time in the city completing quests until Lord Saradin feels you are sufficiently tough (level 10).
- Complete the three missions (“modules”) for Lord Saradin to repay your debt to him.
- Return home.

SECTION 1 : The journey to Middengrave

- 1.1 Find green cave slime
- 1.2 Find King's mushrooms
- 1.3 Find Blueberries
- 1.4 Find Harold's wife
- 1.5 Find Sweetie the spider
- 1.6 Kill all the river snakes
- 1.7 Disarm spear traps

- 1.8 Missing coachmen
 - How do I get into the Firestone Ruins?
 - How do I get to the Impling lake? There is a fence blocking my path, with a crocodile behind it.
 - How do I get across the Impling lake?
 - I am on the far side of the Impling lake. What now?

- 1.9 Recover the ancient Firestone Scrolls

- 1.10 Retrieve magical instruments
 - How do I get past the *second* portcullis in the *Firestone Pits*?
 - What is the password for the magic mouth in the *Firestone Pits*?
 - Where are the 3 missing magic instruments?

SECTION 2 : Middengrave City

- 2.1 Shut off the three valves in Fort Amber
 - How do I get into the fort?
 - How do I get past the magic mouth?
 - What are the answers to the Mysterium Grimoire riddles?
 - Under Fort Amber is a riddle 'With tears in eyes, I wept my Lord, for fair maiden was lost to death'. What is the answer?
 - How can I solve the 'shields puzzle' game?
 - Where are the three valves?

- 2.2 Investigate the Middengrave Cemetery
 - How do I kill the wraiths?
 - Where is the answer to the cemetery mystery?

- 2.3 Ant Lair quest
- 2.4 Find and Kill Drake the serial killer
- 2.5 Where do I find the answers to Master Monk Tokasami's questions?

- 2.6 Slay Gladimere quest

- How do I get past the underground river?
- How do I pass the SW states? I keep getting ‘repelled’!

SECTION 3 : Middengrave Guild Quests

3.1 How can I join the Warrior Guild?

3.2 Rescuing 6 captives from Bandit camp

3.3 How can I join the thieves guild?

- When searching for the Thieves guild hideout in the sewers, I get captured by town guards! How can I avoid this?

3.4 Stealing the Osirian mask from the Camile estate

3.5 How can I join the Faith of the Blinding Light?

- Should I accept Lady Everwinds quest?
- How do I convert Thomas the unbeliever?
- What answers does the Guardian of the Shrine want?

3.6 How do I join the Wizards Guild?

- On level 1 of the Magi testing tower, a statue requires an answer to two riddles. What is the correct response?
- How do I get to the chest on the first level of the tower (there’s are 2 portcullis in the way)?
- How do I kill the firebugs?
- I can’t get higher up the tower – what do the pedestals (with different colored orbs) do?
- I can’t get higher up the tower – what are the correct numbers to enter on the dials ‘ve found (there aren’t any clues)?
- How do I get past the lethal spear trap that protects a blue/yellow/orange chest?

3.7 Discover the meaning of the lost runes for the magi

- How do I talk to the ‘Mysterious Yuan-Ti’?
- What’s the magic mouth password just south of the Yuan-Ti?
- How do I get past the magical fire?
- What are the correct numbers to step on in the NE corner of the map?
- I’m still missing one of the rune books. Where is it?

SECTION 4 : The Lost Island

4.1 I’ve discovered a Treasure Map in the Firestone ruins. Should I sell it to Maldahur?

- 4.2 What do I do when I get to the *Lost Island*?
- 4.3 What's the password the statue (21,38) requires?
- 4.4 How do I kill the Ancient beasts?
- 4.5 In the *Giant's crypt* are 4 alcoves in a wall in the NW corner. What do I put in them?
- Where is the Orb of the Sea?
 - Where is the Orb of Fire?
 - Where is the Orb of Stone?
 - Where is the Orb of Wind?

SECTION 5 : The Ice Tunnels of Bitterwind

- 5.1 When I go outside, my hit points automatically start dropping as if I was poisoned!
- 5.2 Where are Starlight's missing tarot cards?
- What are the answers to the Snow Sprite riddles?
- 5.4 Where is the icecube of immortality?
- 5.5 How do I get past the 'Dream Gates' in the *Deep Tunnels*?
- 5.6 How do I kill the Spectures in the Cursed city?
- 5.7 Solving the murder mystery in the *Cursed City*
- 5.8 What is the name of the 'Ghostly Form' that prevents me from crossing the bridge in the *Icy Chasm* map?
- 5.9 Where are the Urns of the Ancestors?
- Where is Mareth's Urn?
 - Where is Terjon's Urn?
 - Where is Rhael's Urn?
 - Where is Taklinn's Urn?
- 5.10 In Taklinn's Tomb is a room with numbers on the floor. What do I do?
- 5.11 There's a small chasm with half a bridge on the *Icy Shelf* map. How do I get past?
- 5.12 Can I get past the icy water just south of the 3 levers on the *Far Tunnel* map?

SECTION 6 : Temple of Flayers

- 6.1 Where is the Minawah Idol that Majar allegedly stole?
- 6.2 How to I stop Majar and counter his influence on Mooinawah's people?
- 6.3 At the north side of the *Inner Marshes* are a pair of towers. The gate northward is locked. How do I open them?
- Where is the Snake Tablet?
 - Where is the Spider Tablet?
 - Where is the Serpent Tablet?
 - Where is the Plague Tablet?
 - Where is the Slime Tablet?

- 6.4 I'm in the *Temple Grounds*, but the medusa keeps turning me to stone!
- 6.5 In the *Temple Lower Level* are 4 display cases. What do I put into them?
- 6.6 How do I kill the devil in the Undertemple level?
- 6.7 Where is Mithra?

SECTION 7 : The Power of Niphyas

- 7.1 What do I do on the ship to Niphyas?
- 7.2 I need the priest's help, but he is too sea sick!
- 7.3 I've escaped from the burning ship, but now I'm stuck in a tiny boat! What do I do?
- 7.4 I'm in the Undersea ruins. How do I get into the Temple of the Shark?
- 7.5 How do I navigate the identical chambers in the Temple of the Shark?
- 7.6 How do I kill the Creeping death in the Undersea tunnel?
- 7.7 At the end of the identical chambers in the Temple of the Shark is a portcullis. How do I open it?
- 7.8 I'm stuck on the Mysterious islands. What is the magic mouth password?
- 7.9 I'm stuck on the Mysterious islands. I'm at the cave but Ilene is not there?
- 7.10 In various Niphyas dungeons (e.g. the Pyramid) there are 'light beam' puzzles. What am I supposed to do here?
- 7.11 I can get beyond the first few rooms in the pyramid, but there is a small gap in the wall in one room. What do I do?
- 7.12 I have three pieces of the 'Doomaxe'. How can I assemble the weapon?
- 7.13 How do I convince the stone head in the 'Mysterious Temple' to open the door behind it?
- 7.14 How do I kill Kepri? He seems to be invincible!
- 7.15 I've found the Guardian Statue in the Jail complex, but I can't answer his riddles.
- 7.16 Find Water quest
- 7.17 I seem to need an orb, 'somewhat resembling the head of a mace'. Where can I find this item?
- 7.18 How do I get into the buried ruins in the Eastern Desert? The entrance is blocked!
- 7.19 I'm in the buried ruins, but how do I get to the 'island' in the middle of the map?
- 7.20 How do I kill or get past the Creeping Deaths?
- 7.21 I've returned the Ankhs to Saradin. What now?

SECTION 8 : The GOOD quest

- 8.1 Where are the missing Yin jars?
- 8.2 How do I get across the lava lake that has filled up the library?

SECTION 9 : Where are the 5 dragons?

SECTION 10 : 'Easter-egg' locations

- Mokepon valley
- Pauline Hanson
- Daleks
- Nukes are fun
- Satan's testicles

SECTION 1 : The journey to Middengrave

In section 1, you simply need to make your way to Middengrave city. This will not be as easy as it sounds...

1.1 Find green cave slime (Old Lady Jasmine, Home, 37, 29)

Green cave slime can be found within the cave in the NW corner of the 'Home' map and also within the cave in the SW corner of the 'Home' map.

1.2 Find King's mushrooms (Old Lady Jasmine, Home, 37, 29)

King's mushrooms can be found just north of the entrance to the 'Firestone Ruins' map and in the NE corner of the 'Farmlands' map.

1.3 Find Blueberries (Old Lady Jasmine, Home, 37, 29)

Blueberries can be found in the NE corner of the 'Darkhorse Coaches' map.

1.4 Find Harold's wife (Harold, Home, 24, 42)

In the SW corner of the 'Home' map is a cave. Harold's wife can be found at the end of the cave complex talking with the Caveling leader. Convince her to speak with Harold.

1.5 Find Sweetie the spider (Little girl, Farmlands, 38, 31)

Sweetie can be found in a barrel, at position 13,49 at the bottom of the *Farmlands* map.

1.6 Kill all the river snakes (Farmer Bill, Farmlands, 22, 21)

There are 7 river snakes to kill. They can be found along the river against the northern edge of the *Farmlands* map.

1.7 Disarm spear traps (Ranger Randal, Darkhorse Coaches, 42, 47)

There are 6 traps along the river. To be able to spot these traps, you require a perception of at least 8. To disarm the traps, you require *thieves tools* and a minimum dexterity of 8. Alternatively, you can simply 'step' on all the traps to set them off (you won't get any experience points for doing this!).

1.8 Missing coachmen (Ranger Randal, Darkhorse Coaches 42, 47)

The coach service to Middengrave has been suspended until the missing coachmen are located. Once you are given the quest, you must travel through the *Firestone ruins* map and exit on the east side to get to the *impling lakes* map.

• How do I get into the Firestone Ruins?

There are two ways in. One method is to open the 'front doors' by entering the correct combination of colors on the four dials. The clue to the order of the colors is the poem etched onto the tablet near the pond. Each pair of lines in the poem represents ONE color. The combination must be entered from *left to right* on the dials.

The second method is to work your way through the dense trees on the southern edge of the map to find the side door. The key to the door is lost forever, but if you are strong enough, you can break it down. Alternatively, if you have a decent dexterity and possess *thieves tools*, you can pick the lock.

▪ **How do I get to the Impling lake? There is a fence blocking my path, with a crocodile behind it.**

The lever to open the gate in the fence is up on the *third* level of the adjacent gray tower (not under the tower). You need to find a secret door.

▪ **How do I get across the Impling lake?**

To the north of the entrance to the *Impling Lake* map, is a 'boat shed'. The shed will only be open to you, once you have discussed the missing coachmen with the Ranger in the 'Darkhorse Coaches' map. Step onto the raft and move across the water.

▪ **I am on the far side of the Impling lake. What now?**

Speak with the Great Impling (*Impling Lake,43,8*) and he will reveal that he has the coachmen captive in retaliation for the kidnap of several implings by the circus master, David. Return to the Darkhorse Coaches Inn and find David the circus master (*Darkhorse Coaches,11,30*). Retrieve the implings from him and return them to the Great Imp. He will give you the coachmen. Return the coachmen to David.

1.9 Recover the ancient Firestone Scrolls (Melissa, Home, 24, 28)

The scrolls can be found in the *Firestone pits* below the *Firestone Ruins* map (the entrance is on the ground level of the gray tower at co-ordinates 37,14). The scrolls are inside a coffin at co-ordinates 4,14. Beware the 'Lesser Mummy' that will arrive when you steal the scrolls. At this point in the game, he is probably unbeatable. In other words, run away!

1.10 Retrieve magical instruments (Cretzu, Impling Lakes, 45, 27)

All three can be found beyond the portcullis, in the *Firestone Pits* level. You require the 'Disc of Gladimere' from Cretzu to get to this area of the dungeon. You *don't* need to go down to the lowest level (the *Lower Pits* map) to find any of the instruments.

▪ **How do I get past the second portcullis in the Firestone Pits?**

Exactly the same way as the first – with the *Disc of Gladimere*.

▪ **What is the password for the magic mouth in the Firestone Pits?**

The clue is in the library (Gladimere has a hobby). You would probably have to make a few 'educated guesses' to get the right answer. The answer is EMERALD.

▪ **Where are the 3 missing magic instruments?**

All three can be found beyond the portcullis, in the 'FIRESTONE PITS'. You require the '*Disc of Gladimere*' to get to this area of the dungeon. You *don't* need to go down to the lowest level (the 'LOWER PITS' map) to find any of the magic instruments.

The magic flute : Find the large chamber with the pillars in it. You should notice 2 pressure pads which 'click' when you step on them. The trouble is, *both* need to be depressed to activate them. Push the barrels onto the pressure plates to reveal a secret chamber where the flute is kept.

The magic pipes : The pipes are in a pot at location (43,30).

The magic drums : Found in a grave at location (18,5).

SECTION 2 : Middengrave City

In Middengrave city, you need to find Lord Saradin and have a discussion with him (be polite). He will agree to erase your debt if you perform a number of dangerous missions for him. However you must first achieve level 10 before he will consider you up to the task. Therefore, you should explore the city and gain some experience.

2.1 Shut off the three valves in Fort Amber (Glen Barris, Trade District, 7, 5)

Your ride to the fort is waiting at co-ordinates (3,24).

▪ **How do I get into the fort?**

There are a number of ways. The most obvious being to use the small raft at co-ordinates (3,45). If your agility is sufficient, you can climb over the wall at (30,45).

▪ **How do I get past the magic mouth?**

This is a multi-part puzzle. Firstly, notice that there is a pressure pad in the SE corner (47,46). You need to find a pushable object to place on top of the pad. This will open a secret chamber at position (13,10). Then next step is to answer the riddles of the *Mysterium Grimoires*. Doing so will reveal the meaning of a number of runes (see your rune log by pressing 'R'). At location (36,45) is a pillar with a number of runes on it. Deciphering the runic message reveals the answer the magic mouth is seeking.

The answer is HOPE.

▪ **What are the answers to the *Mysterium Grimoire* riddles?**

The answers are: ghost, dream, lava, scarecrow.

▪ **Under Fort Amber is a riddle 'With tears in eyes, I wept my Lord, for fair maiden was lost to death'. What is the answer?**

The clue is the 6 monster 'statues' in the room. The first letter of the name of each monster spells out the answer to the riddle. Where can you find out the name of the monsters? Go to the Middengrave museum (on the *Administration District* map).

▪ **How can I solve the 'shields puzzle' game?**

Each line of the poem gives the name of a geographical location on the world map (press 'm' to see the map). Go to the Middengrave library (or the library option on the game main menu) and find out what the heraldry shields of each place looks like. You should now play the sliding shield puzzle and get the heraldry shields into the right order from left to right, top to bottom, in the same order as the lines of the poem :

The correct order is Kintaro province, Upper Niphyas, Mithril shire, Bitterwind shire, Lower Niphyas, Middengrave shire, Greater desert.

▪ **Where are the three valves?**

The valves are all on the *Under Fort Amber* map. Their locations are (1,30), (37,37) and (4,1).

2.2 Investigate the Middengrave Cemetery (Keeper, Harbor District, 7, 15)

You must investigate the cemetery and determine the cause of the undead infestation. Once you have done so, return to the Keeper.

▪ How do I kill the wraiths?

The wraiths can only be hit with +2 or better weapons, magical spells (such as magic missile), or elemental weapons (as the Drooling Acidspear). Otherwise, the best option is to run away.

▪ Where is the answer to the cemetery mystery?

At location (46,11).

2.3 Ant Lair quest (Keeper, Harbor District, 7, 15)

The ant lair itself is inside the gray building at location (31,15) in the *Harbor District* map. You must destroy the 12 eggs AND kill the Queen ant. The reward is provided by the guard at the entrance of the lair.

2.4 Find and Kill Drake the serial killer (The Executioner, Administration District, 20,6)

The clue to Drake's whereabouts is the psychic vision the Executioner discusses. Drake is hiding in the abandoned 'Jolly Ape wine cellars' located at (31,2) on the *Outside Middengrave* map.

2.5 Where do I find the answers to Master Monk Tokasami's questions? (Tokasami, Trade District, 2, 44)

There are no answers to be found. Tokasami is trying to find out what kind of character you have. Answer the questions truthfully, and you will pass his test.

2.6 Slay Gladimere quest (Lemire, Undead Lair, 5, 28)

Gladimere can be found in the SW corner of the lowest level of the *lower pits* under the *Firestone Ruins*.

▪ How do I get past the underground river?

There is a lever in the SE corner at location (48,47). To get to this point you will need to open a locked door. The key is found in the mummy coffin at (48,30). Alternatively, ask the thief, Mesidious (21,34) for help.

▪ How do I pass the statues in the SW corner? I keep getting repelled!

The sign just before the statues is the clue. You need to be poisoned to pass the statues. A good place to get poisoned is the fountain at (9,18). Be sure to bring plenty of healing potions with you and an antidote potion as well!

SECTION 3 : Middengrave Guild Quests

3.1 How can I join the Warrior Guild?

Visit the Warriors Guild barracks in the *Administration District*. Speak with Sir Griffith (30,11). He will direct you to the combat arena. You must win a number of fights (report these to the Battlemaster at the arena). Once completed, return to Sir Griffith.

3.2 Rescue 6 captives from Bandit camp (Sir Griffith, Administration district, 30, 11)

You need to rescue all 6 captive merchants AND kill ALL the bandits (there are 12). The only tricky bit is getting past the trap in one of the buildings. If you don't have the dexterity to disarm it, try pushing a cart onto the trap to set it off.

3.3 How can I join the thieves guild?

Speak with Ravenwing in the *Harbor District* at location (45,21). To pass the test you'll need a minimum dexterity, agility and perception.

step 1: pick the lock of the door (requires dexterity of 13 or better).

step 2: Hide in shadows to pass the statues (requires Agility of 13 or better).

step 3: Ignore the dials and portcullis. Find the secret door (you can see it automatically if you have a perception of at least 14).

step 4: Disarm the trap in front of the chest (Perception of 8 to see it, dexterity of 10 to disarm it).

▪ When searching for the Thieves guild hideout in the sewers, I get captured by town guards! How can I avoid this?

You can't. This is a test of loyalty to the Thieves Guild – the 'guards' are really guild members in disguise. Just refuse to tell them anything about the guild's location to pass the test.

3.4 Steal the Osirian mask from the Camile estate (Guildmaster Travis, Thieves Guild hall, 47, 35)

To successfully steal the mask you must do the following:

- 1) Climb the vines up onto the 2nd floor balcony on the eastern side of the mansion.
- 2) Sneak into Camile's Bedroom through the south balcony window.
- 3) Pick the safe and steal 'Camile's horn'.
- 4) Make your way down to the ground floor and find the note with '7' on it (in a guest bedroom at (16,21)).
- 5) Enter the cellar (under the kitchen) and enter '7' on the dial.
- 5) Return to ground level and find a secret door to a storeroom and pull the lever.
- 6) Return to the cellar.
- 7) Pass the traps and locked doors.
- 8) Sneak past the Dire beasts (hide in shadows!).
- 9) Place Camile's horn in the slot.
- 10) Enter the vault room and open the secret door.
- 11) Raid the safe for the REAL mask (a fake is in the vault room).

3.5 How can I join the Faith of the Blinding Light?

Speak with Reverend Tristan in the temple in the *Harbor district*. He will direct you to Joseph in the NE corner of the *Outside Middengrave* map. From here you can travel to mount Celestine to complete your initiation task.

▪ **Should I accept Lady Everwinds quest?**

You don't have too. Either way, you can still complete the game. It's your judgment call to make.

▪ **How do I convert Thomas the unbeliever?**

Be honest, bribe him or kill him.

▪ **What answers does the Guardian of the Shrine want?**

What ever answer suggests blind, unquestioning, obedience is the correct one. :)

3.6 How do I join the Wizards Guild?

Speak with Archmage Werra at location (26,33) in the *Administration District*. He will only allow you to take the Magi test is he considers you smart enough (intellect of 16 or over).

▪ **On level 1 of the Magi testing tower, a statue requires an answer to two riddles. What is the correct response?**

The answers to the riddles are 'war' and 'lock'. To the third statue, answer 'warlock'.

▪ **How do I get to the chest on the first level of the tower (there's are 2 portcullis in the way)?**

Use a becon spell.

▪ **How do I kill the firebugs?**

Use wands such as magic missile or cold ray (fireball won't affect them).

▪ **I can't get higher up the tower – what do the pedestals (with different colored orbs) do?**

Use need to cast spells on the orbs to trigger secret doors. A different spell is required for each type of pedestal (pay close attention to the description of the orbs for clues to which is the correct spell).

▪ **I can't get higher up the tower – what are the correct numbers to enter on the dials I've found (there aren't any clues)?**

The correct number for each dial is dictated by the number of statues in the room.

▪ **How do I get past the lethal spear trap that protects a blue/yellow/orange chest?**

If you can't use teleport scrolls, try pushing a cart onto the trap to safely set it off.

3.7 Discover the meaning of the lost runes for the magi (Archmage Werra, Administration District, 26, 33)

There are 4 different runic books to return to Archmage Werra.

▪ **How do I talk to the 'Mysterious Yuan-Ti'?**

You need to get translations from Sarah in the upper level of the Middengrave Library.

▪ **What's the magic mouth password?**

The 'Mysterious Yuan-Ti' has the answer you seek, but first you must translate his language - visit Sarah in the upper level of the Middengrave Library. The answer is 'Tarnel' (Don't use the English translation!).

Rune book #1 : Found at location (47,46). Inside the small building in the SE corner of the map.

Rune book #2 : Found behind a wall of magical fire at location (30,3).

Rune book #3 : Found in secret chamber at (10,2).

Rune book #4 : Found at beyond numbers on floor at (46,2).

▪ **How do I get past the magical fire?**

There are a number of ways to achieve this. Teleport works (but make sure you have a spare to get back!). A better solution is to use a wand of Cold Rays to put out the fire. Lastly, if you still have a bucket of magical water from the 'Bandit camp raid' quest, you can use it here.

▪ **What are the correct numbers to step on in the NE corner of the map?**

The answer is found by interpretation the poem dictated by the statue at (30,20).

▪ **I'm still missing one of the rune books. Where is it?**

You probably refer to Rune book #4 which is hidden in the NW corner of the map. The clue to opening up this chamber is on the rune stones at (47,31), (47,33) and (47,35). Interpretation of the runes reveal that you need to cast Fireball on the altar at (28,10).

SECTION 4 : The Lost Island

4.1 I've discovered a Treasure Map in the Firestone ruins. Should I sell it to Maldahur?

You can if you want (at this point in the game, the extra money is handy). However the map can be better used to discover a secret treasure island – speak with Captain Grim (4,44) in the *Harbor District* of Middengrave city.

4.2 What do I do when I get to the *Lost Island*?

Go treasure hunting, of course!

▪ **What's the password the statue (21,38) requires?**

The answer is revealed by finding the 4 stone pillars scattered about the island. Each has one line of a riddle. Put the lines together in the correct order and answer the riddle.

(The answer is 'fear').

▪ **How do I kill the Ancient beasts?**

Unless your really tough, you don't. Avoid them.

▪ **In the *Giant's crypt* are 4 alcoves in a wall in the NW corner. What do I put in them?**

There are 4 elemental orbs scattered about the island (Sea, Fire, Stone, Wind). They must be put into the alcoves in the order dictated by the runes on the nearby signpost (6,12).

▪ **Where is the Orb of the Sea?**

The Orb of Sea is located in a small chest at (47,47) in the eastern *Lost Caverns*. (Entrance at location (16,21) on the *Lost Island* map). To get into the gray chamber where the orb is located, you need to pull the lever at (23,36) but this place will only be opened up *after* the earthquake – i.e. you must travel through the cave a second time to find it.

▪ **Where is the Orb of Fire?**

In a pot at location (45,46) in the Giant's Crypt.

▪ **Where is the Orb of Stone?**

At location (34,17) within a building, on the *Lost Island*. To get into the building you need to travel through the *Giant's Crypt* first The stairs at located at co-ordinates (38,18) in the crypt.

▪ **Where is the Orb of Wind?**

In the Giant's crypt at location (43,10). To get into this space, you need to use the switch at location (2,27).

SECTION 5 : The Ice Tunnels of Bitterwind

Your first step should be to visit queen Alliria at (3,25) in *Farrowheim*. She will give you 2 quests to complete.

5.1 When I go outside, my hit points automatically starts dropping as if I was poisoned! What is going on?

As the guard points out, Bitterwind Shire is a VERY cold place. You need to buy a fur coat to prevent cold damage.

5.2 Where are Starlight's missing tarot cards? (Starlight, Farrowheim, 4, 17)

A sprite stole them. He is first found in the cave, at location (48,26) of the *Bitterwind Shrine Plains* map. However as soon as you approach, he flees to the cave at location (11,3) of the *Bitterwind Shrine Plains* map.

▪ **What are the answers to the Snow Sprite riddles?**

You don't necessarily have to play along with the sprites games (there are other alternatives). However the answers to the riddles are 'snowman', 'heart' and 'coffin' respectively.

5.3 Where is the icecube of immortality? (The Snowman, Ice Tunnels, 23, 43)

The cube is at location (41,32) of the *Deep Tunnels*. To get here, you need to take the teleporter at location (10,4). Note that the teleporter will move you to a number of different random locations – one of them is the chamber where the cube is held.

5.4 How do I get past the 'Dream Gates' in the Deep Tunnels?

Sleep next to the doors.

5.5 How do I kill the Spectures in the Cursed city?

Use spells, an elemental weapon or wear the 'wraith gloves'. The wraith gloves are buried at location (48,18) on the *Bitterwind Shrine Plains* map (you'll need a shovel). The clue to where this treasure is buried is on the stone at (46,11) on the *Deep Tunnels* map.

5.6 Solving the murder mystery in the Cursed City (The Judge, Cursed City, 46, 2)

The trick is that the murder has lied (given false info) to throw you off. However, if you go through the different scenarios (e.g. if Tombar is the killer, his info is a lie, but does the rest of the info from the others add up and make sense).

The murderer turns out to be William.

There are a few other ways of getting past the city, without having to solve the murder mystery (one obvious but expensive, the other not so obvious).

5.7 What is the name of the 'Ghostly Form' that prevents me from crossing the bridge in the Icy Chasm map?

The clue is given to you by Starlight once you have found and returned her Tarot cards. The name of the guardian is 'David'.

5.8 Where are the Urns of the Ancestors? (Alliria, Farrowhein, 3, 25)

The urns are located in their respective tombs from the *Icy Chasm* map, with the exception of Taklinn's Urn which was stolen by a thief.

▪ **Where is Mareth's Urn?**

At location 9,25 in Mareth's Tomb.

▪ **Where is Terjon's Urn?**

At location (22,35) in Terjon's Tomb.

▪ **Where is 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.

▪ **Where is Taklinn's Urn?**

It was stolen by a thief and can be found in his secret stash at location (44,23) on the southern side of the Chasm on the *Icy Chasm* map.

▪ **In Taklinn's Tomb is a room with numbers on the floor. What do I do?**

A thief worked out the answer. In his secret stash, at location (44,23) on the southern side of the Chasm on the *Icy Chasm* map, is a 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.

5.9 There's a small chasm with half a bridge on the *Icy Shelf* map. How do I get past?

At the end of the *Far Tunnels* map is a set of three levers behind a pair of pedestals (45,9). To be able to move the levers you need to place a missing cog (found in a pot at (15,28) on the *Icy Shelf* map) in the machinery just to the north of the levers.

The correct lever combination is determined by trial and error – but note that once the right combination is set, the pedestals light up red (you don't need to run back and forth to the small chasm).

5.10 Can I get past the icy water just south of the 3 levers on the *Far Tunnel* map?

Yes. Cast 'cold ray' on the water to freeze it solid.

SECTION 6 : Temple of Flayers

6.1 Where is the Minawah Idol that Majar allegedly stole? (Mooinawah, Minowah Lands, 4, 28)

It is buried to the west of Majar's stone house at location (1,3) - you'll need a shovel.

6.2 How to I stop Majar and counter his influence on Mooinawah's people? (Mooinawah, Minowah Lands, 4, 28)

There are a number of ways to achieve this. One way is to pickpocket him. Another is to wear the 'Inhibitor coil' to prevent him from influencing your mind. The coil is found in a secret region of the swamp, the 'door' to which is at location (42,42) on the *Minawah Lands* map.

6.3 At the north side of the *Inner Marshes* are a pair of towers. The gate northward is locked. How do I open them?

Within the tower are 3 small rooms with a signpost just outside each door. To enter a given room, you need to be carrying *some* tablets but NOT others. The signpost writing tells you which ones you need to be carrying and which ones you mustn't be carrying to get in.

At the base of the right tower is a few alcoves in the wall where you can store tablets for this purpose (the alcoves have no other function). Once you have pressed all three buttons in the rooms, climb to the top of the tower, kill the fire giants and pull the lever. This will open the gate on the ground level, allowing you to travel north to the temple.

There is also a second, slightly more destructive, way to get to the temple...

▪ **Where is the Snake Tablet?**

To the east of the *Inner Marshes* is the *Further swamps* map. At the end is a cave. Inside the cave are a number of snakes and the snake amulet.

▪ **Where is the Spider Tablet?**

To the west of the *Inner Marshes* is the *Spider Lair* map. In the middle is a gray building with a cellar full of cobwebs. The Spider Tablet is hanging in one of the webs.

▪ **Where is the Serpent Tablet?**

This one is easy to find. It is at location (8,24) in the *Inner Marshes* (where the serpent in the pond is).

▪ **Where is the Plague Tablet?**

To the east of the *Inner Marshes* is the *Further swamps* map. In a clearing you will encounter swarms on insects. On a body (13,32) is the plague amulet.

▪ **Where is the Slime Tablet?**

In the NE corner of the *Minowah Lands* map is a slime cave – look in there.

6.4 I'm in the *Temple Grounds*, but the medusa keeps turning me to stone!

Wear a ring of stone to protect you from petrification. One such ring is rather conveniently found at (13,2) on the same map.

6.5 In the *Temple Lower Level* are 4 display cases. What do I put into them?

There are four candles scattered about. They need to be put into the cases to open the way to a lower level. Each candle must be put into the right case – the clue to which goes where is in the *Basement level*.

6.6 How do I kill the devil in the *Undertemple* level?

The devil is immune to all physical attacks and spells. However an elemental weapon will damage the devil. A better solution is to lead the devil to the ‘crasher’ at (44,24) and press the button when it is underneath.

6.7 Where is Mithra?

At location (28,33) on the *Flayer Lair* level. To get into her secret chamber you need to perform a ritual at the soul well (19,32). The ritual is described by a prisoner at (13,37) who is hidden behind a secret door.

SECTION 7 : The Power of Niphyas

7.1 What do I do on the ship to Niphyas?

Events don’t occur in ‘real time’ in Dark Disciples. You need to speak with the captain and passengers.

7.2 I need the priest’s help, but he is too sea sick!

Speak to the Herbalist, Merinda (35,9) and ask for a herbal remedy for ‘sea sickness’.

7.3 I’ve escaped from the burning ship, but now I’m stuck out at sea in a tiny boat! What do I do?

There’s little you can do now but wait around and hope to be rescued – sleep for a bit.

7.4 I’m in the Undersea ruins. How do I get into the Temple of the Shark?

The password is 'VIATHON'.

7.5 How do I navigate the identical chambers in the Temple of the Shark?

Like in the old Text Adventure game mazes, you need to place objects in each room so they can be told apart and then mapped.

7.6 How do I kill the Creeping death in the Undersea tunnel?

The creature is too nasty to fight – but you can drop a portcullis on its head to kill it.

7.7 At the end of the identical chambers in the Temple of the Shark is a portcullis. How do I open it?

Now that you've mapped the identical chambers, go back and place sharp figurines in each. Once all are in place, return to the portcullis chamber – the portcullis will be open. If this seems like too much work, there is an alternative (fighting orientated) route, although you'll get less treasure that way.

7.8 I'm stuck on the Mysterious islands. What is the magic mouth password?

The answer is 'WILLIS' (Scalene tells you).

7.9 I'm stuck on the Mysterious islands. I'm at the cave but Ilene is not there?

You need to wait around for her to show up (i.e. rest).

7.10 I can get beyond the first few rooms in the pyramid, but there is a small gap in the wall in one room. What do I do?

One way or another, you will have received the Biocompactor. Use this item in the same way you would use a potion. You will then be presented with a little puzzle. To activate the compactor, you need to construct a pipe from the start node to the end node. The correct path is created by following, in order, the initiation points. Once these points are connected in order, there will be one node unused. Switch it to the 'do paths' symbol (the dot with no outgoing lines). When the puzzle is solved, you will automatically be compacted (shrunk). You can now fit through the tiny gap. Not that in your shrunken form, you cannot interact with most things (such as a chest) because you are too small. Also, monsters will squash you like a bug.

To change back, simply repeat the biocompactor puzzle.

7.11 In various Niphyas dungeons (e.g. the Pyramid) there are 'light beam' puzzles. What am I supposed to do here?

There will be a lever near a snake statue. When you pull it, a beam of light should come out of the head and travel across the room. Its path is determined by the nodes in the room. Each node has a lever next to it. Pulling this lever will alter the node and the path of the light beam.

You want to direct the beam to the coloured wall tiles. In doing so, the beam will pass through a pedestal. You need to change the color of the beam to match the wall it is hitting. To do this, place an appropriately colored gemstone onto the pedestal.

For example, in the pyramid, if you direct the beam to the blue wall and place a blue gem into the pedestal, a secret door will open up in the ruins (next to the matching blue colored wall). Note that the secret door will close again if you change the beam color or redirect the beam.

When you come to the **second** light beam room, the story is essentially the same except that there are two pedestals between that the beam passes through (you can now use two different colored gems to make a third color eg red+blue results in purple). The wall tile is multicolored. You need to place gems into the pedestals to change the beam colors in the order of the colors on the wall tile (from top to bottom).

At the north end of the room is a series of orbs on pedestals. These light up, one after another as you progress through the sequence. If you make a wrong color, the puzzle is reset.

The correct sequence is:

- 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

7.12 I have three pieces of the 'Doomaxe'. How can I assemble the weapon?

Speak with the Niphyas blacksmith. For a price, he will assemble the weapon.

7.13 How do I convince the stone head in the 'Mysterious Temple' to open the door behind it?

You need to know the name of the Pharaoh buried herein (Kepri) AND be wearing Kepri's Pharonic Mask.

7.14 How do I kill Kepri? He seems to be invincible!

He is – unless you use the Pharonic Scepture against him. The Scepture is located in the second ‘light beam’ room in the pyramid (you need to complete the second light beam puzzle to obtain the scepture).

7.15 I’ve found the Guardian Statue in the Jail complex, but I can’t answer his riddles. Help!

In order, the correct answers are : ‘Only statement C is true’, ‘n’, ‘second’ and ‘nothing’. Incidentally, ‘n’ stands for ‘nine’.

7.16 Find Water quest (Menephati, Eastern Desert, 33, 4)

Where is the water? You need to find the Y-shaped stick, equip it (in your weapon slot) and walk around the *Eastern Desert*. When you feel it vibrate, dig.

7.17 I seem to need an orb, ‘somewhat resembling the head of a mace’. Where can I find this item?

In the Pharonic Crypt (next to the boat) is a series of alcove slots. You need to place an ‘alpha token’ into one and transform it into a ‘Beta token’. This must be transformed into a ‘Gamma token’ and so on, until the orb appears (some trial and error is required here – each alcove will transform a given token into a different one).

The full solution (where slot 1 is the top most alcove) is:

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.

7.18 How do I get into the buried ruins in the Eastern Desert? The entrance is blocked!

Dig it out with a shovel.

7.19 I’m in the buried ruins, but how do I get to the ‘island’ in the middle of the map?

In *The Pit*, are three dials. These need to be correctly set to activate a bridge to the ‘isle’. The clue is on the stones. e.g. ‘1=E’ etc All the ‘1’s refer to dial one. All the ‘2’s refer to dial 2. All the ‘3’s refer to dial three. The letters spell the number you need to enter into the dial.

7.20 How do I kill or get past the Creeping Deaths?

They are indestructible. To get past, you need to lead them off, one by one, and lock them into rooms (they can't open doors).

7.21 I've returned the Ankhs to Saradin. What now?

Return home and tell your mother the good news – this will trigger the 'you win' screen.

SECTION 8 : The GOOD quest

Only character of Lawful, Good or Neutral alignment can accept this quest. It is given to you by Hirema in the Monastery of the White Lotus. You must be at least level 20 before the quest will become available.

8.1 Where are the missing Yin jars?

In the monastery crypt. Ignore the Flying Monk's advice to not go in there. Avoid the devils, they can't yet be killed – yet.

8.2 How do I get across the lava lake that has filled up the library?

You need to use the 'Abysmal passage' wand on the lava to solidify it and form a walkway.

SECTION 9 : Where are the 5 dragons?

- **White dragon** : The entrance to its lair is on the *icy shelf* map (Bitterwind shire) at location (32,34).
- **Black dragon** : Located in the *Mining Valley* (Blackmire swamp). This location is accessed by descending down into the Flayer dungeons and finding the path up to the valley.
- **Red dragon** : Located in the *Eastern desert* (Niphyas). It appears when you blow into the snake horn at location (44,44).
- **Blue dragon** : Once you have completed the Bitterwind module, the dragon appears on the *Farmlands* map near your home.
- **Green dragon** : Located in the *Slime tunnels* under Fort Amber (entrance is at (47,20)).

SECTION 10 : 'Easter-egg' locations

Here are some secret places you may find along the way:

- **Mokepon valley** : Ever fantasized about killing 'cute' pokemon? Find the magic teddy-bear (*Outside Middengrave*) and place it on the 'kids table' on the *White Lotus Monastery* map.
- **Pauline Hanson** : Battle the *evil* lady or ice, Pauline Hanson (you'll need to be Australian to appreciate this one). Her secret lair is somewhere on Mount Celestine. To get there, you need to speak with Tristan in the temple in the *Harbor District*.
- **Daleks** : Play find-the-TARDIS and combat Daleks (yes I am a Nerd). The Dalek lair lies in the temple in Blackmire Swamp.
- **Nuclear holocaust**: Obliterate a square mile of Middengrave swampland and everything in it. Not necessarily the ideal solution to an obstacle, but kinda fun. ☺

- ***Satan's testicles:*** No comment (only available in v2.5+).