

# DEATH KNIGHTS OF KRYNN

**Type:** Fantasy Role-Playing

**Difficulty:** Intermediate

**Systems:** Amiga (one megabyte required),  
C64, MSDOS (512K and VGA required,  
640K for Tandy graphics or mouse; mouse  
and joystick optional, hard disk recom-  
mended; Roland, Ad Lib, CMS)

**Company:** SSI/Electronic Arts

A sequel to *Champions of Krynn*, *Death Knights* employs the same game system used in that and SSI's other "gold box" AD&D games. The story picks up with a celebration of the victorious battle at the conclusion of *Champions*. Sir Karl, who died there, has been turned into an undead fiend who leads a horde of death knights out of the sky to attack the party-goers. Soon you learn of the Rod of Omniscience, which you must recover before an evil goddess uses it to ravage the land of Krynn. Along the way, you'll discover lots of mini-quests and plot twists typical of the AD&D series, but few real puzzles.

This is the first AD&D game that allows a character from the previous game to keep his equipment and magic gear when he is transferred into the sequel (though you can create new characters with which to play *Death Knights*). It offers automapping and autocombat, which is fortunate, because those activities compose 94% of the action. In addition to the mouse, you can use hot keys and menus to give orders to your six-member party as they fight tactical combat in battle after battle after battle. The full-screen graphics that illustrate some events are still average, and there's no music except during the titles. Sound effects are fair. Hard-core fans of SSI's AD&D games will enjoy this combat-intensive quest.

## General Tips

### Character Creation and Development

A good party consists of at least two Knights, two Clerics, two Mages (one White, one Red), a Ranger and a Kender Thief. These races and classes can be combined in many ways, but avoid too many dual-class characters. Create all new characters when you begin the game, so that you can modify their hit points. The extra hit points will pay off in the long run. It also helps to create Fighter/Mages, but they



advance more slowly. Paladins are just fighters that can turn weak undead. Don't create even one: an extra Knight is much more effective. If you choose to make two Knights, make one a Knight of the Rose and the other a Knight of the Crown. The Crown will gain levels faster, but the Rose can control NPCs.

Dwarves are a valuable race because they can be raised from the dead, unlike Elves. They make great fighters, and Dwarf Rangers are very effective because Dwarves and Rangers get bonuses when fighting monsters bigger than men.

Be patient when rolling a character's stats. The ideal character should have at least 18 Strength and Dexterity. Don't worry about other stats unless they are very low. You can raise them if you wish. You must modify your characters before you start adventuring, or they will be permanent.

Alignment of characters only matters when choosing which god a particular Cleric worships. Majere is the most helpful god because your Cleric will be able to turn undead two levels higher, which is very important in this game. To worship him, the character must have a good alignment.

Depending on the graphics of your computer, a character's name may be highlighted if he/she has enough experience points to gain a level. If yours does not, check your appendix, or visit training halls as often as possible. At the same time you may want to change your Knight's order.

### Cheat: Duplicating Powerful Items

Save your game as "A," then as "B". Trade each character's powerful items to one character. Remove all your characters from saved game "B". Load saved game "A". Remove one of your characters. Add the character who has the items you want duplicated. Trade them to a different character. Add the character that you removed.

If the character you remove from "A" has the same name as one removed from "B", the one from "A" will overwrite the one from "B". This process may be repeated as many times as you want. If a character from "B" is added to party "A" and has the same name as a character in party "A," the process may not work.

### Magic

With any spell, make sure you know its range and effects, so that you don't harm your characters. Memorize your spells every chance you get. Immediately scribe any scroll you read. If you can't scribe it, you don't have enough experience. Spells not listed here are of little value. All Druid spells are very weak and worthless. The effects of the moons described in the manual are non-existent, so ignore them.

### Useful Clerical Spells

- 1st Level *Cure Light Wounds, Detect Magic*
- 2nd Level *Hold Person* (doesn't work well on non-human monsters), *Silence 15' Radius* (cast on weak monster that is near a strong enemy Mage, and make sure it doesn't affect you)
- 3rd Level *Dispel Magic*
- 4th Level *Cure Serious Wounds*
- 5th Level *Cure Critical Wounds*
- 6th Level *Heal*
- 7th Level *Restoration, Resurrection* (or you can simply reboot for the same effect)

### Useful Mage Spells

There are many more Mage spells than Clerical, so be careful when you choose. These are the best Mage spells:

- 1st Level *Charm Person* (cast only on humans), *Magic Missile, Read Magic* (for scrolls), *Enlarge* (right before a set encounter)
- 2nd Level *Stinking Cloud, Mirror Image* (helpful for weak Mages)
- 3rd Level *Blink* (helpful for weak Mages), *Dispel Magic* (counters *Hold Person*), *Fireball* (be careful not to damage yourself), *Haste* (only use in major battles, such as those involving Death Knights), *Lightning Bolt* (will bounce off walls), *Slow*
- 4th Level *Charm Monster, Confusion* (use on weak monsters), *Ice Storm, Minor Globe of Invulnerability* (good defense against Fireballs)
- 5th Level *Cone of Cold* (make sure your Mage is in front), *Fire Touch* (cast on strong warrior before battles), *Hold Monster* (doesn't affect strong monsters), *Iron Skin* (helpful for weak Mages)
- 6th Level *Globe of Invulnerability, Death Spell* (most powerful monsters are immune, so use on weak monsters)

**7th Level** *Mass Invisibility* (helpful before major battles), *Delayed Blast Fireball* (affects practically all monsters, even skeletal warriors)

**8th Level** *Mass Charm* (effective on all but undead)

## Combat

Combat is the most important part of the game. Arrange your characters so that the stronger ones are in slots one, two and three. The first three should be Fighters, Rangers or Knights and should be given the best armor. Put Thieves, Clerics and Mages in the rear.

A good front line consists of two Knights and a Dwarven Cleric/Ranger. Behind your warriors, include your Red Mage/Fighter (#4 slot), your White Mage/Cleric and a Kender Cleric/Thief. In this formation, your Mage/Fighter will step in and fight if needed, or he can help the front line by barraging the monsters with spells. Your Kender will taunt the monsters into berserker rages and laugh at them while he drills them with stones. A Kender with a hoopak can also kill monsters that are stunned, magically held or sleeping.

## Wilderness Battles

Most encounters are in cities, but you will meet groups of undead while traveling in the wilderness. Your party is usually 15-20 squares away from the enemy at the outset of the battle. Be cautious in these situations, because not all characters have the same movement factor. If the enemy notices one of your characters lagging behind, they'll surround him.

To prevent this, check the stats of all your characters and find the one with the lowest movement. When you advance your party, move at the speed of your slowest character. If this is too slow for you, you can wait for the enemy and hit them with spells. Depositing excess steel at a bank is helpful.

You will also find that a monster sometimes gets a free swing at you when you approach. That means they are guarding. To turn the tables, stop two or three squares away from the monster and guard. When he gets close enough, your character will get the free hit. You might also be allowed a free hit when a monster moves away from a block adjacent to one of your characters. Monsters can hit you from

behind if you move away, so *never* turn your back to a monster.

## Some Winning Strategies

Attacking on a diagonal improves your chances of hitting a monster. Take out Mages and Clerics first, because one lucky spell can turn an easy battle into a nightmare. Evil Fighters are very sensible monsters: if you surround a small group of them, they will surrender. Stronger foes should be eliminated first. Try to position a Thief behind monsters to backstab and a Fighter in front to keep their attention. A sleeping or held monster can be used as a shield. Moving diagonally can take one move or two; to save moves, move diagonally whenever possible. In auto mode, turn Magic Off so magic users don't waste spells.

## Monster-Specific Tips

Black Mages and Evil Priests and Patriarchs are the toughest opponents. Black Mages usually have good saving throws and low hit points. Hand-to-hand combat is their weakness. Make sure that you hit them every round to interrupt or prevent them from casting spells. Against Evil Priests or Patriarchs, use *Ice Storms* or *Fireballs* to damage everyone on every round. You must interrupt them or they will cast *Slay Living*.

## Fighting Undead

Most battles will be against undead creatures. Death Knights should be surrounded with Fighters and attacked with magic weapons. They are immune to practically all magic, so cast *Haste* on your Fighters and chop the foe to pieces.

Skeletal warriors are immune to most spells except the *Delayed Blast Fireball*, and take one-half to one-third damage from edged weapons. When fighting them early in game, use maces and bashing weapons to kill them one by one. Surround one, kill it and move on to the next. In this way you avoid taking damage from monsters with only 1-5 hit points left.

Nightmares are usually encountered from a distance, so hit them with *Fireballs* before they get close. When they do get close, use a *Haste* spell and fight them hand-to-hoof. Undead dragons and rocs are immune to most magic, and they don't hit very often. Hand-to-hand combat is best. Spectres are

probably the most dangerous undead, possessing excellent THAC0s and drain levels. If you can't turn 'em, burn 'em. Do not try to fight them hand-to-hand.

Against vampires, cast *Gaze* and *Drain Levels*. Hit them with *Magic Missiles*, or you may end up fighting your own characters. Avoid hand-to-hand combat. Zombies can be turned, and you can save spells by fighting them hand-to-hand. They don't hit often, and they have weak armor classes.

Iron golems should be hit with *Lightning Bolts* to slow them, and then hacked to tiny little pieces. Swords under +3 are useless against them, and fire spells should not be used. Avoid undead beasts until your team is at least 12th level. Then use maces and bashing weapons; *Haste* spells are also helpful.

## Walkthrough

### Gargath Outpost

In the first battle, use *Fireballs* against the nightmares. When they are gone, hack your way through the undead warriors (use maces and staffs). You get a Ring of Protection if you assist in healing the wounded. After the battle, talk to the commander on the second floor of the building in the middle of the keep. When you've finished your duties, return to the commander. Speak to Sir Thom (to learn of the Dream Merchant), then go to Kalaman. You can rest at the inn here, and the only bank in the game is in Gargath.

### Kalaman

Talk to the commander (just south of the northeast corner), then visit the Dream Pavilion (just south of the northwest corner of the bazaar). (If you find the note about the kidnappers' meeting, you can attend it at the place you see "Bazaar" on the map of Kalaman.) Talk to commander. Go to Cekos.

### Cekos

Cekos—where you can buy magic arrows and hornet darts—is overrun with Draconian guards. Don't drink or eat in public here, or you may be poisoned. A copper dragon, Igorf, will join the party here and can be a useful member. The woman you meet upon entering town will give you a +2 staff and an amulet if you say you'll rescue her daughter; do so, and you'll get some gems, too. Then search the border buildings as quickly as possible to find a

key (northeast corner) and a man dressed in gold to the northeast (make a deal with him). Enter the large building (the kitchen) in the center of town and continue through it into a smaller room to the north. Use the key on the west "wall." Go down the stairs and prepare for a battle with four large blue dragons. After freeing the girl, liberate the prisoners upstairs. Leave town.

### Vingaard

Stay on the town's main road until you see a sign with a half-closed eye, the Dream Merchant (A on the map provided here). Go in. Have dream. Go back in. Ask about dream. Rest. Go back in. Help with dreams. (*Fireballs* and *Lightning* work great against hellhounds.)

Go N and along the main street to the candle shop (B). Enter, buy candles and follow red doors. Ignore the whispers. Talk to Sebas (C) and offer to give your life. Go to the High Clerist's Tower.

### High Clerist's Tower

Fight your way through the tombs, where you will meet Durfey in the northeast area. Let him join. Enter the tunnel via stairs in the southwest corner. Use maces against undead warriors, and make sure to turn wights before they drain you. When you reach the enemy Knight in the southcentral section of the maze, relieve him of his sword. Soth cannot be killed permanently. For extra experience, explore side tunnels and kill giant zombies. Leave. Return to Sebas (D) in Vingard, then leave town and go northwest to the Dragon Pit.

### The Dragon Pit

Follow the map to the altar (A) and search for armor and scrolls. Then find Sir Karl (B). Prepare for battle with dread wolf, then follow him north. Turn the wights and maneuver your best fighter next to the dread wolf (C) and cast *Haste* on your Fighter. If you get lucky you should be able to kill it without losing any characters. After the battle, rest and go E to (D). Kill the death dragon (D) with *Magic Missiles*, *Flamestrikes* and *Fireballs*. Keep your distance. Get the Dragonlance and plunder the dragon's horde (E). Leave. Use the rope (F) to cross the hole and exit.



## Vingaard and Kalaman Again

Go back to Sebas (D) in Vingaard, but he won't be there. Instead, you'll be attacked. After the battle, exit and return to (D). Get the earring. Go to Kalaman. Give earring to Commander Daine in northwest corner. Use Dragonlance on dragon, and follow screams into bazaar. Get iron key from Ariela's body. Wander the southwest corner until a man gives you a message. Go to Dulcimer.

## Dulcimer

Go to the east exit and agree to help spectre (A). Go to Mayor's office (B) and try to get rid of spectres with *Fireballs*; the lich is actually pretty weak. Immediately after you destroy the lich, dig up its phylactery (C) in the center of the garden. Check out the northwest corner for a battle and some good weapons and scrolls.

## Voice Wood

Go through the east exit in Dulcimer (after slaying the lich in Dulcimer and talking to the knight in Kalaman about Voice Woods). Go S, E and N to the statue of Paladine (A) and leave an offering. Go W one, N one, E to a battle with wizards (B). Then head E, S and E to a door. Don't fight the sprites, just move through them until you get a message (agree) and the rod (C). Leave.

## Dargaard Keep

The password is 82n3991. If you wish to leave the keep before completing the game, destroy the drawbridge cables. Go due N to the welded doors, then W and S. Get key from maid (A), go through the south door, then N to the servant's quarters (B) and use her key to unlock the door. Take the secret passage due north of the door and smash the orb (C).

Leave the orb room and roam this level to find four patrols that must be destroyed in order to free the servants from the commander's service. Return to the servants (B) and get the skull, but don't use it yet. Totally explore the rest of the level. (Don't eavesdrop on chanting Priests, or you will not get the two-handed sword.) Take the stairs (D) in northeast corner (you must possess the Rod of Omniscience).

## Dargaard Keep: Level 2

The second level has a few very difficult battles. As soon as you get up the stairs, there are at least three battles with spectres, one with flesh golems and another with a Death Knight. Use the lever at (A) to open portcullis (B), the lever at (C) to open portcullis (D). You may safely rest in any cell (E). After the first row of cells, go E and N to Sebas (F). Attack Clerics (G) who are casting spell that turns the people into rats. After the battle, go to (H) and have a Mage read the book to free the people from rat form. Exit into the hall and defeat the Clerics at (J). You can find important magic items and armor hidden beneath some linens at (I). Return to Level 1.

## Level 1 and the Graveyard

Now use the skull in the indentation behind the throne (D). There is nothing of value in the cemetery, but you can get a lot of experience. You emerge in a building in the northeast corner. Go W to the building in the northwest corner and smash the gem that the gravedigger is wearing. Get the shovel, go E outside the door and dig to get the good wards. Walk the perimeter of the cemetery, replacing the four evil wards with good ones. If your party isn't strong enough, leave Dargaard now and go to the next few places to earn more experience points; otherwise, skip the next few sections and proceed with Level 3.

## Need More Experience Points?

At this point you may need more experience points to survive Level 3. There are many places to do this. The map in the Adventurer's Journal shows several places: Cerberus, Quazzle, Throth and Turef.

## Cerberus

Destroy the zombie giants by the door of the town hall. Talk to citizens. Zackary isn't in his home, but you'll find him in the gypsy tent in the southeast corner of the marketplace. Return to the town hall, then claim your treasure (weapons and armor) at the armory. (The Cerberus map, incidentally, is exactly like the Dulcimer map.)

## Quazzle

This Gnome village is overrun with undead beasts. Leave the museum quickly, for it holds nothing of value. Head straight for the square building in the northwest corner. Kill the dark Mage and his beasts and you will have saved the town.

## Throtl

Throtl is basically the same as it was in *Champions of Krynn*, except the temple is gone and the catacombs caved in. When you first enter, head E. Follow the leader until you reach the center of the map. Go N. The leader/priest is in the northwest portion of the keep. Explore the west half until you find the corpse that the woman was looking for. Then go SW for a few more battles. You can find a good bow and +2 arrows in the town vault.

## Turef

Turef is a dwarven village that has been overrun by evil Mages. Help the Dwarf find the boar and let him join your party (don't get the boar, in the northeast part of town, until ready to leave, or he will quit the party). Enter the first building on the left and talk to the old man. Search buildings on the north side of the town, but don't go near the center. When you find the dragon, take the shield (it contains the book). Give it to the old man. See the locksmith, due south of the tavern. Buy key #88. Go to the south side of town and find the tavern. Find trapdoor (northwest corner). Use trapdoor and save magistrate to free the town and get some gems. You can also earn points by defeating soldiers at the entrance of the town square, and it's worth the time to recover Sir Karl's cursed weapons by slaying the dragons and Mages.

## More Places to Earn Points

Five places you may visit aren't on the map. They offer very short mini-quests. On the shore of the sea to the north is a wrecked ship full of undead and weapons. In between the death dragon's lair and Vingaard is a farming village where an evil meteorite has struck. Just to the northwest of Gargath, on the opposite side of the mountains, is a Dwarf who poses some tests. If you pass them, he gives you a Girdle of Giant Strength. Several answers to riddles are: 73ng, w1t27 and t3m2. North-northwest of Vingaard, on the river, is a ship of

Kuo-Toa who are taking peasants as slaves. On the very southern edge of the map is a large lone tree. It is the Earth Tree, and if you destroy the wyndlasses, fire minions, wraiths and wights, you will save the Tree and gain experience points.

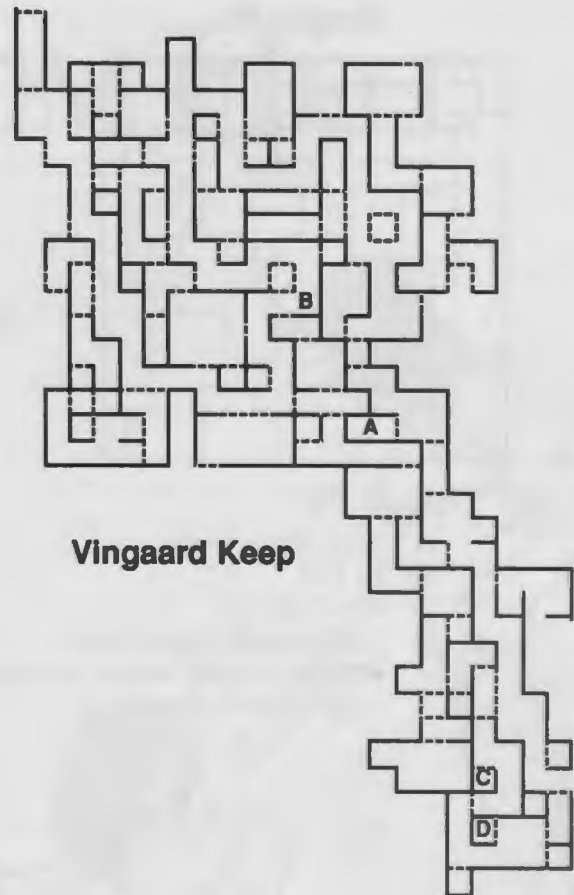
## Dargaard Keep: Level 3

When most of your non dual-class characters reach 13th or 14th level, you are ready to attempt the third level of Dargaard Keep. Save the game often. You enter at (A). Go through the south door at (B), the middle door at (C) and the west door at (D). Don't use the doors at (X). Instead, follow the gray line on the map. When you reach the door with the animated statues (E), attack them. They are iron golems. If you don't kill them before you enter the door, they'll be behind you in the next battle. Concentrate on spectres, then go E through the door. Undead Durfey (F) can't drain you; kill him.

The next battle (G) is against Soth, five Death Knights, and five iron golems. There aren't any random encounters on this level, so rest and memorize a lot of defensive spells. *Fire Resistance*, *Mirror Image*, *Iron Skin*, *Bless*, *Protection from Evil* and *Globe of Invulnerability* are all quite useful. When you reach the square just before the battle, cast *Haste*, which is the key to the entire battle. Save the game before the battle. Death Knights are immune to almost everything, so attack them first in hand-to-hand combat. When the Death Knights and Soth are gone, use *Lightning* to slow the iron golems, then destroy them with magic weapons. Plunge the Rod of Omniscience into Soth's chest, then dive through the other portal.

## Vingaard

- A Dream Merchant
- B Candle shop
- C Sebas
- D Earring



Vingaard Keep

## Dulcimer

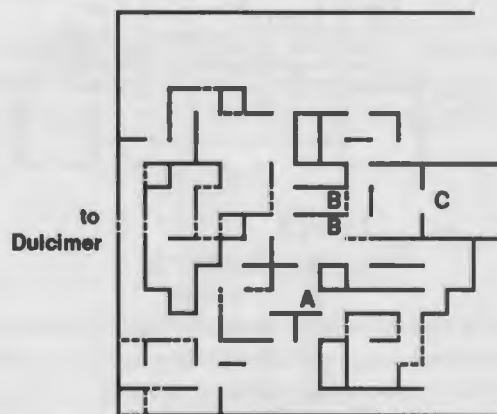
- A Spectre, message
- B Mayor's office
- C Lich's phylactery



Dulcimer

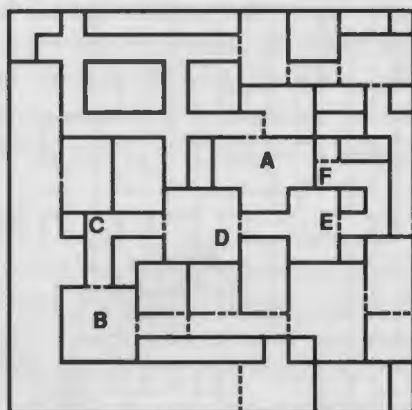
## Voice Wood

- A Statue of Paladine
- B Wizards
- C Rod of Omniscience



Voice Wood

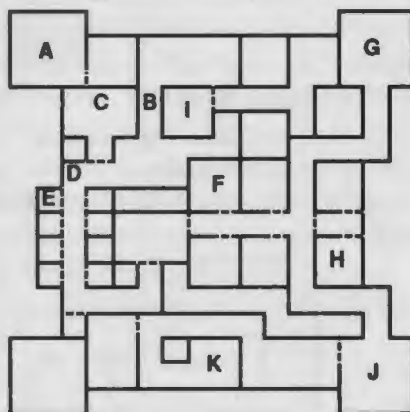
### Dragon Pit



### Dragon Pit

- A Altar, armor, scrolls
- B Sir Karl
- C Dread wolf
- D Death dragon, Dragonlance
- E Dragon's treasure (armor, weapons)
- F Rope bridge to exit pit

### Dargaard Keep: Level 2



### Level 2

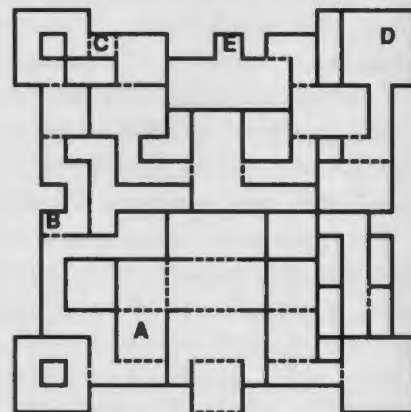
- A Lever for B
- B Portcullis
- C Lever for D
- D Portcullis
- E Cells (rest here)
- F Sebas
- G Clerics casting spell
- H Magic book
- I Sturm Brightblade battle
- J Weapons and magic gear
- K Stairs to Level 3

### Dargaard Keep

#### Level 1

- A Maid, key
- B Servants' quarters, skull
- C Orb
- D Stairs to Level 2  
(Rod of Omniscience is required)
- E Secret door to graveyard (use skull)

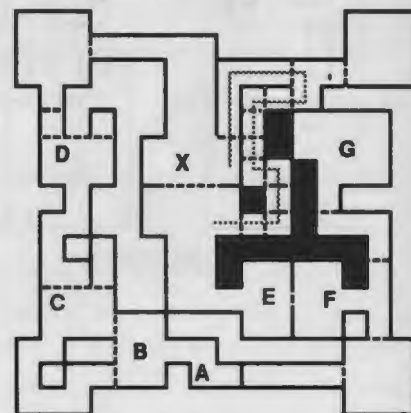
### Dargaard Keep: Level 1



#### Level 3

- A Entrance from Level 2
- B Three doors (use south one)
- C Three doors (use center one)
- D Three doors (use west one)
- E Iron golems
- F Durfey
- G Soth
- X Trapped doors (avoid)

### Dargaard Keep: Level 3





Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			