

Champions of Krynn

This is an odd addition to SSI's line of gold-boxed AD&D games. Once again, you're up against an evil plot to create hordes of Draconians (you know, those notorious lizard-men that nearly overran the land of Krynn only last year). The quest takes you through outposts and keeps, castles and dungeons. You'll discover Baazs, Bozaks, and Bozos lurking under every rock and behind every door. In order to stop the mad wizard Myrtani and his Red Dragons, you'll have to recover the fabled Dragonlance and complete assorted other mini-quests.

The odd thing is that *War of the Lance* was an action game, while *Champions of Krynn*, the sequel to *Lance*, is a hard-core, six-character RPG powered by a refined version of the AD&D system introduced in *Pool of Radiance*.

Champions dwells on tactical combat instead of joystick action and the subtle plot unfolds in a series of surprising developments. It's too bad more logic puzzles weren't worked into the story. Instead, you'll spend most of your time fighting monsters and mapping mazes. At least some situations are illustrated with full-screen pictures, which are refreshing after all those battles, and you'll see spot animation in the 3-D graphics of monsters and NPCs. The combat system in *Champions* is an improvement over *Pool*. Rarely will you face more than a dozen foes, and most battles are over in less than five minutes. There's also a fresh emphasis on the characters — only a Knight, for example, can complete one quest, and members of a new race, the Kender, come in very handy in certain spots.

If you like a good story, few real puzzles, and lots of combat, pick up your sword and head for Throth.

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (512K or 640K for Tandy 16-color, two floppy drives or a H.D. required, mouse opt., CGA/EGA/VGA/Tandy 16-color, Roland/Ad Lib/CMS sound boards); Apple (64K); C-64; Amiga (one-meg)

Company:
SSI/Electronic Arts

The Solution

Character Creation

A good party consists of at least one Knight, three Clerics, two Mages (one white and one red), two Fighters, a Ranger, and a Kender Thief. A Fighter/Mage/Cleric will start very weak, but by the end of the game he or she will be invaluable—make sure you include one in your party. Knights are even more valuable than Fighter/Mage/Clerics, so include at least one Knight. Dwarves are a valuable race because they can be raised from the dead. They make great Fighters.

When rolling a character's stats, be patient. The ideal character should have at least 18 Strength and Dexterity, a low Thac0 and High Damage. 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 their stats will be permanent.



The alignment of characters only matters when choosing which god a particular cleric worships. Majere and Mishakal are the most helpful gods. To worship them, the character must have a Good alignment. Throughout the game, visit Training Halls as often as possible.

Magic

The effects of the moons are non-existent, so ignore them. Make sure you know the range and effects of any spell you cast, so you don't harm your own party members. Every chance you get, memorize your spells. Any scroll you read should be scribed immediately. If you can't scribe it, you don't have enough experience.

Clerical Spells:

There are only a few effective and useful clerical spells.

1st level: Cure Light Wounds (for early in game), Detect Magic

2nd level: Hold Person (doesn't work well on Elven monsters), Silence (15' radius; cast on weak monster that is near a strong magic user and make sure it doesn't affect you)

3rd level: Dispel Magic

4th level: Cure Serious Wounds

Mage Spells:

There are many more Mage spells than Clerical spells, so choose carefully. The best ones are:

1st level: Charm person (on humans only), Magic Missile, Read Magic, Sleep

2nd level: Stinking Cloud, Strength

3rd level: Blink, Dispel Magic (counters Confusion), Fireball (be careful not to fry yourself), Haste (only use in major battles vs. dragons, etc.), Lightning Bolt (will bounce off walls), Slow

4th level: Charm Monster, Confusion, Dimension Door, Fire Shield, Ice Storm, Minor Globe of Invulnerability

Combat

Combat is the most important part of the game. Arrange your characters so that the stronger ones are in the first three slots. They should be Fighters, Rangers, or Knights. Because they are exposed to the most potential damage, give them the best armor. Put Thieves, Clerics, and Mages in the last two or three spaces.

A good front line has one Knight, a Ranger, and a Fighter/Cleric. This way, if your party splits up in the heat of battle, you will always have a Cleric nearby to heal people. Behind the warriors, include your Mage/Cleric/Fighter (slot four), your Kender-Thief and a Cleric/Thief wielding a shortbow.

In this formation, your Mage/Cleric/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 while he drills them with stones. The Cleric/Thief, while ineffective at the beginning, never misses with the bow at higher levels. He can be used to take out unconscious monsters or to interrupt spellcasters.

Some Winning Combat Tactics

Most encounters are in cities and such. Once in a while you may encounter some Hill Giants or a travelling band of Baaz. When you start a battle your party is usually 15-20 squares away from the enemy. Be cautious, because all characters don't have equal movement factors. If the enemy notices one of them 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, wait for the enemy or divide your slowest man's inventory equally among the other party members. Depositing excess steel in the vault at your local Outpost is recommended.

You will find that when you approach a monster it gets a free swing at you. 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 may also receive a free hit when a monster moves away from a block adjacent to one of your characters. Monsters can backstab you if you move away. *Never* turn your back to a monster.

Attacking on a diagonal improves your chances of hitting a monster. Take out enemy Mages and

Clerics first, because one lucky spell can turn an easy battle into a nightmare. Evil fighters are very sensible: Surround a small group of them, and they will surrender. Stronger foes should be eliminated first. Try to position a Thief behind monsters to backstab, and put a Fighter in front to hold their attention. A sleeping monster can be used as a shield. Move diagonally whenever possible. In auto-mode, Wizards like to use up their spells on easy monsters—it isn't worth the convenience.

Monster-Specific Tactics

These tips will help defeat the few really tough monsters in the game. White Dragons may seem dangerous at first, but one or two sword slashes will finish them off. Against Evil Dragons (all non-white Dragons), the first few moves of a battle are the most important. You can't let them attack. A Fireball is the most effective weapon, so cast one or two right away if you can. You may have to sacrifice a few Hit Points to destroy them.

If you have the Dragonlance, you can hit for a maximum of 99 HP. Magicians usually have good saving throws and low HP, so hand-to-hand combat is their weakness. Clerics are nothing without their Undead Henchmen, so a good Turn Undead spell will disable them. Keep interrupting their spells, or you could get hit with a Hold spell. Stay away from Giant Snakes — use missile attacks. Avoid Death Knights until you reach level six; then surround them with Fighters and hack away.

Draconians are a different story. All are very spell-resistant, so don't waste magic on them unless advised otherwise here. Baaz are the weakest Dracs. If one takes your weapon during battle, be sure to re-ready it. A Bozak can easily disable a party with a well-placed spell. Cast a Silence 15' Radius on a weaker creature near the Bozaks. Finish off Kapaks quickly, or you may find half your party paralyzed in half a round. A Lightning Bolt will take care of four or five at a time. Sivaks are powerful fighters that put up long grueling battles. Nose-to-nose combat is most efficient. Avoid Auraks whenever possible. Their spellcasting abilities are lethal to anyone who gets in their way. When you kill one, move away as fast as possible: They explode after three rounds.

Throtl and the Temple

From (A), go straight north until you hit the north wall, then go west to 0,0. Beware of trap at (B). Go to 2,0 and move south to find two scrolls at (C). Go east to the Kender at 3,2. (You may want to accept him as a party member but it's not required.) Go

south to 9,0 and east to 3,9. Watch out for Draconian Ambush at (D). Travel southwest to 11,6 and rescue Caramon (E). There is treasure at 11,1. The Head Cleric is at 13,14 (F) and has a vital key. After getting it, go east until you hear the Draconians (G). Eavesdrop and attack! Go north and enter Temple at (H) and proceed to 12,7 (I). Prepare for a very tough battle. Memorize and use Charm and Sleep spells. After the battle, follow the Draconians into the Catacombs. The entrance is at 0,9 (J).

Catacombs

This is a long, boring maze with few surprises, so take the shortest possible route through it. Near the middle of the main east/west tunnel, you catch up to a group of Dracs carrying eggs (A). In the next room there is an illusion (B) behind which another group of Draconians is waiting in ambush. Defeat them, and you will find a Wand of Fireballs (C) and other magic items in the next room. Save the Wand, which you'll need on your next mission. Follow the map until you enter a room covered with stalagmites. Be careful not to get lost. At the very end, two White Dragons (D) try to stop you, but they are easily defeated.

Gargath

As you enter the gates, tell the guards that you are Merchants (high Charisma makes a difference). Accept the hoods and follow the advice of the rebel leader. Before entering the Keep, use the stairs (west or east) to climb onto the walls. Move to the room northeast of the gate west of the eastern stairs. Attack the guards and Ogres to get Plate Mail and Ogre Power Gauntlets. Now enter the Keep.

The Keep

Follow the map in Journal Entry #23 to find the secret door into the Keep. It is heavily guarded by Dracs, so be careful. Use the map from Journal Entry #72 inside the Keep. Secret doors are usually found near the X's on this map.

On the first floor, a secret door in the northeast corner allows you to enter and leave without going through the town. Locate it before you go any further.

The second floor is empty except for a dying prisoner (first jail cell on your right) and the Castellan (southeast room); see them both for information.

The third, fourth, and fifth floors are empty.

The sixth floor is where the Castellan hid the Dragonlance, but it is no longer there. Myrtani has replaced it with cursed weapons. In the next room use one or two Fireballs on the mob of Draconians. It is a tough battle, but you should win if you make effective use of the Acid Puddles left by Kapaks.

Hurry up the next four floors, polishing off Dracs as you go. *Do not use the Wand of Fireballs as you go!* When you reach the top, use your Wand and then have your Fighters bash the Dragons. The Dragons' acid is deadly, so don't take too long.

Tomb of Sir Dargaard

Here your Knight must complete three tests to receive the great device protected by the spirits of Sir Dargaard and his company. Only a Knight can do this, but don't attempt to complete all three without exiting to heal and save the game. On the Test of Courage/Bravery (A), walk right through the flaming rings (B); the last one (C) will not kill you. In the Test of Honor/Sacrifice (D), get the Longsword +5 at (E) and give to the man surrounded by Wolves at (F). Answer all questions honestly and make honorable choices. For the Test of Combat Skills (G), fight the bats. Skeletal Knights are tough, so save after the battle. The Skeletal Dragons are even tougher, so be prepared to try several times. They have low armor classes and a lot of HPs. But they have no Magic or breath weapons. Claim your prize at (H). Only Knights can wear the armor, and the sword is very helpful. Prepare to fight your way out. The place is crawling with Dracs.

Ogre Base

Before entering the manor, talk to the Old Ogre in a building near (A). Use his sign to avoid the guards. In the southeast corner of the manor are Morog's rooms. Take the paper (B), which is evidence against him, and money (C). Now go to the northwest corner and attack the assassins (D). They have a very powerful Aurak with them, so concentrate on him. Silence 15' Radius works very well. After slaying the assassins, interrupt the Ogres' meeting (E) and kill the traitors. Make an alliance with Gravnak.

Jelek

Skyla is an evil magician bent on killing you. After you shop and get some rest, go right to the X on the map from Journal Entry #45. Skyla's buddies ambush you. Let the Thief join your party, then go to the Burial Glen. Enter the office in the southeast and read the letter. Go to the northwest corner by the empty tomb. Prepare for a Dragon attack. Pick

a rose for Sir Karl. Take magic items from tomb and leave.

Neraka

Go with Maya, a Silver Dragon who is very helpful in combat. She'll lead you near the entrance to the Draconian Base (A). Explore the base and find the dungeon entrance (B), where Sir Karl lies. Descend. As you enter the dungeon, there are rooms on your left and right. The rooms on your right are empty except for a few torture victims. The prisoners are to the left. Do what Tanis (C) tells you. Free the slaves, then kill the Prison Lord (D). In the southeast corner of the dungeon are some Green Dragons (E). Kill them, go northeast, take the dragon eggs and leave.

Southern Outpost (#3)

This map is provided in Journal Entry #13. Go with the guards to see the "Commandant." Then walk around to arouse some suspicion. Walk through the area between the store and the Armorer's Shop. A man should tell you to meet him in the Inn. Go to the Inn. Rest and go north up the alley between the Inn and the Tavern. Kill the Dracs, and enter the house right in front of you. Save the children inside and go through the secret door into the prison (it is marked on the map). Kill the "Commandant" and make quick work of Jadedfang and all his buddies.

Sanction and the Ruins of Huerzyd

Capture and interrogate the three Thieves who hang around the areas marked (A). In the southeast corner is a room full of Thieves (B). Steal their treasure, which is worth a lot. Then go to the docks on the far west side of the city. In a warehouse there, a woman (C) is being attacked by Minotaurs. Save her, and she'll give you an amulet at (D). Go to the Ruins of Huerzyd (E) and check out (F). Slay monsters at (G), then take the tunnel at (H). At the far east side of the ruins, the Shadowpeople will communicate with you (I). Follow their instructions. At the end of the tunnel, you will find yourself in the Temple of Duerghast.

Temple of Duerghast

Follow the map in Journal Entry #63 to find the Dragonlance. Either go to the southwest corner of this area to enter the Temple, or go through the door on the right at the south end of the four-square room and explore the halls until you find a portal and enter, which should port you to the northeast of the Temple. Slay Skyla, found in the northeast or north-central part of the temple, then kill the Blue Dragons and take the eggs at 11, 0.

Now head north into the arena. Save the game. Go to the upper level of the arena, where you will find Sir Lebaum. Use Fireballs, Ice Storms, and the Dragonlance to defeat him. He is a very powerful Magic User and gets three attacks per round. After you kill Sir Lebaum, run down his messengers, then fly on the dragons to Kernen.

Flying Fortress

The Kender that joins your party helps you from here on. All you have to do is follow his instructions. Climb up the tower he tells you to climb (prepare for at least three battles with Red Dragons on your way up). When you reach the top, read the scroll for the Kender. He will control the fortress and collide with another flying fortress destroying them both. After the impact, make your way down through the tunnels. You will find some soldiers wearing uniforms. Kill them and take their clothes. Fly down to Kernen on the backs of the Evil Dragons.

Kernen Base (Journal Entry #81)

Go to the meeting in the northern building. Tell the humans your story, and you will gain their support. Then find the Ogres (two rooms south of the meeting room) and get their help. Enter the other buildings: Two of them are Draconian barracks that you can set afire; the other is a training hall. Weaken the security of Myrtani's hideout by keeping the Dracs busy. The alliance with the Ogres reduces by half the number of Red Dragons guarding the gate to the mansion. Giving the Crown (from 9, 14) to the Dragon at 11,2 will also reduce their numbers.

In the mansion, enter the Laboratory (A). Make a salve to protect yourself from injury when passing the Guardian. Go west, then south. Kill the Dragon Master (B) and his Trainees with two Fireballs. Go through the passage to Myrtani's room. Kill him (C) and rescue Maya. Myrtani is just an Aurak. By now you should be so powerful that Auraks are fairly easy to kill. Drink the potions and go to the next room. There you will find three 70+ HP Red Dragons (D). Have a Fighter wield the Dragonlance and use Resist Fire spells before the battle. Beat the dragons and you win.

Map Key: Champions of Krynn

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Throtl

- A. Entrance
- B. Trap
- C. Scrolls
- D. Draconians
- E. Caramon
- F. Head Cleric, key
- G. Eavesdrop and attack Draconians
- H. Temple Entrance
- I. Battle
- J. Catacombs Entrance

Catacombs

- A. Dracs with eggs
- B. Illusion and ambush
- C. Wand of Fireballs
- D. White Dragons

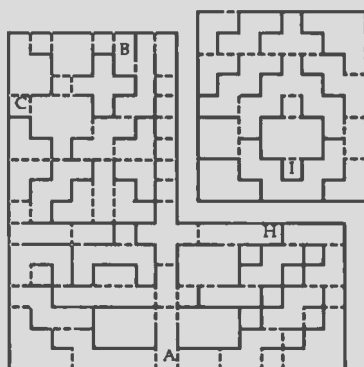
Tomb of Sir Dargaard

- A. Test of Courage/Bravery
- B. Flaming Rings
- C. Last Flaming Ring
- D. Test of Honor/Sacrifice
- E. Longsword +5
- F. Man and Wolves
- G. Test of Combat Skills
- H. Tomb of Sir Dargaard (Magic items, armor, sword)

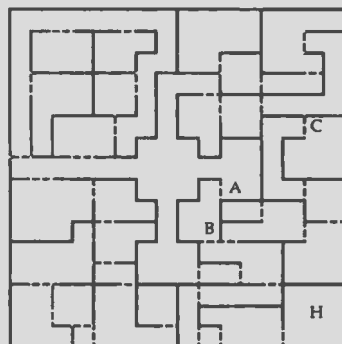
Ogre Base:

- A. Old Ogre and Secret Sign
- B. Paper
- C. Money
- D. Assassins
- E. Ogre's Meeting

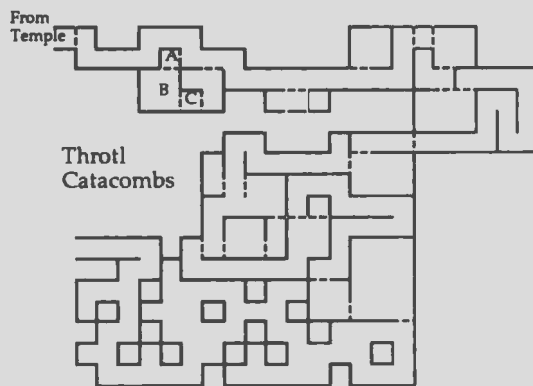
Champions of Krynn Map 1



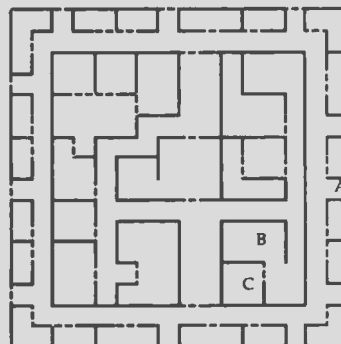
Throtl and Temple



Tomb of Sir Dargaard

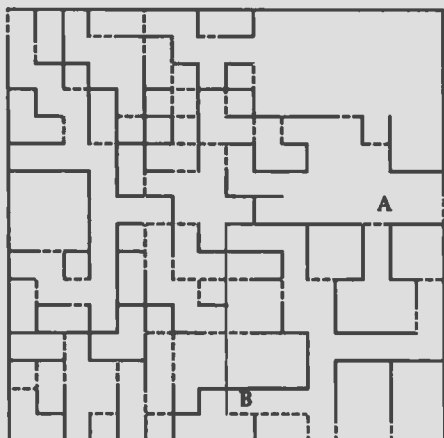


Throtl Catacombs

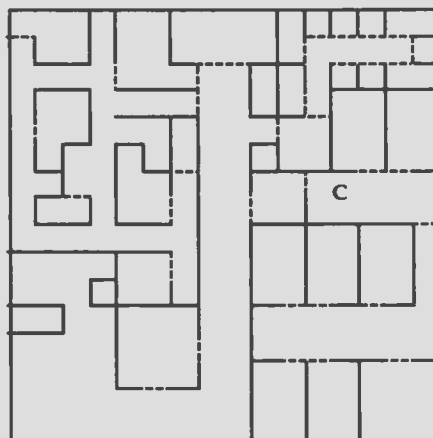


Ogre Base

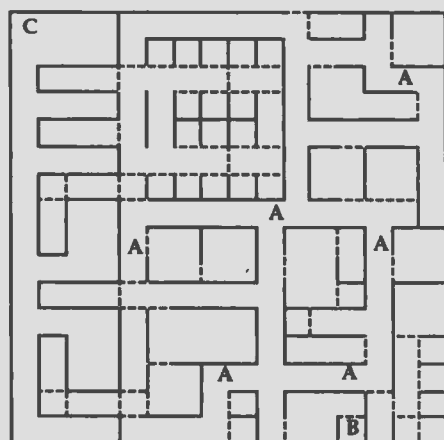
Champions of Kryn Map 2



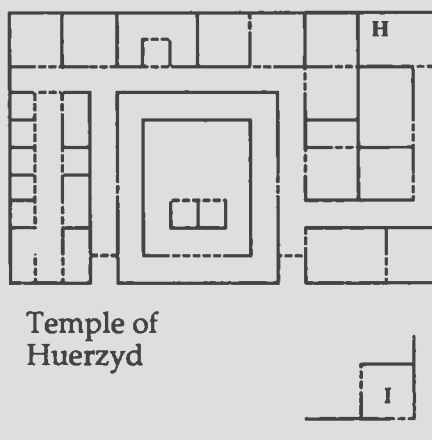
Neraka



Neraka
Prison

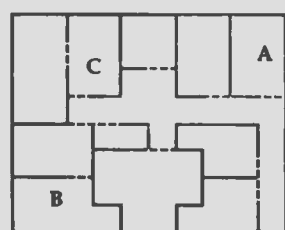


Sanction



Temple of
Huerzyd

Tunnel to
Duerghast



Keren
Base

Map Key: Champions of Kryn

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Neraka

- A. Entrance to Draconian Base
- B. Dungeon Entrance, Sir Karl
- C. Tanis
- D. Prison Lord
- E. Green Dragons, exit

Sanction, Huerzyd, Shadowpeople Tunnel

- A. Hangouts of three Thieves
- B. Thieve's Hideout and Treasure
- C. Woman and Minotaurs
- D. Amulet from woman
- E. Ruins of Huerzyd Entrance
- F. Information and Treasure
- G. Draconians
- H. Tunnel to Shadowpeople
- I. Shadowpeople talk to you

Kender Base

- A. Lab and Salve
- B. Dragon Master
- C. Myrtani
- D. Three Dragons

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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