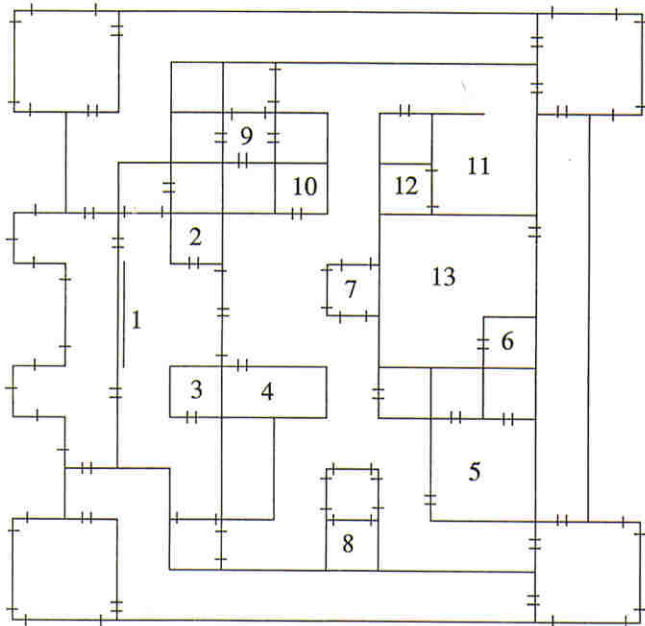


# Death Knights of Krynn

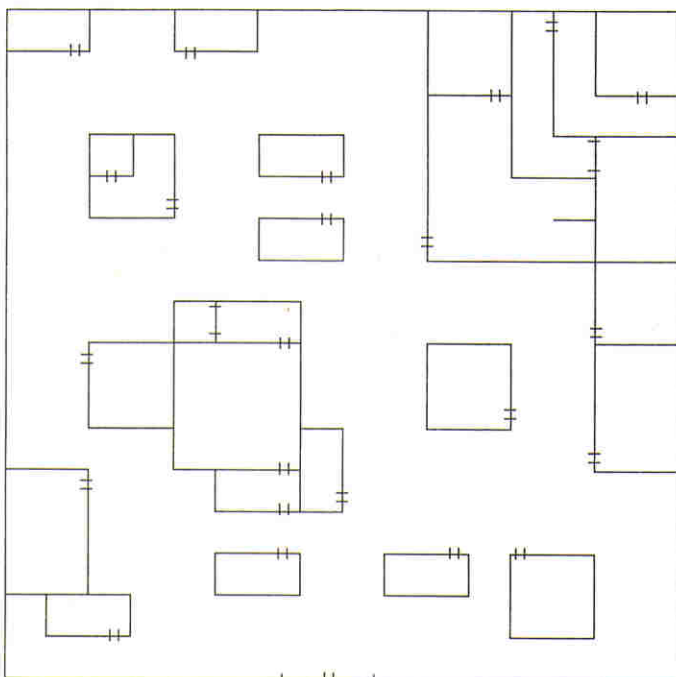
Für alle Death-Knight-Abenteurer gibt es an dieser Stelle eine starke Orientierungshilfe. Die Zeichnungen

zum SSI-Rollenspiel helfen besonders beim Durchqueren der verwinkelten Dungeons und Ortschaften.

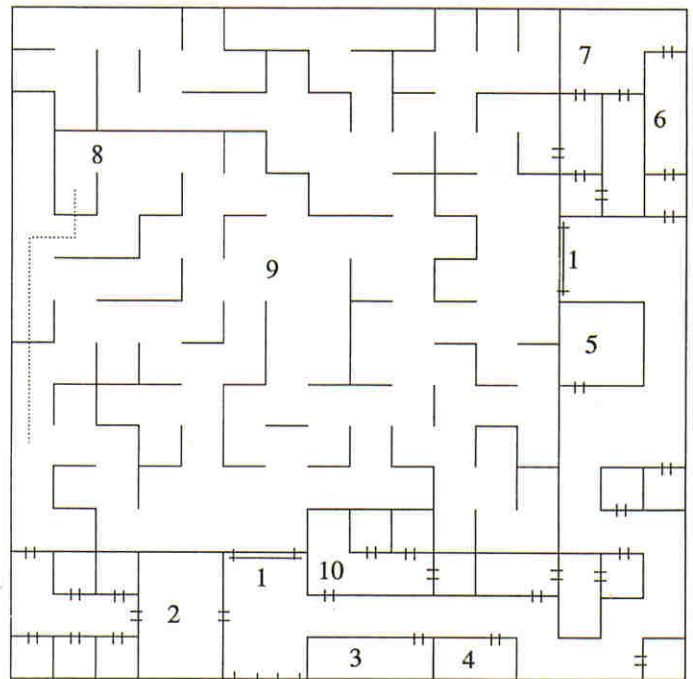


- 1 Main Gate
- 2 Weapon Shop
- 3 Bar
- 4 Temple
- 5 Training
- 6 Commander
- 7 Stairs
- 8 Well
- 9 Inn
- 10 Bank
- 11 Cemetery
- 12 Dread Wolf
- 13 Upper Keep

*gargath outpost*

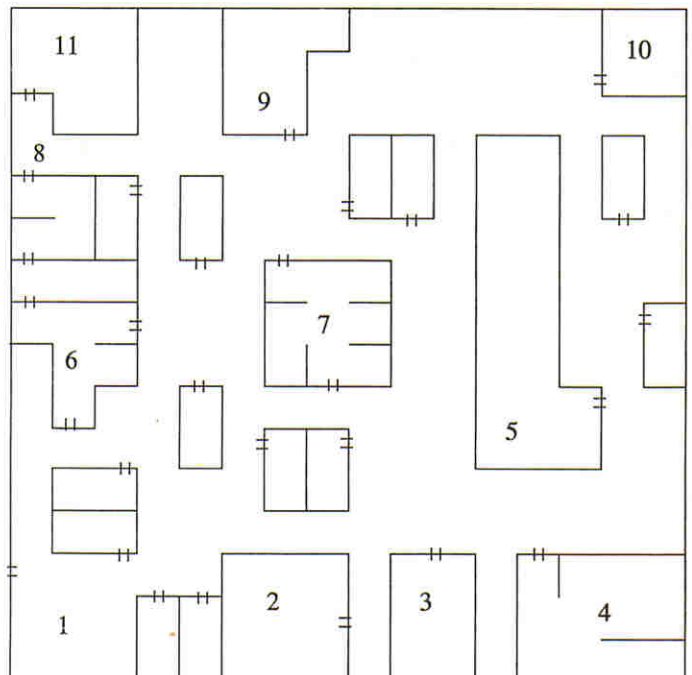


*the village of cekos*



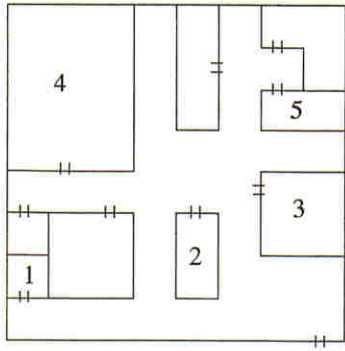
- 1 Bazar Gate
- 2 Inn
- 3 Bar
- 4 Temple
- 5 Training
- 6 Commander
- 7 Ariela
- 8 Dream Merchant
- 9 Center of bazar
- 10 Jail

*city of kalaman*



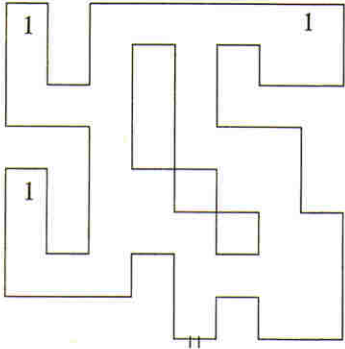
- 1 Gnome from museum
- 2 Medical Guild
- 3 Gnome Soldiers
- 4 Education Guild
- 5 Museum
- 6 Machine
- 7 Grand Council
- 8 Gas
- 9 Sage Gnome Guild
- 10 Gnom on guard
- 11 Wizard

*gnome village - quazle*



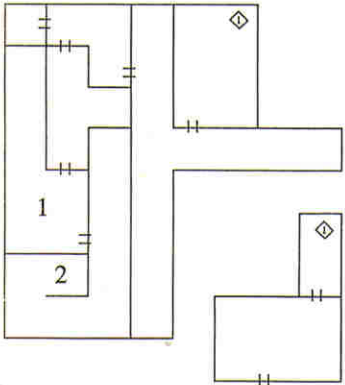
- 1 Evil Sorcerer
- 2 Herbalist
- 3 Shop Keeper
- 4 Tavern
- 5 Sorcerer

*small village*



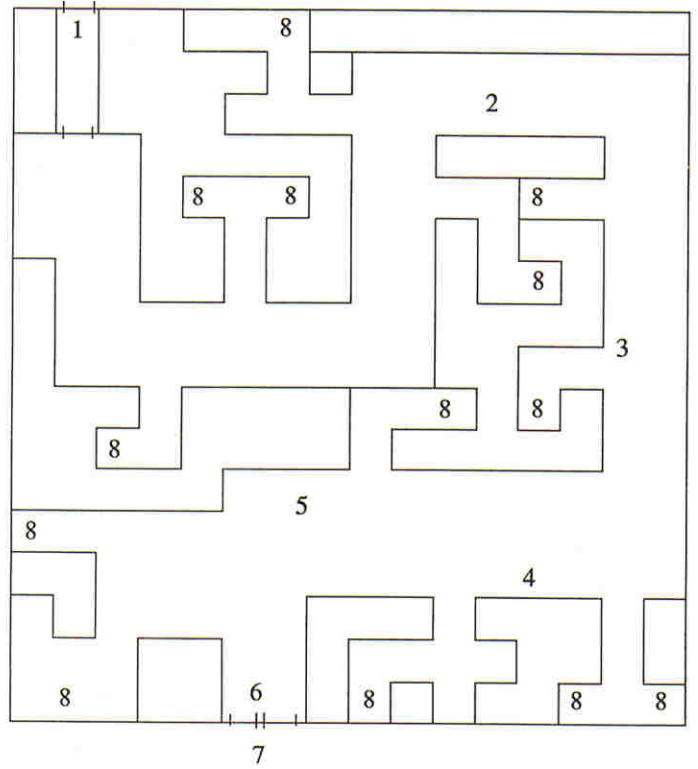
- 1 Damage Tree

*father of trees*



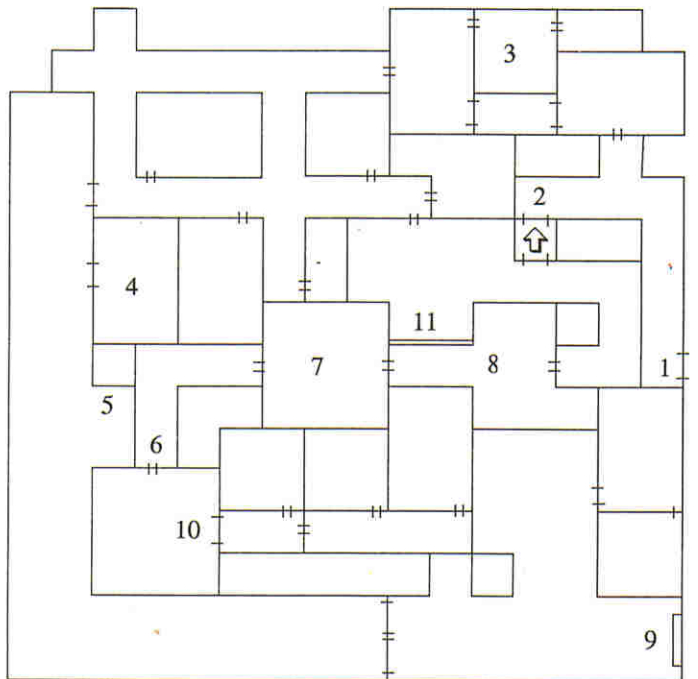
- 1 Main Villain
- 2 Teleport

*gluten's house*



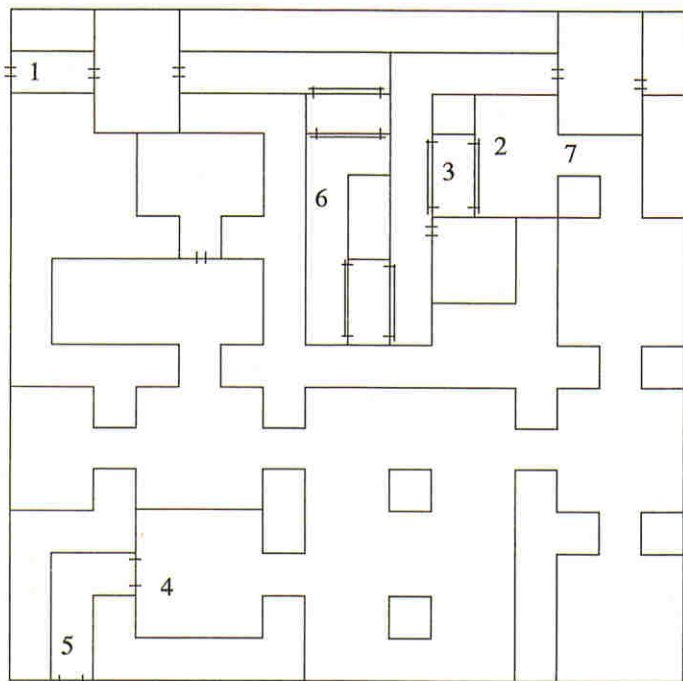
- 1 To Cerlies Tower
- 2 Red Dragon
- 3 Short Sword+
- 4 Staff Sling+
- 5 Hoopak+
- 6 Sir Garren
- 7 Lord Soth
- 8 To surface
- 9 Giant Zombies

*the tunnels*



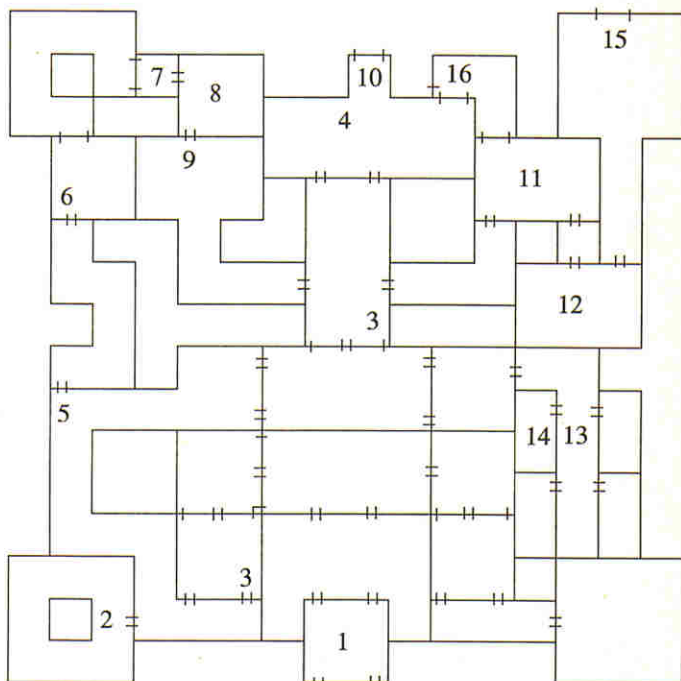
- 1 Lady Maya
- 2 Bridge
- 3 Sir Bregen
- 4 Undead Dragons
- 5 Spark
- 6 Dread Wolf
- 7 Death Dragon
- 8 Dragon's Treasure
- 9 Magical Wand
- 10 Sir Karl
- 11 Treasure

*mountain cave*



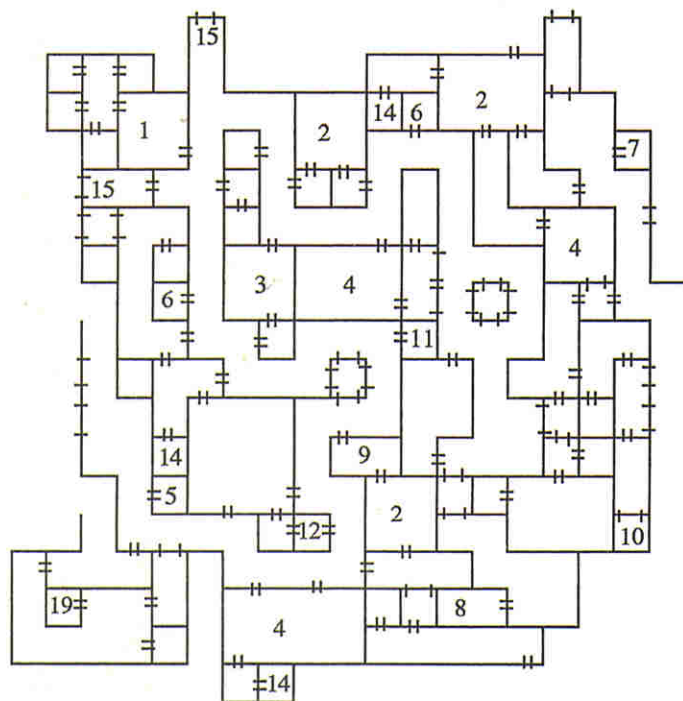
- 1 Entrance
- 2 The Crypt
- 3 Stairs
- 4 Sturm's Grave
- 5 To Tunnels
- 6 Council
- 7 Durfey

high clerics tower



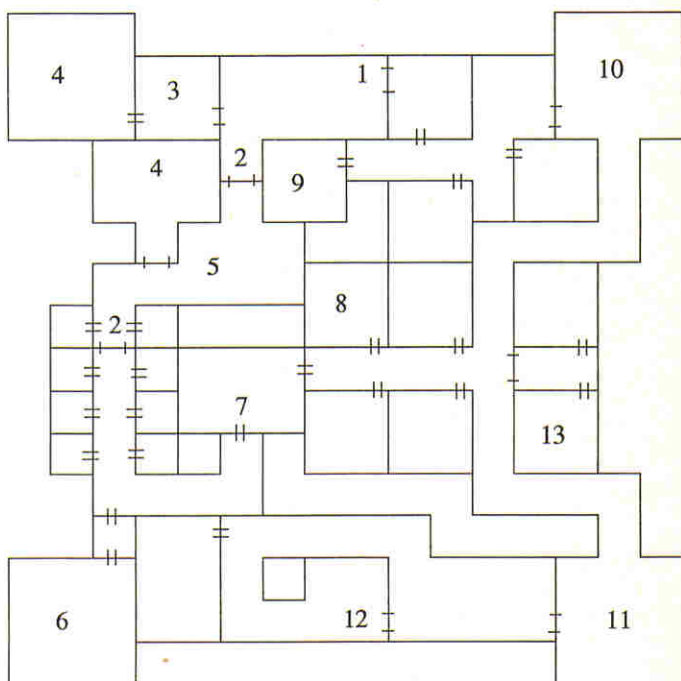
- 1 Draw Bridge
- 2 Guard Room
- 3 Maid
- 4 Lenore
- 5 Locked Door
- 6 Servant Quarters
- 7 Comander Room
- 8 Large Bedroom
- 9 Guards
- 10 Secret Passage
- 11 Altar Room
- 12 Coffins
- 13 Ancient Barracks
- 14 Amulet
- 15 Stairs to 2nd Floor
- 16 Hidden Door

Dargaard keep (1st floor)



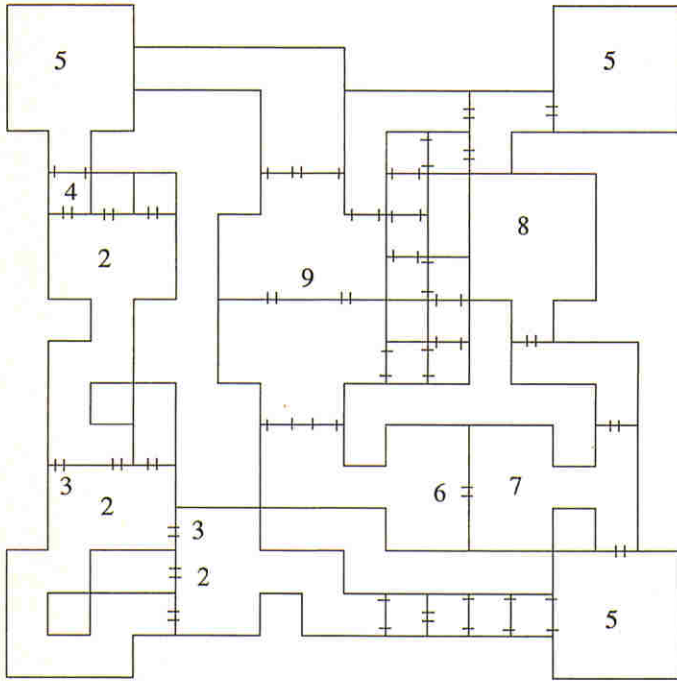
- 1 Inn
- 2 Bar
- 3 Temple
- 4 Training
- 5 Arm Shop
- 6 Shoe Shop
- 7 Wool Shop
- 8 Dream Merchant
- 9 Candle Shop
- 10 Sebas Hideout
- 11 Bread Shop
- 12 Weapon Shop
- 13 Sebas Hideout II
- 14 Back Room
- 15 Exit

vingaard keep



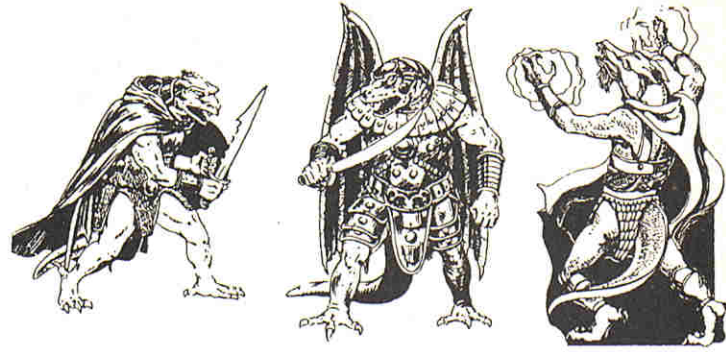
- 1 Stairs to 1st Floor
- 2 Port
- 3 Vampires
- 4 Lever
- 5 Clerics searching Sturm
- 6 Torture Chamber
- 7 Guards
- 8 Sebas Astmoor
- 9 Pile of Linen
- 10 Prisoners
- 11 Sturm's Body
- 12 Stairs to 3rd Floor
- 13 Magical Home

Dargaard keep (2nd floor)

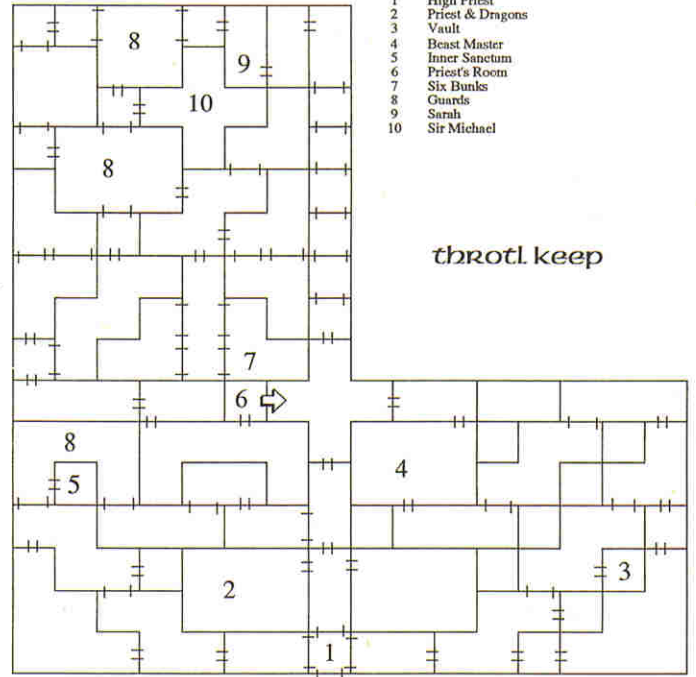


- 1 Stairs to 2nd Floor
- 2 Vault
- 3 Flame
- 4 Lichore
- 5 Stone Room
- 6 Statues
- 7 Undead Drufey
- 8 Lord Soth
- 9 Door with Trap

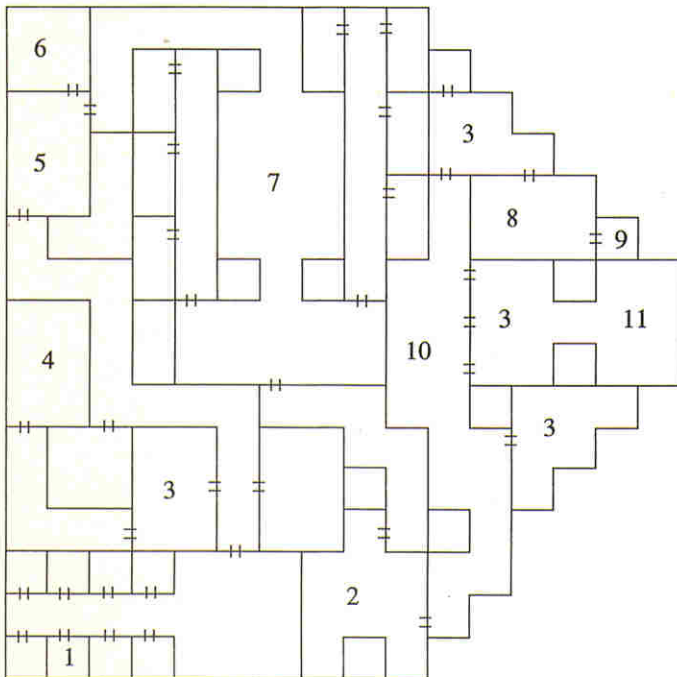
**Dargaard keep (3rd floor)**



- 1 High Priest
- 2 Priest & Dragons
- 3 Vault
- 4 Beast Master
- 5 Inner Sanctum
- 6 Priest's Room
- 7 Six Bunks
- 8 Guards
- 9 Sarah
- 10 Sir Michael

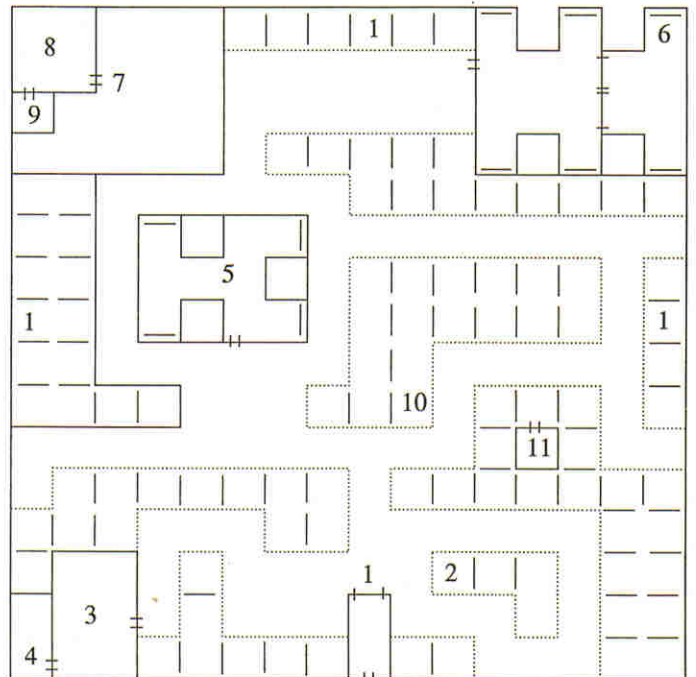


**throtl. keep**



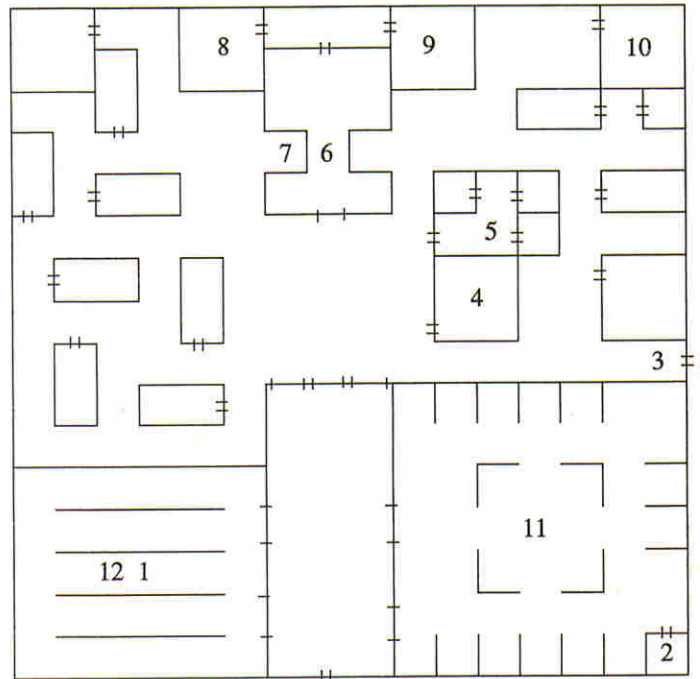
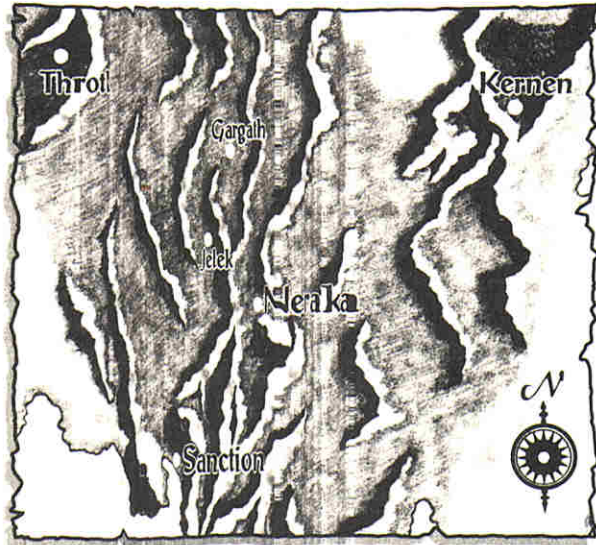
- 1 Your Cell
- 2 Temple
- 3 Guards
- 4 Guards Ambush
- 5 Gallery
- 6 Pantry
- 7 Dining Area
- 8 Captain's Chamber
- 9 Closet
- 10 Ship's Deck
- 11 Ship's Bow

**kuo-toa slave ship**



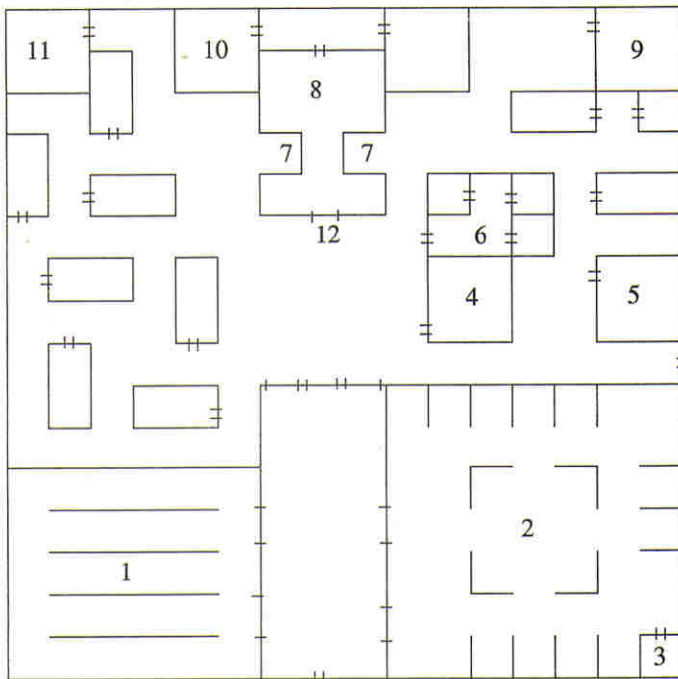
- 1 Evil Ward
- 2 Dog
- 3 Chapel
- 4 Cleric's Diary
- 5 Mausoleum
- 6 Secret Passage
- 7 Berried Runes
- 8 Gravedigger
- 9 Dead Cleric
- 10 Berried Woman
- 11 Young Man

**cerberus graveyard**



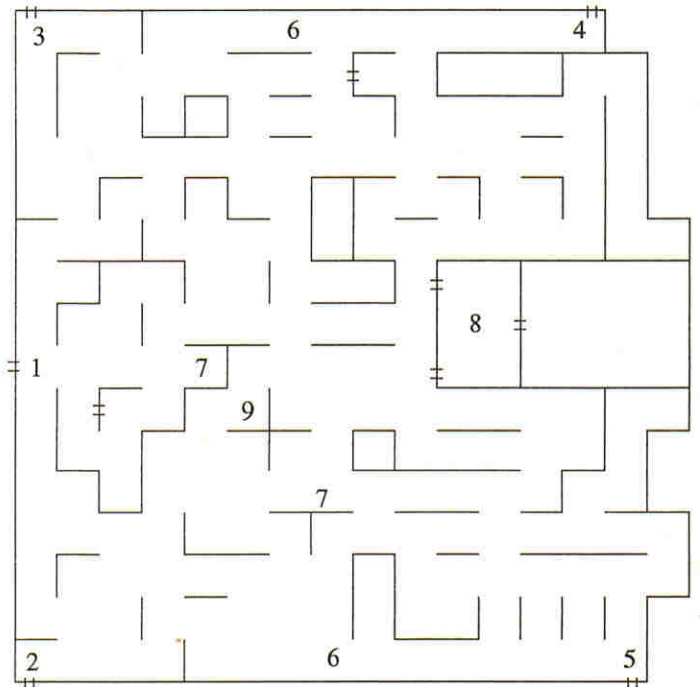
- 1 Garden
- 2 Zombie Chicken
- 3 To Voice Wood
- 4 Tavern
- 5 Shop
- 6 Inn
- 7 Stocks
- 8 Lich
- 9 Guard Room
- 10 Card Game
- 11 Bazar
- 12 Jar

*Dulcimer*



- 1 Garden
- 2 Bazar
- 3 Fortune Teller
- 4 Tavern
- 5 Shop
- 6 Inn
- 7 Stocks
- 8 Town Hall
- 9 Armory
- 10 Mayor's Quarters
- 11 Zakarie's House
- 12 Zombies

*the town of cerberus*



- 1 To Dulcimer
- 2 Land West of Turef
- 3 To Throl Keep
- 4 Forest N of Dulcimer
- 5 To Turef
- 6 Whisper Spider
- 7 Palatine Statue
- 8 Forest Chamber
- 9 Fire Minions

*voice wood*