

TUNNELS AND TROLLS CRUSADERS OF KHAZAN

Type: Fantasy Role-Playing

Difficulty: Advanced

System: MSDOS (512K required, hard disk and recommended, mouse optional; CGA, EGA, 256-color VGA/MCGA; Ad Lib, Roland, Sound Blaster)

Company: New World Computing/
Electronic Arts

Based on Ken St. Andre's paper and pencil RPG of the early '70s, *T & T* takes place on the Dragon Continent, where the Death Princess and Khara Kang have broken a peace treaty and threaten to destroy the land of Khazan. To defeat them, your four-member team must complete a variety of mini-quests. There are artifacts, monsters and puzzles aplenty, plus an organized society of guilds, nineteen languages and a unique calendrical system to master. These, combined with extensive and eloquent prose passages, endow the game with its own personality and charm. Graphics and sound, however, are weak, and the keyboard and mouse interface is a pain. Automapping is reminiscent of *Might and Magic*, and the outdoors map that comes with the package is a timesaver. Combat is rigged so you cannot kill certain monsters, the gods (supposedly on your side) will give you false clues, and your Mages cannot heal the worst afflictions. And you practically have to explore every square of each maze in order to succeed, because this is a "step on the square to activate the event" design. For these reasons, *T & T* is best-suited for hard-core dungeon delvers who relish a tough, sometimes downright unfair quest.



General Tips

Character Creation

You will need at least one female character, probably your Mage. A Dwarven Warrior, a Hobb Rogue and an Elven Mage are highly recommended. The remaining character should probably be another Warrior, definitely Human. Stats should be rerolled until they are very high, averaging in the mid- to upper-teens. Hobb Dexterity can approach or

surpass 30, Elven Intelligence should top 25, and Dwarven Strength should be over 30.

All characters need high Cons and Speeds, and Mages need particularly high Strengths. It is possible, but not desirable, for a character to get by with mediocre stats but high Luck. When going up levels, keep track of the minimum stats needed to cast any spells you will be buying, and have at least one character with very high Luck.

Weapons and Armor

The falchion is an effective, cheap weapon. Equip your Mage with a sling. Be sure your Hobb Rogue can use a bow. If you find the Eagle Eye Crossbow, its minimums are Strength 12 and Dexterity 10; it does 8d6 damage. The Wizard's Wand acts like a greatsword when wielded by a Wizard. Start with leather armor and be sure to buy boots. Upgrade to mail as soon as possible.

Magic and Combat

Keep in mind that you cannot win without certain spells. Early on, be sure to get *Take That You Fiend*, *Oh There It Is*, *Poor Baby*, *Hidey Hole* and *Will o' Wisp*. Keep track of your Rogue's spells, as he will probably move before your Mage in combat and can clear the way tactically with *Light*, *Dark* or *Invisibility* spells. Later, *Blasting Power*, *Curses Foiled*, *Too Bad Toxin*, *Fly Me* and maybe *Protective Pentagram* spells are invaluable. Remember that most spells should be cast times the caster's level to be effective. Avoid fighting at night whenever possible. The auto fight function is very effective whenever you cannot see your foes.

Highwaymen can be avoided by staying off the road, or you can kill them for experience. Death's Head Patrols are also good for experience; go into the woods south of Overkill. If you enter Kasar, go to the stables at F5 and take the horse you find there. The god of horses will bless you.

Interface Tips

The Climb command (under Move) must be used to enter mountains, even for one space. Any time you leave the mountains, you must reselect "Climb" to return. Carefully read the manual (pages 22 and 23) for more on "Move." Be sure to examine the keyboard equivalents chart. Nowhere else is it stated that F9 and F10 can be used to scroll through shops' goods and text.

Save often. Random encounters can kill a vital member or your entire party. If you follow this solution from the start of your game, you will be entering high-level areas with a team of low-level characters. As each town has one and only one Funny Once Gem per game (and they cost over 4000 GP), you will need to restore often.

Walkthrough

Gull

Explore the city, but don't bother with the sewers. The big scores of gold are the Netmaster (every week), the Orc Hunt (B13 in the Miracles District: answer "Human" in Common and run away from the fights), and the Sheik's Party (outside, just northeast of the city; when you feel the pick-pocket, attack him and explain to the Sheik, then accept the duel).

Buy five lengths of rope and go to the Temple of the Blue Beetle late Feastday night. Hide in the balcony until the worshipers come and go. Then go to the altar (kill the attackers on the way—save first!), climb down the grate, ignore the god and free the priest. He will give you a Heart of Fire (have the Dwarf equip it).

You should also loot the treasure room south of the altar. The shipwreck map will prove invaluable. When the party has 30 days' food, a few levels in basic spells, and 2000GP, buy the ship that's for sale.

Looting the Sea Wolf

A good way to get money, jewelry, wands and maybe the *Waterspout* spell is to take the shipwreck map to (E1, C13). Loot the wreck (*cheat: and if you don't get at least a Waterspout spell and 5000 GP in jewelry, restore and try again*). Throughout E1 you will find castaways adrift in the water. Many offer good rewards for saving them.

Getting a Death Wand

In the area of H9, go to C1. Go down the whirlpool and acquiesce to the voices. Kill the salamander and bargain to keep the wand. It will be useful later, and you will need one to kill Lerotra'hh (but there should be one in her treasure room if you cannot get this one).

Khazan's Wand

Sail between Garr and the Drybones Mountains. Rescue the castaway and refuse to turn away. She will tell you to go to the gap (just offscreen). Go straight N, kill the monsters and rebuild the cairn. Travel due W and fight the Dhesiri. Then go N again to the ferry (the fee is 20 GP). You will be taking damage from the heat every step along the path.

In Goloe's Temple, search the water at J8 until you find an entrance to a grotto. Enter it and head to J15. Cast *Oh There It Is* while facing south. Unlock the door and go W and then S and E. If anyone has died, you can raise them by standing in front of the statue in the temple. This also restores stats that were lost to curses. Your Mage should always have the wand equipped, as it greatly reduces the cost of spellcasting.

Knorr

Take at least 500 GP to Knorr. Pay the tax and save the game. Visit Gran Snowdrop at J3 and get card readings. Keep restoring your last game until the cards are good. Good cards include The Wheel, The Moon, The Ace of Pentacles and Strength. The Ace of Swords swaps Strength and Intelligence and makes the character a Mage; the Ace of Wands swaps the same stats but makes the character a Fighter. Leave. If you have more money, train at C12 for Strength and Speed.

Knost

Cross the river just east of Knorr and travel *due* east. You will meet a party of Humans raiding a shepherd's flock. Challenge them and kill the scum. Help the ogre shepherd. Continue E to E4 and bargain with the monster. Follow the path he gives you (J2 to J6, K6, K7, J8). Investigate the cave, light a torch and fight the hydra. Later, continue N and go to Knost if you want, avoiding the swamp.

Valdemartin and the Naked Doom

Wait in the throne room and kill the duke, then save the girl and grab the cash (in the room to the north). Fight the in bar if you wish, then go to A10 to enter the Naked Doom. After the J8 fork, go N and head for the door at C2. Follow the passage to the bridge and climb down. Take potion and Frog Ring, which will teleport you from any location back to Level 2 of the Naked Doom.

On Level 2, go W to the large opening and have all party members drink from the N10 pool. Go back to O2 and get the Hero Sword (or Hopeless Sword, depending on your stats). Then go to G14 and *Run* to F11; head to D2. Cast *Oh There It Is* and exit the dungeon.

Goblin Mount

Follow the Great Road N from Valdemartin. Past Castle FrostGate, you will see a trail of smoke. Go help the farmer. Travel straight W to the Red Riders' Camp. *Cheat: A bug in early versions of the program allows you to get an unlimited amount of money here. Keep accepting the quest (and ignoring the amulets) and you will receive 2000 GP each time. Then refuse the quest and get kicked out of camp. They will still pay the 5000 GP after you finish the quest.*

The Dhesiri hive (at D4, D7) can be seen only if you approach the south. In the hive, go E to N14, N to C14, W to C3 and S to F3. In this large room, break all the good eggs but do not touch the wrinkled ones. Then go to C3, C12, K12 and kill the queen. Leave the way you came in. Return to the Riders for your pay.

Castle Overkill

Take the road N from Khost. Follow the trail E and talk to the farm boy. Find his body, take the talisman and kill his zombie. Then proceed to Castle Overkill. Stay on the road, or you will have to fight many Death's Host Patrols.

Castle Overkill is under siege. Accept Marionarsis' offer to kill Shang. Shang is at H3. When Shang is dead, Marionarsis will appear, leave and return, possessed by Lerotra'hh. Kill him, then take his robe and the Skull. Go through the mirror and E to the large room. It's full of teleports: the safe path through is A8, B8, C9, D9, E10, F10, G10, H11, H12, G13, H14, I15. To get back out, go from D9 to E8 to F8, cast *Oh There It Is* and return to the trapdoor.

Khazan: Killing Kara Kang

Enter the city and go E to I12 in the palace district. Avoid the ghetto district. Enter the throne room and take the secret door to the right of the throne. In the banquet hall, you'll find a secret door behind the mirror at F10. Cast *Fly Me* at level +4 and run at the mirror. You will be teleported. Find the secret door at D2.

Go down the stairs and ignore the demon. If you do talk to him, don't ask him about Kara Kang. Equip your fastest character with the death wand. Equip an Elf or Hobb with the Horn of Lakri Muss (which casts *Oh Go Away* for twice the normal affect on demons). Use the secret doors at C8 and C9. Enter the room and kill Kara Kang and his evil

minions. The secret door to his treasure room is at D13. Get all you can carry, and use the potions for stat gains.

Be sure to get the Bag of Winds and read the name on the scroll ("H27 n1m2 39 7492b58") or the boat to which it refers will not be there. Go back to the pentagram room. There is another secret door at J8. Go to L4, through the secret door there and fight through the critters. Get the boat by saying her name. Take her out and stow her on the coast.

Lerotra'hh

Lerotra'hh is in the Digs (at B4,N14). Tell the guards that 858126 sent you. The password is 2mp7299. Go into the meeting room and just watch. Head to J1 and go S down the stairs. Go to K6 and through the secret door. Loot and pillage. Cast *Knock Knock* at a high level on the other door and go through.

Head S into her bedroom. Go through the mirror on Silver and kill the giant. Go back through the mirror on Brown and fight Fisk. If you don't have winged sandals, just block for 30 rounds, then run. He will die.

Go back through the mirror again (the password is M1n21t27) with your fastest character, who should still have the death wand (or a vampire javelin) equipped. Kill her.

Searching the rest of the digs may also prove useful now. There is a cache of four Funny Once Gems behind an Ulgoulos in one of the rooms around E5 on Level 1. Now check to make sure you have the Crystal Skull and the Heart of Fire.

Tallymark

Go up the alley by the tavern. Agree to save his daughter. Go to P2, N, and ask the girl if she is Feyla. Kill the vampire. Take her to her father (back at E12) and get the keg.

The Sump

Go to (D2, K9) and enter the dragon's lair. Ignore the east door. The dragon (Usurious) is at C8. If he will not talk to you or fight you, go to N1 and kill the Queen Silverfish. Usurious will come to attack you. Kill him and take his eye and treasure. If he will talk to you, name him N2p2nth29.

Khazan's Tomb

Get Rosebud. Go to the Uncertain Isle, find the rainbow pool, swim and enter the tomb. Keep going through doors until you find one that doesn't teleport you (this will take a while, and you will be at O5-O7). Go to O5 and use the Crystal Skull. Go to the fire room, put the Heart of Fire on a female character, and cross to F15. Put the Heart of Fire in the crystal-line sphere. Wait for the room to cool and go through the south door. Kill the snow ape. You will be in a garden. Tell the ghost "11l 8218." Pour some water on the ground, then use the Bag of Winds until the garden regrows.

You will be on Level 3. Remember that the Croati lie, the Aardwolf tell the truth and the Batfox do whatever they want. When with the bison, don't kill them; their leader's name is K1t4m3. Then go down the path of traps to the bust. Put the eye on its forehead. Give Khazan his staff. The passwords are (in order) 93ght, 945n8, H217t, F22l3ng, M3n8 and M21n3ng.

Other Things to Do

Tower of Zamark(C4, J13)

Gauntlets(D4, L8); (C4, J3) (Do not put hands in hole.)

Joronir's Sword(C3, M7) (Fight all three knights.)

Tomb of the Sailor King(A4, C5)

Locations of Useful Items, Guilds and Other Places

ArchersGull (L12), Khost (M11)

CraftsGull (F4), Kasar (in ruins)

GemsGull (C14), Knor (O13), Khost (B14)

HorsesGull (D2), Valdem (J3), Kasar (in ruins)

IronGull (C4), Khost (J10), Kasar (in ruins)

LanguagesGull (O9), Khost (E13)

MagesGull (J10), Knor (J7), Khost (D6), Valdem (J8), Tallymark (N13), Khazan (M13), Kasar (M11)

RoguesGull (E4), Knor (D8), Valdem (in ruins), Tallymark (in ruins), Kasar (in ruins)

StoresGull (D8), Knor (M10), Khost (D8), Valdem (O3)

TavernsGull (L13), Knor (J14), Khost (J7), Valdem (M15), Tallymark (F15), Khazan (N4), Kasar (L4)

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			