

KHANBULAT

(Updated 3-11-22)

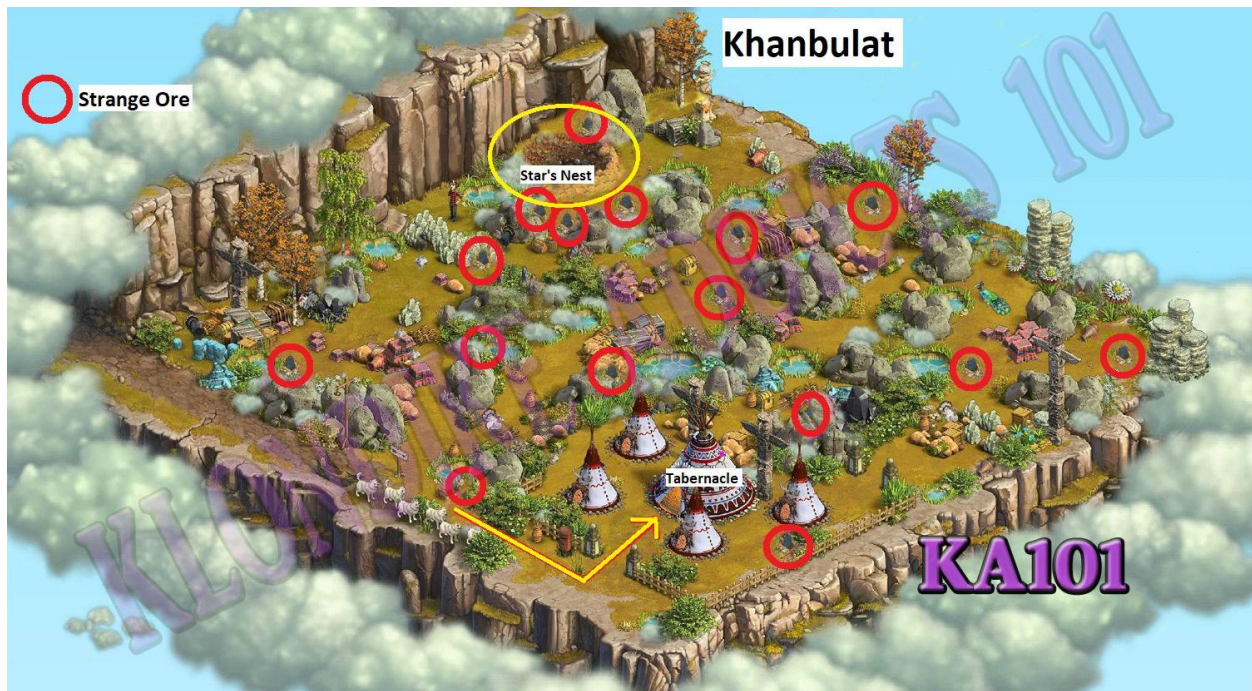
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(To view all quests in one album, click [here.](#))



Khanbulat is the 7th PERMANENT land to be visited. It is locked below level 26.

To complete the Build & Questline you need: Buildings needed Barn, Spinnery, Tinker Factory, Smithy, Pottery, & Furniture Factory.

Equipment Requirements to Travel - Kerosene Lamp, Tent



Enlarge Map: Website KA101 Facebook Photo Album

Energy Consumption: *(coming soon)*

The total clearing of the location requires about xxx energy. However, in the location you can get various energy resources for a total of about xxx energy and about xxx complete Horn sets.

GENERAL TIPS (APPLICABLE TO ALL LANDS).

- **Load/Unload Method** - Place something to your sled, unload it at a location including home station, place it back into your sled, unload it again however many times is needed to complete the quest.
- The energy gained from quest rewards will add to your Over max level if you complete them while at maximum energy.
- Sets are Collections and never need to be found first for quest, just exchanged if you already have them.

Links- [Star's Nest Treasure](#), MAIN TASK: [Strange Ore](#), QUESTLINE: [The Journey Continues](#), [Khanbulat](#), [Mengu](#), [Information](#), [The Grin](#), [End of Story](#), [Father's Diary](#), [The Khan](#), [In the Swamp](#), [Star's Nest](#), [The Encounter](#), [Shaman](#), [Clearing Reward](#). [Storage after clearing](#).

Main Building: Storage and Barter :

Tabernacle



Khanbulat Tabernacle Build:

1. 20 Woolen threads  , 15 Nails  , 20 Boards 
2. 5 Window  , 5 Container  , 5 Bucket 

Barter:

Chest with Khan map  = 15 Eagle  + 25 Glue 

Bear Coat  = 20 Window  + 5 Window Glass 

Harpoon  = 1 Mounted Belts  + 15 Beam 

Weather vane  = 3 Fittings  + 3 Wing 

Khans' Idol  = 50 Strange Ore  + 5 Pipes 

Khans' Totem  = 30 Strange Ore  + 25 Pears 

Khans totem short  = 35 Strange Ore  + 30 Cherries 

Iron  = 1 Strange Ore  + 10 Fire 

3 Fire  = 10 Dry Twigs  + 1 Matches 

25 Fire  = 1 Coal  + 10 Fire 

Foundry  = 25 Sweaters  + 30 Fur Hats 

Equipment Fastener  = 5 Mounted Belts  + 20 Bed 

Star's Nest Treasure  = 3 Daemon  + 5 Carts  Limit 10

Pot  = 5 Fittings  + 1 Bag 

Star's Nest:

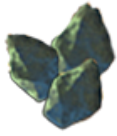
Located in far top corner



Found in Star's Nest Treasure

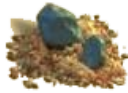


Main Task(s):



Strange Ore

Complete this task as soon as possible and get the reward.

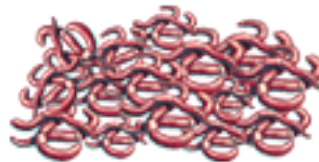
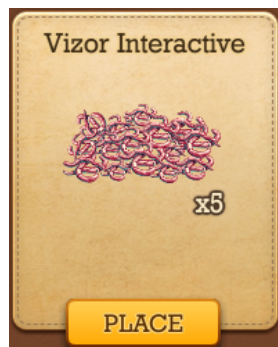


Find 15 Strange ore and load to sled

All strange ore deposits have been found. The reward from the scientists of Dawson City has been received.

REWARD is 5 boxes of worms

(called "Vizor Interactive" in storage, each containing 200 worms (1000 worms total))



Questline:

Questline will start when the tabernacle is built.

In order to restore the tent, the items must be loaded onto the sled at Home Station and transported to Scalp. Then, click on the tent itself and press the accept button under the icon of the material needed, (Several trips will have to be made) Can not be skipped.

The Journey Continues

Fred told me everything he knew. I left him in Darfoot and, after refilling my provision, set out again. My next stop is Khanbulat.



Go to Khanbulat.

A few days on the road and we're there!

Reward: 500 A yellow star icon.



Khanbulat

For my help in rebuilding the tents, the leaders of the Khans' promised to help me with anything and invited me to a feast. In the midst of the party one of the Khans named Mengu came up to me and told me that a man arrived in their town once: he was looking for a sacred place of the Khans.



Eat 5 honey (any energy level). Skip for 3 



Eat 10 plums. Skip for 3 



Eat 10 apples. Skip for 3 

These energy snacks can be found in bundles of wood, twigs, and grass.

The information I got from Mengu kindled my interest. There was no doubt that man carrying out the search was my father. The distinct link between the legend of Khanbulat and his actions haunted my mind.

Reward: 50,000  , 20  , 20 



Mengu

Mengu seemed to have caught my interest and promised to tell me more if I did some work for him.



Load/Unload 30 Firewood at home. Skip for 5 

I was done with Mengu's task by late night. I hope to get some new details about my father from him tomorrow.

Reward: 5 

Information



Mengu said that the Khans got angry when they found out that my father had found the Star's Nest: a sacred place, the path to which was hidden in dark swamps..



Load/Unload Cages 3 Xs at home. Skip for 5 



Find 2 Moonstones (any size). ONLY newly found Moonstones count. Skip for 3 

*Can be found by combo chopping Pyrite (large +50 gold bearing stones), combo chopping large gray or red boulders, coal, or iron.
(For Crystalline and larger chests; Bring home & moonstones come out of them sometimes)*

Mengu stopped speaking and squinted at me. I understood everything without a word: I'm having a hard day tomorrow.

Reward: 5 , 3 

The Grin



The Khans have promised to help me, but all they do is exploit me. Nevertheless, I need to draw as much information from Mengu as I can.



Newly found ONLY Quartz sand (20 needed) is found clicking Sand Stones in any location. Skip for 5 



Load/Unload Turkey Egg containers 3 Xs (at home) Skip for 5 

Mengu said that the Khans could not tolerate excavations at their shrine. "They took this man as a prisoner" Mengu grinned and said that the next day the foreigner was expelled from the lands of the Khans, but there's a catch....

Reward: 70,000 , 3 

End of Story



The stranger kept a diary in which there was information about the location of the Star's Nest and the way to get to it. Upon learning this, I went to prepare a sled for new assignments from Mengu.



Go somewhere, go home, feed dogs x 20. Skip for 3 



Harvest 60 peppers. Skip for 5 



Load/Unload honey 10 Xs at home. Skip for 3 

The Khans took the diary and hid it in the chest. They wanted to protect their Shrine from any outsiders". I was alarmed that Mengu himself did not know where the Star's Nest was even though he was one of the Khans!

Reward: 50  , 1  , 1 



Father's Diary

The chest with father's diary was kept in the tent of one of the Khans. All that remained was to find a way to persuade the Inuit to open it: it was impossible to search for the Star's Nest in these marshes without any clues.



The chest with the map of the Tabernacle (Khan's main building) is bartered in Khanbulat and needs 15 Eagles + 25 glue.

The Inuit still decided to open the trunk! We had my father's map which showed us a short way to the Star's Nest. At the feast I reminded the leaders of their words, and they agreed to help me with supplies for the expedition. I put the map into the chest and went to sleep.

Reward: 30 

The Khan



I woke up in the morning and decided to thank Mengu and set out for the swamps. But I couldn't find him anywhere so I started to ask around: nobody seemed to know him. What I managed to find out was that a part of my equipment and supplies went missing.



Go somewhere, go home, feed dogs x 20. Skip for 2 



Eat 10 Apples for energy. Skip for 3 

Mengu was probably already halfway to Star's nest. It was good I had the map, but most likely he had managed to copy the main points. I had to get ahead of this imposter at all costs.

Reward: 1  , 3 



In the Swamp

I have already spent a couple of days in Khan Mires. While wandering there I would find strange ore that looked like iron but was sticking out from the ground as if it had fallen from a great height.



Load/Unload 50 Iron at home. Skip for 3 
(Note: This quest may be changed to "Unload Iron Ore")



In Khan's main building melt 10 iron ore. Skip for 3 
Each is (1 Strange Ore + 10 Fire = 5 Iron).

I decided that once I was back at my home station I would definitely find use for this unusual ore. In the meantime, judging by the map, I was already close to the sacred lands of the tribe.

Reward: 50

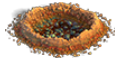


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Star's Nest

One last stroke of the knife, and a view of the huge crater of Khanbulat opened before me. Nearby there were devices for excavations. Suddenly a series of explosions rang out from the crater, and the tents abandoned by the miners flamed up like matches.



Find the Star's Nest. (See map above)



Change clothing. Skip for 1 

Mengu appeared at the top of the crater. He had a detonator and a glowing green thing in his hands. "I hoped I would have finished my job by the time you came... but it's time for me to go, good-bye," he shouted.

Reward: 100



, 3



The Encounter

When Mengu was running away he dropped a note from his pocket. "Remember, I need this artifact, you must find out where the Star's Nest is at any cost. And know that papa's son is already in the swamps, take care of him in Khanbulat." Signed: L.



Eat something for energy. (Any energy snacks) 0/5 Skip for 3 



Create 40 Porridge or Fish Skip for 5

I returned to Khanbulat and started preparing a sled to pursue Mengu. Suddenly the Khans' shaman came up to me.

Reward: 20,000



, 50



Shaman



The shaman told me what my father was really looking for in Klondike. He told me about the destroyed Temple of Light, mountains of gold, the crown and the Spirit World. I didn't exactly believe these legends. He was very old too, which could explain his taste for tales



Go home. Skip for 3



Send 10 FREE Gifts, without a message will work. Skip for 3

Completely disoriented, I left Khanbulat. Visiting gold prospectors told me that they saw two travelers heading for Mirages. I hurried there.

Reward: 3



, 1



The next land in the Traveller's Diary is Mirages

[Click here for the Mirages file](#)

CLEARING REWARD:

WigWam



Build at home: 20 Boards

+ 10 Cables



+ 5 Veneer



Housing for 2 free workers for up to 13 days.

Storage After 100% Clearing - Khanbulat

Fresh grass  x172 -10 1 +10 2	Iron  x60 -10 1 +10 5	Dry twigs  x82 -10 1 +10 1	Matches  x6 -10 1 +10 1	Coal  x77 -10 1 +10 5	Fire  x337 -10 1 +10 1	Strange ore  x4 -10 1 +10 10	Turkey egg  x380 -10 1 +10 1
Peafowl feather  x71 -10 1 +10 1	30 ounces of gold dust  x9 -10 1 +10 1	Edible mushroom +1 Energy  x2 -10 1 +10 1 APPLY	Flax  x46 -10 1 +10 1	Peafowl egg  x46 -10 1 +10 5	White gold grain  x3 -10 1 +10 1	10 ounces of gold dust  x5 -10 1 +10 1	50-ounce nugget  x2 -10 1 +10 1
White gold nugget  x1 -10 1 +10 1	100-ounce nugget  x4 -10 1 +10 1	250-ounce nugget  x1 -10 1 +10 1	5 ounces of gold dust  x1 -10 1 +10 1	1 ounce of gold dust  x1 -10 1 +10 1	Plum +1 Energy  x1 -10 1 +10 2 APPLY	Frog  x1 -10 1 +10 1	Chest with Khanbulat map  x1 -10 1 +10 50 PLACE
Bcx  x155 -10 1 +10 25	Large bundle of dry twigs  x69 -10 1 +10 15	Small trove  x8 -10 1 +10 3	Bundle of grass  x170 -10 1 +10 3	Small treasure  x64 -10 1 +10 10	Large chest  x40 -10 1 +10 50	Crystallin of luck  x37 -10 1 +10 25	Large trove  x3 -10 1 +10 12
Small portion of ore  x18 -10 1 +10 5	Medium portion of ore  x37 -10 1 +10 15	Piece of quartz  x26 -10 1 +10 45	Small piece of quartz  x20 -10 1 +10 15	Bundle of swamp grass  x38 -10 1 +10 5	Gold-bearing stone  x31 -10 1 +10 20	Crystallin  x67 -10 1 +10 12	Medium stone  x173 -10 1 +10 25
Large stone  x95 -10 1 +10 45	Small trove  x2 -10 1 +10 3	Large bundle of dry twigs  x21 -10 1 +10 15	Bundle of logs  x27 -10 1 +10 10	Strange ore  x10 -10 1 +10 20	Great trove  x3 -10 1 +10 9	Chest  x37 -10 1 +10 20	Poultry nest  x14 -10 1 +10 5
Poultry nest  x3 -10 1 +10 10	Large bundle of logs  x9 -10 1 +10 30	Cupid  x1 -10 1 +10 100 PLACE	Strange ore  x4 -10 1 +10 60	Bundle of dry twigs  x147 -10 1 +10 5	Small chest  x2 -10 1 +10 7	Alpine rock garden  x1 -10 1 +10 70 PLACE	Gold-bearing little stone  x22 -10 1 +10 5



Created By [Doug Bowman](#) (Edited July 22, 2018 to reflect recent changes)
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