

Quests

Main quests

[Far far away](#)

[Welcome to Oleanna](#)

Quest chains

Minor quests

Delivery quests

Steintasche

SteinTasche Questlines

This page outlines the principal questlines available in the SteinTasche region of the Oleanna system. Quests are grouped by their overarching narrative arcs.

The player's journey typically begins with the "Start sequence" and progresses through "Get to Oleanna" and "What's next?", which then opens up several branching paths and questlines.

Main Questlines

Questline: HK Bots & The Directory's Legacy

<!-- This questline appears to deal with the HK-Bot catastrophe, their remnants, and related historical elements. --> * [Questline HK questline](#) <!-- Anchor Node --> * [Mad robots](#) * [Lost retranslator](#) * [Relics of The Directory](#) * [Nomad's advice](#) * [The Factory](#) * [Newborn massacre](#) * [Retribution](#) * [Second chance?](#) * [Responsibilities not taken](#) * [Access the gate](#) (Leads to [Gadolinium Gardens](#))

Questline: Expansion Committee & Local Politics

<!-- This questline seems to focus on the player's interactions with the Expansion Committee and various local factions and their struggles. --> * [Questline Explosion questline](#) <!-- Anchor Node --> * [What do you do here?](#) <!-- Central hub for this line --> * [Interview with local Comitee](#) * [Friendly dinner](#)

* [Debt to Antibiotik](#) * [Public services](#) * [Domestic affairs](#) * [Active brainstorming](#) * [Traitor gator](#) * [Scrap mommy](#) * [Anarchist debts](#) * [A glass of portwein](#) * [Infiltrating the mystics](#) * [Expected Meditation](#) * [Unexpected Mediation](#) * [Establishing order](#) * [Forgotten legacy](#)

Questline: Mom, Dad and Me

<!-- A more personal and possibly self-contained storyline. --> * [Questline Mom, Dad and Me](#) <!-- Anchor Node --> * [Khop-Khlop](#) * [Golden Pony](#) * [The Nerd](#) * [The Whore](#) * [The Dealer](#) * [Contemporary family](#) * [Happy family](#)

Questline: Ancient Ruins

<!-- Focuses on exploration, discovery, and forgotten technology or lore. --> * [Questline Ancient ruins](#) <!-- Anchor Node --> * [Mild disappointment delivery](#) * [Into the subspace](#) * [Activation of the old machinery](#) * [Guardian core](#) * [Ancient access point](#)

Questline: Bureaucratic Apocalypse

<!-- Appears to deal with the collapse or dysfunction of bureaucracy, possibly within the Expansion Committee. --> * [Questline Bureaucratic apocalypse](#) <!-- Anchor Node --> * [Budgeting](#) * [Construction services](#) * [Unification](#) * [Expansion!](#) <!-- Assuming the "!" is part of the title -->

Questline: Wandering Lights

<!-- A mysterious questline, possibly involving strange phenomena or rituals. --> * [Questline Wandering lights](#) <!-- Anchor Node --> * [The wandering ritual](#)

Connecting & Key Transitional Quests

<!-- These quests may bridge storylines or represent significant progression points. --> * [Start sequence](#) * [Get to Oleanna](#) * [What's next?](#) * [Unexpectedly useful](#) * [Nerve-wracking studies](#) * [Escapism trafficking](#) * [Forgotten legacy](#) <!-- Also part of Explosion Questline, but acts as a major bridge --> * [Who is making decisions?](#) * [Shines and doesn't burn](#)

[Space Chicken](#)

[Loikum Orealis](#)

[Unbreakable crystall](#)

[Bio-Containment Unit](#)

[Hyper-Fuel Canister](#)

[Stolen Tractor Parts](#)

[The Big Inspection](#)

[Malfunctioning Power Converter](#)

Sequence

[Lost ship](#)

[Impostor's probe](#)

[Mon Ami, Mon Amour](#)

[Prophecy](#)

[Commune](#)

[Mom, Dad and Me](#)

[Afanasiy, part 1](#)

[Ancient Ruins, part1](#)

[Conflict mediation](#)

[The Ritual](#)

Gadolinium gardens

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