

Quests

Main quests

[Far far away](#)

[Welcome to Oleanna](#)

SteinTasche Questlines

This page outlines the principal questlines and associated quests available in the SteinTasche region of the Oleanna system.

The player's journey typically begins with [Start sequence](#) and progresses through [Get to Oleanna](#) and [What's next?](#), which then opens up several branching paths and major questlines detailed below.

Major Questlines

Questline: Ancient Ruins

<!-- Explores forgotten technology and mysteries. --> * [Mild disappointment delivery](#) * [Into the subspace](#) * [Activation of the old machinery](#) * [Guardian core](#) * [Ancient access point](#)

Questline: Bureaucratic Apocalypse

<!-- Deals with the potential collapse and restructuring of local governance. Likely branches from the Expansion Committee storyline. --> * [Who is making decisions?](#) * [Budgeting](#) * [Construction services](#) * [Unification](#) * [Expansion!](#)

Questline: HK Bots & The Directory's Legacy

<!-- Confronts the HK-Bot catastrophe and its origins. Connects to [Access the gate](#) leading to [Gadolinium Gardens](#). --> * [Mad robots](#) * [Lost retranslator](#) * [Relics of The Directory](#) * [Nomad's advice](#) * [The Factory](#) * [Newborn massacre](#) * [Responsibilities not taken](#) * [Second chance?](#) * [Retribution](#)

Questline: SteinTasche Politics & Intrigue (The "Explosion" Arc)

<!-- A central storyline involving the Expansion Committee, local power brokers, and ideological factions. Appears to be anchored by [Questline Explosion questline](#) and the pivotal [What do you do](#)

here? node from the graph. -> * 1. [Interview with local Comitee](#) * 2. [Debt to Antibiotik](#) * a) Antibiotik Sub-Arc: * 1) [Infiltrating the mystics](#) * 2) [Anarchist debts](#) * 3) [A glass of portwein](#) * 4) [Traitor gator](#) * 5) [Public services](#) * b) Comitee Sub-Arc (branching from/parallel to Antibiotik): * 1) [What do you do here?](#) * 2) [Scrap mommy](#) * 3) [Unexpected Mediation](#) * 4) [Expected Meditation](#) * 5) [Domestic affairs](#) * 3. [Friendly dinner](#) * 4. [Active brainstorming](#) <!-- Quests from the graph that seem to fit this broader "Explosion" arc but not explicitly listed in your hierarchy: -> * [Establishing order](#) * [Forgotten legacy](#) * [Nerve-wracking studies](#)

Questline: Wandering Lights

<!-- A mysterious storyline potentially involving unexplained phenomena. -> * [Shines and doesn't burn](#) * [The wandering ritual](#)`

Questline: Mom, Dad and Me (The "Escapism" Arc)

<!-- A personal drama intertwined with themes of escape and underworld dealings. -> * [Escapism trafficking](#) * [Khop-Khlop](#) * [Golden Pony](#) * [The Nerd](#) * [The Whore](#) * [The Dealer](#) * [Happy family](#) * [Contemporary family](#)`

Ungrouped / Key Transitional Quests

<!-- These quests may initiate major arcs, bridge storylines, or represent significant early progression points. -> * [Start sequence](#) * [Get to Oleanna](#) * [What's next?](#) * [Unexpectedly useful](#)`

Random quests

[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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