

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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