

SCALP

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Scalp is the 6th PERMANENT land to be visited.

To complete the Build & Questline you need: To be able to travel to Wind's Song, Aery, Ukhty, Polar Side & Scalp. Buildings needed Barn, Spinnery, Tinker Factory, Smithy, Pottery, Glass Blower & Furniture Factory.

Travel Equipment: - Tent, Snowshoes

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 a quest, just exchanged if you already have them.

KA101 Facebook Photo Album



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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.

Links: MAIN TASK: [Scalp](#), QUESTLINE: [Staging Post](#), [The Morning](#), [Day](#), [The Evening](#), [Night](#), [The Morning](#), [Day](#), [The Evening](#), [Night](#), [Day](#), [The Evening](#), [Night](#), [The Morning](#), [Day](#), [The Evening](#), [The Night](#), [The Morning](#), [Clearing Reward](#), [Storage after complete](#).

Main Building: Storage and Barter :

Tent - Storage/Barter



Scalp's Tent Build (Build unchanged as of August 28, 2018)

1. 5 Stones  , 5 Dry Twigs  , 3 Clay 

2. 5 Ordinary logs  , 5 Fir-tree logs  , 5 Sequoia logs 

3. 3 Nails  , 3 Boards  , 3 Fabric 

Barter

Long cable  = 15 Glue  + 25 Cable 

(Map of Dragonwing  = 1 Mounted belt  + 2 Shelving ) (no longer available)

Box of Candles  = 5 Pipes  + 15 Bricks 

(Wooden)Wheel  = 5 Marmot  + 2 Iron Wheels 

Cord  = 10 Cables  + 3 Ribbons 

Marmot  = 10 Pears  + 10 Cherries 

(Compass  = 1 Clock  + 10 Nesting Box ) (no longer available)

15 Worms  = 1 Wallet  + 5 Swan Eggs 

5 Blueberries  = 2 Suitcases  + 5 Stools 

Honey +5 Energy  = 5 Tinplate  + 3 Ribbon 

Honey +10 Energy  = 1 Wolf  + 10 Nesting Box 

·Honey +15 Energy  = 1 Clock  + 10 Nesting Box 

1 Fire  = 10 Dry Twigs  + 1 Matches 

25 Fire  = 1 Coal  + 10 Fire 

Main Task(s):

Scalp



Find 10 Gold vases and load to sled. Find the gift in your home storage.

Reward 3





*You receive **THREE** gifts called “Collector’s” gifts in your home storage>other. Each contains collection pieces.*

NOTE: ALWAYS buy exactly what is pictured – One expensive item & the remaining number in cheaper items – **MOST** of these quests can be completed right at home station.

Questline:

Questline will start when the tent in Scalp 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.



Staging Post

I arrived at Scalp today in search of information on how to get to Khanbulat. I hope to meet someone who knows the way to that place. Meanwhile, I need to pitch a tent here.



Create 50 Fire at home. This counts toward quest completion. Skip for 5

Once I got out of the tent, I saw someone approaching me.

Reward: 200 fish



The Morning

Once we got to Scalp, an old man came up to meet us. He said his name was Tomram and he could help us find the way to Khanbulat.



Make 1 Marmot in Scalp. Skip for 1



Load/Unload right at scalp (or bring to Aery) and the quest completes.

Skip for 1 **(Do NOT sell your marmot. You will need a total of 50 when you reach Martu in order to make petrified eggs there!!)**

In the morning an old man named Tomram met us and offered to help us find the way to Khanbulat.

Reward: 100 Porridge , 5 Fabric



Day

Tomram told us he knew that in the Blue Peaks Valley there grow different kinds of fruit. He asked us to bring him some.



Load/Unload 5 Pears at Home. This will count for the quest. Skip for 2



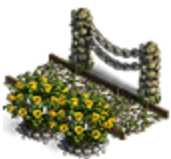
Load/Unload 5 Cherries at Home. This will count for the quest. Skip for 2

We arrived at Scalp at midday. Tomram took the fruits we brought and thanked us.

Reward: 25 Energy , 5 Bricks

The Evening

Tomram told us that land was deserted and there was no opportunity to build anything there.



Purchase 5 (9* see note) Street Lamps. Load/Unload 5 times. Skip for 3



Purchase 5 (1* see note) tulips. Load/Unload 5 times. Skip for 3



Sell 10 Decorations just purchased. Skip for 5

*Buy 9 Street Lamps and 1 tulip. Load and unload 5 of the Street Lamps. Buy exactly what is pictured. Load 1 tulip 5 times. Load and unload can be done at home. Then sell all 10 decorations.

By the evening we had managed to bring everything Tomram asked for to Scalp.

Reward: 200 Fish , 25 Energy , 1 Bed

Night

Tomram told us how much he missed modern materials there in Scalp.



Load/Unload window 10 times at home. Skip for 5



Load/Unload fabric 5 times at home. Skip for 5



Make 1 +5 energy honey in Scalp. Skip for 5

Only by midnight have we managed to bring all the listed materials to Scalp.

Reward: 150 Fish , 40 Energy , 25 Worms

The Morning

When we came back to Scalp, the old man came up to us again. He told us his name was Tomram and he could help us get to Khanbulat.



Make 3 more marmots in Scalp. Skip for 3



Load/Unload 3 Xs at scalp and the quest completes. Skip for 3
(Do NOT sell your marmot)

The morning we came back to Scalp the old man named Tomram met us again and offered to help us find the way to Khanbulat.

Reward: 5 Fabric , 200 Porridge 

Day



Tomram told us he knew that in the blue Peaks Valley there grow different kinds of fruit. He asked us to bring him some.



Load/Unload 50 Carrots at home. Skip for 5 

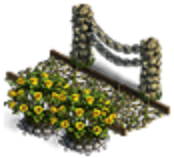


Load/Unload 50 Cabbage at home. Skip for 5 

We arrived at Scalp at midday. Tomram took the fruits we brought and thanked us.

Reward: 35 Energy , 5 Bricks 

The Evening



Buy 10 (1*) 1 Fire Hydrant. Load/Unload at home 10 times. Skip for 5 



Buy 10 (19*) Flower barrels, Load/Unload at home. Skip for 5 
(Exactly the one shown)



Sell all 20 decorations you just bought. Skip for 5 

*** Money Saving Tip! Will count for the quest.**

*Buy 1 Fire Hydrant, load and unload 10 times. Buy exactly what is pictured. Load 19 Flower Barrels, load and unload. Load and unload can be done at home. Then sell all 20 decorations.

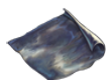
By the evening we had managed to bring everything Tomram asked for to Scalp.

Reward: 100 Fish , 1 Bed , 35 Energy 

Night



Tomram told us how much he missed modern materials there in Scalp.



Load/Unload 20 Tinplates at home. Skip for 5 



Load/Unload 10 Socks at home. Skip for 5



Make 3 (+5) honey in Scalp. Skip for 5

Only by midnight have we managed to bring all the listed materials to Scalp.

Reward: 200 Fish , 35 Worms , 1000 Experience

The Morning



When we came back to Scalp, the old man came up to us again. He told us his name was Tomram and he could help us get to Khanbulat.



Make 10 more marmots in Scalp. Skip for 10



Load/Unload at Marmots 10 Xs at Scalp. Skip for 5

(Do NOT sell your marmot)

The morning we came back to Scalp the old man named Tomram met us again and offered to help us find the way to Khanbulat.

Reward: 10 Fabric , 300 Porridge

Day



Tomram told us he knew that in the Blue Peaks Valley there grow different kinds of fruit. He asked us to bring him some



Load/Unload 25 Cotton at home. Skip for 7



Load/Unload 25 Beans at home. Skip for 7

We arrived at Scalp at midday. Tomram took the fruits we brought and thanked us.

Reward: 45 Energy , 10 Bricks



The Evening

Tomram told us that land was deserted and there was no opportunity to build anything there.



Buy 15 (1*) Gazebo. Load/unload at home 15 times. Skip for 10



Buy 15 (29*) Vases of Roses; Load/Unload at home. Skip for 10



Sell all 30 decorations just purchased. Skip for 10

* Money Saving Tip! Will count for the quest.

*Buy one Gazebo and 29 Vases of Roses. Load and unload the Gazebo 15 times. Buy exactly what is pictured. Load 15 of the fences. Load and unload can be done at home. Then sell all 30 decorations.

By the evening we had managed to bring everything Tomram asked for to Scalp.

Reward: 150 Fish



, 45 Energy



, 2 Beds



Night

Tomram told us how much he missed modern materials there in Scalp.



Load/Unload 30 Tiles at home. Skip for 10



Load/Unload 20 Cotton Threads at home. Skip for 10



Make 5 (+5) honey at Scalp. Skip for 15

Only by midnight have we managed to bring all the listed materials to Scalp.

Reward: 300 Fish



, 25 Worms



, 3 Emeralds



Scalp CAN be settled following completion of this quest, but it is recommended to complete the quests to receive the awards and then clear it for resources. After settling, you will not be able to access the land, but will be able to use the Main Building / Tent for Storage and Barter.

The Morning



When we came back to Scalp, the old man came up to us again. He told us his name was Tomram and he could help us get to Khanbulat.



Make 15 more marmots in Scalp. Skip for 15 



Load/Unload at Marmots 15 Xs at Scalp. Skip for 15 
(Do NOT sell your marmot)

The morning we came back to Scalp the old man named Tomram met us again and offered to help us find the way to Khanbulat.

Reward: 15 Fabric



, 500 Porridge



Day



Tomram told us he knew that in the Blue Peaks Valley there grow different kinds of fruit. He asked us to bring him some.



Load/Unload 50 Tomatoes at home. Skip for 10 



Load/Unload 50 Marrow at home. Skip for 10 

We arrived at Scalp at midday. Tomram took the fruits we brought and thanked us.

Reward: 40 Energy



, 15 Bricks



The Evening



Buy 25 (1*) Camomiles and Load/Unload 25 Xs at home. Skip for 12 



Buy and bring 25 (49*) fences to Scalp and unload them there. Skip for 12 



Sell the 50 decorations just purchased. Skip for 15 

*** Money Saving Tip! Will count for the quest.**

*Buy one Camomile and 49 Fences. Load and unload the Camomile 25 times. Buy exactly what is pictured. Load 25 of the fences. Load and unload can be done at home. Then sell all 50 decorations.

By the evening we had managed to bring everything Tomram asked for to Scalp.

Reward: 200 Fish , 45 Energy , 3 Beds 

Night

Tomram told us how much he missed modern materials there in Scalp.



Load/Unload 1 Window glass 50 times at home. Skip for 20 



Load/Unload 1 Jug 25 times at home. Skip for 15 



Make 5 (+5) honey in Scalp. Skip for 10 

Only by midnight have we managed to bring all the listed materials to Scalp.

Reward: 200 Fish , 45 Worms , 2000 Experience 



The Morning

When we came back to Scalp, the old man came up to us again. He told us his name was Tomram and smiled.



Eat 5 honey. Skip for 5 



Send 10 gifts with OR without a message. Skip for 1 

Can't believe this endless day is finally over!

Reward: 10 Emeralds , 500 Grass 

Reward

It's time to go back home and collect the reward Tomram has promised to give us.



Go home. Skip for 10 

The compass has been obtained; the road to Khanbulat is now open.

Reward: 25 

This is the last quest in this series

If blowing up the ponds, it takes 1500 in dynamite energy.

Clearing Reward:

Gift Box with Swamp flower decorations



Storage After 100% Clearing

Marmot  x28 -10 1 +10 25	Quartz sand  x100 -10 1 +10 1	Fresh grass  x133 -10 1 +10 1	Frog  x2 -10 1 +10 1	Small piece of coal  x19 -10 1 +10 7	Small trove  x11 -10 1 +10 3	Chest  x12 -10 1 +10 20	Large chest  x5 -10 1 +10 50
Dry twigs  x10 -10 1 +10 1	Edible mushroom +1 Energy  x2 -10 1 +10 1 APPLY	Piece of quartz  x159 -10 1 +10 45	Medium piece of coal  x61 -10 1 +10 14	Golden barrel  x2 -10 1 +10 40	Crystallin  x2 -10 1 +10 12	Gold-bearing stone  x13 -10 1 +10 20	Bundle of dry twigs  x209 -10 1 +10 5
Round tree  x5 -10 1 +10 25 PLACE	Cask  x6 -10 1 +10 5	Barrel  x8 -10 1 +10 10	Large bundle of grass  x7 -10 1 +10 12	Golden vase  x9 -10 1 +10 25	Large barrel  x12 -10 1 +10 50	Small chest  x28 -10 1 +10 7	Barrel  x8 -10 1 +10 10
Bundle of grass  x114 -10 1 +10 3	Signpost  x1 -10 1 +10 5 PLACE	Small piece of quartz  x83 -10 1 +10 15	Crystallin  x61 -10 1 +10 12	Big treasure  x8 -10 1 +10 45	Great treasure  x6 -10 1 +10 25	Large bundle of dry twigs  x64 -10 1 +10 15	Small treasure  x9 -10 1 +10 10



Created By [Doug Bowman](#) (Edited April 14, 2022 to reflect recent changes) by [Ralf Klänelschen](#) Reformatted by Tina Maddaus April 17, 2023

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