

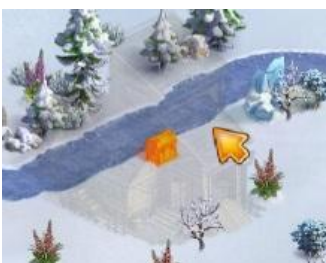
WINDSOR

For all the up-to-the-minute information, join us in [Klondike Addicts 101!](#)



Permanent location. Located in the Dragon's Wing. Available from level 52. Forest Rock quests must be completed before you can open Windsor. [FAQ](#)

Equipment required to Travel: Tent  Kerosene lamp 

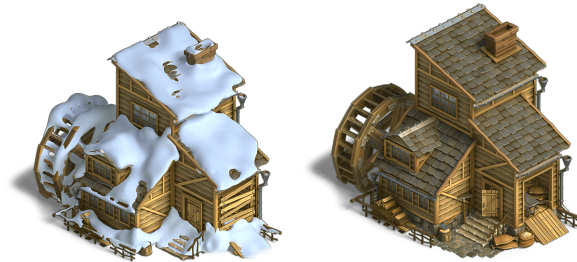


Note Hidden Golden Chest hidden by the Mill.

Power consumption:

The complete clearing of the location requires about 20,500 of energy. However, in the location you can get various energy resources for a total of about 8,500 energy and about 120 complete Horn sets.

Main Building/Storage: Mill



Build:



Barter:



Locations tasks:

Find and build a crossing;

Find and drive out the three wolves;

Find a clearing for a Camp;

Construct a fire;

Build a Tent;

Complete 6 quests;

Land Task: Healing plants.

Land Task: Healing plants

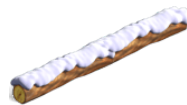
Find all the healing plants on the location of Windsor (30pcs)

Reward: Gift box. It is sent to the home storage under the tab: Other.

Land Task Reward:



The Crossover



Moving along the location, we will meet a river. To get across the river, it is necessary to find a tree standing next to the channel and use its trunk as a bridge.

We build the crossing:

$$15 \text{ 🪵} + 10 \text{ 🪚} + 20 \text{ 🪢}$$

Wolves - Snow Forest



Three wolves are waiting for us behind the river. The courage of each Wolf is 15 units.
Wolves took 15 energy and about 6-8 bullets. (Maps of location with Quest to find wolves.)

Making Camp

Next, we need to find a clearing for the camp and light a fire on it and build a tent.

Bonfire:



Stages of construction:



You can create:



Tent:



Build:

$$15 \text{ } \langle \text{logs} \rangle + 10 \text{ } \langle \text{blanket} \rangle + 1 \text{ } \langle \text{bed} \rangle$$

Resources:



Healing Plants

At the location is 30 Healing plants, 5 units. fortress. cutting that can get Healing grass.

Materials:



Healing Grass

You can get by cutting out the healing plants. It is used to make a Healing Tonic. 5 Healing Grass from each plant for a total of 150.



If taken home, it will be under artifacts.



Healing Tonic

You can create it in Bonfire. Used to treat Ben's leg. Requires 20 water + 15 Healing grass.

[Hope](#), [The Crossover](#), [Snowy Forest](#), [Making Camp](#), [Tent](#), [Emergency Help](#)

Questline



Hope

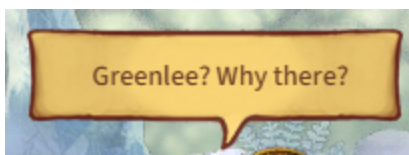
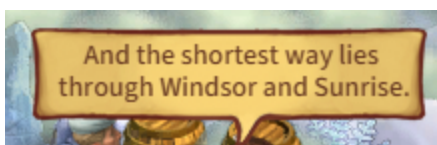
Ben was my only hope. I followed him to Windsor wanting to get answers. Tales about the spirits didn't exactly make me trust him. But there were no other explanations why father could have vanished without a trace.



Go to the location of Windsor.

My partner wasn't exactly ideal company. But he sure did know where to go. His determination raised my suspicions; I was constantly under the impression that Ben knows much more than he was letting on.

Reward: 1 +10 energy cookie



To save your father!

He turned out to be so greedy,
he couldn't stay at home.

He dragged his sorry bones back
to Klondike to search for gold.

We'll send you to
get him soon... Let's go!



The Crossover

We had to find the river and figure out a way to get to the other bank to head for Greenlee. What was this mysterious Sign of the Ancients that waited for us there? Everything remained a mystery.



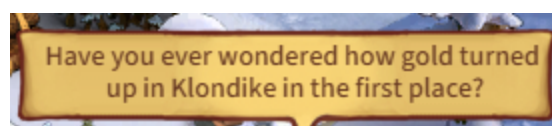
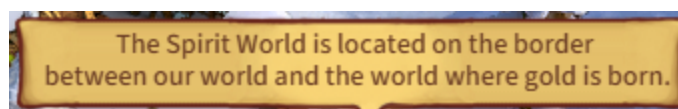
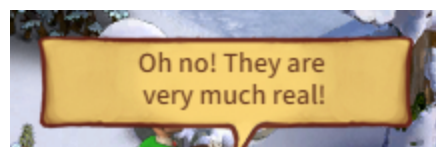
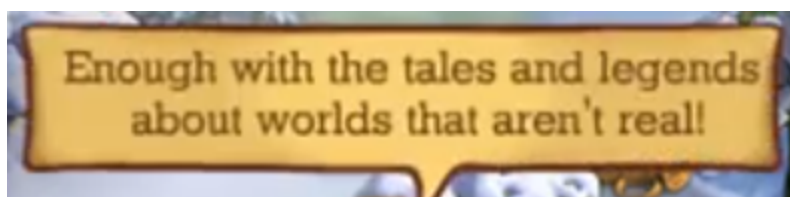
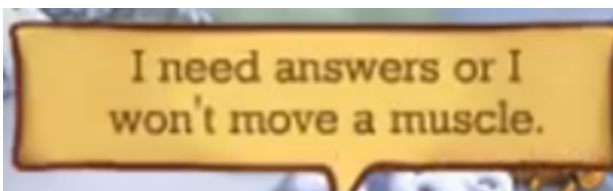
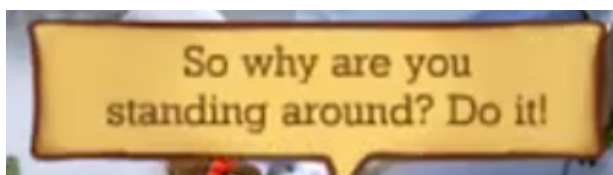
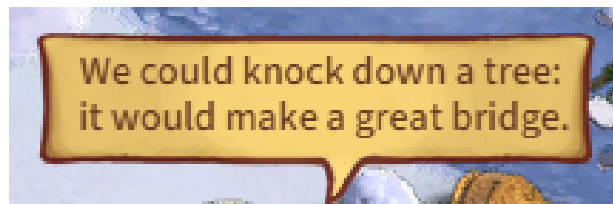
Find a place for a crossing.



Build a crossing over the river.

After the crossing we continued through the thickets of Windsor. Ben told me a lot about father: he wanted to become rich and got locked between the worlds for his greed.

Reward: 10  , 20 





Snowy Forest

The trail we were on led us to a snowy forest where piercing howls of wolves could be heard. Ben froze for a moment and listened closely, I saw fear on his arrogant face for the first time.



Get rid of 3 wolves on your way

The fight with wolves left us exhausted, but made Ben surprisingly talkative. I found out about the golden threads that connected the two worlds, and how they turned into gold veins here in Klondike. I was starting to believe ...

Reward:30 



Wolf #1 above



Wolf #2 above



Wolf #3 above



I think you
should learn more...

We're going to Greenlee to
find the hut of an old shaman.

He'll tell us where to find
the Sign of the Ancients.

That Sign again!
What exactly is it?

It's a key that will open
the passage to the Dungeon.

You can get into the
Sprit World only from there...



Making Camp

Ben twisted his ankle when he was running away from a wolf. Each step was agony for him. I realized that I wouldn't carry him far on my back, so we had to make camp.



Find a place for a camp in Windsor.



Clear a place for the fire.



Light a fire.

We settled near the fire. I was sure that the rest and the warmth would make Ben feel better and we'd be able to continue our trip. I was hoping to learn more about father, but Ben was getting worse.

Reward: 10  , 20  , 10 



Tent

I decided to set the tent, who knew how much longer we would stay in Windsor. I wasn't too keen on spending the night in the forest, but my partner couldn't continue.



Set a camp in Windsor.

We had a roof over our heads, but I knew I wouldn't be able to fall asleep. My thoughts were heavy with fears and doubts. I couldn't believe that father abandoned everything to travel to the world where gold was born.

Reward: 3 



I'm not feeling good, friend.

Maybe I should go to the nearest settlement for help?

You've decided to abandon me?! No way!

You'd better make a healing tonic, and I'll sleep for a bit.



Emergency Help

I felt so hungry I could hardly stay on my feet. But, having gathered all my strength, I went to search for the herbs for the healing tonic. Ben's condition worried me: his face became pale gray, but he miraculously remained conscious.



Give Ben Healing Tonic.

Ben felt a lot better, and we could be on our way to Greenlee through Sunrise. One could think we would become friends after everything we had been through, but Ben's cold stare and odd smiles made my skin crawl.

Reward: 2





Clearing Rewards

25% Reward:



Clear 55% of the location to get this wonderful prize:



55%



Clear 100% of the location to get this wonderful prize:



100%



FAQ (Frequently asked Questions)

1. To make fire to use to barter in the Mill. Click on the Bonfire.
2. The count on Healing Plants is for finding not chopping.
3. Check your sled for plants if you have chopped before you built the storage.

Storage After Clearing 100%

Created by: [Doug Bowman](#) and [Tina Maddaus](#) (Released May 10, 2018)
Come and Join the Fun @ [Klondike Addicts 101](#)