

# INDIM

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((Updated February 5, 2019))

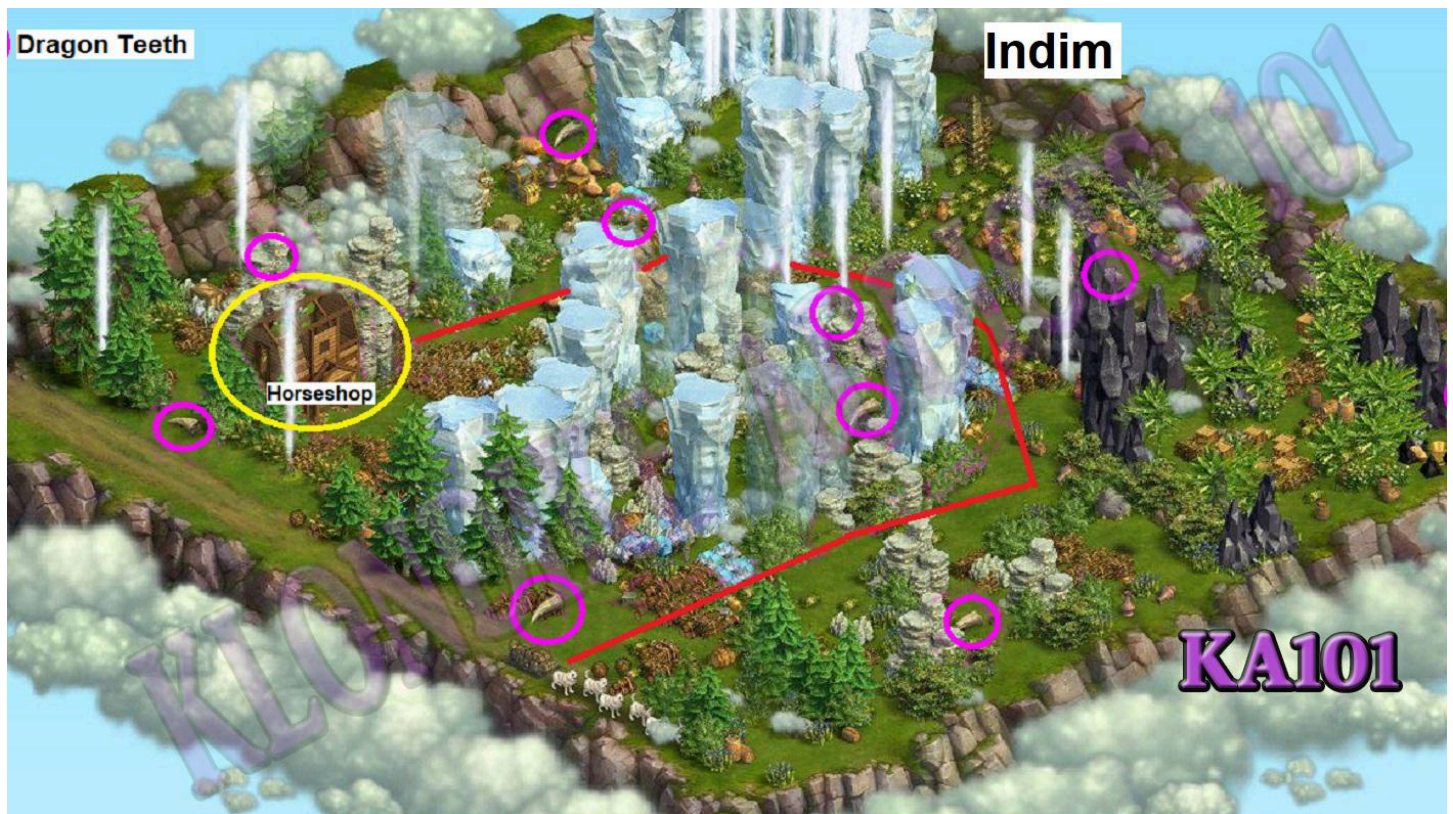


**To complete the Build & Questline you need:** To be able to travel to Wind's Song, Aery, Ukhty, Polar Side & Scalp. Buildings needed Barn, Spinnery, Tinker Factory, Smithy, Pottery, Glass Blower & Furniture Factory.

**Equipment Requirements to Travel** - Box of Candles

**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 quest, just exchanged if you already have them.



(Click Map to Enlarge)

## Build Main Building - Horseshop - Storage/Barter

### Horseshop Build



20 Beam  , 7 Window Glass  , 25 Cable 

20 Fabric  , 25 Bricks  , 7 Pipes 


3 Mounted Belts  , 1 Sofa  , 5 Slate 

### **Barter**

Sail  = 15 Cord  + 5 Sweater 

Two-horse harness  = Indigo Sled  + 10 Amethyst 

Hanging Feeder  = 5 Petrified Egg  + 10 Amethyst Chip 

100 Horse Feed  = 50 Fish  + 50 Porridge 

350 Horse Feed  = 1 Box with Porridge  + 10 Cod Liver Oil 

## Indim Land Task



### Dragon Teeth



Find and place 10 Dragon Teeth on your sled (Weight on sled 50KG)

Reward: Gift Box found in Home Storage 

REWARD VIDEO -



[Indim](#), [On A Halt](#), [The Negotiations](#), [The Dragon Master](#), [Horse Shop](#), [The Fairytales About Dragons](#)

## QUEST LINE


Questline will open when you first arrive on Indim.



### Indim

According to the map, I was nearing Indim. These lands fascinated me with their beauty. The snow almost melted away, ancient ferns grew here and there, and the ground was bursting with geysers.



Cut out any 10 bushes. Skip for 3 





Eat (any) 5 Energy Snacks. Skip for 3



Find a huge tooth and Load it to your sled (use golden arrow in bottom right of screen) Skip for 5

Carried away by the sight of a geyser, I didn't notice a stone under my feet and fell on the ground. Later I saw that it was not a stone, but a large tooth. I put the finding into my backpack and started searching for a place to halt.

Reward: 35000 Coins , 2000 Experience , 14



### On a Halt

Having walked a mile in Indim lands, I found a perfect place for a halt. I need to take some rest and a snack. After a good lunch I was lulled to sleep by wind.



Eat (any) 5 Energy Snacks. Skip for 3



Make 10 Horseshoes in Wind's Song. Skip for 3

When I opened my eyes, I saw sharp spades at my neck. They were held by unfriendly Inuits in clothes adorned with animal bones and skulls.

Reward: 200 Stones , 50 Super Shovel

### The Negotiations



The leader of the wildlings brought a tied Silent Shadow to my tent, told her something and then pointed at me.



Feed dogs 50 times. Skip for 3

'We worship the red dragon, and the dragon abhors it when strangers come to his lands. The last fellow, who looked similar to you, and his partner set out to him. We never saw them again'. Shadow translated chief's speech to me. I immediately understood that he was talking about Ben and my father

Reward: 100 Porridge



## The Dragon Master

The savages looked very aggressive. I had to improvise on the fly. I took the ancient tooth out of my backpack and shouted that I was a famous dragon master and their "red bird" was neither the first nor the last on my way.



Create 7 Cable in Barn. Skip for 3



Create 7 Beams in Furniture Factory/Timberwork. Skip for 3



Make 7 Bricks in Pottery/Manufactories. Skip for 3

Thus I turned from a victim into the tribe's only hope. The wildlings said that the red dragon often flew over their settlement to the mountain and back. The he disappeared, and the tribe could live in peace again. But recently the dragon returned.

Reward: 50 Cotton , 30 Sunflower Seeds , 50 Red Currant

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## Horse Shop



On my way to the red dragon tribe I noticed an abandoned horse shop. I thought I would set it in order as it might be helpful later.



Create 3 Pipes in Tinker Factory/Manufactory. Skip for 3



Build Horse Shop in Indim. Can not be skipped.

The horse shop was ready. Now I can swap treasures for a team of horses there.

Reward: 10 Gypsum , 50000 Experience

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## The Fairytales About Dragons

I was intrigued by the stories of the tribe and the fact that, according to them, my father and his partner went to the monster's den. But I had to gather more information and find out where the dragon came from.




Create 5 Red Ribbon in Spinnery/Manufactory. Skip for 3






Create 1 Sweater in Spinnery/Manufactory. Skip for 7



Create 7 Chains in Smithy or Metallurgy. Skip for 5 

I got a clue where I needed to go: the wildlings pointed to Arcane, they claimed it was the dragon's lair. But first I decided to go to Yuton: I had a feeling I would find something interesting there.


Reward: 1 Rifle , 1 Emerald , 2 Amethyst 

This is the last quest in this series

The next land in the Traveller's Diary is Yuton



[Click here for the Yuton file](#)

### **STATION CLEARING REWARD - Horseshop**

50 Porridge  = 10 Corn  + 50 Fire 

50 Fish  = 10 Camel Hair  + 10 Pineapples 

100 Horse Feed  = 60 Porridge  + 60 Fish 

Box of Porridge  = 30 Camel Hair  + 30 Pears

300 Horse Feed  = 1 Box of Porridge  + 15 Cod Liver Oil 

Created By [Doug Bowman](#)

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Removed from questline with Traveller's Diary update

### **The Decisive Actions**




In his letters my father wrote about the expedition to the north, and the dates of this expedition coincide with the tribe's stories about the red dragon. The savages are keeping silent, that's why the only lead I have is the ancient Martu land.







Create 3 shelving in Aery. Skip for 5 





Exchange 5 Horn sets. Skip for 3 

Though I don't believe in all these fairytales about dragons, I still borrowed a harpoon from Dull Echo. It may come in handy, as there's always a grain of truth in the Inuit's stories.

Reward: 2 Amethyst , 1-100 Dynamite Energy , 1 Harpoon   
Chopping 10 of anything should work. Skip for 3 

 Exchange 5 Healing sets. Skip for 3 

 Exchange 10 Bone sets. Skip for 5 



2 Pipes , 5 Nails , 10 Tinplates 






### Guests

When I opened my eyes, I saw sharp spades at my neck. They were held by unfriendly Inuit in clothes adorned with animal bones and skulls.

 Eat 5 Energy Snacks. Skip for 3 

 Exchange 10 Lucky sets. Skip for 5 

Chieftain of the savages led tied Silent Shadow into my tent, sat her beside me, told her something and then pointed at me.

Reward: 200 Stones , 50 Super Shovel , 20 Energy 

 Exchange 5 Hunting sets. Skip for 3 

 Exchange 5 Gentleman's sets. Skip for 3 

1 Emerald

, 100 Fish 



 50000 Coins , 25 Energy 

