**Goal for The Fractured Lands**

**Requirements**

**Solution**

Bad notes is bad. People can tweak/add details if needed
Low level characters might have an issue in the darkside part, the aggros are mean.

say I will help unite the fractured lands at the sage

Emerald:

go all north say yes at the mother nature to get rations
find the human and give them the rations
return to mother nature for the emerald artifact

Pearl:

Go to the king and say I can calm the mob
go to the mob and listen mob
type repair homes
go back to the king for the pearl artifact

Sapphire:

Go to the levithan and wake him up then say do you have the artifact?
give the scepter the levithan gives you to the lord
go back to the levithan (be vis) to get the sapphire artifact

Ruby:

Go to the dwarven Lieutenant and listen to him then say yes
Give the glasses to the minotaur
(mine was the one in the hydra room.. might be different)
go back to the lieutenant and say I returned the glasses

Enter jet

Go to the pit demon in the south part of the area
say artifacts then say yes
go to the jail cell and give the vial to the creature
say drink the vial
return to the pit demon to get the jet artifact

Return to the sage to get the next step

Enter jet and go north to darkside
go to the room with Baron Liavango to get a ring
go to teagan's shade and give him the ring
say it is a token of remorse
listen to the knight
go to the baron and say Teagan accepts your remorse

Return to the sage to get the next step

Enter Ruby and go to the armorer, give him all the artifacts for a statue.
Enter Emerald and go to mother nature give her the statue
bow golem

Goal done

**Reward**

+-----------------------------------------------------------------+
| Keywords : rainbow belt fractured lands |
| Name : The Rainbow Belt of the Fractured Lands |
| Id : 295807924 |
| Type : Armor Level : 55 |
| Worth : 1,800 Weight : 9 |
| Wearable : waist |
| Material : metal |
| Flags : invis, magic, burn-proof, V3 |
| Found at : The Fractured Lands |
+-----------------------------------------------------------------+
| Stat Mods : Luck : +2 Intelligence : +3 |
| Constitution : +1 Damage roll : +1 |
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| Resist Mods: All magic : +2 All physical : +3 |
| Fire : +2 Cold : -2 |
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