**Goal for The Scarred Lands**

**Requirements**

please read entire thing before you get t

**Solution**

New Goal Solution:  
  
Writing this after the fact, but I hope it helps some…  
  
To open, go to Pete and say ‘yes’  
Next, kill dragonsnakes till one drops a head, then return it to Pete.  
Get to Commander Joey and say ‘how can I help?’  
Find the sorcerer and say ‘help’  
Find the shadow dragon and say ‘essence’  
Find a gold dragon and say ‘scale’, then kill it (it attacks you).  
Give the scale to the shadow dragon for the statue.  
Give the statue to the sorcerer. You’ve been duped!  
Go kill that shadow dragon!  
Uh oh, you get transported out of the area. Well that sucks.  
Go back to the sorcerer and say ‘weapon’  
Go to the meeting hall and ‘look dais’, then ‘look hilt’  
You should have a shadow stone in your inventory, with it, go to Commander Joey and say ‘get after it’  
Use the sword to kill the shadow dragon.  
Give the essence to the sorcerer.  
Go to the portal room, wear the portal stone, and walk west (with the emerald dragon in the room).  
Kill the Father Dragon.  
Return to Commander Joey (walk in and out if doesn't trigger)  
Go to Sven and say ‘boots’  
Find the miner that is just south of the locked door in the camp/dragonsnake area and kill him for boots.  
Find a steel dragon on a rough trail and say ‘steel’  
Find the amethyst dragon and say ‘ore’, then ‘gems’  
Find a mist dragon and kill it. Give the gem to the amethyst dragon, then the ore to the steel dragon.  
Go back to Sven and say boots. Stupid Sven… say i am ready.  
Go find the deep dragon and kill it for a talon.  
Go back to Sven again and say boots. say wiener, of course  
You will recieve the special Boots.  
Go to the sorcerer and give him 25000 coins for another portal stone.  
Wear all 3 (portal stone, dragonwing boots, and dragon skull) and enter the portal again.  
Now you can either help the mother, or kill her. Not sure what helping her entails, but both result in goal completion.  
  
helping her she gives you this:  
  
Keywords : red leather belt skull |  
| Name : Red leather belt with a skull buckle |  
| Id : 917406524 |  
| Type : Armor Level : 111 |  
| Worth : 5,000 Weight : 9 |  
| Wearable : waist |  
| Score : 205 |  
| Material : leather |  
| Flags : invis, magic, blessed, anti-good, V3 |  
| Notes : Item has 2 resistance affects. |  
| Notes :  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +11 Intelligence : +4 |  
| Wisdom : +4 Luck : +4 |  
| Strength : +2 Hit points : +5 |  
  
Old AQ:  
  
\*\*\*\*Locked Doors\*\*\*\*  
  
To open the locked door in the north part, you  
must kill the Dragon Snakes until you find  
the Dragon Snake Head. Give the head to Pete  
and you will get the Keg that will unlock that  
door.  
  
Now to open the southern up door, you will have  
to kill the Persistant Miner and get a pick.  
Give the pick to the Wounded Miner for the  
Keg that will unlock the door.  
  
  
\*\*\*\*Last Room and Father Dragon Quest\*\*\*\*  
  
1. Kill the Gold Dragon for the Golden Scale.  
2. Head to the Shadow Dragon and give him the Scale; it will give you a bird figure.  
3. Goto Sorcerer and give the Bird Figure the him; he will give you a Shadow Stone.  
4. Goto Commander Joey and say 'get' and He will give you the Shadow Slayer.  
5. Weild Slayer and kill the Shadow Dragon for the Essence of a Shadow.  
6. Give the Essence to the Sorceror, he will give you the Portal Stone.  
7. Wear the stone you got from the Sorceror.  
8. Go to The Emerald Dragon (The portal Room) and walk west.   
9. You will enter Father Dragon's field. Kill him for a dragon's skull.  
  
Object 'dragon's skull' is type armor  
Extra flags: glow hum magic no-locate.  
Weight is 5, value is 2300, level is 123.  
Worn take head.  
Armor class is 37 pierce, 35 bash, 39 slash, and 36 vs. magic.  
Affects save vs spell by 6.  
Affects constitution by 4.  
Affects intelligence by 4.  
Affects wisdom by 2.  
  
  
\*\*\*\*Sven's Special Boots Quest\*\*\*\*  
  
1. Kill Deep Dragon for a Talon.  
2. Kill the Mist Dragon for the Gemstone.  
3. Give the Gemstone to the Amethyst Dragon and you  
will get an Ore.  
4. Give the Ore to the wounded Steel Dragon near the  
Sorceror, He will give you the Ingot.  
5. Kill persistent miner for the worn boots and head to Sven.  
6. Say 'boots' to see the hint  
7. Say "im ready" and he will give you a ticket with a riddle  
8. If you look 'riddle' you will see the riddle.  
9. say the answer of the riddle which is 'wiener, of course.'  
10. You will recieve the special Boots.  
  
Object 'dragon wing boots' is type armor  
Extra flags: magic anti-evil no-locate held.  
Weight is 13, value is 2500, level is 101.  
Worn take feet.  
Armor class is 31 pierce, 19 bash, 27 slash, and 11 vs. magic.  
Affects dexterity by 6.  
Affects luck by 4.  
Affects damage roll by 4.

**Reward**

10 qp, can have free powder kegs (keys) by wearing the goal reward belt and walking into Pete's room.  
  
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| Keywords : red leather belt skull |  
| Name : Red leather belt with a skull buckle |  
| Id : 914405341 |  
| Type : Armor Level : 111 |  
| Worth : 5,000 Weight : 9 |  
| Wearable : waist |  
| Score : 215 |  
| Material : leather |  
| Flags : invis, magic, blessed, anti-good, V3 |  
| Found at : The Scarred Lands |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +11 Intelligence : +4 |  
| Wisdom : +4 Luck : +4 |  
| Strength : +2 Hit points : +5 |  
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| Resist Mods: All physical : +3 All magic : +2 |  
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or  
  
+-----------------------------------------------------------------+  
| Keywords : black leather dragon skull belt |  
| Name : Black leather belt with a skull buckle |  
| Id : 914405927 |  
| Type : Armor Level : 111 |  
| Worth : 5,000 Weight : 8 |  
| Wearable : waist |  
| Score : 215 |  
| Material : leather |  
| Flags : invis, magic, blessed, anti-evil, V3 |  
| Found at : The Scarred Lands |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +11 Intelligence : +4 |  
| Wisdom : +4 Luck : +4 |  
| Hit points : +5 Strength : +2 |  
+-----------------------------------------------------------------+  
| Resist Mods: All physical : +3 All magic : +2 |  
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