

experience. Should you find even these Bloodsabers to be too easy for your tastes, the dangerous undead of the southeast area should suit you wonderfully; the rotting citizens and nobles of Qeynos past want revenge on your nice, warm flesh, and should you provoke their **Undead Prince** you will most likely find yourself face down, and fast.

Remember that the hallways hold plenty of **Shrillers**, **Crypt Substances** and other such less difficult creatures should you want to fight alone.

Worry not about getting overloaded with valuables, either; **Merchant Fallin Shaloon** at the northeast entry or **Merchant Adair Barnes** at the southwest exit will gladly take your trophies off your hands.

## Quests

### An Ancient Scepter

You find a rusty old wand that looks like it's part of a statue. A sudden longing comes over you to return said wand to its home.

- ☞ Kill a Rotting Citizen in the Down Below until you get the wand; rotting citizens can be found in the south-east.
- ☞ Go to the far southeast room, inhabited by Rotting Royals and Citizens. On the northeast wall there is a statue; click it.

**Reward.** Remembrance Ring (STA +1, AGI +2, HP +4, PP +4)



### Defiled Drem Drem

You found a coffin ... that had been robbed! Being the righteous, pious person you are, you take up the task of retrieving the bones.

- ☞ Search the southeastern side rooms for a clickable coffin; this activates the quest.
- ☞ Kill Bloodsaber Meddlers until you receive six bones.

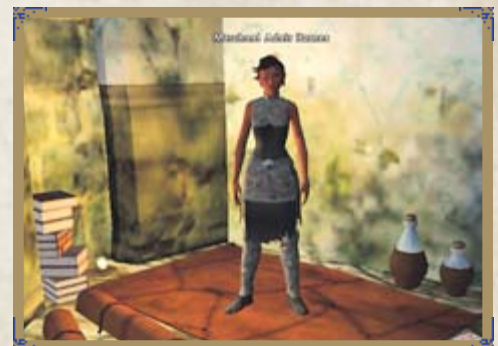
**Reward.** EXP

### Goods Down Below

Merchant Fallin Shaloon, a brash Dwarf, makes his way in the world of the Down Below. He needs help fulfilling his orders and hopes that you can help him.

- ☞ Talk to Fallin at the northeast entry area.
- ☞ Kill the monsters Fallin sends you to kill; his list varies. Refer to the map for assistance finding the monsters.
- ☞ Return to Fallin.

**Reward.** Coin



### Working the Down Below

Like Merchant Fallin Shaloon, Merchant Adair Barnes needs help fulfilling his orders and hopes that you can help him.

- ☞ Talk to Adair at the southwest entry area.
- ☞ Kill the monsters Adair sends you to kill; his list varies. Refer to the map for assistance finding the monsters.
- ☞ Return to Adair.

**Reward.** Coin



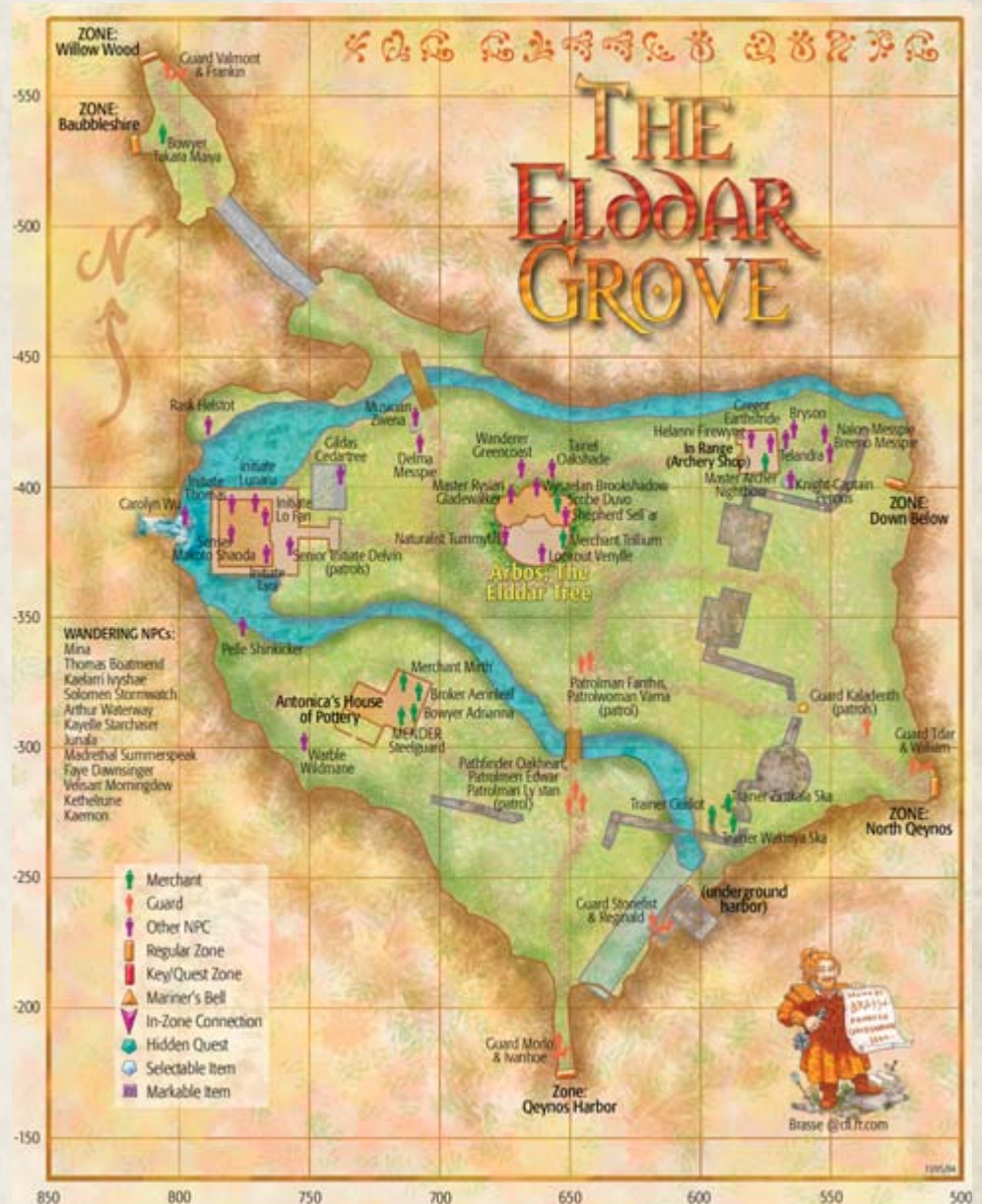
## Key Locations and NPCs

The center of the grove and the most striking landmark in the area is **Arbos, the Elddar Tree** itself. Though it is young as the lives of trees are measured, it supports a lift and small platform like those the Feir'Dal once used in Kelethin. Here the leaders of the Wood Elves meet, making plans and coordinating the activities of the Rangers. This is an excellent place to seek work that will benefit the city. **Scribe Duvo** is a busy Halfling, but he can be persuaded to take a moment away from his work to sell scrolls to adventurers.

The northeast corner of the grove contains the **In-Range** archery shop. **Master Archer Nighbow** carries a wide variety of supplies for the discerning archer. In the back, shielded by the ruins, is an archery range where many of Qeynos' best archers practice their skills. For those less proficient students, the heavy stone walls of the ruins prevent stray shots from endangering passersby.

At the western end of the grove there is a fish pond. Built out over the waster on pilings is a dojo where young initiates learn both discipline and combat through rigorous training. **Sensei Makoto Shoda** is a strict teacher, and once they begin their studies, initiates rarely stray from the premises. Some of the initiates take to writing letters to their friends on the outside to stay in touch.

Three trainers peddle their wares from one of the ruined towers in the southeast part of the grove. **Guillot** the Froglok sells combat arts for the novice. His Kerra companions **Wakinya** and **Zintkala Ska** have arts for increasingly skilled fighters.



## Quests

### Arrows for Fanthis

Fanthis, a patrolman of the city guard, has a lot of things on his plate. Though he works in the Elddar Grove, he still has no time to pick up his order of arrows from the In-Range archery shop.

- Talk to Fanthis; he wanders about zone.
- Talk to Master Archer Nighbow at the archery shop.
- Return to Fanthis.

**Reward.** EXP / Coin

### Bryson's Bow

Not satisfied with an ordinary bow, Bryson has commissioned an unusual bow from a shipwright. Excited as he is about its arrival, he just hasn't had time to pick it up yet.

- Talk to Bryson, northeast of the In-Range archery shop.
- Talk to Carpenter Paddock, in the Qeynos Harbor shipyard.
- Return to Bryson.

**Reward.** EXP / Coin