

## Faydark Newbie Guide

First off, from all of the staff here at Shards of Dalaya, we would like to welcome you to our game! We have provided this newbie guide as part of our Newbie City Guide series to help new players acclimate themselves to Shards of Dalaya, and to find things to do in their starting areas. This guide will cover Wood Elves and High Elves starting in the Faydark Region. **Always remember: these guides are just suggestions. SoD is made to allow you to level up however you like, wherever you like.**

### Wood Elves:

The Wood Elves are the younger cousins of the High Elves, less serious, more closely affined with the Earth Mother of Dalaya. They love life and all its joys, sometimes taking it less seriously than they should. Regardless, they are capable of tremendous devotion to a cause that draws them in, and are as a general rule well-meaning and friendly. Wood Elves have the Elven Mind, which protects them against Charm and Mesmerize. They see in the dark with Infravision. Additionally, they are closely affined to the animals on the land, who view Wood Elves as friends.

Wood Elves have many racial traits. You can read more about those here:

[http://wiki.shardsofdalaya.com/index.php/Wood\\_Elf](http://wiki.shardsofdalaya.com/index.php/Wood_Elf)

### Kelethin:

The Wood Elves make their home in Kelethin, a city compromised of giant platforms suspended among the trees of the Faydark. Years ago, Kelethin had been wiped clear of all life with a powerful magical and chemical weapon during the Kaezulian Wars. One hundred and thirty years later, the remnants of that weapon have finally cleared away enough for the surviving Wood Elven refugees to reclaim their home.

Wood Elves have many racial traits. You can read more about those here:

[http://wiki.shardsofdalaya.com/index.php/Wood\\_Elf](http://wiki.shardsofdalaya.com/index.php/Wood_Elf)

### High Elves:

The High Elves are a noble - if haughty - race, the oldest of the elven races, and as they like to think, with the purest of elven blood. Two thirds of their number were slaughtered in the Kaezulian wars, and they are desperately trying to rebuild themselves to their former glory.

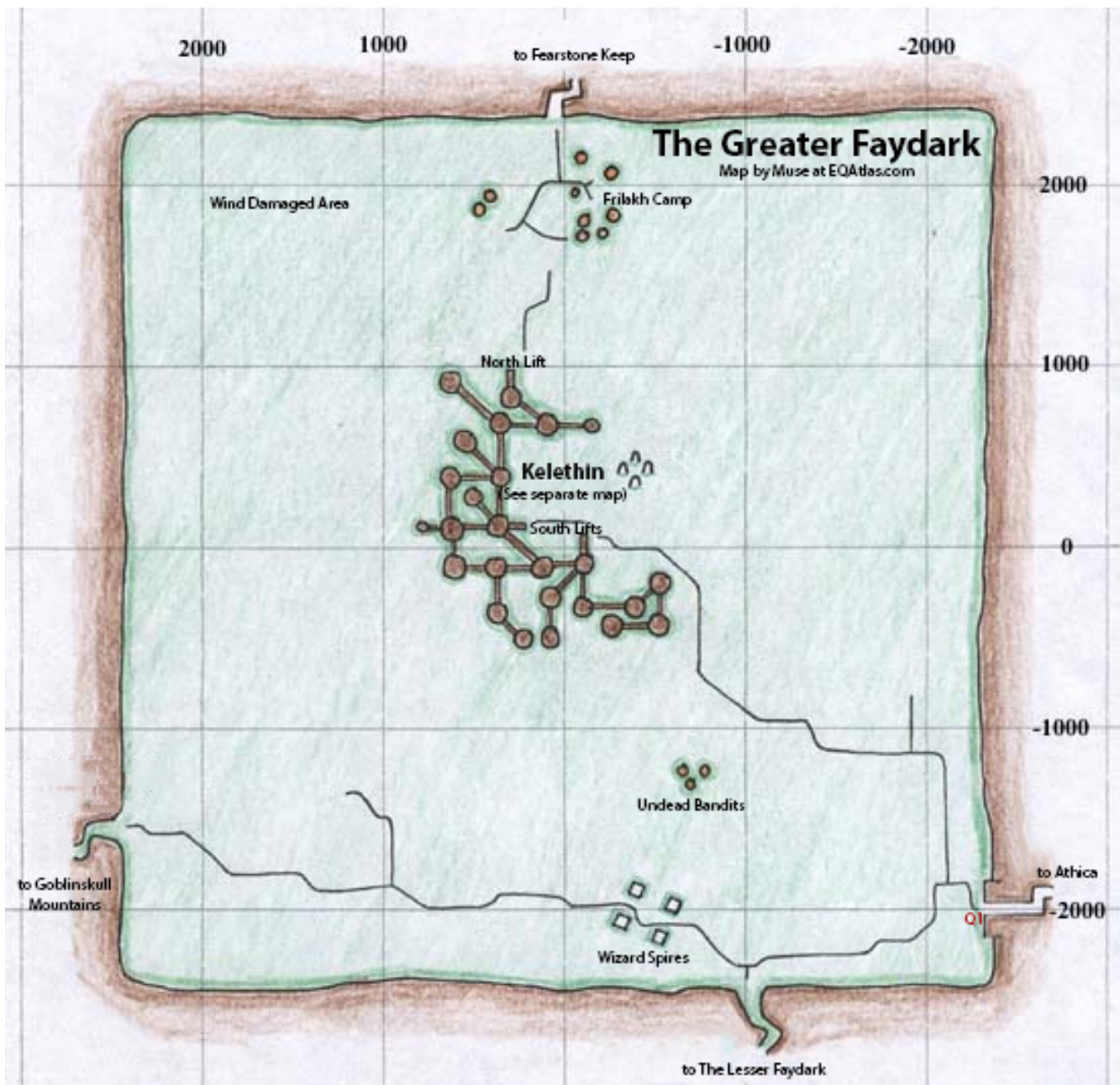
High Elves also have many racial traits. You can read more about those here:

[http://wiki.shardsofdalaya.com/index.php/High\\_Elf](http://wiki.shardsofdalaya.com/index.php/High_Elf)

### Athica:

The High Elves make their home in Athica. Originally known as Felwithe, Athica was built around a magical presence in the Faydark known as the Heart of Athica. Felwithe and the other elven cities all fell during the Kaezulian Wars. After the wars, High Elves attempted to travel back into Athica, yet the Heart of Athica had become corrupted and bitter and would drive away anyone who attempted to resettle the city. Generations past, until a group called the Bearers of Truth were able to reach the Heart of Athica, and convince the presence to allow the city to be rebuilt. They changed the name from Felwithe to Athica, and that rebuilding process is still in place today.

Although one of the most bustling cities in Dalaya, Athica is not a place with many needs for new adventurers. Because of this, the majority of new High Elven players should find themselves making the trip north from the Athica gates to Kelethin if they wish to quest through their lower levels.



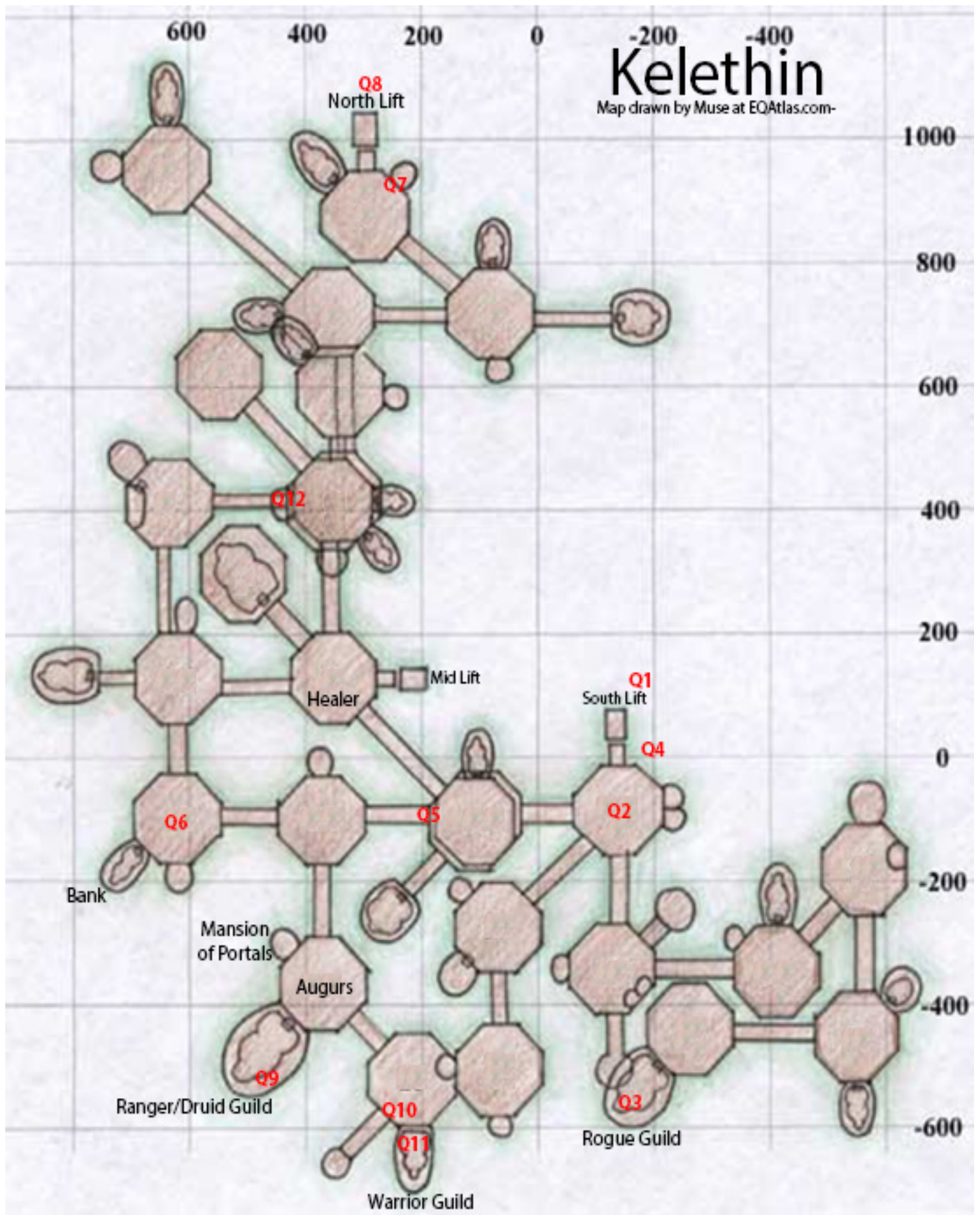
This is the Greater Faydark.

Kelethin is located in the center of the Greater Faydark, while Athica's city gates are in the southeast. Wood Elves will actually first arrive in the Faydark after the dream, while High Elves will arrive in Athica and have to make their way outside of the gates.

The main quest hub for this area is Kelethin. There is one lone quest giver outside of the Athica Gates (Q1) that allows High Elves to level up and train a bit before making the journey to Kelethin.

You can find that quest here: [http://wiki.shardsofdalaya.com/index.php/Guard\\_Macyron](http://wiki.shardsofdalaya.com/index.php/Guard_Macyron)

The next map is the important quest hub for the area: Kelethin itself. **Remember that you can always hit 'backspace' to see your in game maps while you play.** This can help you see where you are in relation to these maps.



This map has been greatly simplified to show just quest locations and major points of interest for new players.

## Kelethin Quests:

**Q1:** Guard Naldina on the ground level by the South Lift has two quests for new adventurers to help clear out the Faydark of exotic pests.

Level 1-5 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Guard\\_Naldina](http://wiki.shardsofdalaya.com/index.php/Guard_Naldina)

**Q2:** Thærnd Rosevale is a master tailor, and often experiments with embroidering magical garments. Talk to him and he might be willing to embroider something for you.

Level 1-5 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Drake\\_Scales\\_for\\_Thærnd](http://wiki.shardsofdalaya.com/index.php/Drake_Scales_for_Thærnd)

**Q3:** Scoutmaster Forond is the leader of the Kelethin Rogue Guild, the Faydark Scouts. Although his main duty is to help young rogues, he may also have something of interest for Rangers, Bards and Warriors. He is known as a bit of an armorsmith in his spare time.

Level 1-13 – Brd|Rng|Rog|War – [http://wiki.shardsofdalaya.com/index.php/Scoutmaster\\_Forond](http://wiki.shardsofdalaya.com/index.php/Scoutmaster_Forond)

**Q4:** Hunter Worchag is down and out. He came to the Faydark to hunt a legendary bear, but instead barely got away from it with his life. He may be worth talking to – but only if you have a friend or two to go after a truly fearsome bear.

Level 3 Hard Maximum – All Classes – [http://wiki.shardsofdalaya.com/index.php/Worchag\\_the\\_Hunter](http://wiki.shardsofdalaya.com/index.php/Worchag_the_Hunter)

**Q5:** Packmaster Godras is the finest bag maker in Kelethin. His wares are not cheap, but he is almost always willing to trade some gathered supplies for his craftsmanship. If you are in need of bags, he is the man to talk to.

Level 1-10 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Packmaster\\_Godras](http://wiki.shardsofdalaya.com/index.php/Packmaster_Godras)

**Q6:** Katrina is the Stewardess of Kelethin. It is her job to welcome people to the city, and offer them tasks if they would like to increase their standing with the Citizens of Kelethin. Gain enough standing, and you can get a Talisman of Kelethin, allowing you to instantly teleport to Kelethin at whim. For new players, she has one simple bounty that involves killing Frilakh.

Level 1-15 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Frilakh\\_Tails\\_bounty\\_quest](http://wiki.shardsofdalaya.com/index.php/Frilakh_Tails_bounty_quest)

**Q7:** Patricia Shadowfall is a gnomish researcher into necromancy and dark magics. She has come to Kelethin to study the Frilakh and their magic. She thinks that the Kaezulian's trained the Frilakh, so that Kelethin would be that much less inhabitable after they pulled out back to Ikisith. She could most definitely use a hand in her research, and would likely reward anyone who is willing to risk journeying into Fearstone well.

Level 5-22 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Patricia\\_Shadowfall](http://wiki.shardsofdalaya.com/index.php/Patricia_Shadowfall)

**Q8:** Guard Kerwyn is supposed to be one of two guards manning the North Lift – yet his partner is missing. To make things even worse, Kerwyn is supposed to go on an important scouting mission today, which cannot happen if it means leaving the North Lift without a guard.

Level 5-10 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Guard\\_Kerwyn](http://wiki.shardsofdalaya.com/index.php/Guard_Kerwyn)

**Q9:** Forestmaster Finalen is in charge of restoring the Faydark from the ravages of the recent war with Kaezul. He is particularly interested in the treant population – and could surely use some helping hands.

Level 5-10 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Forestmaster\\_Finalen](http://wiki.shardsofdalaya.com/index.php/Forestmaster_Finalen)

**Q10:** Jeslyn Truwind's son has gone missing. The guards have sent out multiple search parties, yet not a single sign has been found. Jeslyn has her own theories as to what happened, even though the guards think she is crazy.

Level 5-20 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Jeslyn\\_Truwind](http://wiki.shardsofdalaya.com/index.php/Jeslyn_Truwind)

**Q11:** Commander Berengot leads the Protectors of Kelethin. The Protectors are in charge of guarding the city from harm, and he is currently running missions against the Frilakh and Fearstone Keep. He always has need for more spies within the keep, or for willing scouts to collect information.

Level 10-30 – All Classes – [http://wiki.shardsofdalaya.com/index.php/Commander\\_Berengot](http://wiki.shardsofdalaya.com/index.php/Commander_Berengot)

**Q12:** Hingoth Straightshooter is a retired ranger who can talk about nothing about how glorious his past was. Still, he is a skilled fletcher, and may be willing to help out a new adventurer if they are willing to listen to his stories. He mans his little bow shop during the day, while his wife takes the night shift.

Level 11-22 – Brd|Rng|Rog|War – [http://wiki.shardsofdalaya.com/index.php/Hingoth\\_Straightshooter](http://wiki.shardsofdalaya.com/index.php/Hingoth_Straightshooter)