

CATACOMBS: THE DOWN BELOW

By Zandarbar

The Down Below is the first level of the dank sewer system that threads through the dirt under the city of Qeynos. While the above-ground portion of Antonica is a portrait of perfection — inhabited by smiling faces and clean streets — the Down Below presents adventurers with a grim collection of undead, vermin, sludges and other such unsavories. It's a good place for young adventurers to work on their new skills, while helping to clean up the city.

Every sector of town, from **Nettleville Hovel** to **Eddar Grove**, has an entrance into the sewers. Don't think of this zone

as a city transportation system, though! The halls are guarded by aggressive monsters and it is unadvisable to use the area as a connection between zones unless you know your way very well and feel confident that you can beat whatever the Catacombs throw at you. It is, however, about the only way to get to the lower levels of the sewers: **Vermin's Snye** and, from there, the **Crypt of Betrayal**.

If you have come to hunt, though, this is a grand place to quest and gain EXP/treasure. The areas around the entrances are good for soloing, and as you

delve deeper into the Down Below, you can find wonderful spots for groups and a few named monsters as well.

The two easiest grouping spots are the spider and beetle areas. The spider area, at the north tip of the sewer, is home to **Venomous Keepers, Venomous Watchers, Frenzied Watchers** and their leader, the **Creeper**. The Creeper is a very difficult yet strangely beautiful spider who, with his entourage of **Creeper Protectors**, has been known to feast on the bodies of innocent adventurers. Should you turn the tables and put *him* on *your* table, though, you might find yourself in possession of some nice rare items. The beetle area is to the east. (Beware of going too far south when looking for this area, or you will run into undead!) In this nest of carapaces and mandibles you can find various types of **Tomb Riffers** and of course, the **Crypt Protector**. As with the Creeper, the Crypt Protector is a very difficult monster to defeat, but quite rewarding.

If you're looking for a bit more challenging spot, try taking on the **Bloodsabers** in the west/northwest area of this zone. While you will find many Bloodsabers wandering the hallways, the true treasure trove of these miscreants is in a large cloverish room. If your group can handle it, that room will practically bathe you in



THE DOWN BELOW QUESTS LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Ancient Scepter</i>	All	Dn.Bel.	Dn.Bel.	Drop off Tortured Souls	Return scepter to original location (statue near -190, -10)	
<i>Crumpled Note</i>	All	Dn.Bel.	SQ	a crumpled note / Mob drop	Find a mage interested in the note	EXP / Coin
<i>Defiled Drem Drem</i>	All	Dn.Bel.	Dn.Bel.	Casket (loc -200, -60)	Kill Bloodsaber Meddlers to get back Drem Drem's bones	EXP / Coin
<i>Goods Down Below</i>	All	Dn.Bel.	Dn.Bel.	Merchant Falin Shaloon	Collect 6 each: malefic arachnid fans, crypt substance slime, tomb rifter shells (repeatable)	EXP / Coin
<i>Intriguing Eye</i>	All	Dn.Bel.	Dn.Bel.	Books behind Merchant		EXP / Coin
<i>Stout Merchant Manifest</i>	All	Dn.Bel.	Qeynos	Fippy Darkpaw / Unseen Hands	See 5 tavern owners (Baub/Star.Com/Grays.Y/Qey.H/NQ)	EXP / Coin / Nighthide Tunic (AGI +5, STR +3, HP +12, PP +12)
<i>Working the Down Below</i>	All	Dn.Bel.	Dn.Bel.	Merchant Adair Barnes	Repeatable	EXP / Coin
<i>Barbaric Chores</i>	10	SQ	Dn.Bel.	Feodra Iceslayer / Caves	Kill spiders	EXP / Coin
<i>Catacomb Rat Rummaging</i>	All	Star.Com.	Dn.Bel.	Taggan Brookrich	Kill rats	EXP / Coin
<i>In Search o.t. Shrine of Estle</i>	All	Baub.	Dn.Bel.	Mirf Guinders	Find the Shrine of Estle	EXP / Coin
<i>Proving Myself to Capt. Gerathalas</i>	All	Cast.H.	Dn.Bel.	Capt. Gerathalas/near Qeynos Harbor Gate	Slay rats and gather their tails	EXP / Coin / choice: Issued Cloth Shirt or Jerkin (STR +1)
<i>Rabid Shriller Wings</i>	10	SQ	Dn.Bel.	Merchant Khalil'mun / Bag and Barrel shop	Kill rabid shrillers	EXP / Coin
<i>Rat Man Bloodsaber Crusade</i>	All	Gray.Y.	Dn.Bel.	Watcher Cumogliel Kar'Thal	Kill bloodsabers	EXP / Coin / Apprentice Staff of the Celestial Watch (INT +1, AGI +1, STR +1, WIS +1, HP +10, PP +3)
<i>Shrillers for Tillheel</i>	All	Gray.Y.	Dn.Bel.	Assistant Tillheel / Scribe shop	Kill juvenile shrillers	EXP / Coin / Shriller Wing Earring (+1 DisR, +1 DivR, +1 MagR)
<i>Substance Extract for Yanari</i>	All	Cast.H.	Dn.Bel.	Yanari Cyellann / Scribe shop	Kill crypt substances	EXP / Coin / choice: Substance stained leggings, Chain Greaves or Greaves (STR +1)
<i>Valean's Stolen Books</i>	All	Cast.H.	Dn.Bel.	Innkeeper Valean / Inn	Find the books in Down Below	EXP / Coin / choice: Old Meat Tenderizer, Sharp Carving Knife, Well Used Pitchfork, Well used Fighting Baton or Waning Wand

THE ELDDAR GROVE

By Chersus

An island of natural serenity amid the hustle and bustle of Qeynos, the Eddar Grove is named in honor of Arbos, the last Eddar tree in Norrath. The young Eddar tree is a symbol of hope and renewal, but it can also be a painful reminder of lost Kelethin for many of the Wood Elves who still remember their beloved forest home.

There are no homes and few shops in the park-like Grove. The overgrown ruins show that nature is slowly reclaiming what civilization once wrought. Still, the Grove is a tamed and tended woodland rather than a true wilderness. Unlike nearby Oakmyst Forest, you are more likely to bump into a shopper out to buy a new bow than a wild animal. Several merchants do peddle their wares within the Grove, if you know where to find them.



Grove to train and meditate. Other people from different parts of the city sometimes come here for the peace and tranquility you just cannot find where so many people live and work.

Because of its central location, The Eddar Grove is a short walk from most parts of Qeynos. The Willow Wood and Baubleshire lie to the north and west. Two gates into the

Druids and Rangers are frequent visitors to the Grove. Rangers in particular gather to discuss the defense of the city and the state of the lands around it. There are never enough of them to handle every threat, and they can often use the help of their fellow citizens in keeping the lands around Qeynos safe. Monks come to the Eddar

city proper will deliver you to Qeynos Harbor or North Qeynos. For the more adventurous soul, the Down Below offers a shortcut to South Qeynos, or even as far as the Peat Bog by way of Vermin's Snye.

ELDDAR GROVE QUESTS LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Arrows for Fanthis</i>	All	Eld.Gr.	Eld.Gr.	Patrolman Fanthis	Pick up arrows from Armsdealer Nightbow	EXP / Coin
<i>Bryson's Bow</i>	10	Eld.Gr.	Q.Harb.	Bryson	Pick up bow from Carpenter Paddock	EXP
<i>Darkpaw Defilers</i>	All	Eld.Gr.	Anton.	Wander Greencoast		
<i>Hawk Hunt</i>	5	Eld.Gr.	For.Rn.	Gregor Earthstride	Kill 5 hawks	EXP / Coin / Gregor's Old Bow (STR +2, HP +8, PP +5)
<i>Helanni's Golden Engrav. Arrow</i>	10	Eld.Gr.	SQ	Helanni Firewing	Leona Ward	EXP / Coin
<i>Into the Crypt of Betrayal</i>	20	Eld.Gr.	NQ	Weslaen Brookshadow	Speak to priestess Allora Reed in Temple of Life	Access to Crypt of Betrayal
<i>Journal of Elkare</i>	All	Eld.Gr.	Anton.	Wesaelan Brookshadow	Find journal in fields near the Old Oak (loc -102, 114)	Coin
<i>Letter for Tabby</i>	10	Eld.Gr.	SQ	Initiate Tara	Tabby Copperpot	EXP / Coin
<i>Message for Zwena</i>	All	Eld.Gr.	Eld.Gr.	Initiate Lunar	Deliver letter to Zwena	EXP / Coin / Fine Painting
<i>Nightbow's Deposit</i>	All	Eld.Gr.	Q.Harb.	Master Archer Nightbow	Deliver deposit to bank in Qeynos Harbor	EXP / Coin
<i>Oakheart's Report</i>	All	Eld.Gr.	Eld.Gr.	Pathfinder Oakheart	Take report to Rysian Gladewalker	EXP / Coin
<i>Pelle's Manuscript</i>	All	Eld.Gr.	SQ	Pelle Shinkicker	Rune Shimmerstar	EXP / Coin / sparkling bluestone charm (HP +2, PP +2)
<i>Recipe for Duvo</i>	All	Eld.Gr.	NQ	Scribe Duvo	Penny Goodhearth	EXP / Coin / Winter Chocolates (5 food)
<i>Recovery o.t. Bloodsaber Plans</i>	20	Eld.Gr.	Ver.Sn.	Weslaen Brookshadow	Recover the set of Bloodsaber plans	EXP / Bloodsaber plans
<i>Serenity Lost</i>	All	Eld.Gr.	Anton.	Wander Greencoast	Destroy 10 frenzied scarecrows	
<i>Unnatural Lesson</i>	9	Eld.Gr.	Anton.	Lookout Venylle	Kill 6 decaying skeletons and 6 risen protectors	EXP / Coin / Ward of the Unnatural (INT +2, STA +1, STR +2, HP +7, PP +8)
<i>Vale of the Shattering</i>		Eld.Gr.	Anton.	Rask Helstot	Kill 10 Antonican gnolls (Part 1 of 3 for access to Enchanted Lands)	EXP / Earring of the Shattering (STA +2, AGI +2, WIS +1, DisR +18, HeatR +12, MentR +12)
<i>Visiting the Windstalker Grave</i>	All	Eld.Gr.	Anton.	Lookout Venylle	Find Holly Windstalker's grave	EXP / N
<i>Blank Pages</i>	10	NQ	Eld.Gr.	Andrea Dovesong / Fountain	Scribe Duvo	EXP / Coin
<i>Eldaar Rope</i>	All	Q.Harb.	Eld.Gr.	Merchant Harron Griswald	Adrianna	EXP / Coin
<i>Gathering Eldaar Leaves</i>	All	Cast.H.	Eld.Gr.	Scribe Beemeb / Scribe shop	Gather leaves from Eldaar tree	EXP / Coin
<i>History o.t. Koada'Dal, Part One</i>	All	SQ	Eld.Gr.	<i>The History of the Koada'Dal, Part One</i> / Sage Indis Surion	Visit Arbos, the Eddar Tree	EXP / N / Book to place in home
<i>History of Koada'Dal</i>	All	SQ	Eld.Gr.	<i>The History of the Koada'Dal, Part One</i> /	Visit Arbos, the Eddar Tree	EXP / N / Book to place in home