

Supplemental Adventure Location for use with
T1-4 The Temple of Elemental Evil

The Stone Manse Temple Outpost

By Alex Karaczun

A pair of squat towers linked by low walls and a bridge sits on a stony outcrop in the Gnarley Forest. It is a cold stone structure, with few signs of inhabitation.

Scene: If the party has followed the Gnolls to the tower, read the following:

The band of gnolls approach the double tower and gather outside the closed portcullis. A voice from inside calls out in the wavering tones of an elderly man, "eh, who's that?" The gnoll leader responds, "Lareth is a good man, kind and fair."

The portcullis is then raised and the gnolls file in. Once they have all entered, the portcullis is once again lowered into place.

1. Tower Entrance/Courtyard:

To gain entry to the manse by this route requires guile, or knowledge of the passphrase. There are always guards on duty here and they are fairly alert. Once entry is gained read the following:

This roughly triangular area is covered by a sloping roof. Boxes, crates, barrels and sacks are piled against the east and west walls at the northern end. A pair of double doors lead into the northern tower. A single door leads south to the smaller tower.

Bandit (4): AC see below; MV 12"; HD 1; hp 6(x2), 4(x2); #AT 1; Dmg by weapon; AL NE; SIZE M; XP 72

AC 7, sword (1-8)

(x3) AC 8, lt. crossbow (1-4)

The guards have a total of 22gp among them.

2. Hall:

This hall was once grand, but now contains supplies for the bandits. Several cots are arranged among the boxes and barrels for the guards. Six pillars of carved wood support a beam ceiling. Stone stairs rise centrally on the north wall to a landing. From the landing two flights of stairs lead to the next floor, one east and one west.

Bandit (4): AC 7; MV 12"; HD 1; hp 6(x2), 4(x2); #AT 1; Dmg sword (1-8); AL NE; SIZE M; XP 72

These guards have a total of 19 gp and 32 sp among them.

3. Guard Room:

This room though large is cramped. The space is filled with barrels, sacks, crates and boxes as

well as weapon racks with bows and quivers full of arrows. Six cots are scattered around the area. A spiral staircase ascends to the next floor above.

Bandit (6): AC 8; MV 12"; HD 1; HP 6, 5(x2), 2(x3); #AT 1 or 2; Dmg longbow (1-6), dagger (1-4); AL NE; SIZE M; XP 90

These guards have 30 gp among them. Tucked into the fold of one of the cot blankets is a small green gem engraved with strange symbols (periapt of health).

4. Barracks/Mess Hall:

This room takes up fully half of this floor of the tower. The western wall is lined with bunks, and the eastern area has several tables with chairs. A spiral staircase ascends to the next floor of the tower.

There are bandits here resting or eating as appropriate.

Bandit (12): AC see below; MV 12"; HD 1; hp 6(x4), 3(x4), 5, 1(x3); #AT 1; Dmg by weapon; AL NE; SIZE M; XP 180

AC 4 (splint), sword (1-8)

(x3) AC 7, spear (1-6)

(x2) AC 8, lt. crossbow (1-4)

(x2) AC 7, sword (1-8)

(x2) AC 8, pole arm (2-8)

(x2) AC 8, short bow (1-6)

5. Acolytes:

Curtains of black with purple trim cover the windows of this room making it dark even during daylight hours. A cot is positioned on the interior north and south walls. Disturbing symbols are scrawled in charcoal on the walls.

Here are Rondoles two acolytes. They wear ochre colored robes with a large back triangle symbol on the chest. They will attack all intruders, shouting loudly to warn the rest of the manse. Rondoles will join any fight here on the second round.

Human, Lvl 1 Cleric (2): AC 7; MV 9"; HD 1D8; hp 6, 3; #AT 1; Dmg hammer (2-5); SA spells; AL NE; SIZE M; XP 148

1st lvl clerical spell(s)

cause fear, command

6. Priest:

The walls of this chamber are covered with black cloth trimmed with purple. A bed is in the southwest corner and a desk against the eastern wall.

This is the chamber of Rondoles, a cleric of the Elemental Earth cult. He dresses in similar fashion to his acolytes in area 5.

Rondoles: Human LVL 4 Cleric ; AC 6; MV 9"; HD 4; hp 17; #AT 1; DMG 2-7 (mace); AL NE; SIZE M; XP 250.

Spells: command, cause light wounds(x2), hold person, withdraw

His treasure is 45 gp, 67 sp, a small moonstone (20 gp) and a huge lapis lazuli (11 gp). He weilds a **mace +1**. He has the key to area 26 on The Crypts level.

7. North Watch:

This cramped room is a lookout and archer post.

Bandit (4): AC 8; MV 12"; HD 1D6; HP 5, 4, 1(x2); #AT 1 or 2; Dmg longbow (1-6), dagger (1-4); AL NE; SIZE M; XP 51

They have 24 gp between them.

8. South Watch:

This cramped room is a lookout and archer post.

Bandit (4): AC 8; MV 12"; HD 1D6; HP 6, 5(x2), 2; #AT 1 or 2; Dmg longbow (1-6), dagger (1-4); AL NE; SIZE M; XP 62

They have 18 gp among them.

9. Hallway:

This hallway stretches the length of the tower. There are two windows on the east wall, two doors on the west wall and a door on the south wall. A beam lies propped up next to the southern door.

There is normally no one here.

10. Wizard's Sanctum:

This room is dark except for the light of a single candle. There are no windows. A bed rests against the south wall, a desk in the north-west corner.

In the desk is a potion of climbing, a small sack with 20 gp, a pouch containing 12 grasshopper hind legs and 3 medium pearls (100 gp ea.).

11. Bandit Lord's Quarters:

This room is large, well-lit and richly appointed. A large double bed is positioned on the east wall facing the windows on the west wall. There is a weapon rack, armor tree on the north wall, and a desk is on the south wall. A large bear skin covers the floor north of the bed.

This is the bandit lord Krena's chamber. Unless the alarm has been raised he is here with another bandit. Otherwise he could be found almost anywhere in the manse or crypts.

Bandit: AC 8; MV 12"; HD 1D6; HP 3; #AT 1; Dmg morning star (2-8); AL NE; SIZE M; XP 12

Krena: Human, LVL 4 FTR ; AC 4; MV 9"; HD 4D10; hp 26; #AT 1; Dmg long sword (1-8); AL CE; SIZE M; XP 220

The bandit has 12 gp. Krena wears **scale mail +1** and wields a shield of ochre with a black triangle boss. His sword is a **longsword +1/+3 vs lycanthropes/shape changers**. He wears a gold locket under his armor worth 2,000 gp and a pouch at his belt holds 63 gp.

A silver goblet worth 800 gp is on his desk along with some writing implements and a partial letter that reads,

Lareth,

We have established ourselves at the manse and have begun raids on passing caravans. Hunjek and his force should have reached you by the time this letter arrives. More arrive here almost every day. We expect Gohreenik any day now. We expect our first shipment of supplies to reach you by month's end.

Spies have been dispatched [letter ends]

There is nothing else of interest here.

12. *Roof Watch Post:*

From high atop this tower large swaths of the Gnarley Forest can be seen. There is a trap door in the floor near the sixty-foot-long span connecting this tower to the next.

There are six bandits stationed on top of this tower at all times.

Bandit (6): AC 8; MV 12"; HD 1D6; HP 6, 5, 3(x2), 2(x2); #AT 1 or 2; DMG short sword (1-6), longbow (1-6); AL NE; SIZE M; XP 93

They have 33 gp among them.

The Crypts

13. Landing:

This area is cold and a bit damp. Two staircases lead down to the east. A passageway exits to the south.

There are two bandit guards here at all times.

Bandit (2): AC 7; MV 12"; HD 1D6; HP 5, 4; #AT 1; Dmg long sword (1-8); AL NE; SIZE M; XP 29

They have 9 gp between them.

14. Summoning Circle:

The walls of this room are hung with tapestries of purplish-black. A circle of eight pillars ring the center of the chamber. Within the pillar ring, arcane symbols are inscribed on the floor forming a magic circle.

There are six humans in this room, five cultists draped in ochre shifts and one in the greenish robes of a wizard. They are engaged in some discussion, but stop when anyone enters the room. They attack intruders immediately.

Cultist (5): AC 7; MV 12"; HD 1; hp 7(x2), 6, 2(x2); #AT 2; Dmg 1-6 (club); AL NE; SIZE M; XP 74

Lemaine: AC 2; Human Level 4 M-U (HD 4); hp 11; #AT 1; Dmg 1-4 (dagger); XP

S 10 I 18 W 12 D 16 C 14 Ch 13

Spells: Charm Person, Magic Missile (x2), Scare

Lemaine has 53 sp and 113 gp. He wears **bracers of defense (AC 4)**. His spellbook contains the following spells: charm person, jump, light, magic missile, mending, Nystul's magic aura, read magic, knock, locate object, preserve, protection from cantrips, and scare.

15. Visitor Barracks:

This large room smells awful. Straw pallets are scattered around the room and piles of filthy rags are everywhere. Bits of bone and greasy meat are mixed in with the mess.

Gnoll (12): AC 5; MV 9"; HD 2; HP 15(x2), 11(x2), 9, 7(x3), 5(x4); #AT 1; Dmg 2-8/BY WEAPON; AL CE; SIZE L; XP 556

(x2) sword (1-8), great bow (1-6)

(x3) sword (1-8), pole arm (2-8)

sword (1-8), two handed sword (1-10)

(x4) sword (1-8), battle axe (1-8)

(x2) sword (1-8), morning star (2-8)

The gnolls have a combined treasure of 57 gp and 73 ep.

16. Long Hall:

This long hall stretches off into the distance. Pillars are placed twenty feet apart down the center of the hall. A faint sickly purplish green glow emanates from somewhere at the far end of the hall, pulsing faintly.

This area is usually empty and dark (apart from the glow coming from area 25). There are torch brackets set into the north and south sides of each pillar, but no torches are ensconced there

now.

17. Well:

In the western end of this room a low wall surrounds a well. Lined haphazardly against the eastern wall are various earthen vessels for carrying water.

The water in the well is fresh and cold. A rope with a weight at one end lies coiled next to the well.

18. Storage:

Several boxes and crates fill the southern end of this room.

The containers are filled with salted meats and fresh vegetables.

19. Cell:

This large chamber is filthy and dark. Shackles hang from chains spaced evenly around the room. In the center of the floor is a drain covered by a rusty iron grate.

This room is used to house prisoners of the bandits. Particularly troublesome captives can be shackled to the wall. The chains are long enough to reach the center of the room, or can be shortened to restrict movement. The drain appears to have been used for a toilet.

There is nothing of interest here.

20. Alcove:

The passage widens here at the foot of the stairs, creating an alcove to either side. In each alcove staring each other down from across the passage are two statues of disturbing visage. They appear to be depictions of some god, or race of beings unknown. They are bi-pedal, but all familiarity ends there. Their appearance is of some awful admixture of cephalopod and crustacean, while their eyes are decidedly fish-like.

The statues are unremarkable apart from their appearance. They do have the disturbing qualities of being moist to the touch, and the eyes (perhaps by some trick of light) seem to follow those who pass between them.

21. Crypts of the Masters:

This vaulted chamber is square. There are four crypt doors, one each to the east and west have had the mortar removed and the bare wood is exposed. The mortar lies crumbled on the floor. Two doors to the south both remain covered in mortar.

The east and west doors lead to plundered crypts. The two to the south can be opened if the mortar covering them is removed. The doors beneath are not locked.

Each crypt contains the skeletal remains of former masters of the manse. They are on elevated

platforms in the center of each crypt. Surrounding these platforms are small earthen jars and pots containing various items.

For each vessel opened roll on the following table.

Burial Vessel Contents (Number of vessels = 2d6 per crypt)

1. 3-30 sp
2. 2-20 ep
3. 2-16 gp
4. The bones of a small domesticated animal (pet)

Beyond this there is nothing else of interest.

22. Cavern:

This area opens into a large natural cavern. There are stones and pebbles heaped near the walls.

Most of the stone heaps are used as nests for several giant centipedes. They don't usually bother anyone passing through the cavern to the undercrypts and the manse inhabitants know to leave them alone, but if anyone goes poking around in the heaps the centipedes will attack.

Centipede, Giant (8): AC 9; MV 15"; HD 1-2hp; HP 2(x5), 1(x3); #AT 1; DMG nil; SA poison +4 to saving throws; SD -1/die for saving throws; INT non; AL N; SIZE S; THACO:20; XP 253.

23. Crypts of the Ancestors:

These open crypts hold the moldering remains of the former manse owners. The remains appear to have been ransacked as most are a chaotic jumble of bones and rags.

There is nothing here of interest.

24. Crypt of the Elder:

This large crypt contains one large stone sarcophagus. The lid is carved with unholy runes. Candelabra flank the door, but have no candles in them. The walls are of faintly glowing purplish-green stone, carved with disturbing shapes and signs. Dust covers everything in a thick layer.

The carvings will seem to shift shape and position when an observer's back is turned, half seen out of the corner of the observer's eye. Touching the walls makes one chilled. The sarcophagus is made of normal stone, but the unholy symbols on it are similar to those on the walls. The lid is well sealed, but can be moved with effort.

Within the sarcophagus is an undead creature; a sarcophagus cadaver. Its flesh is engraved with symbols matching the walls and sarcophagus. It will leap from its resting place as soon as the lid is removed and will attack. It can pursue intruders all over the Crypts, and Undercrypts levels, but it will not leave via the exit tunnel or ascend to the manse.

Sarcophagus Cadaver: AC 8; MV 9"; HD 3+1; hp 14; #AT 2; DMG 1-8(x2); SA nausea; INT Low; AL NE; SIZE M; THACO:16; XP 141.

In a sack at the creature's feet is 1000 gp, a silver earring (600 gp), a silver bracelet (700 gp), a silver headband (900 gp), a scroll of **protection from elementals**, scroll of **protection from petrification**, and a cleric scroll of (**command, protection from evil 10' radius**), a **cloak of protection +1** is spread beneath where the creature lies.

25. Shrine:

This is a shrine of some unholy sort. The walls are of faintly glowing purplish-green stone, carved with disturbing shapes and signs which seem to stare out from the walls and column. At the far east end of the shrine is an altar of pale, yellow-gray translucent stone. Hanging from the wall behind the altar and centrally on the north wall are tapestries of black, purple and mauve. They depict some amorphous form grasping toward the viewer.

The carvings will seem to shift shape and position when an observer's back is turned, half seen out of the corner of the observer's eye. Touching the walls makes one chilled, and contact with the pillar causes instant nausea.

The altar feels greasy to the touch, but has no effect on those who touch it. The tapestries are normal though disturbing.

A door is situated on the north wall behind the tapestry there. It is locked.

26. Cloister:

This small bare chamber is dark. The walls are of some purplish-black glassy appearing substance. A rectangular black rug covers most of the floor.

All light shining or carried into the room is muted so as to give off only the light of a single candle. Faint figures seem to move and dart in the reflection of the glassy surface. Anyone staring into the reflection will get the feeling that they are not alone in the room, and that someone or something has just entered with them.

The Undercrypts

27. Arched Hallway:

This long hallway has a vaulted ceiling.

There are three arches near the western end of the hall. The walls and floor are rough and dirty cut stones.

28. Sealed and Warded Mausoleum:

At the western end of this hall are two magnificent doors of bronze. Their decoration is both fanciful and disturbing, for while the scenes at first glance appear to be pastoral, closer

examination reveals alarming details. For instance, one scene shows a noble family attending court, but a closer look shows the attendees to be impaled in lifelike poses. Great iron chains etched with occult runes bind the doors shut, and a huge iron lock secures the chains. The lock too is etched with runes like those on the chains. The runes on both chains and lock glow with a faint purplish-green radiance.

This chamber has not been opened for centuries. Not even the bandits, nor the former temple inhabitants were willing or able to open these doors. A strength of 20 or more can rend the chains, but even combined efforts of lesser strength have no effect. The enchantments on the chains are, in effect, mystical wounds to the metal. Should a cleric, druid or paladin be able to cure up to 20 points of damage on the chains over the course of 24 hours, the seals will be broken and the lock and chains can be removed by normal means.

Should anyone succeed in opening the doors they will free the **minor drelb** contained therein.

Drelb, Minor: AC 4; MV 6"; HD 3+1; HP 12; #AT 1; DMG 2-8; SA touch causes victim to fall shivering to the ground (save for no effect), illusion appear to be retreating when actually advancing (90% chance of success); SD +1 or better weapons to hit, cannot be turned like undead, magicked silver does double dmg, reflect psionic power back at the caster; INT Very; AL NE; SIZE M; THACO:16; XP 732

The drelb guards a chest which is the only other thing in the room. The chest is locked but not trapped. The key is nowhere in the manse to be found, so the lock must be picked or the lid bashed. Inside the chest are 1925 ep, a **ring of feather falling**, a **wand of magic missiles** (40 charges), **incense of meditation** (4 blocks) in a felt bag, a human-sized suit of **scale mail +1**, a **broadsword +1** and a **mace +2**.

29. Hall of Monuments:

This wide hall is vaulted at the ceiling. The walls and ceiling are plastered to create a smooth surface. Along the eastern wall are three alcoves. The walls and ceiling of each alcove are also covered with plaster. Strange designs, scenes and words are painted in each alcove.

The northern most alcove is painted with runes of evil intent. An unlit candle and a small stick of incense can be found on the floor.

The middle alcove is painted with a vertigo inducing scene of stars in a dark sky spiraling into a central spot of inky blackness.

The southern alcove has a painting of a single star and the words beneath, "He is not dead but waiting, forever asleep. He will come again when the fire dies, and the prison opened." A small copper bowl contains the ashes of some sacrifice in the center of the alcove floor.

There is nothing special about any of the alcoves.

30. Crypts of Woe:

This crypt is in very good condition, as if it has not been disturbed. There are six alcoves, each housing three bodies. The bodies are covered in their original burial cloths.

A strange dweomer hangs over this crypt. Anyone entering it and lingering for more than a round must make a saving throw vs. spells or be overwhelmed by sadness. Those affected will almost immediately break down sobbing and feel a strong urge to flee the room. This effect lasts for 2-5 rounds.

If the bodies can be looted only small amounts of coin will be found. Each of the 18 bodies interred have only 1-4 gp.

31. Vault of the Dead:

The walls of this vaulted chamber are highly decorated with mosaic tiles of ancient symbols and designs. The floor is also tiled in this way. Tiles are missing in many places, but they appear to have fallen to the floor and remain there. Many human skeletons lie strewn about the floor or propped up against the walls.

Rondoles was able to herd many of the Undercrypts skeletons into this vaulted chamber, clearing a path for the living to get from the stairs to the exit caverns. They begin to rise and attack not long after living creatures enter the room.

Skeleton (8): AC 7; MV 12"; HD 1; HP 7(x2), 5, 4, 3, 1(x3); #AT 1; DMG 1-6; SA attack until destroyed; SD 1/2 dmg from sharp or edged weapons; immune to sleep, charm, cold or hold spells; INT Non; AL N; SIZE M; THAC0:19; XP 141

There is no treasure here. A secret door is in the northern section of the east wall. It leads to a secret passage to areas 35 and 36.

32. Empty Sepulcher:

This sepulcher is decorated with rich adornments, though all is covered with thick dust. A raised platform is in the center of the room, but no coffin or sarcophagus rests atop it. A black velvet cloth with purple embroidery is draped over the platform.

There is nothing of interest in this room.

33. Sepulcher of Blood:

The door to this room is locked and the edges sealed with lead.

This sepulcher is decorated with rich adornments. A raised platform is in the center of the room, and atop it is a wooden coffin crafted from mahogany. A black velvet cloth with purple embroidery is draped over the platform. All is covered with thick dust.

If the coffin is opened the bloody bones interred therein will attack.

Bloody Bones: AC 7; MV 12"; HD 3; HP 11; #AT 1; DMG 1-10; SA fear; INT low; AL NE; SIZE M; THACO:16; XP 129

In the coffin in a small sack is 33 CP, 10 SP, 3 EP, 5 GP, 5 PP.

34. Armory:

This odd shaped room is lined with weapon racks and shelves. The center of the room is cluttered with work tables and armor trees.

This room is the armory for the bandits. The racks contain dozens of unremarkable weapons from longswords, to flails. The shelves store arrows and bolts wrapped into score bundles. The armor trees have mostly leather armors in various states of repair.

Of interest to the PCs, their equipment that was taken from them when they were captured is here. *Wellie's dagger is found among the items here as well.*

35. The Watchers:

This rectangular room is decorated with colorful arcane runes. Two pillars stand about ten feet inside the door. They are carved and painted with fanciful designs. At the west end of the room a set of stairs descends into a dark hallway. On either side of the descending stairs are identical statues of men, arm outstretched, hands splayed out with thumbs touching.

The room is bare except as described. The two statues are components of a trap. Anyone descending the stair while the statues are armed will activate the trap. The trigger is magical, so the statues must be disarmed for the stairs to be safe. The inhabitants of the tower know the secret and tell allies passing through how to bypass the trap.

When the trap is sprung **burning hands** spells issue from each statue blanketing the stairs in flame. Anyone standing between the statues takes 4 points of damage (no save). The trap doesn't have to be reset so it will trigger for each person or group that passes between the statues. The statues can be disarmed by pressing a trigger on the west side of the statue's base. This disarms the statue for **1 turn** after which the statue rearms itself. Both statues must be disabled in this manner to make the stair fully safe. The flame from each statue extends about halfway across the stair, so if only the northern one is disarmed, those on the southern half of the stairs will still be affected by the trap.

There is nothing else of interest here.

36. Hidden Treasure:

The secret door to this room is activated by pushing a loose stone to the side of the door. The stone grinds loudly into the floor. The door can only be closed by the same method.

This square room is smallish and every inch of it is covered in thick dust. There are two large

chests against the far wall, an armor tree holding leather armor is situated on the eastern wall.

One chest contains 213 sp and 2 **javelins of lightning**. The other contains 921 ep and a vial of **oil of acid resistance**. The leather armor is of ancient design, but the leather is still supple when the dust is brushed away and the fasteners shiny. It is a human-sized suit of **leather armor +2**.

37. Crypts of the Ancients:

This ancient crypt has three sealed doors on the southern wall. A portion of the western wall has collapsed or been broken through revealing a natural cavern or passage. Rubble covers the floor by this opening.

If the floor is closely examined a worn path from the eastern door to the opening in the western wall can be discerned.

If the three sealed crypt doors are smashed the contents of the crypts can be accessed. The central of the three is empty. An opening in the southern wall exits into a natural passage. The other two crypts contain two ancient moldering skeletons. If the crypts are entered the skeletons rise and attack.

Skeleton (2): AC 7; MV 12"; HD 1; HP 5, 3; #AT 1; DMG 1-6; SA ATTACK UNTIL DESTROYED; SD 1/2 dmg from sharp or edged weapons; immune to sleep, charm, cold or hold spells; INT Non; AL N; SIZE M; THACO:19; XP 34

There is no treasure in any of the crypts.

38. Wide Tunnel:

The tunnel widens here and bends north before narrowing again. The skeletal remains of two humans like here, broken and lifeless.

These skeletons followed those who entered the middle crypt at area 37 and were destroyed in this cave. There is nothing of interest here.

39. Large Cavern:

This large cavern is some 30 feet across with several exits. The sound of dripping water can be heard echoing from somewhere, but this cave is dry. In a natural alcove near the north wall is a small mound.

The mound is the lair of a giant trap-door spider. The spider will attack whenever it senses someone approaching within 3 feet of its lair.

Spider, Giant Trap-Door: AC 4; MV 12"; HD 4+4; HP 21; #AT 1; DMG 2-8; SA poison causes 1-6 additional damage, can shoot web strands for 1d4 round entangle. normal to hit required; INT LOW; AL CE; SIZE L; THACO:15; XP 755

Scattered about the lair which is of similar size to the cavern above extending north from the "trap door" are several desiccated corpses of bandits, orcs, gnolls and a bugbear. Also scattered throughout is 300 sp.

40. Small Cave:

This small cul-de-sac cave is dark, cold and slightly damp.

This small cave is the nest of several cave crickets.

Cave Cricket (5): AC 4; MV 6"/3"; HD 1+3; HP 11, 9(x2), 4(x2); #AT 0; DMG NIL; SA jump (1-4); INT ANIMAL; AL N; SIZE S; THACO:18; XP 174

If startled the cave cricket will begin jumping toward the exit (area 41). They may jump near the trap door spider in this agitated state and reveal the lurking monster.

41. Exit Cavern:

This medium cavern is well lit by the glow from a stone brazier of hot coals reflecting off walls slick with water. The brazier's coals hiss from occasional drops of water landing on them from the ceiling. A passage exits to the north in which can be seen carved stone steps leading up.

A small contingent of bandits guard this exit from their lair. They are not very alert and can be surprised by a party that utilizes stealth on approach.

Bandit (6): AC 8; MV 12"; HD 1D6; HP 6, 5, 3(x2), 2(x2); #AT 1 or 2; DMG short sword (1-6), longbow (1-6); AL NE; SIZE M; XP 93

They have 31 gp among them.

The passages runs roughly north northwest for some 750 feet to exit to the surface at the end of a deep forested ravine. If the ravine is followed and that general heading maintained one will eventually come upon the Nulb. The ravine itself is 10 miles east of the Moathouse.

SARCOPHAGUS CADAVER

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 8

MOVE: 9"

HIT DICE: 3+1

% IN LAIR: 95%

TREASURE TYPE: E

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: nausea

SPECIAL DEFENSES: nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low

ALIGNMENT: Neutral Evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

LEVEL/X.P. VALUE: V/85 + 4/hp

A sarcophagus cadaver is a form of undead similar in appearance to a zombie. They are created by ritually sealing a living person within an airtight sarcophagus or other burial container. Such containers must be covered in intricate, disturbing symbols and signs of evil powers, and the victim also has similar symbols superficially cut onto their naked flesh. Once sealed in the container the person dies from suffocation and within 1-4 weeks after dying becomes a sarcophagus cadaver.

Sarcophagus cadavers will defend the crypt in which they are placed once freed from their burial container. Some small amount of the victim's intelligence remains behind in the undead shell, but they are twisted by evil and hate all life. During combat the cuts in a sarcophagus cadaver's flesh will emit a purplish-green glow that is similar in radiance to phosphorescence. Any one attempting to attack the creature while this glow is extant must make a saving throw vs poison or become nauseous, unless they are somehow able to attack blindly or while averting their eyes. When a sarcophagus cadaver is turned, destroyed, or otherwise ceases to be in combat the glow also ceases.

They are turned as shadows.