

The stairs lead to magnificent hall with alternating black and white marble tiles, engraved with ominous magical sigils. On two walls are ornate demon statues (and yes, they do animate ) and various benches and tables containing magical equipment and bodies of slain, or barely living victims tied, awaiting for necromantic 'resurrection'. By another wall is a large pyre contained by an ornate granite wall.

And of course, there is the former prior, a powerful wraith with high level clerical powers at his (its?) disposal. If he is attacked, the demon statues will animate; if he attacks, he is on his own. He is more likely to wait for an attack, but will take an aggressive and threatening stance to entice an attack.

In the hall south of this necromantic laboratory, is a huge auditorium, with ghouls, dretches, skeletons, monk mummies, waiting to rise, and banshees, watching the Lich Abbot perform conjuring activities (and a demon or two will come forth and attack any intruders). Some of the undead have recently been created from the poor prisoners in the level below.