

Sacred:Sarcophagus

sacredwiki.org/index.php/Sacred:Sarcophagus



A sarcophagus is a type of container that was introduced with the Underworld expansion, it can be opened to obtain loot.

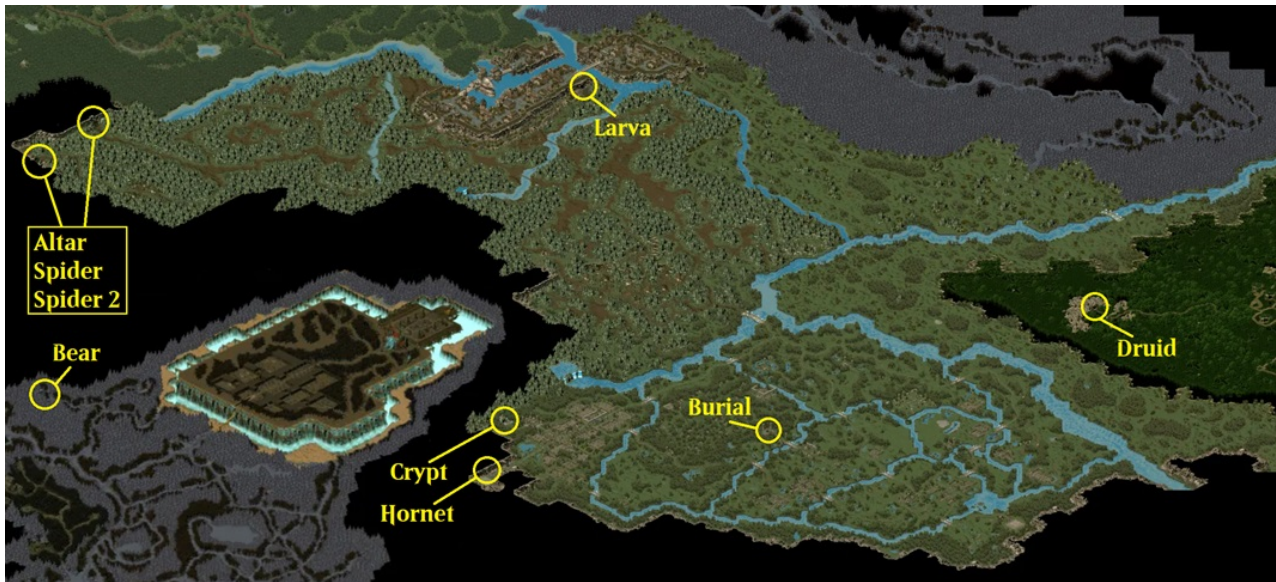
Sarcophagi function similarly to other containers such as chests or wooden barrels, but they have some peculiarities:

- They are notable for their high drop rate of runes and set items. When they drop a rune or set item, they often drop two copies of it.
- When you open a sarcophagus, all other sarcophagi will also open, making it impossible to loot several of them (unless you open them in a certain order, more info below).

They have a similar design to the tombs in the [Dwarven Graveyard](#) and three of them are found in the [Dwarven Ruins](#) area, so everything seems to indicate that they were built by dwarves.

List of all sarcophagi

There are nine sarcophagi in Underworld, each one has been given a nickname.



Burial sarcophagus

It's found in the Dwarven Burial Chamber, in the center of Dwarven Ruins.

There is a barrier in the burial chamber that doesn't let you access this sarcophagus, there are two ways to cross this barrier:

- Killing the Extraordinary Demon, reading the scroll it drops and talking with the Burial Chamber Guard. At this point the barrier will disappear. This is part of the Dwarven Treasure quest.
- Using a flying, jump or teleport combat art. Note that you have to hold control to use some jump combat arts without targeting an enemy. Jumping over the barrier can be a bit tricky, you need to position yourself well or you will crash into the barrier.

Crypt sarcophagus

It's found in the Dwarven Crypt west of Dwarven Ruins, the entrance is near the Arachnophobia quest.

It's in the top corner of the crypt.

Hornet sarcophagus

It's found in a cave west of Dwarven Ruins, the same cave of the Hornet quest.

Larva sarcophagus

It's found in a cave southeast of Purgatori, the same cave of the Insect Larva quest.

Altar sarcophagus

It's found in the first floor of the Fungi Hillock's mines, near an altar.

This is the most important sarcophagus, since it's the key for opening multiple sarcophagi.

Spider sarcophagus

It's found in the second floor of the Fungi Hillock's mines, in the area of the Burning Araneida and Giant Burning Araneida.

The enemies in this area are also known as "fire spiders" and this is the only area of the game where they spawn.

Spider 2 sarcophagus

It's found in the same floor than Spider sarcophagus, in a smaller room.

Druid sarcophagus

It's found in the second floor of a cave west of Esotopia, the cave of the Hunting Druids quest.

You need to cross a Hidden Path to access this cave, but that path is sometimes easy to see, as enemies can spawn on it.

Bear sarcophagus

It's found in the Bear Cave, north of Valley of Tears.

This is probably the most known sarcophagus, since it's a popular area for farming.

Sarcophagi hidden behaviour

Opening a sarcophagus not only causes loot to spawn from that sarcophagus, it also causes all other sarcophagi to open. However, it is possible to open all sarcophagi if they are opened in a specific order, in fact one of them can be opened multiple times, meaning that in a single game you can open sarcophagi up to a total of 13 times.

These are all the paths that allow you to open 13 sarcophagi:

- Spider -> Altar -> Crypt -> Altar -> Hornet -> Altar -> Bear -> Altar -> Burial -> Altar -> Druid -> Altar -> Altar
- Spider -> Altar -> Crypt -> Altar -> Hornet -> Altar -> Bear -> Altar -> Druid -> Altar -> Burial -> Altar -> Altar
- Spider -> Altar -> Crypt -> Altar -> Hornet -> Altar -> Burial -> Altar -> Bear -> Altar -> Druid -> Altar -> Altar
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- Spider -> Altar -> Crypt -> Altar -> Hornet -> Altar -> Druid -> Altar -> Bear -> Altar -> Burial -> Altar -> Altar

- Spider -> Altar -> Crypt -> Altar -> Hornet -> Altar -> Druid -> Altar -> Burial -> Altar
-> Bear -> Altar -> Altar

Following these paths, after opening any sarcophagus other than the altar sarcophagus, you will be able to open the altar sarcophagus twice, but doing so will not let you open more sarcophagi, so you will end with a lower number of sarcophagus openings.

The next sarcophagus in these paths may look like they are already opened, but you can click on them anyway and they will open. This visual issue can be fixed by saving and reloading the game after opening the previous sarcophagus.

Sometimes additional paths are generated and you can open others twice or open some sarcophagi in other order than described here. It's not clear why that can happen.