



# Chapel of the Unquiet Dead - GM Resource Sheet



## Setting

In the thick jungle on the plateau above the small trading town of Santa Luisa, undead wander among the trees. Locals believe the old, abandoned chapel that overlooks the valley, beneath which is a large catacomb, to be the source of the unquiet wanderers. They daren't go near — several townsfolk who've ventured into that part of the jungle have been attacked and killed. What is happening up in that chapel?

## Reasons your party have come to the chapel

- 1 After hearing rumours of a chapel where the dead are resurrected, you have brought the body of recently fallen friend here to restore their life. However, it seems the resurrection is not quite what you expected.
- 2 The townsfolk of Santa Luisa beg you help them. Each month, when the full moon lights paths through the undergrowth, the undead stagger too near to the town, dropping down from the cliffs, biting and killing. Who will head to the chapel and end this curse?
- 3 After days of wandering lost in the dense jungle, fighting all manner of tropical foe, you stumble across the overgrown entrance to the chapel. With dangers abounding in the forest and night falling fast, you decide to shelter inside the quiet ruins.
- 4 The chapel is the resting place of both many long-dead priests and of the powerful artefacts they wielded in their fight against the darkness. As the most famous and talented group of tomb raiders in the land, it's only polite that you relieve this crumbling ruin of its hidden treasures.

## Inhabitants of the abandoned chapel

- 1 1d4 undead snakes, some skeletal, some zombie
- 2 1d6 human zombies, partially clothed in religious garb
- 3 A swarm of skeletal tree frogs, still poisonous and very springy
- 4 A zombie ogre, very recently deceased and still very hungry
- 5 A living jaguar, feeding on a horrified-looking mummified corpse
- 6 A pack of 1d6+1 dog-sized raptorial reptiles, ravenous and raging
- 7 1d3 zombie halfling adventurers, padding about looking for snacks
- 8 A giant necrophagic centipede, consuming all in its path

## Set dressing

- 1 The statue's face is crumbling, exposing a grinning skull entombed within.
- 2 A rhythmic tapping emanates from this tomb. It stops if you make a noise.
- 3 The rough altar before the statue is inscribed with a confusion of overlapping symbols and lines. Just trying to read it induces nausea.
- 4 A cold wind rushes up the stairway, carrying ethereal whispers from below.
- 5 The alcoves that line the chambers are filled with mouldering skeletons. Out of the corner of your eye one appears to move.
- 6 A thick layer of dust carpets the floor. Something has recently disturbed it, with drag marks leading from an empty alcove to the door at the end.
- 7 The air is filled with a sibilant hiss, which grows louder and begins to form into words when you stand in the middle of the painted symbol.
- 8 The water abruptly turns opaque when you step into it and bubbles trickle up to the surface.

## Translations of old inscriptions found on the walls and tombs of the chapel

- 1 Honour the memories of the fallen herewith, with libation, laughter or gold. Take any offering from those here resting and perish by dawn.
- 2 In my tomb is both life and death. Take everything, lose everything. Search only for the truth among my bones.
- 3 The wisdom of the dead leads the living only to the path of the dead.
- 4 Three stones, eight stones, four stones, six; Wine and heaven and hive do trick. Follow me, Pere Francois, to the dark.
- 5 Night falls for everyone. Even kings. Yet Bishop Avado slept in the light.
- 6 The holiest of travellers on the path of righteousness know that whispers in the shadows are the whispers of the past.
- 7 Those that walk at night do not sleep peacefully in the day. Prayers only may bring rest to the restless.
- 8 If sunlight falls upon my bones, may heaven bless my earthly saviour.

## What major foe might you encounter in the depths of the chapel?

The Yorobbito	A hulking mass of bones, decaying flesh and fluid-stained shrouds, this abomination contains the souls of all those buried in these catacombs. Standing 15ft tall, it staggers around the lowest level of the chapel, slowly accumulating more remains.
Nixel Berringen, a lich	Berringen made considerable sacrifice for his immortality, living on as a lich. Having lost his phylactery in the jungle, he will hide in the chapel catacombs until it is found and made safe. He has sent out dozens of animated corpses to find his precious object.
Xagyrehts, a zombie black dragon	Xagyrehts was a juvenile dragon who made her nest in the depths of the chapel. After feeding on the poisonous remains of a cursed bishop interred there, she died and was reborn a zombie. She sleeps now in the large central chamber and when she sleeps, the dead rise and walk. But when she wakes, run!
Kikithfara, a jungle spirit	It was here first. Long before the chapel was constructed. Long before humans came to the jungle. And it will remain. Forever. A malevolent jungle spirit, it inhabits the form of an anaconda and even the dead rise up and run to escape its presence.