

# The Devouring Dune

TTRPG

A Scroll of Malevolence from the Church of Doom

#013



While marching along the crest of a steep sand dune, the party sends loose sand cascading down its faces. Unfortunately, this disturbs the sandpits on both sides of the dune filled to the brim with mummified zombies waiting for a character to slip and tumble down into their rotten mouths.

## Environment

- \* **{Dune}** Steep, unstable, and rapidly falling apart from its peak. Movement requires a DEX check to avoid slipping and falling down a random face. Moving back up the dune is difficult terrain and requires a similar save. Slipping twice on the dune dumps you into a zombie pit.

## Threats

- \* **{Zombies}** Each pit is filled with a hoard of sun-crisped zombies that cannot escape the shifting sands. They can, however, quickly devour anything they get their hands on.

- \* **{Giant Vultures}** These buzzards circle high above the dune, waiting for creatures to climb out of the zombie pits before attacking. Such creatures rarely have the strength left to defend themselves.

## Timers

- \* **{Devoured}** Any creature that falls into one of the zombie pits is fully devoured in 1d4 rounds if they do not escape, regardless of their total hit points.
- \* **{Dune Collapse}** The dune will fully collapse and dump all creatures on it into a zombie pit in 1d4+2 rounds.

## Treasures

- \* **{Buried Treasure}** As the dune collapses, the party spots the lid of a golden chest poking up from one of its faces. Inside are the riches of Captain Rattlesail, who sails across the desert in search of her lost treasure to this very day.