

# THE DESERT GIANT'S PLAN

**NEW ADVENTURE CONTENT FOR *STORM KING'S THUNDER*.**

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# ADDITIONS TO *STORM KING'S THUNDER*



Use the following information to add a desert giant lord to *Storm King's Thunder*, using the desert giant from Kobold Press' [Tome of Beasts](#).

## INTRODUCTION

Add the following information to “The Giant Lords” section of the introduction.

### EMIRA AYLA ZEIF

Zeif, an emira of a tribe of nomadic desert giants, thinks the only true power is knowledge. She plans to secure her place in the ordning by freeing and learning from a Jotun giant that her ancestors imprisoned long ago. By deciphering the messages desert giant elders inscribed onto their skin, she found the Jotun's prison, Dorsnarg Pyramid, in Anauroch. The same information provided a ritual to unseal the Jotun's cell, but it requires multiple cloud, fire, frost, hill, and stone giant skulls. Zeif wants to open the cell and speak with the Jotun, learn its ancient knowledge, and then form an alliance with the powerful being so none challenge her reign over all giant kind. To that end, she has sent warriors from her tribe into the North so they can claim the heads of their kin to be used in the unsealing ritual.

## CHAPTER 1

Add the following encounter to the “Unfriendly Skies” section of the “Tower of Zephyros” section of chapter 1.

### DAY 10: ALL I WANT IS YOUR HEAD

This encounter occurs on the tenth day of the party's journey and occurs only if they are traveling to Goldenfields. A desert giant who is a member of Emir Ayla Zeif's tribe spies the tower and assumes there is at least one cloud giant head inside that can be given to his leader.

Any character standing guard outside Zephyros's tower or watching the sky from the tower's aerie spots danger approaching if his or her passive Wisdom (Perception) score is 12 or higher.

Speeding up from beneath the tower is a dark-skinned giant on the back of an enormous bird of prey. The giant's skin is inscribed with runes and he carries a large falchion on his hip.

Alitook (a male **desert giant**, see *Tome of Beasts*) rides on the back of a **roc** up to the tower. He lands, dismounts, and enters the tower's first level, calling out a request in Giant to see the master or mistress of the tower. If any characters are around, Alitook instead approaches them and makes his request to them in polite Common.

## DEVELOPMENT

When Zephyros hears Alitook or if the characters tell the cloud giant about the approaching desert giant, Zephyros reacts with fear. He asks the characters to tell the desert giant something that will make him leave.

Alitook gladly speaks with the characters, asking them if there are any giants in the tower. The desert giant lies and says he is on a mission from Emira Ayla Zeif who wants to unite the giants in this time of trouble. A DC 12 Wisdom (Insight) check reveals Alitook isn't on a diplomatic quest since his hands twitch and stay near his falchion. A DC 14 Charisma (Deception) check convinces Alitook that there are no cloud giants within the tower and he hops on his roc and leaves. If a character fails the check or mentions the presence of Zephyros, Alitook demands to see the cloud giant. If this request is refused, Alitook begins climbing the walls of the tower and if he sees Zephyros, he attacks.

If combat breaks out, Alitook tries to climb his way up the tower to get to Zephyros, attacking any creatures in his way. He has no rocks, so he can only make attacks with his falchion. His roc does not join the fray, but takes flight and begins circling the tower, waiting for Alitook to whistle for it. Zephyros casts *mass suggestion* to convince Alitook to leave and then *greater invisibility* so the desert giant cannot find him.

If reduced to 75 hit points, Alitook whistles for his roc and tries to flee. If Zephyros is killed, Alitook uses his next action to behead the cloud giant and then tries to flee on his roc with Zephyros' head.

When Alitook is no longer a threat, Zephyros informs the characters of rumors he's heard from other giants. Desert giants are coming out of Anauroch in droves murdering any cloud, fire, frost, hill, and stone giants they can find. They all say they work for Emira Ayla Zeif and all collect the heads of their victims. This is highly unusual for the nomadic and normally isolationist desert giants.

If Alitook is captured, a DC 14 Charisma (Intimidation) check gets him to reveal that Emira Ayla Zeif has read the inscriptions on the skin of elder desert giants and ordered the warriors of her tribe to seek the heads of other giants in order to recover lost knowledge. He does not know the specific purpose of the heads and under no circumstances reveals the location of Dorsnarg Pyramid.

The roc flees if Alitook is captured.

## TREASURE

Alitook has a sack containing 3d6 × 100 cp, 2d6 × 100 sp, 1d6 × 100 gp, and one mundane item, determined by rolling on the Items in a Giant's Bag table in the introduction.

## CHAPTER 2

During the battle at Bryn Shander, Goldenfields, or Triboar, odds are at least one of the giants involved will flee the scene if defeat is imminent or its goal is accomplished. When a giant flees and is out of the weapon ranges of most characters, but still within sight, two female **desert giants** (see *Tome of Beasts*), Naymar and Allyaia, come out of nowhere and overwhelm the giant. By the end of their second turn Naymar and Allyaia have knocked the other giant prone. By the end of their third, Naymar has decapitated the giant and handed the head to Allyaia. The giants then run off into the wilderness together.

If the desert giants are captured, a DC 14 Charisma (Intimidation) check gets them to reveal that Emira Ayla Zeif has read the inscriptions on the skin of elder desert giants and ordered the warriors of her tribe to seek the heads of cloud, fire, frost, hill, and stone giants in order to recover lost knowledge. They do not know the specific purpose of the heads and under no circumstances reveal the location of Dorsnarg Pyramid.

### TREASURE

Each desert giant has a sack containing  $3d6 \times 100$  cp,  $2d6 \times 100$  sp,  $1d6 \times 100$  gp, and one mundane item, determined by rolling on the Items in a Giant's Bag table in the introduction.

## CHAPTER 3

### RANDOM WILDERNESS ENCOUNTERS

Add the following text to any encounter involving giants in the "Random Wilderness Encounters" section of chapter 3.

At the start of the third round of combat, roll a d10. If the result is a 1, a **desert giant** (see *Tome of Beasts*) appears and begins attacking any other giants. If the desert giant survives the battle, it beheads any dead cloud, fire, frost, hill, or stone giants and ties the heads to its belt. The desert giant does not attack the characters unless they attack it first.

A DC 14 Charisma (Intimidation) or (Persuasion) check convinces the desert giant to reveal that Emira Ayla Zeif has read the inscriptions on the skin of elder desert giants and ordered the warriors of her tribe to seek the heads of cloud, fire, frost, hill, and stone giants in order to recover lost knowledge. The desert giant does not know the specific purpose of the heads and under no circumstances reveals the location of Dorsnarg Pyramid.

### TREASURE

The desert giant has a sack containing  $3d6 \times 100$  cp,  $2d6 \times 100$  sp,  $1d6 \times 100$  gp, and one mundane item, determined by rolling on the Items in a Giant's Bag table in the introduction.

### LOCATIONS OF THE NORTH

Make the following additions to the "Locations of the North" section of Chapter 3.

### TRAVEL

Any time the characters travel from one place to another, roll a d20. On a result of 1, they encounter a headless giant body along the way. Roll a d6 to determine the type of giant body they encounter: 1 for cloud, 2 for fire, 3 for frost, 4 for stone, and 5-6 for hill.

### ASCORE

Add the following suggested encounter to the "Ascore" section.

While the characters are in Ascore, they notice two female **desert giants** (see *Tome of Beasts*), Yalaya and Rabira, pass by the ancient ruin. Each has the head of a frost giant tied to her belt. If approached by the characters, a DC 14 Charisma (Intimidation) or (Persuasion) check convinces them to reveal that Emira Ayla Zeif has read the inscriptions on the skin of elder desert giants and ordered the warriors of her tribe to seek the heads of cloud, fire, frost, hill, and stone giants in order to recover lost knowledge. If the characters know where to find any such giants nearby, the desert giants offer to reward them with 100 gp from their sacks (see "Treasure"). They do not know the specific purpose of the heads and under no circumstances reveal the location of Dorsnarg Pyramid.

If the characters try to follow the Yalaya and Rabira, they quickly get noticed by the clever giants on their home terrain. The giants creep over a dune out of sight and then bury themselves in the sand, rising up to take the characters by surprise, fighting to the death. They do not pursue any characters who flee. They simply do not want to be followed to Dorsnarg Pyramid at any cost.

**Treasure.** Each desert giant has a sack containing  $3d6 \times 100$  cp,  $2d6 \times 100$  sp,  $1d6 \times 100$  gp, and one mundane item, determined by rolling on the Items in a Giant's Bag table in the introduction.

### LUSKAN

Add the following suggested encounter to the "Luskan" section.

A member of the Arcane Brotherhood, Vadul Sasson (male CN **mage**), recovered the body of a desert giant warrior outside of Luskan a tenday ago. He found the body a curiosity so far from the desert and ordered it taken into the tower so he could study the inscriptions on its skin.

A short time after the characters arrive in Luskan, three **desert giants** (two males named Amed and Fabreiz and a female named Marya, see *Tome of Beasts*), walk into Luskan's harbor out toward the Hosttower of the Arcane and demand the body be returned. The dead desert giant, a male named Rahead, was looking for frost giants in the area so he could bring their heads to Emira Ayla Zeif when he took on too many foes at once and became overwhelmed. Desert giants reclaim the bodies of their dead, since the inscriptions on their bodies hold valuable information. The trio has tracked the body of Rahead here.

Reeling from the attack of the frost giants, Luskan's mages of the Arcane Brotherhood have depleted of many of their spells and resources. The desert giants begin hurling stones at the Hosttower of the Arcane, demanding the return of their dead. If the characters do nothing, eventually Vadul exits the tower, pleading with giants to be patient while his servants prepare the body for transport. On their next turn, the giants are brought the body. Amed and Fabreiz carry it away while Marya crushes Vadul to death with a rock before joining her companions.

If the characters do intervene, they can convince the giants to calm down with a successful DC 16 Charisma (Persuasion) check made as an action. The giants calmly state their case and leave once Vadul hands over the body.

If the characters fail the check or intervene by attacking, Amed and Fabreiz attack them while Marya continues to hurl rocks at the Hosttower of the Arcane. Every round on initiative count 0, two **mages** from the Arcane Brotherhood cast spells of 2nd level or lower that hinder the giants or aid the characters from the mage's spell list. They are out of higher level spell slots.

When one of the giants falls, the other two grab its body and flee.

If captured or calmed, a DC 16 Charisma (Intimidation) or (Persuasion) check convinces the giants to reveal their purpose in Luskan. If pumped for more information, they reveal Emira Ayla Zeif has read the inscriptions on the skin of elder desert giants and ordered the warriors of her tribe to seek the heads of cloud, fire, frost, hill, and stone giants in order to recover lost knowledge. If the characters know where to find any such giants nearby, the desert giants offer to reward them with 100 gp from their sacks (see "Treasure"). They do not know the specific purpose of the heads and under no circumstances reveal the location of Dorsnarg Pyramid.

**Treasure.** Each desert giant has a sack containing 3d6 × 100 cp, 2d6 × 100 sp, 1d6 × 100 gp, and one mundane item, determined by rolling on the Items in a Giant's Bag table in the introduction.

### MORGUR'S MOUND

Add the following text to the "Ancient Relic" section.

In addition to the gold-plated tooth, the character unearths a yellow silk scarf embroidered with the stig (light) rune. The scarf is nonmagical, 10 feet long, and 2 feet wide.

### ONE STONE

Add the following text to the "Ancient Relic" section.

In addition to the boulder, the character finds the gilded tail of a giant scorpion. The tail is nonmagical, but it can be used as a weapon and has the same statistics as a pike.

### WATERDEEP

Add the following text to the "Suggested Encounter" section.

Three **desert giants** (two females named Kayga and Isa and a male named Dariq, see *Tome of Beasts*) have been tracking the castle of the cloud giants from the ground. Count Nimbolo invites the characters to a private spot just outside of Waterdeep to tell them about Sansuri, since his wife is friends with the villainous cloud giant.

When Nimbolo is alone with the characters, the desert giants strike, with the intention of taking the cloud giant's head back to Ayla. Nimbolo joins the fight alongside the characters. The desert giants fight until they kill and behead Nimbolo or one of them falls and then the other two grab their fallen ally's body and flee.

If captured, a DC 14 Charisma (Intimidation) check convinces the giants to reveal Emir Ayla Zeif has read the inscriptions on the skin of elder desert giants and ordered the warriors of her tribe to seek the heads of cloud, fire, frost, hill, and stone giants in order to recover lost knowledge. They do not know the specific purpose of the heads and under no circumstances reveal the location of Dorsnarg Pyramid.

**Treasure.** Each desert giant has a sack containing 3d6 × 100 cp, 2d6 × 100 sp, 1d6 × 100 gp, and one mundane item, determined by rolling on the Items in a Giant's Bag table in the introduction.

## CHAPTER 4

### EYE OF THE ALL-FATHER, AREA 1

Add a pillar carved with the scene of a living desert giant inscribing runes onto its flesh and looking upon the body of a deceased desert giant.

### EYE OF THE ALL-FATHER, AREA 6

Add a statue of the desert giant god, Grumbar, to this room that carries a bronze falchion (weighing 700 pounds).

Add a stig (light) rune to the archway that corresponds to the falchion. The stig rune's trap corresponds to desert giants. When triggered, two sunburst spells go off at the same time, and the entire room is each spell's area of effect.

### EYE OF THE ALL-FATHER, AREA 11

Add a statue of a desert giant.

### WORDS OF THE ORACLE

Add the following question and answer.

**What is Zeif's plan?** "To release an ancient power and gain its knowledge and protection."

### QUEST FOR THE GIANT RELICS

The silk scarf relic in Morgur's Mound and scorpion tail in One Stone correspond to Ayla Zeif.

### THE CHOSEN FOE

Add the following text.

#### EMIRA ZEIF

"Travel south past mountains, valley, and trees. At the edge of the wood, turn east until the sand runs through your toes and the sun scorches your head. Past the dwarf ruin turn south again until you find Dorsnarg Pyramid. It is prison to one and queen-maker to another. The conch you seek is in the latter's possession."

The mountains refer to the Spine of the World. The valley refers to the Valley of the Khedrun. The wood refers to Lurkwood. The dwarf ruin is Ascore. When the characters are ready to head there, continue with “Pyramid of the Desert Giants” in this document

## APPENDIX A

Add the following magic item.

### DIAMOND OF THE STIG RUNE

*Wondrous item, rare (requires attunement)*

This diamond is a three-inch-radius sphere cut so the light within it dazzles. Close inspection reveals the light burning within is in the shape of a stig (light) rune. The diamond has the following properties, which only work while it is on your person.

**Beacon of Hope.** As an action you can cast *beacon of hope*. Once you use this property, you can't use it again until you finish a short or long rest.

**Blinding Burst.** As an action, your body erupts with radiant light in a 30-foot radius. All creatures in the area must succeed on a DC 17 Constitution saving throw or be blinded for 1 minute. A creature blinded in this way can repeat this saving throw at the end of its turn, ending the blinded condition on a success. Once you use this property, you can't use it again until you finish a short or long rest.

**Radiant Friend.** You have resistance to radiant damage.

**Shed Light.** As an action the diamond sheds bright light in a 60-foot radius and dim light for an additional 60. You can use another action to make the bright light go down to a 5-foot radius and dim light for an additional 5.

**Gift of Light.** You can transfer the diamond's magic to a nonmagical item - a weapon or a torch - by tracing the stig rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the diamond is destroyed, and the rune appears in yellow on the chosen item, which gains a benefit based on its form:

**Weapon.** The weapon is now an uncommon magic weapon. It deals an extra 1d6 radiant damage to any target it hits.

**Torch.** The torch is now an uncommon magic item that requires attunement. This torch never burns out. As an action you can cause the torch to ignite, causing it shed bright light in a 20-foot radius and dim light for an additional 20. You can use another action to extinguish the flame. While the flame is lit and you hold the torch, all creatures you choose within 20 feet of you have advantage on saving throws against being charmed or frightened.

## APPENDIX B

Add the following creature.

### DESERT GIANT MUMMY

*Huge undead, lawful evil*

**Armor Class** 16 (natural armors)

**Hit Points** 219 (16d12 + 112)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA     |
|---------|--------|---------|--------|---------|---------|
| 29 (+9) | 8 (-1) | 24 (+7) | 6 (-2) | 18 (+4) | 18 (+4) |

**Saving Throws** Str +13, Con +11, Wis +8, Cha +8

**Skills** Perception +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Giant

**Challenge** 11 (7,200 XP)

**Wasteland Stride.** The mummy ignores difficult terrain caused by sand, gravel, or rocks.

### Actions

**Multiattack.** The mummy can use its dreadful glare and then makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit* 30 (6d6 + 9) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

## APPENDIX C

Add the following text to the “New Giant Options” section.

### DESERT GIANTS

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Some adult desert giants are trained to make whirlwind attacks with their enormous falchions, spinning their blades in powerful arcs that attack all nearby enemies. This ability is represented by the following action option:

**Whirlwind Attack (Recharge 6).** The giant makes a falchion attack against every creature it can see within 10 feet.

# CHAPTER 8.5: PYRAMID OF DESERT GIANTS

In this chapter the characters have an opportunity to stop Emira Ayla Zeif before she releases Erlin the Great, an enraged Jotun giant, from his prison. If the characters obtain Zeif's *conch of teleportation*, they can use it to teleport to Maelstrom, King Hekaton's undersea citadel (see chapter 10, "Hold of the Storm Giants"). Obtaining the conch is their main goal here but the characters may take action to free or leave Erlin imprisoned. If characters may choose to let the Jotun out, he is ready for vengeance, but clever adventurers can direct this rage and use it to their benefit.

## DESERT AND JOTUN GIANTS

Before running this part of the adventure, review the information on desert and Jotun giants in *Tome of Beasts*. It will help you roleplay the giants in this chapter.

### THE OBSESSED EMIRA

Ayla Zeif has become obsessed with opening Erlin the Great's prison ever since she deciphered a hidden meaning in the runes all desert giant inscribe onto their skins. Those inscriptions led her to Dorsnarg Pyramid where the Jotun is imprisoned and also contained instructions for a ritual that would unseal Erlin's cell. Once the Jotun is free, Ayla hopes to use Erlin's knowledge and strength to rise to the top of the ordning. She knows he once fought against the gods. During that war Erlin and his kind may have succeeded, had not the rest of giants aided the cause of the gods and imprisoned the Jotun in places like Dorsnarg Pyramid. The emir believes freeing such a powerful being would make even the All-Father himself quake with fear and force the gods to crown her queen of all giants.

Since the hunt for giant skulls to power the unsealing ritual began, Ayla has focused on nothing else. Her husband and second-in-command, Calamed, runs the day-to-day operations of the pyramid. He keeps the rest of the desert giants fed, sheltered, and hunting for skulls. Ayla's neglect has spurred Calamed into an affair with another giant, Mira Burma. What started as a fling has become true love. Calamed wishes to return to the desert giants' old way of life as nomads, but he cannot openly challenge his wife or leave her without facing death.

When the characters arrive at Dorsnarg Pyramid, Ayla has all fifty skulls she needs to perform the unsealing ritual.

### FARRAGUT THE SCRIBE OF THE DESERT

Desert giants under Ayla's command captured Farragut, a copper dragon known as the Scribe of the Desert. The dragon's hobby is collecting pieces of lore with a particular interest in giant culture and history. Ayla has Farragut studying the skin of long dead elder desert giants to decipher the unsealing ritual. Farragut works quickly and unhappily at his task, hoping Ayla's promise of freedom isn't a lie. In truth she plans to give the dragon to Erlin as a gift, in which case the dragon's fate would be short and bloody since the Jotun hates dragons.

### ERLIN THE GREAT

Erlin the Great has been sealed in his prison for thousands of years. The magic of Dorsnarg Pyramid sustains the giant. He has no need for food, water, or air. He does not age. Years of imprisonment have left the giant boiling with rage. Hatred keeps Erlin focused and sharp. Every minute of every day he curses the giants and gods who put him in the pyramid, sure that one day he will have his vengeance.

## DORSNARG PYRAMID

Dorsnarg Pyramid was buried by the sands long ago and was only recently uncovered by Ayla's tribe. The huge pyramid has a large ground level and smaller top level that holds Erlin's actual cell connected by a hidden staircase. The pyramid's main entrance is hidden. A false entrance contains traps and a mummified desert giant guardian. Once inside the actual pyramid the characters will have to contend with desert giants, their scorpion pets, and a host of traps and guardians left active within that don't bother the giants. See the "Dorsnarg Pyramid: General Features" sidebar for more information on the pyramid.

### DORSNARG PYRAMID: GENERAL FEATURES

The following features are common throughout the pyramid.

- **Ceilings.** Unless otherwise noted, interior chambers have 30-foot-high ceilings, with 20-foot-high passages and doorways connecting them.
- **Doors.** Each of Dorsnarg Pyramid's doors is 20 feet high and made of stone. Unless otherwise noted, the door is unlocked. Door handles are 10 feet above the floor. A Huge giant has no trouble opening a door. A smaller creature can attempt to open a door, provided that creature or some other helpful creature can reach the door's handle and unlatch it. While the handle is unlatched, a creature must use an action to push or pull on the heavy door, opening it with a successful DC 16 Strength (Athletics) check. On a failed check, the door doesn't open.
- **Illumination.** All areas of the pyramid are brightly lit by magical stig runes that glow yellow on the walls. If one of these runes is carved out of the wall, it no longer sheds light.
- **Oversized Furnishings and Objects.** Most of the furnishings and other items in Dorsnarg Pyramid are sized for desert giants. Exceptions are noted in the text. Tables, benches, and other room fixtures are typically twice as high, long, and wide as their human-sized equivalents and roughly eight times the weight. Small and Medium creatures can scuttle under and clamber over giant-sized furniture, treating the spaces the furniture occupies as difficult terrain.

## REACHING DORSNARG PYRAMID

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The characters can travel to Dorsnarg Pyramid on foot or horseback. If the characters have an airship (see the “Airship of a Cult” section in chapter 4), they can land it anywhere outside the pyramid. The desert giant keeping watch outside the main door (see “Approaching the Pyramid”) spots the airship if it approaches within 1 mile of the stronghold and runs inside, putting the entire pyramid on alert (see “Denizens”). If the characters use the airship’s weaponry to attack Dorsnarg Pyramid, the defenders are smart enough to remain inside its impenetrable walls.

The characters might instead approach on a flying mount. They can obtain griffon mounts in Fireshear or hippogriff mounts in Hawk’s Nest. Neither settlement is close to Dorsnarg Pyramid, requiring the characters and their mounts to rest between flights. Characters mounted on hippogriffs can travel 54 miles per day (three 3-hour flights with 1-hour rests in between). Those mounted on griffons can travel 72 miles in the same amount of time. The desert giant keeping watch outside the main door (see “Approaching the Pyramid”) spot flying mounts that approach within a quarter mile of the stronghold and runs inside, putting the entire den on alert (see “Denizens”).

## APPROACHING THE PYRAMID

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Adventurers can approach Dorsnarg Pyramid from any direction. Those who come near the pyramid without taking efforts to conceal themselves are spotted by the desert giant in waiting in the sand (area 1) who gets up to patrol the perimeter every 15 minutes. If the giant spots the adventurers, she quietly slips inside the hidden main door and alerts the guards in the complex. Characters stand a better chance of infiltrating the pyramid if they approach cautiously, taking advantage of the terrain and using darkness, fog, camouflage, or magic to conceal their movement. Regardless of how the characters approach the den, have them make a group Dexterity (Stealth) check contested by the desert giant’s Wisdom (Perception) check. The giant should make the check with disadvantage as it is buried in the sand. If the characters take precautions, give them advantage on their checks. If they take none, impose disadvantage on their checks.

The characters may not notice the main door to the pyramid (see area 1). If they cannot detect the door, but remain hidden and watch the pyramid, eventually the guard from area 14C comes out and relieves the guard here. This allows the characters to witness the main entrance being used.

## DENIZENS

The Dorsnarg Pyramid Roster table summarizes the locations of the pyramid's inhabitants and indicates how those creatures react when intruders are detected. As soon as trespassers are spotted or combat erupts, the entire lower level of the pyramid goes on alert. As a consequence, adventurers might find themselves fighting several encounters' worth of creatures at once. If Ayla Zeif dies, her husband takes over and leads the giants into the desert to be nomads once again. If Ayla and Calamed both die, the morale of Dorsnarg Pyramid's remaining desert giants breaks, and they flee into the desert with their giant scorpion pets. The other guardians of the pyramid remain.

### WHAT THE DESERT GIANTS KNOW

Emira Ayla Zeif has been keeping her tribe in the dark about what they're doing in the pyramid. Only her husband, Calamed, his lover, Mira Burma, and the copper dragon Farragut know Ayla's true intentions. The rest of the giants in the pyramid know the following information:

- Ayla Zeif is the emira of the this desert giant tribe and her husband, Calamed, is her second-in-command.
- Ayla Zeif requires the skulls of cloud, fire, frost, hill, and stone giants for a ritual that can only be performed here at Dorsnarg Pyramid. The ritual will allow the emira to harness an ancient creature's great power and knowledge so she can become the queen of all giants.
- The tribe captured a copper dragon named Farragut who is known as the Scribe of the Desert. He is helping Ayla unravel the ritual.
- Ayla Zeif stays in the top of the pyramid which can only be reached by a secret stair hidden somewhere in the tombs.
- The pyramid is full of traps, and guardians that attack non-giants on sight. At your discretion, a giant can point out one or more of these hazards when questioned by the characters.
- A horrible, enormous ooze lives in area 11. It will eat anyone, including giants.
- Ayla Zeif keeps her *conch of teleportation* tied to her belt.

## 1. MAIN ENTRANCE

The enormous, 300-foot high pyramid was just recently dug out of the sand by Ayla's tribe. Using wood planks to keep the sands at bay, they have created a 10-foot deep pit the base of the pyramid now sits in.

Zali, a female **desert giant** (see *Tome of Beasts*) sits half-buried in sand near the door, watching for intruders. She has a +4 bonus to and advantage on Dexterity (Stealth) checks, thanks to Sand Camouflage. Every 15 minutes she gets up and walks the perimeter of the pyramid. Zali has a +8 bonus to Wisdom (Perception) checks and her passive Wisdom (Perception) score is 18. Eventually, Dalla, a female **desert giant** from area 14C, comes to relieve Zali, revealing the hidden main door.

If Zali spots the characters and they don't notice her or are far away, she runs inside to warn the rest of the complex (see "Approaching the Pyramid"). If the characters are close when she notices them, she attacks. When Zali is reduced to 50 hit points, she tries to flee into the desert. If she can't shake the characters, she stops and begs for her life. A DC 14 Charisma (Intimidation) or (Persuasion) check gets her to reveal what she knows about the pyramid. See the "What the Desert Giants Know" sidebar for more information.

The main door inside the pyramid is almost seamless stone and can only be noticed with a DC 20 Wisdom (Perception) check. The door has no handle and can be pushed open with a DC 16 Strength (Athletics) check.

## 2. SKULL PREPARATION ROOM

A huge statue of a desert giant stands tall in this room, arms out, as if offering a prayer to the gods. Long wood tables along the sides of the room hold the rotting heads of various cloud, fire, frost, hill, and stone giants. Two enormous casks on the north wall hold 400 gallons of water and weigh two tons each. A fine chess set made for giants sits on a table near two fine chairs on the eastern side of the room.

Two male **desert giants** (see *Tome of Beasts*), Barabay and Harume, work at long tables and use enormous pots of boiling water to clean the skulls. Ayla may have all the skulls she needs for the unsealing ritual, but she has ordered collection and preparation continue in case this casting fails and she needs more for a future attempt.

If an intruder is caught in their room, Barabay and Harume immediately attack. Each fights until reduced to 40 hit points and then attempts to flee toward area 14, calling for help. If one or both of the giants are captured, a DC 14 Charisma (Intimidation) or (Persuasion) check gets them to reveal what they know about the pyramid. See the "What the Desert Giants Know" sidebar for more information.

### FIRES

A creature who enters or starts its turn in a fire or a cauldron of boiling water takes 11 (2d10) fire damage.

### SCREAMING STATUE

The statue in this room lets out an unnatural, high pitched scream if a creature other than a giant gets within 50 feet of it. A nongiant creature who can hear the statue and is within 50 feet of it must succeed on a DC 14 Constitution saving throw at the start of its turns or take 11 (2d10) psychic damage and is frightened of the statue until the end of its next turn.

As long as the statue is standing it is able to scream. It can be knocked over with a DC 18 Strength (Athletics) check made as an action. The statue has 100 hit points, AC 17, and is immune to poison and psychic damage.

## TREASURE

Each giant keeps a wood chest by his bedroll. They leave the chests unlocked, but each has a heavy lid and requires a DC 14 Strength (Athletics) check to open. Each chest holds 500 gp and one mundane item, determined by rolling on the Items in a Giant's Bag table in the introduction.

The sixteen pieces of the chess set are made of fine polished stone worth 50 gp each. Each piece is two feet tall and weighs 20 pounds.

## 3. STORE ROOM

This room once housed flesh golem guardians that degraded over the years. When the desert giants opened Dorsnarg's Pyramid, they found it empty save for bones which they tossed to the vultures. The tribe keeps their food here in twenty-four 5-foot crates that weigh one ton each. They keep their water in twenty-four 5-foot barrels that weigh two tons each.

Four **giant scorpions** that are pets of the desert giants guard this room. They rest between the crates and barrels and attack any creature that isn't a desert giant that enters the area. They fight to the death.

## 4. STATUE ROOM

Six life-sized statues of desert giants stand tall in this room. A DC 15 Wisdom (Perception) check notices a hinge on each statue's jaw. The giants know to avoid this room or move carefully through it so they don't activate the trap.

### SAND TRAP

This trap is activated when a creature steps on one of the hidden pressure plates near the base of each statue. Any character who walks within 5 feet of a statue steps on a plate.

A DC 15 Wisdom (Perception) check spots a pressure plate as a discoloration in the floor. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the statues.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating by stepping on that plate.

When the trap is activated, all doors to the room shut and lock. As an action a DC 15 Dexterity check made with thieves' tools can pick the door's lock, provided the character making the check can reach the keyhole above the handle (see the "Dorsnarg Pyramid: General Features" sidebar for more information about the doors). The statues open their mouths and begin to vomit sand into the room.

One round after the statues open their mouths, the floor of the room is difficult terrain. Each creature without a burrow speed in the room must succeed on a DC 15 Strength saving throw at the start of its turn or become restrained. As an action, a creature can choose to repeat the saving throw, removing the restrained condition on a success. After four rounds of sand vomiting, the entire room fills with sand and all creatures in the room are blinded and cannot breathe. Creatures completely engulfed in sand deal only half damage with melee weapon attacks and no damage with ranged weapon attacks.

Destroying, tipping over, or dispelling a statue slows the progress of the sand filling the room. For every statue that is destroyed, tipped over, or dispelled, another round is added before the entire room is filled with sand. A statue can be knocked over with a DC 18 Strength (Athletics) check made as an action. Each statue has 100 hit points, AC 17, and is immune to poison and psychic damage. Successfully casting *dispel magic* (DC 15) on a statue stops that statue from spewing sand.

If all of the statues are disabled or one of the doors is opened, vents in the floor open and the sand sinks out of the room.

## 5. FOUNTAIN ROOM

Long stone benches surround a fountain on three sides. The center of the fountain showcases a beautiful sculpture of twelve desert giants carrying an enormous cage that holds an unfathomably large giant prisoner.

### WITHERING FOUNTAIN

This Gargantuan fountain is a magic trap. A *detect magic* spell reveals an aura of enchantment magic. Any nongiant creature who can see the fountain must make a DC 14 Charisma saving throw. A creature who succeeds on this saving throw is immune to the effects of the fountain for 24 hours. A creature who fails is overcome with admiration for the sculpture and cannot willingly move out of sight of the fountain for 24 hours. During that time the creature cares only about the fountain and will defend the work of art with its life. The enchanted creature acts hostile toward any other creature who tries to touch it or the fountain. The creature will try to find its way back to the fountain if it is forcibly removed from it. The creature will not willingly sleep, eat, or drink while enchanted. After 24 hours of being enchanted this way, the affected creature suffers a level of exhaustion and must repeat the saving throw if the fountain is still within its line of sight. A *remove curse* spell or similar magic can break the fountain's enchantment over a creature. Creatures that cannot be charmed are immune to the fountain's effects.

Breaking the fountain also breaks its power over any enchanted creatures. The fountain has 50 hit points, AC 17, and is immune to poison and psychic damage. The magic of the fountain can be dispelled with a successful casting of *dispel magic* (DC 19)

## 6. TEMPLE OF GRUMBAR

A 20-foot tall statue of Grumbar, the Earthlord, shaped as a desert giant stands on the north wall of the room. A DC 13 Intelligence (Religion) check recognizes the statue as Grumbar. On the western wall a large stone altar carved with the stig (light) rune on its front sits next to a large brazier.

Multama, a female desert **giant** (see *Tome of Beasts*), kneels at the altar and her falchion sits in the fire, its handle pointing out. Deep in prayer, the giant does not notice any intruders unless they make noise. If an intruder does draw her attention, she rises and attacks, using her falchion which has the *gift of Grumbar* (see "The Gift of Grumbar").

Multama fights until reduced to 40 hit points and then attempts to flee toward area 7, calling for help. If she is captured, a DC 14 Charisma (Intimidation) or (Persuasion) check gets her to reveal what she knows about the pyramid. See the “What the Desert Giants Know” sidebar for more information.

### THE GIFT OF GRUMBAR

A creature who gets near the fire discovers it is not hot. Touching the fire does not damage a creature. A *detect magic* spell reveals an aura of evocation on the brazier.

A creature who places a weapon in the brazier and then offers a 1-minute or longer prayer to Grumbar has the weapon enchanted with the *gift of Grumbar* for 1 hour. While enchanted in this way, the weapon deals an extra 1d6 radiant damage.

### TREASURE

A creature who searches the altar finds a secret drawer hidden in the altar's side with a DC 15 Intelligence (Investigation) check. The drawer holds a *diamond of the stig rune* (see the Appendix A section of “Additions to *Storm King's Thunder*”).

## 7. FEAST HALL

Whenever a desert giant was laid to rest in the tombs of Dorsnarg Pyramid, family and friends would remember the fallen with a great feast held in this hall. Ayla's tribe has turned it into their dining hall of sorts. Currently just one fat **desert giant** (see *Tome of Beasts*) named Ulmay eats in this room.

Ulmay is a scholar at heart, saddened by the actions of Emira Ayla Zeif. Before the ordning broke the tribe was encouraged to share any knowledge learned with other members. Now Ayla is keeping her grand plan for knowledge hidden and merely encouraging bloodshed.

Ulmay does not attack any intruders who enter this room. Instead he asks them about their intentions, offers them food, and tells them what he knows about the situation in Dorsnarg Pyramid. He isn't afraid to offer his own views on the situation, but will not commit violence against his fellow desert giants (though he doesn't mind if the characters do the dirty work).

In addition to the information in the “What the Desert Giants Know” sidebar, Ulmay also knows that Calamed, Ayla's husband, is having an affair with one of the guards named Mira Burma who patrols the tombs in area 14A. If the characters tell him they are here to stop Ayla, he shares this information to help them, hoping their actions against the emira will allow the tribe to return to their previous way of life.

### TREASURE

Two wood chests by bedrolls here belong to Ulmay and Multama (see area 6). They leave the chests unlocked, but each has a heavy lid and requires a DC 14 Strength (Athletics) check to open. Ulmay's chest to the north holds 11,000 cp, 350 sp, and 220 gp and one mundane item, determined by rolling on the Items in a Giant's Bag table in the introduction. Multama's chest to the south holds 750 gp and 1d3 magic items (roll on Magic Item Table B in chapter 7 of the *Dungeon Master's Guide*).

In addition to the items in the chests, Ulmay drinks from a large chalice worth 500 gp and weighing 100 pounds.

## 8. PIT OF THE DEAD

The stench of rot is so strong in this room that most people cannot help but retch when they enter. A 10-foot deep pit with an opening 30 feet wide and 15 feet long is filled with the bodies of desert giants.

When a nongiant creature enters the room, the pile of bodies rises and attacks. The bodies are really a **corpse mound** (see *Tome of Beasts*), put here by the giants who built the pyramid to protect it. The corpse mound fights until death.

### TREASURE

A creature who searches the bottom of the pit finds a gold necklace sized for a giant worth 2,500 gp and weighing 25 pounds, 1d4 mundane items determined by rolling on the Items in a Giant's Bag table in the introduction, as well as 1d4 magic items. Roll on Magic Item Table C in chapter 7 of the *Dungeon Master's Guide* for the first item, and on Table A for any others.

## 9. EMIRA'S BEDCHAMBER

This chamber used to be the crypt for a long-dead desert giant leader. When Ayla Zeif moved her tribe into the pyramid, she ordered the room cleared out and had a plush bed, table, and chairs erected in the room. Her husband and the tribe's second-in-command, Calamed Zeif, is here alone.

Calamed is a handsome man who wears a light blue robes and a turban with a ruby indicating his status. He is a **desert giant** (see *Tome of Beasts*) with the following changes:

- Calamed has 200 hit points.
- Calamed has an Intelligence score of 15 (+2) and a Charisma score of 16 (+3)

Calamed doesn't attack the characters unless they act hostilely towards him. He asks the adventurers why they have come to Dorsnarg Pyramid and if they mention the *conch of teleportation* he offers a deal. The desert giant will help the adventurers reach Ayla, if they promise to kill her.

Calamed tells the adventurers that his wife has lost her way ever since the ordning was undone and is unfit to lead the tribe. He wants to return the desert giants of Dorsnarg Pyramid to their nomadic way of life, but his wife would never allow it. She has the support of most of the giants of the tribe, so he cannot kill her himself without sacrificing his own position and probably his life. If the adventurers kill her, then both Calamed and the characters get what they want. If the characters seem hesitant, Calamed offers them some of the items from the chests in the room (see “Treasure”).

In addition to all of the knowledge in the “What the Desert Giants Know” sidebar, Calamed can also tell the adventurers exactly what Ayla's plan is and that she has everything she needs to complete the unsealing ritual to free the Jotun in Dorsnarg Pyramid. He urges them to get to his wife before she frees the Erlin the Great.

If the characters attack Calamed, he flees toward area 14, calling for help. If they refuse his deal, he asks them to leave twice before attacking.

## DEVELOPMENT

If the characters agree to his deal, Calamed tells them to give the password “sagrund” (the Giant word for “mouse”) to Mira Burma in the tombs (area 14A), and that she will reveal the secret staircase (area 15) to get to Ayla. A DC 15 Wisdom (Insight) check reveals Calamed thinks of Mira as more than an ally when he speaks about her.

## TREASURE

Two wood chests by the bed belong to Ayla and Calamed. The chests are locked. Ayla and Calamed have the keys to the chest. As an action a DC 15 Dexterity check made with thieves’ tools picks one lock. The chests have 50 hit points, AC 15, and are immune to poison and psychic damage. Each has a heavy lid and requires a DC 14 Strength (Athletics) check to open.

One chest holds 6,300 gp and 1d4 magic items. Roll on Magic Item Table F in chapter 7 of the *Dungeon Master’s Guide* for the first item and on Table D for any others. The other holds 7,500 gp plus 1d4 mundane items, determined by rolling on the Items in a Giant’s Bag table in the introduction.

The large ruby in Calamed’s turban is worth 5,000 gp.

## 10. CRYPT OF THE THIRSTERS

Six giant-sized stone sarcophagi line the middle of this room. When a nongiant creature enters the room, the lids slide open and six **dust thirsters** (see *Tome of Beasts*) emerge and attack, fighting to the death.

The giant-sized sarcophagi are meant to throw off intruders who enter this room of pyramid expecting to find Huge undead.

## TREASURE

Each sarcophagus has 4d6 x 100 gp inside.

## 11. ROOM OF POOLS

The door to this room has been carved with the phrase “Danger: Stay Out,” in Giant. Inside two Gargantuan bowls are filled with what appears to be pristine, cool water. The west bowl really does hold water. The one to the east is actually an **oozasis** (see *Tome of Beasts*).

The enormous ooze does not attack creatures that enter the room right away. It lets anyone who enters think this area is safe using Mirage to lure them in. Once creatures are convinced it is safe to rest in this area (most likely after some have gone to sleep), the ooze climbs out of its bowl and attacks.

The oozasis, placed here long ago as a guardian by the desert giants who built Dorsnarg Pyramid, fights until death.

When Emira Ayla Zeif and her tribe first arrived, a pair of unfortunate desert giants, Galhal and Verban, found this room and were devoured by the ooze.

## TREASURE

A DC 15 Wisdom (Perception) check notices something glittering at the bottom of the 20-foot deep pool of actual water in the west bowl. It is a small steel case that holds 1d6 x 10 +1 bolts.

## 12. SAND-COVERED ROOM

This entire room has a thin layer of sand covering the floor. Hadra, a female **desert giant** (see *Tome of Beasts*), sleeps slumped on the wall between the doors that lead to area 13. The lazy giant is supposed to be guarding Farragut (see area 13), but is taking a nap instead.

Hadra is a heavy sleeper, but a loud noise could wake her up. Each time a character performs an action that has the potential to make noise (such as making a Strength (Athletics) check to open a giant door), have the character performing the action also make a DC 10 Dexterity (Stealth) check. If the check fails, Hadra wakes up. If she sees intruders, the giant attacks. Hadra fights until reduced to 40 hit points and then attempts to flee toward area 7, calling for help. If she is captured, a DC 14 Charisma (Intimidation) or (Persuasion) check gets her to reveal what she knows about the pyramid. See the “What the Desert Giants Know” sidebar for more information.

A DC 12 Wisdom (Perception) check notices there is some sort of writing inscribed on the floor beneath the sand. This writing becomes obvious if combat breaks out in the area, since the layer of sand is so thin, quick movements brush it away. By taking 1 minute to move the sand to the sides of the room, the characters see the following inscribed onto the floor in Giant (this means symbols like “+” and “=” would be their Giant equivalents):

[kong rune] + [juven rune] = STAIR

This is part of the puzzle to reaching the secret stairs (see area 14). The answer to the equation is 18.

## DOOR TO AREA 13

The door to area 13 is locked with a chain and padlock that hangs 20 feet above the floor. Hadra has key to it hanging on her belt. A DC 15 Dexterity (Sleight of Hand) check removes the key from the belt. Failing this check by 5 or more wakes Hadra.

As an action DC 15 Dexterity check made with thieves’ tools picks the padlock (provided a character making the check can reach it). The chain has 50 hit points, AC 19, and is immune to poison and psychic damage. Attacking the chain wakes Hadra.

## 13. FARRAGUT’S PRISON

An enormous desk sits at the back of the room, holding up the preserved skins of many long dead desert giants. At the desk sits a sad prisoner.

Farragut, an **adult copper dragon**, is being held captive here. He is beaten by Ayla daily and only has 20 hit points remaining. Under pain of death Farragut studies the inscriptions on the skins all day and reports what he learns to Ayla. The emira has stopped coming to see Farragut recently, since she now knows every part of the unsealing ritual.

Farragut knows that he is now useless to Ayla now and is desperate to escape. He asks the characters to free him and promises to make as much noise as possible during his exit to distract the giants in Dorsnarg and draw them outside. The giants from areas 1, 2, 6, 12, and 14 will give chase if the dragon is freed.

The nervous Scribe of the Desert also knows the purpose of the ritual and has figured out Ayla's plan. He tells the characters that Ayla must be somewhere on the top level of the pyramid, trying to unseal Erlin the Great from his prison. Farragut can tell the characters about the Jotun and their war with the gods (see "The Obsessed Emria") and that Dorsnarg Pyramid has a secret stair somewhere within.

The dragon knows the Giant words that must be chanted to perform the unsealing ritual. He won't willingly tell the characters this, but in his weakened state, a DC 18 Charisma (Intimidation) check gets him to reveal the words that translate to, "Let the gods quake with fear again!"

The dragon is held in place by six chains: four on his limbs, one on his tail, and one around his neck. Each chain has 50 hit points, AC 19, and is immune to poison and psychic damage. As an action DC 15 Dexterity check made with thieves' tools picks the lock to each chain. Ayla Zeif holds the key to these chains.

### TREASURE

A magnifying glass sized for giant with a gold and ivory handle sits on the desk. It is worth 750 gp and weighs 50 pounds.

Eight preserved skins of desert giants also sit on the desk. These would be valuable to the right scholar (such as mage or historian with an interest in giant lore). Each is worth 1,000 gp to the right buyer.

## 14. THE TOMBS OF DESERT GIANTS

Three rooms hold eighteen gilded sarcophagi each. Each coffin holds the body of a long-dead desert giant emir, except for one (in area 14A) that is actually the entrance to a passage that leads to Dorsnarg Pyramid's secret stair.

### TRAPPED SARCOPHAGI

Each sarcophagus is a magic trap. A *detect magic* spell reveals an aura of evocation magic. When a nongiant creature touches a sarcophagus, energy explodes from it in a sphere. The radius of this blast and the type of energy is random. Roll a d6 and multiply the result by 10 to determine the radius of the blast in feet. Roll a d8 to determine the energy type (1 = acid, 2 = cold, 3 = fire, 4 = force, 5 = lightning, 6 = necrotic, 7 = radiant, 8 = thunder). All creatures in the area must make a DC 15 Dexterity saving throw. Creatures who fail take 22 (4d10) damage of the appropriate type. Creatures who succeed take only half damage.

### THE SARCOPHAGUS PUZZLE

The desert giants who built Dorsnarg Pyramid left a mathematical puzzle so their kin could find the secret stair to Erlin the Great's cell. Some sarcophagi bear a Giant numeral and some others bear Giant runes. Each crypt has an equation expressed in Giant on its east wall. These equations help determine variables for an equation written on the floor in area 12, which reveals the location of the stair.

The map of Dorsnarg Pyramid has each sarcophagus numbered to help you understand and explain the puzzle.

### TREASURE

Each giant keeps a wood chest by its bedroll. They leave the chests unlocked, but each has a heavy lid and requires a DC 14 Strength (Athletics) check to open. Each chest holds 750 gp, one mundane item determined by rolling on the Items in a Giant's Bag table in the introduction, as well as 1d3 magic items (roll on Magic Item Table B in chapter 7 of the *Dungeon Master's Guide*).

### 14A. TOMB 1

The sarcophagus closest to the door on the north wall is marked with the Giant numeral for 1. The sarcophagus closest to the door on the south wall is marked with the Giant numeral for 2. No other sarcophagi are numbered.

The dod (death) rune is placed on the sarcophagus third from the door on the north wall (sarcophagus 5). The ferd (journey) rune is placed on the sarcophagus second from the door on the south wall (sarcophagus 4).

The characters see the following inscribed onto the east wall in Giant (this means symbols like "+" and "=" would be their Giant equivalents):

$$[\text{dod rune}] + [\text{ferd rune}] = [\text{kong rune}]$$

It might help your players to roughly sketch the map of this room for them and label the appropriate sarcophagi. The answer to this equation is the sarcophagus numbers added together, or nine.

Mira Burma, a shy female **desert giant** (see *Tome of Beasts*), patrols the tomb here. She does not attack intruders on sight. If the characters tell her they have spoken with Calamed and have come to kill Ayla, Mira asks them how she can trust them. If they say "sagrund" (the giant word for "mouse") she knows that Calamed has sent them. Mouse is his pet name for her. She immediately shows them to sarcophagus 18 and opens the lid.

If the adventures do not have a message from Calamed, Mira parlays. If the characters are willing, she escorts them to area 9 to see Calamed. If the characters attack, Mira fights back in full force. She fights until reduced to 40 hit points and then flees, calling for help.

In addition to the information in the "What the Desert Giants Know" sidebar, Mira knows Emira Ayla Zeif's plan to free a Jotun giant. Mira is the secret lover of Calamed, Ayla's husband, but for her the emira's death is about more than love. She wants to see Ayla killed so the desert giants in Dorsnarg Pyramid can return to their nomadic way of life.

**To The Secret Stair.** Sarcophagus 18 is not trapped (though it does radiate an evocation aura if *detect magic* is cast). A DC 18 Strength (Athletics) check made as an action opens the sarcophagus. Its bottom is an open crawl space that leads to area 15.

### 14B. TOMB 2

The sarcophagus closest to the door on the north wall is marked with the Giant numeral for 19. The sarcophagus closest to the door on the south wall is marked with the Giant numeral for 20. No other sarcophagi are numbered.

The liv (life) rune is placed on the sarcophagus third from the door on the south wall (sarcophagus 24).

The characters see the following inscribed onto the east wall in Giant (this means symbols like “+” and “=” would be their Giant equivalents):

$$[\text{liv rune}] + [\text{fjell rune}] = [\text{haug rune}]$$

It might help your players to roughly sketch the map of this room for them. The answer to this equation is the sarcophagus numbers added together, or sixty-three.

Vikal, a male **desert giant** (see *Tome of Beasts*), patrols the tomb here. If he spots intruders, he fights until reduced to 40 hit points and then attempts to flee, calling for help. If he is captured, a DC 14 Charisma (Intimidation) or (Persuasion) check gets him to reveal what she knows about the pyramid. See the “What the Desert Giants Know” sidebar for more information.

### 14C. TOMB 3

The sarcophagus closest to the door on the north wall is marked with the Giant numeral for 37. The sarcophagus closest to the door on the south wall is marked with the Giant numeral for 38. No other sarcophagi are numbered.

The fjell (mountain) rune is placed on the sarcophagus second from the door on the north wall (sarcophagus 39). The hellig (sacred) rune is placed on the sarcophagus furthest from the door on the south wall (sarcophagus 54).

The characters see the following inscribed onto the east wall in Giant (this means symbols like “-” and “=” would be their Giant equivalents):

$$[\text{haug rune}] - [\text{hellig rune}] = [\text{juven rune}]$$

It might help your players to roughly sketch the map of this room for them. The answer to this equation is the hellig sarcophagus value subtracted from the haug rune value (determined in area 14B), or nine.

Dalla, a female **desert giant** (see *Tome of Beasts*), patrols the tomb here. If she spots intruders, she fights until reduced to 40 hit points and then attempts to flee, calling for help. If she is captured, a DC 14 Charisma (Intimidation) or (Persuasion) check gets her to reveal what she knows about the pyramid. See the “What the Desert Giants Know” sidebar for more information.

## 15. THE SECRET STAIR

A winding stone staircase leads up to area 18.

## 16. FALSE ENTRANCE

A grand stone door carved with an elaborate stig (light) rune leads into a chamber with a gilded sarcophagus sized for a giant. A DC 18 Strength (Athletics) check opens the sarcophagus. Inside is a mummified desert giant wearing a gold crown set with fire opals lying on a bed of gold coins.

If the crown or any of the coins are disturbed, the **desert giant mummy** (see the Appendix B section of “Additions to *Storm King’s Thunder*”) rises and attacks any nongiant creatures in the area and fights until death. If the trap is triggered in area 17, the mummy rises (opening its sarcophagus if remains closed) and is active for 1 hour. It attacks any creatures that emerge from area 17 on sight.

## TREASURE

The crown is worth 3,000 gp and weighs 200 pounds. The mummy lies on a bed of 6,000 gp.

## 17. ROOM OF FALSE TREASURE

Two gilded chests sit at the end of a long hall, decorated with rubies and sapphires.

### LAVA TRAP

The chests are a magical trap. A *detect magic* spell reveals an aura of evocation.

When a chest is touched, both open, spewing forth lava and the door to this room shuts and locks. As an action a DC 15 Dexterity check made with thieves’ tools picks the lock, provided the character making the check can reach the keyhole above the handle. A DC 20 Strength (Athletics) check forces the door open. For more information on doors in the area see the “Dorsnarg Pyramid: General Features” sidebar.

At first the lava is spewed out of the chests in a 30-foot-radius sphere. Creatures that start their turns within 30 feet of the chests must make a DC 15 Dexterity saving throw. Creatures who fail take 26 (5d10) fire damage. Creatures who succeed take half damage. The area within 30 feet of the chests is considered difficult terrain.

On initiative count 0, the lava pushes forward 30 feet in a wave that is 30 feet high. For the next round, all creatures that start their turn within 60 feet of the chests are subject to its effects and on initiative count 0, the lava moves forward again, increasing its range of effect to 90 feet and so on.

If the door to the room is opened, the chests stop spewing lava and vents in the floors open, allowing the lava to leave the room.

Activating this trap alerts the mummy in area 16.

## 18. RITUAL CHAMBER

Gilded braziers burn red hot fire on either side of enormous black stone doors. Fifty alcoves line the walls, each bearing the skull of a giant. Emira Ayla Zeif stands here, chanting the words of the unsealing ritual, moments away from bringing forth the Jotun giant Erlin the Great.

Ayla is furious at any interruption. Her bound **fire elemental** pet is hidden in the west brazier’s flames and immediately springs forth to attack. Ayla draws her falchion, chanting the words of the ritual in Giant that translate to, “Let the gods quake with fear again!”

Ayla is a **desert giant** (see *Tome of Beasts*) with the following changes:

- Ayla’s alignment is neutral evil.
- Ayla has 217 hit points.
- Ayla has an Intelligence score of 17 (+3) and a Charisma score of 18 (+4)
- Ayla’s falchion is a *flame tongue* and deals an extra 7 (2d6) fire damage on a successful hit.

Ayla and her elemental fight until death.

If Ayla is still alive and chanting at the end of the fifth round of combat, the doors to area 19 open and Erlin the Great enters the room. He defends himself, but does not join in the fight otherwise (see area 19 for more information).

If Ayla is unable to continue chanting before the unsealing ritual is complete, another creature can begin chanting the proper words to complete the ritual, as long as it begins chanting 1 minute after Ayla stopped. After 30 seconds of chanting (or five rounds) the door is unsealed and Erlin the Great steps forth from area 19. The characters can learn these words by listening to Ayla chant them or by talking with Farragut in area 13.

### TREASURE

In addition to Ayla's *flame tongue falchion* which shrinks to the size of the creature attuning it and her *conch of teleportation* that she wears on her belt, Ayla's turban is fitted with a diamond worth 7,500 gp.

## 19. ERLIN THE GREAT'S CELL

This room is unremarkable and dark. It has no stig runes shedding light.

For thousands of years Erlin the Great has lived here with nothing but his simmering rage. His freedom comes as a surprise to him. The giant, though angry, is confused. When first freed, he will not attack anyone unless they attack him first. Make sure the players understand the consequences of attacking such a powerful foe and that Erlin's great size and tremendous strength are conveyed.

Erlin the Great is a **Jotun giant** (see *Tome of Beasts*) with the following changes:

- Erlin the Great has no rocks or greatclub to attack with.
- Erlin the Great can instead make an unarmed attack with the following statistics: *Melee Weapon Attack*: +16 to hit, reach 30 ft., one target. *Hit*: 20 (4d4 + 10) bludgeoning damage.
- Erlin the Great can use his unarmed attack in place of his greatclub attacks when taking the multiattack action.

Erlin the Great is unsure of what's happening in the world since he's been imprisoned for so long. Left to his own devices, he leaves Dorsnarg Pyramid and heads north, plotting his revenge against the gods and other giants. What he does from there is up to you. One likely course of action is that he would look to free other Jotun to aid him.

If the characters speak to him, Erlin halts before leaving. The Jotun is simmering with rage at giants and the gods, and the characters might be able to direct that rage to their advantage. If they give Erlin the name and location of another giant lord, a DC 15 Charisma (Persuasion) check convinces the Jotun that he should punish that specific giant lord immediately. 1d4 tendays later, that giant lord and its allies are killed by Erlin the Great.

### MAGIC WARDS

Magic wards in the room make the walls and door immune to all damage. All magic inside this room fails as if the area were blanketed by an *antimagic field*.

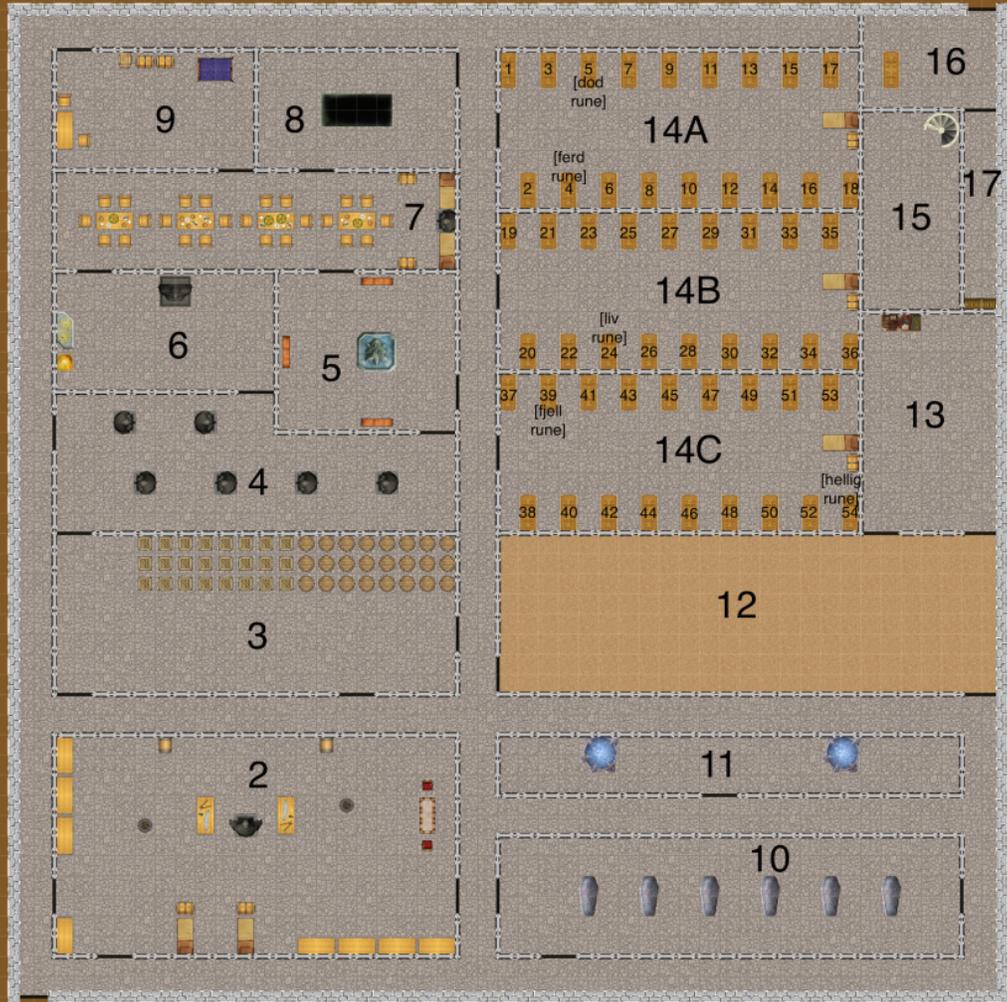
Creatures in this room do not age and do not need to eat, drink, or breathe to survive when the door is closed and sealed.

### CHARACTER ADVANCEMENT

If Emira Ayla Zeif has the *conch of teleportation* and the characters obtain it, they can use it to teleport to Maelstrom once a character attunes to the item. The characters should advance to 9th level before moving on to chapter 10, "Hold of the Storm Giants."

### MAPS

All maps in this free PDF were made using [Pyromancers Dungeon Painter](#).



1

1 square = 10 feet

1 square = 10 feet

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18

