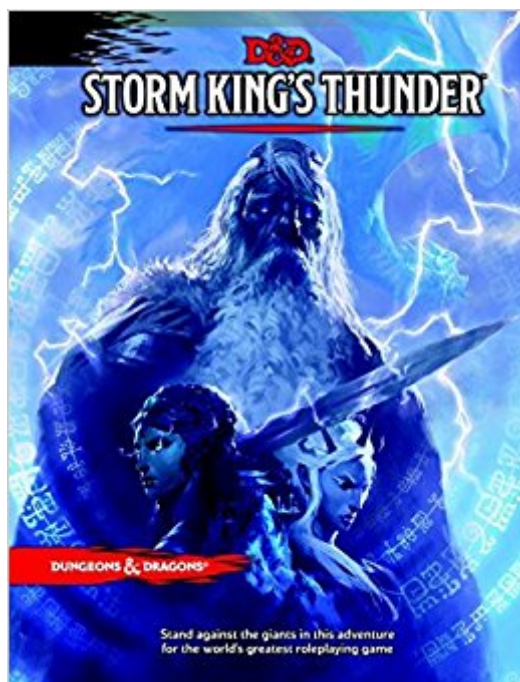


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# Storm King's Thunder (Dungeons & Dragons)



## Synopsis

Take a stand against the giants in this adventure for the world's greatest roleplaying game. Giants have emerged from their strongholds to threaten civilization as never before. Hill giants are stealing all the grain and livestock they can while stone giants have been scouring settlements that have been around forever. Fire giants are press-ganging the smallfolk into the desert, while frost giant longships have been pillaging along the Sword Coast. Even the elusive cloud giants have been witnessed, their wondrous floating cities appearing above Waterdeep and Baldur's Gate. Where is the storm giant King Hekaton, who is tasked with keeping order among the giants? The humans, dwarves, elves, and other small folk of the Sword Coast will be crushed underfoot from the onslaught of these giant foes. The only chance at survival is for the small folk to work together to investigate this invasion and harness the power of rune magic, the giants' weapon against their ancient enemy the dragons. The only way the people of Faerun can restore order is to use the giants' own power against them. To defeat giants, you need to be giant!

## Book Information

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## Customer Reviews

I'll make this short and quick. Better DM material in the front of the book, including a flowchart of events, NPC description, an overview of the forces at play in the adventure. Basically everything that was asked for after *Out of the Abyss* hit the shelves. I'd rate this section a SOLID 10/10. Hope to see the same sort of thing in future prewritten adventures. The adventure itself is a 9/10. I

absolutely love this thing. It's about the same level as Curse of Strahd, if not better. Very very pleased. Well organized - probably the best organized book dropped for 5e besides Lost Mines. And speaking of Lost Mines, there are adventure ties in one of the appendices that let you go nearly seamlessly from the end of one adventure to the other (does not include Curse of Strahd, as one would expect, but most other official 5e adventures are supported). The best of these in my opinion is the link from Lost Mines. Feels like the two books were literally made for each other. The expanded setting of north Sword Coast is pretty sick, and offers quite a bit of material that I will use for homebrew after the campaign I'm running comes to an end.

I love how detailed the world is. The D&D team is getting better and better at presenting story modules that are fun and engaging for both DMs AND players. I love that they have story tie-in ideas to connect this to previously published adventures.

Just started reading the story and it's awesome. I can't wait to get a game together this summer

I am getting ready to run this campaign and I can tell you that this is one of the best published adventures I have ever worked with. The material is well put together, the story is fun and exciting. I can't wait to see what my players think of it. This is looking to be one of the best games of D&D my group has ever played. Thank You Wizzards, Please Keep this quality work up.

I'm starting to run this now(will update after). So far I love it. It has plenty of open world options and leaves room too add a lot of things(which I am excited about doing with the yawning portal). My only comment is that the encounters do seem difficult, make sure to let your pcs know they can't always just hack and slash through everything .

So well organized and just a wonder to create a campaign out of. I wish I had more time for this now because it is truly a DM's dream

Great read and looking forward to playing.

Great adventure. There's a nice guide on RPGnow that is PayWhatYouWant too that helps organize it even better than it is already organized.

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