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Storm King ThunderRules required Dungeons & Dragons, 5th edition Character Levels1-11Imposition of the campsite Forgotten RealmsFirst published06 September 2016ISBN978-0786966004 Storm King Thunder is an adventure form for the 5th edition of the role-playing game Dungeons & Dragons. Storm King Hekaton is "mysteriously absent from the Forgotten Realms, leaving the giant races that usually keeps in free control to unleash an invasion through the kingdom. With Frost Giants raiding the Sword Coast, the cities of Cloud Giants appearing above the Baldur Gate, and the Fire Giants who taste deserts, the small people of Faerun must band together before they are all crushed under the heel of giant races..." both figuratively and literally." [1] This adventure module is designed to take player characters from the 1st level to the 11th level. [1] The content table lists the following sections:[3] Introduction Chapter 1: A great chapter of change 2: Rombo Chapter 3: The Savage Frontier Chapter 4: The chosen path Chapter 5: Den of the Hill Giants Chapter 6: Canyon of the Stone Giants Chapter 7: Berg of the Frost Giants Chapter 8: Forge of the Fire Giants Chapter 9: Castle of the clouds It was also published as a digital product through the following Wizards of the Coast licensees: D&D Beyond, Fantasy Grounds, and Roll20.[2] Storm King's Thunder was the second official 5th edition adventure module, published on Roll20.[4][5] In the development of Storm King's Thunder, Chris Perkins, Lead Designer of the book,[3] said "in the case of Giant's history, for a 5th ancient edition.the idea of an Ordning, is like the structure of the gigantic society. In the thunder of the storm king, the basic story is, well, what happens if that Ordning is destroyed? The Giants must basically go out into the world and earn respect and favor of their gods to create a whole new Ordning, and what it does to the small people of the world, when the Giants are around doing all kinds of bad things." [6] Jeremy Crawford, Dungeons & Dragons Lead Rules Developer, noted that Storm King's Thunder continued the tendency to include queer characters in the products of the 5th edition. Crawford highlighted the Osstra family ("52 years old, wheat farmer Thelbin Osstra, her husband Brynn, and the adopted grandson of Brynn Broland") in Nightstone and said "that it was a knot specifically for our family. [...] Although the two men are bigger than my husband and I am." [7] Related Products WizKids, a Wizards of the Coast licensee, released 45 miniatures that match the adventure in September 2016. [8] Neverwinter's tenth expansion of the video game aligned the free-to-play online multiplayer role game with Storm King's Thunder storyline including a new campaign, a new dungeon and three new areas. [9] In 2017, IDW Publishing published a five-series comic book called Frost Giant's Fury. The comics centered on a group of heroes of the Baldur Gate and was written by Jim Zub with the art of Netho Diaz.[10][11] Reception In Publishers Weekly "Best-selling Books Weekly Fineing September 19, 2016", Storm King's Thunder was #21 in "Hardcover Nonfiction" and sold 3,857 units. [12] Storm King Thunder was included in the Club A.V. Gift Guide[13] Alex Springer, for SLUG Magazine, wrote "where most campaigns tend to start in a kind of neutral, relatively secure position, Storm King Thunder pushes our intrepid adventurers into a villagebesieged that is chosen by goblins. [...] Allow players to change gear and take theof a relatively normal person in the middle of an urban attack allows players to experience the fantastic world of Dungeons & Dragons from the eyes of a civilian. In a game that expects its players to become superheroes, it was a nice dose of reality to see what it feels like to face a supernatural being without the benefit of supernatural powers. As we continued through the campaign, I was impressed by how well Storm King's Thunder facility with improvised freedom. [...] We are not talking about generic "go fetch" missions or a purifying ruin after the ruin of its monstrous occupants, or—a random encounter finds the players manipulating a giant of loveick hill in betraying his queen of healing. Based on my Storm King Thunder performance experience as a DM debutant, I continue to be impressed by the quality of the work Wizards of the Coast puts in their role playing peripherals. Art is fantastic, maps are meticulous and everything is put against a history of corruption, betrayal and Shakespearean power." [14] Cameron Kunzelman, for Paste, wrote "reading through Storm King's Thunder for the first time gave me the strongest itch I ever had to put a party through a pre-created adventure. The adventure is created in such a way that any given location contains a dozen plot hooks, interesting characters, and beautiful descriptions that would be suitable for an entire campaign. [...] It is difficult to be specific here without stealing some of the wonders, but let me tell you some of the things I found to be the most wonderful in Storm King's Thunder. There is a 40,000-year-old kraken wizard stopping in the ocean using his telekinetic powers to attract people in his service hundreds of miles away. There's a fire giant who wants to reassemble a Voltronto hit dragons in the mouth with. [...] of course, there are parts that I do not like so much. the king of the storm the thunder is very fair when it isn'tIn general, with many giant lords who are women and the assignment of genus of many NPCs are up to DM discretion. However, that macro plot I mentioned before begins with an ancient brotherhood of the wife of King Hekton, Queen Neri, and is such a conspicuous, trope-y encampment that I initially assumed that it was intended to be comment of some kind (as far as I can say, however, it is only a plot point Cecilia). [...] The only real hook in the opening moments of Storm King's Thunder is the bell that sounds from the bell, where the goblins are skillfully swinging on a rope. Here it is: easy opening. Go to the bell tower. Explore the city. [...] Players have a strong sense of each other's characters by exploring the empty settlement. It's just a start, but the simplicity of Storm King's first Thunder chapter made it fun. The experience of it was not prescribed, and players were not made servile by ten NPCs, four hanging towers and thirteen mushrooms. Later, when shit becomes real in the Savage Frontier, I welcome the new Dungeons & Dragons adventure to launch what it has to us. The first chapter is not the time. Even the lack of content in the Storm King Thunder, for some, was paralyzing. [...] But I prefer that players encounter the challenge of creativity that suffocate in the embrace of an adventure too-meaty. At least we're recovering the game."[16] James Haeck, for Geek & Sundry, wrote "before seeing why Roll20 is Storm King's Thunder so well, let's talk about the adventure itself. Storm King's Thunder is technically a sequel to the first 5e history arc, Tyranny of Dragons, in the way Captain America: The waris a sequel to age of ultron. you don't needhave played or even read Tyranny to "get" this adventure, but you will enjoy some Easter eggs. This adventure is even shorter than the others. [...] I still prefer the tactile sensation of the flipping pages [...] but the GM tools of Roll20 are incredibly useful. I like to show pictures of my players from adventure, for example. All the illustrations found in the book are uploaded to the Roll20 image database, and it is much easier to click on a "share with all" button than to embarrassingly transform the hard cover around, try (and fail) to cover the spoiler text, and probably break the book bond in the process. The interactive content table makes the reverse through the Roll20 format infinitely easier than to browse through a print book. It is even easier than using a PDF with a hypertext table, since you can always open it from the right sidebar without closing the other open windows. A small negative; adventure often mentions the Player's Manual or Dungeon's Master's Guide, not by page number, but by chapter number. And since they can't overwrite those books, it's a small remonstration, but one with cascading effects." 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