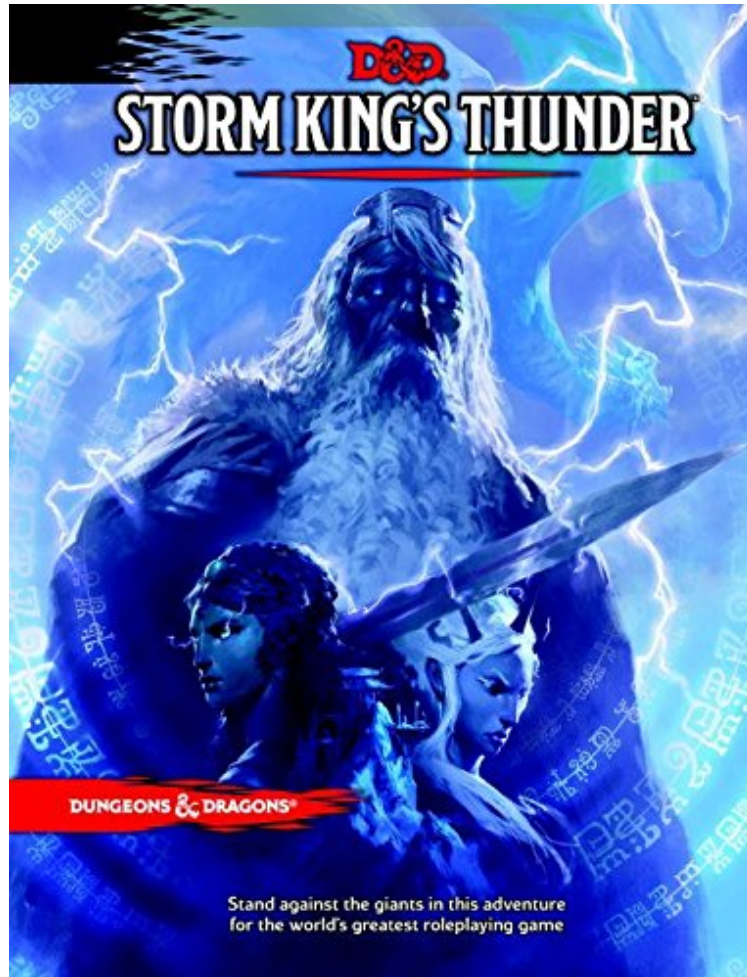


[Mobile book] Storm King's Thunder (Dungeons Dragons)

## Storm King's Thunder (Dungeons Dragons)

*Wizards RPG Team*

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#2460 in Books Wizards of the Coast Model: WTCB86690000 2016-09-06 2016-09-06 Original language: English 11.14 x .66 x 8.50l, 2.00 #File Name: 0786966009256 pages Dungeons Dragons Next (5th Edition), Role-Playing, Strategy Games, Dungeons Dragons RPG, Fantasy, Books | File size: 33.Mb

**Wizards RPG Team : Storm King's Thunder (Dungeons Dragons)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Storm King's Thunder (Dungeons Dragons):

162 of 170 people found the following review helpful. Easily the best so far. By Checker 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. 0 of 0 people found the following review helpful. So far I love it. It has plenty of open world options ...By Customer 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 .1 of 1 people found the following review helpful. So well organized and just a wonder to create a ...By Customer 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

Take a stand against the giants in this adventure for the worlds 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 Baldurs 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!