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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. **Â To defeat giants, you need to be giant!**

Book Information

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Customer Reviews

I really wanted to like this adventure. I own every Wizards product in the 5e line and have run each adventure book, either in parts or its entirety. I especially dig their new jam of taking a classic adventure, giving it a literary spin, and updating it for modern sensibilities (in this case, "Against the Giants" plus "King Lear"). Unfortunately this book suffers from some major flaws that prevent it from being used as a stand-alone campaign. It's a shame, because the content is well-written and the

interior art is gorgeous. But since the 5e line as a whole is well-written and has gorgeous art, that isn't enough to save this module. It tries to find a middle ground between the sandbox-style modules that allow players to choose multiple paths to victory (such as the superb "Princes of the Apocalypse" and the excellent "Curse of Strahd") and the more traditional, linear modules (such as the mediocre "Hoard of the Dragon Queen" and the much better "Out of the Abyss"). While the branching path is a tried-and-true design method, in this case the branches are rather anemic. The most damning decision is in the middle of the module, where players choose one of five evil giant lords to battle. At least in the classic "Against the Giants" adventure there was a sense of obvious progression as you fought larger and more powerful giants, but this bizarre design allows players to easily bypass 80% of the content designed for that level of play. Another issue is that though the book is billed as being for levels 1-11, in truth if your party is less than level five they will be stuck running a very linear series of encounters to put them into the "real" adventure.

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