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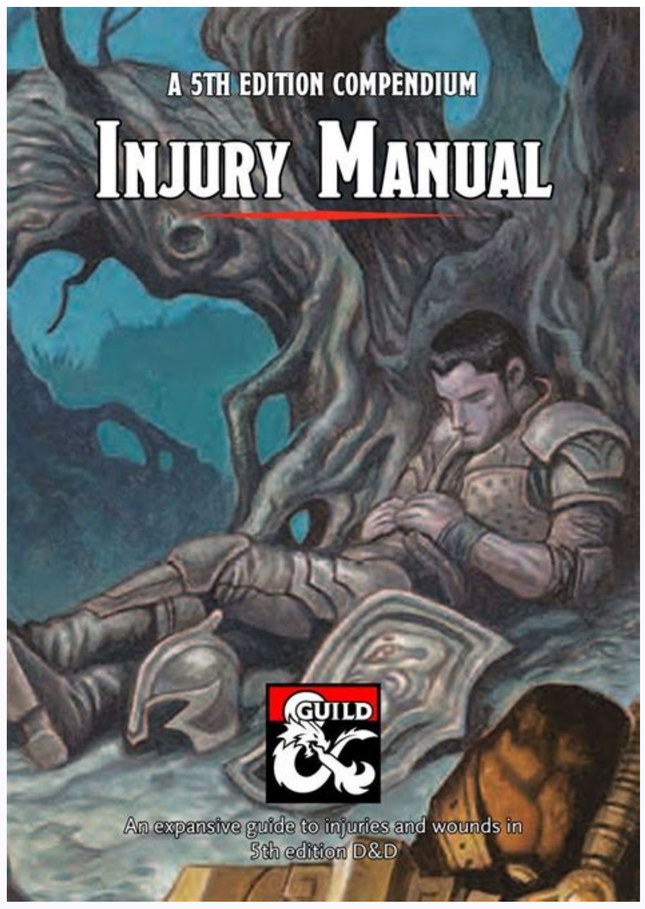
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INJURY MANUAL
GUILD
An expansive guide to injuries and wounds in 5th edition D&D

STORM KING'S THUNDER
HALL OF THE STORM GIANTS
START
FINISH
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STORM KING'S THUNDER

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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! Ir al contenido Cookies SPOILERS FOR STORM KING’S THUNDER I’ve done a couple previous remixes of 5E campaigns. The first was Dragon Heist: The Alexandrian Remix. The second was Remixing Avernus. Those were more or less intentional. This one is a bit more accidental. Before we dive in, let’s briefly discuss what an adventure remix is and why we’re doing one for Storm King’s Thunder. I discuss this at more length in How to Remix an Adventure, but broadly speaking a remix will seek to either expand the adventure (by adding lots of cool new stuff to it) or restructure the adventure (usually seeking to fix the structure of the adventure so that it will be more robust and/or interesting in play) or both. This particular remix is, I think, mostly going to be of the latter variety. In my review of the adventure, I delved into a number of the structural defects I think Storm King’s Thunder has, and we’ll breaking those down in more detail and building them back up. This may prompt the question: Why remix a “broken” adventure instead of just designing something new? Generally, because the adventure has something really cool about it (or, more likely several things). The many strengths of Storm King’s Thunder are ALSO something that I discuss in my review, and our goal in restructuring the adventure is to make it easier to bring all those cool things to your gaming table and to share them confidently with your players. As I mentioned above, it was not my original intention to do a full remix of Storm King’s Thunder. I started out by writing what I believed would be a short series of articles with a fairly narrow focus on analyzing and then revising the revelation lists which form the core structure of the campaign. This work remains the core focus of the Remix, and you’ll find it in Part 2 and Part 3. But while working on that material, I had two key insights. The Hekaton mystery which comes at the end of Storm King’s Thunder as published is not just inadequately structured and fragile, it’s impossibly broken. In Part 4 of the Remix, therefore, we’ll be redesigning this mystery more-or-less from scratch. (This task also required a deep dive into the Kraken Society, which now forms one of the major expansive portions of the Remix.) The published adventure doesn’t have a proper ending. We’ll discuss the specific reasons for this in Part 2, but the short version is that you can either (a) do a quick-and-dirty patch job which, unfortunately, has the side effect of making the entire campaign much less interesting or (b) create a whole new ending to the campaign. For better or worse, the new ending which is both a logical extension of the campaign and also provides an epic conclusion is… non-trivial. We’ll be working on that in Part 5 of the Remix. And now that we’re fully committed to doing a complete Remix, we’ll round things out by strengthening the opening of the campaign, too. Review: Storm King’s Thunder Part 1: A Strong Beginning Part 1B: Nightstone Conclusions Part 2: Revelation Lists Part 2B: Revising the Revelations Part 3A: The Three Cities Part 3B: The Giant Lairs Part 3C: The Eye of the All-Father Part 3D: Concept Revelations Part 3E: Implementing the Revelations Part 4: Hekaton is Missing! Part 5: The Final Act Addendum: Kraken Society Addendum: Faction Reference Addendum: Three Cities Proxies If you’re new here at the Alexandian, you might find it useful to dive into these articles before the remix kicks off, as they include deep discussions of topics we’ll be visiting here: Three Clue Rule Node-Based Scenario Design Using Revelation Lists There are many more articles at Gamemastery 101 that you might also enjoy! Please also consider becoming a patron if you’d like to support this type of work in the future! 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! Read More With a Master Tier subscription, save your party some gold when you share this book/content with other players in your D&D Beyond campaign! A Gigantic Adventure for Levels 1-10 Ages ago, giants and dragons waged war across the Savage Frontier. These battles are long forgotten by the human civilizations of today, but ancient relics remain. And now, the land shudders once more with the thunder of giant footsteps. Puny adventurers must rise to the challenge, gather their strength, unlock the power of ancient runes, and take the fight to the giants’ doorsteps. Only then can they forge an alliance to end the war before it begins. • Adds 85 gigantic monsters to use in the Encounter Builder to create & run organized battles for your party• Wield 17 new magical items against the giant forces with a click of your character sheet• Rollable tables, detailed maps, and a wealth of stats to run this adventure 256-page adventure Explore Faerûn with these next adventures:- Out of the Abyss- Princes of the Apocalypse- Tomb of Annihilation- Lost Mines of Phandelver This purchase unlocks the contents of this adventure for use with D&D Beyond, including the book in digital format in the game compendium and access options from the book in the searchable listings, character builder, and digital sheet. Cover of Storm King's Thunder Jeremy CrawfordKim MohanMichele Carter Storm King's Thunder is a 5th-edition Dungeons & Dragons adventure set in the Savage Frontier region of the Forgotten Realms. It takes four to six characters from levels 1–5 up through level 10.[1] To Fight Giants, You Must Be Giant Ages ago, giants and dragons waged war across the Savage Frontier. These battles are long forgotten by the human civilizations of today, but ancient relics remain. And now, the land shudders once more with the thunder of giant footsteps. Hill giants raid farms for food and livestock, as stone giants lay waste to settlements in their path. Frost giants plunder coastal towns, as fire giants gather slaves. Cloud giant castles drift across the sky, casting ominous shadows on the cities of the North. But no threat compares to the wrath of the storm giants, who stand betrayed. Puny adventurers must rise to the challenge, gather their strength, unlock the power of ancient runes, and take the fight to the giants' doorsteps. Only then can they discover a hidden evil fomenting a war between giants and small folk. Only then can they forge an alliance to end the war before it begins. A Dungeons & Dragons® adventure for characters of levels 1–10. For use with the fifth edition Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®. Chronology[] This adventure takes place after the events described in Hoard of the Dragon Queen and The Rise of Tiamat, but does not directly depend on them.[2] It is not set in a particular year, but is assumed to be after the Year of the Iron Dwarf's Vengeance, 1485 DR, and the orc conflict known as the War of the Silver Marches.[3] Contents[] Introduction Chapter 1: A Great Upheaval Chapter 2: Rumblings 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 Cloud Giants Chapter 10: Hold of the Storm Giants Chapter 11: Caught in the Tentacles Appendix A: Linked Adventures Appendix B: Magic Items Appendix C: Creatures Appendix D: Special NPCs Figures Maps Index[] Click here for page index Characters[] Dragons Anaxaster • Arauthator • Arveiaturace • Charvekkanathor • Chezzaran • Clarion (dragon) • Claugiyliamatar • Cryovain • Dalanyrr • Felgolos • Iymrith • Irizzorl • Isendraug • Klauth • Silixia • Vexilanthus • Voaraghamanthar • Waervaerendor • Zirazylym Dragonborn Darva • Saarvin Dwarves Amrath Mulnobar • Augrek Brighthelm • Boldor Steelshield • Bruenor Battlehammer • Dagnabbet Waybeard • Dasharra Keldabar • Ghelryn Foehammer • Gwert Brighthelm • Jasper Dimmerchasm • Kerrilla Gemstar • Morak Ur'gray • Mordana Ur'Gray • Morinn • Ogden Flamebeard • Olorn Ridaugaur • Worvil "the Weevil" Forkbeard • Zazspar Bronzefire • Elves Aerglas • Draac Xorlarrin • Halani Meliamne • Jarlaxle Baenre • Jevin • Narbek Horn • Rond Arrowhome • Taal Xorlarrin • Tithmel • Tharkus Gromm • Vaeril Rhuidhen • Vandar • Yondral Horn Giants Alastrah • Blagothkus • Braxow • Brimskarda • Cinderhild • Cog • Cressaro • Drufi • Guh • Gundahella • Harshnag • Hekaton • Hellenhild • Hruk • Ildmane • Jaral • Kaaltar • Kaltivar • Kayalithica • Lob • Mirran • Moog • Mulara • Neri • Nimbolo • Nimir • Nirva • Nym • Ogg • Okssort • Sansuri • Serissa • Shaldoor • Skodkong • Slub • Stolvor • Storvald • Tartha • Thullen • Tug • Uthor • Vaal • Vaasha • Zaastrid • Zaltember • Zalto • Zephyros • Zorkh Gnomes Elister Noggins • Wiri Fleagol Goblins Blik • Beedo • Derp • Flik • Gleek • Gum-Gum • Gwerk • Hark • Jilk • Larv • Longo • Lop • Nitch • Pojo • Pox • Ratcha • Snerk • Slibberdabber • Snigbat • Snokk • Tot • Vark • Yek • Zukluk Half-elves Delf Dereldar • Ghalvin Dragonmoor • Ilkara Levari • Nalaskur Thaelond • Rendaril • Tharra Shyndle • Thora Tamlarrin • Thwip Ironbottom • Valken Naspeer • Xolkin Alassandar • Zaldar Floshin • Zindra Winterbow Half-orcs Bog Luck • Dral Thelev • Jorok Narm • Kodd • Rool • Strog Thunderblade Halflings Barley Summerhawk • Dollop Summerhawk • Finn • Herivin Dardragon • Keltar Dardragon • Koggin Hardcheese • Larlow Summerhawk • Lily Hardcheese • Midge Summerhawk • Nelkin "the Snail" Danniker • Nincy Summerhawk • Ollie Woodhew • Oren Yogilvy • Roderik Hilltopple • Sevembra Tumbleleaf • Taela Summerhawk • Vordana Jezral Humans Alaestra Ulgar • Alara Winterspell • Albie Grizlow • Arleosa Starhenge • Arn Widdens • Arthus Cavilos • Avgar Filroy • Sir Baric Nylef • Barton • Beldora • Brassik • Broland Osstra • Brynn Osstra • Cauldar Marskyl • Chazlauth Yarghorn • Chalaska Muruin • Cross Wheeler • Dagult Neverember • Daphne Featherstone • Darathra Shendrel • Darson Delfryndel • Darz Helgar • Dauner Ilzimmer • Daviana Yalrannis • Dellvon Ludwig • Delsephine • Draevyn Thornbolt • Draven Millovyr • Duvessa Shane • Elize Delfryndel • Ellis Hulvaaarn • Elza • Eryl • Fenris Aghatonn • Flewen Aldhark • Frannis • Fylo Nelgorn • Garn • Ghalt Hulvaaarn • Ghawrwin Umbryl • Godrick Hulvaaarn • Gristle Pete • Gryhark • Hantanus Tarm • Halric Bonesnapper • Harriana Hawkwinter • Harriet Uldinath • Harthos Zymorven • Hildy Delfryndel • Horix Zoar • Hydia Moonmusk • Hyuth Kolstaag • Heltzer Duncask • Janele Karnveller • Janna Merivold • Jehanna Hulvaaarn • Jordeth Tavilson • Kaelen Sarssir • Kaelen Zam • Kella Darkhope • Khaspere Drylund • Kolbaz • Krowen Valharrow • Krulk • Kythora Shen • Lanniver Strayl • Lavencia • Laz • Leera Merivold • Leshonna Daar • Lezryk Daerivoss • Markham Southwell • Marthun Daerivoss • Methrammar Aerasumé • Miros Xelbrin • Morwen Daggerford • Myles Heldruin • Myrtle • Naeremos • Narth Tezrin • Naxene Drathkala • Nelvin Storn • Nespril Menk • Nestor Hulvaaarn • Nestra Ruthiol • Nilraun Dhaerlost • Noori • Nyzroth • Oboth Thornsteel • Olgrave Redaxe • Orlekto • Oriskus • Orok • Osk Thunderhale • Ossul Haarn • Othovir • Pentavasta Duncask • Perella • Pow Ming • Prennis Hulvaaarn • Qerria • Quinn Nardrosz • Ranthar l Daerivoss • Renna Delfryndel • Revil Slombarr • Sandyse Thunderquill • Sarvin Nesper • Scramsax • Selin Ramur • Shalvus Martholio • Sharda • Sharlasta Stormsword • Silvarren Loomshank • Sirac of Suzail • Sorelisa Zandra • Sydiri Haunlar • Sylda Nesper • Syreen Widdens • Tamalin Zoar • Tarmock Felaskur • Taska Sonadora • Tau • Tazlan Rilzeer • Telbor Zazrek • Tharkil Morn • Thelbin Osstra • Thestryl Mellardin • Tholtz Daggerdark • Tholzar Brenner • Tolmara Hysstryn • Torem Breck • Tosker Wainwright • Tralt • Tylandar Roaringhorn • Urgala Meltimer • Urlam Stockspool • Vaalrik Redreef • Vatrice Stormwright • Velrosa Nandar • Vok Dorrg • Wormblod • Wynne Cromm • Xamlyn Margaster • Yondra Nesper • Zalaron Daska • Zalf Delfryndel • Zalthia • Zara Dalkor • Zelraun Roaringhorn • Zi Liang • Zoranda Heller Tieflings Destiny Agganor • Drashk • Grin Agganor • Nemyth Others Arik Stillmarsh • Arrow • Arzastra • Drat • Drek • Eigeron • Greenwhistle • Gurrash • Imberu • Jakka • Jotunglang • Kartha-Kaya • Klarz • Krob • Lifferlas • Maegera • Nahala • Narthor • Nob • Oinker-Boinker • Pencheska • Rillix • Screecher • Shaxan Kazraat • Slarkrethel • Thog • Tick Tock • Turlang • Watermaster • Zerebor Referenced only Annam All-Father • Arilosa Adarbrent • Arnzan Vashk • Artus Cimber • Asmodeus • Auril • Bjornhild Solvigsdottir • Blackstaff • Boorvald Orcbane • Bromm • Chauntea • Corellon Larethian • Delvon Icespear • Dendar • Draunn • Ellardin Darovik} • Elrem • Emerus Warcrown • Envir Sykensdottir • Forgotten God • Gond • Grolantor • Gunvald Halraggson • Gurt • Gwaeron Windstrom • Harbromm • Harnoth • Harthal Zymorven • Harthulk Hornspear • Helm • Ice Witch • Isarr Kronenstrom • Jarund Elkhardt • Khedrun • Korold • Kralgar Bonesnapper • Kriga Moonmusk • Laeral Silverhand • Lathander • Malar • Marthammor Duin • Memnor • Mielikki • Moradin • Obould • Ogrémoch • Ojin Voninsdottir • Orcus • Pheszeltan • Phorndyl • Rond Vaarson • Seriska Hungermaw • Silbarr Snake-Eyes • Skoraeus Stonebones • Stellok Kolraavi • Stronmaus • Surtur • Syken Nightblaze • Taern Hornblade • Thrym • Tiamat • Torhild Flametongue • Torm • Tyr • Tysis Kolraavi • Uthgar Gardolfsson • Valkur • Wolvig Barrundson • Wormblod • Xanthar l • Yan-C-Bin Creatures[] aarakocra • air elemental • animated armor • awakened shrub • awakened tree • axebeak • barnacle • batblack bear • black pudding • blood hawk • blue dragon • boar • brass dragon • bronze dragon • bugbear • bulette • cambion • cat • cave bear • centaur • chimera • cloud giant • copper dragon • couatl • crag cat • death dog • doppelganger • draft horse • dragonborn • drow elite warrior • drow mage • dryad • elk • ettin • fire elemental • fire giant • flying snake • flying sword • frost giant • gargoyle • ghost • giant crab • giant owl • giant rat • giant raven • giant spider • giant vulture • goat • goblin • goblin boss • green dragon • griffon • half-orc • half-ogre • halfling • harpy • hell hound • helmed horror • hill giant • hippogriff • hobgoblin • hulking crab • hunter shark • ice mephit • ice spider • imp • invisible stalker • iron golem • killer whale • kraken • lobster • Maegera • mage • magma mephit • magmin • manticore • mastiff • merfolk • merrow • moon elf • mule • mummy lord • octopus • ogre • oni • orc (Eye of Gruumsh • orc war chief) • orog • otyugh • piercer • pig • purple wormling • rat • red dragon • remorhaz • riding horse • roc • rock gnome • roper • rug of smothering • rust monster • salamander • satyr • sea snail • shadow demon • sheep • shield dwarf • shield guardian • silver dragon • skeleton • smoke mephit • specter • sprite • steam mephit • stone giant • stone golem • storm giant • succubus • starfish • swarm of insects • treant • tressym • troll • urchin • Uthgardt • vampire • warhorse • water elemental • werewolf • white dragon • wight • winter wolf • wolf • worg • yak (yakfolk priest • yakfolk warrior) • yeti • yuan-ti NPC Classes acolyte • archmage • assassin • bandit (bandit captain) • berserker • commoner • cult fanatic • cultist • druid • gladiator • guard • knight • noble • priest • scout • spy • thug • tribal warrior • Uthgardt shaman • veteran Referenced only black dragon • dao • djinn • dragonborn • dwarf • elf • ettercap • giant eel • giant jellyfish • giant octopus • kelpie • koalinth • manta ray • owlbear • peacock • reghedmen • will-o'-wisp • wood elf Locations[] Storm King's Thunder contains a brief description of about 165 locations in Northwest Faerûn, in case the adventurers pass through any of them during their travels while they seek ancient relics. Over thirty of these locations have suggested encounters for the players to gain experience, treasure, magic items, or to move the story along. In addition, there are three featured encounters that can potentially help the party toward their goals.[4] Buildings & Sites Ascore • Bargewright Inn • Beliard• Beorunna's Well • Black Bull's Tail • Blackiron Blades • Boar's Rest • Broken Yoke Ranch • Carnath Roadhouse • Cart and Coin • Calling Horns Inn • Cathedral of Helm • City of the Dead • Cromm's Hold • Crowing Cockatrice • Danivarr's House • Deadstone Cleft • Dragon Turtle Inn • Everwyvern House • Eye of the All-Father • Falling Orc inn • Flaming Flagon • Flint Rock • Flying Fish Bridge • Foehammer's Forge • Frost-Touched Frog • Geldenstag's Rest • Goldengulp Brewery • Grandfather Tree • Great Worm Cavern • Green Hall • Grudd Haug • Gwaeron's Slumber • Happy Cow • Harvest Inn • Harvesthome • Hawk's Roost • Headless Troll • Helm at Highsun • Helm's Hold • Hero's Reward • Hooked Knucklehead • Hospice of Marthammor • Hosttower of the Arcane • House of the Triad • Inn of the Silver Sword • Ironford Bridge • Ironslag • Ivy Mansion • Iymrith's Lair • Jester's Pride • Kelvin's Comfort • Lion's Share • Lyn Armaal • Maelstrom • Merivold Pony Park • Merrymeadow Ranch • Mines of Mirabar • Moonglearn Tower • Morgur's Mound • Mount Hotenow • Nandar Keep • Newfort • Nightstone Inn • Northfurrow's End • Northlook • Northshield House • Old Dirty Dwarf • Old Tower • One Stone • Othovir's Harness Shop • Oyaviggaton • Pleasing Platter • Ransor's Open Road • Raven Rock • Rendaril's Emporium • River Shining Tavern • Rose and Hammer • Shadowtop Cathedral • Shining White • Six Windows • Sleeping Dragon • Smiling Satyr • Speaker's Palace • Spiked Gauntlet • Stag-Horned Flagon • Stone Bridge • Stone Stand • Stoneshaft Hold • Svardborg • Swinging Sword • Talking Troll • Thornhold • Tower of Zephyros • Triboar Arms • Uldinath's Arms • Wainwright's Wagons• Watchful Knight • Way Inn • White Hart Inn • Zymorven Hall Regions Gundarlun • Icewind Dale • Silver Marches Roads, Passes, & Trails Black Road • Blackford Road • Cairn Road • Dawn Pass • Delimbiyr Road • Dessarin Road • Evermoor Way • Fell Pass • Fork Road • Grayvale Run • High Road • Iron Road • Iron Trail • Jundar's Pass • Kheldell Path • Long Road • Northern Means • Northfurrow • Rauvin Road • Silverymoon Pass • Stone Trail • Surbrin Trail • Ten Trail • Trade Way • Triboar Trail • Turnstone Pass Settlements Amphail • Aurilssbarg • Beliard • Bjourn's Hold • Bryn Shander • Calling Horns • Citadel Adbar • Citadel Felbarr • Daggerford • Deadsnows • Everlund • Fireshear • Gauntlgrym • Goldenfields • Griffon's Nest • Gundbarg • Ironmaster • Hawk's Nest • Hundelstone • Icewolf • Ironford • Jalanthar • Julkoun • Kheldell • Leilon • Llorkh • Longsaddle • Loudwater • Luskan • Mirabar • Mithral Hall • Mornbryn's Shield • Nesmé • Neverwinter • Nightstone • Noanar's Hold • Olostin's Hold • Orlbar • Parnast • Phandalin • Port Llast • Rassalantar • Red Larch • Rivermoot • Ruathym • Secomber • Silverymoon • Sundabar • Triboar • Twilight Tor • Ulf of Thuger • Uluvin • Uttersea • Vilkstead • Waterdeep • Way Inn • Westbridge • Womford • Xantharl's Keep • Yakfolk Village • Yartar • Zelbross Wilderness Anauroch • Ardeep Forest • Ardeep River • Arn Forest • Coldwood • Crags • Delimbiyr Vale • Dessarin Hills • Dessarin Valley • Druarwood • Dripping Caves • Evermoors • Fallen Lands • Far Forest • Forgotten Forest • Forlorn Hills • Frost Hills • Ghostwood • Glimmerwood • Grayflow River • Graypeak Mountains • Grayvale • High Forest • High Moor • Ice Mountains • Ice Peak • Ice Spires • Iceshield Lands • Kelvin's Cairn • Klauthen Vale • Korinn Archipelago • Kryptgarden Forest • Lac Dinneshere • Lake Glorfindar • Lizard Marsh • Lonely Moor • Lost Peaks • Lurkwood • Maer Dualdon • Mere of Dead Men • Misty Forest • Moonwood • Mount Hamarhaast • Mount Hotenow • Nether Mountains • Neverwinter Wood • Purple Rocks • Rauvin Mountains • Red Rocks • Redwaters • Reghed Glacier • Sea of Moving Ice • Shaengarne River • Silverwood • Southwood • Spine of the World • Star Mounts • Starmetal Hills • Sumber Hills • Surbrin Hills • Sword Mountains • Trackless Sea • Trisk • Tuern • Utheraal • Valley of Khedrun • Vordrorn Forest • Weathercote Forest • Westwood • Whalebones Referenced only Adbar Road • Allfaiths Shrine • Athalantar • Baldur's Gate • Besilmer • Black Raven River • Blazon • Bremen • Caer-Dineval • Caer-Konig • Caravan Trail • Danivarr's House • Dead Horse Ford • Delimbiyr River • Delzoun • Dessarin River • Eaerlann • Easthaven • Evermeet • Frozenfar • Gambling Golem • Gilded Horseshoe • Great Glacier • Hall of Black Waves • Halruaa • House of Thalivar • Ice Lakes • Icespear River • Illefarn • Kelvin's Cairn • Lac Dinneshere • Loagrann River • Lonelywood • Maer Dualdon • Mirar River • Moonshae Isles • Myth Ondath • Nelanther Isles • Netheril • Nine Hells • The North • Ostoria • Rauvin River • Rilithar • Savage Frontier • Sea of Fallen Stars • Sea of Swords • Sly Fox Inn • Southkrypt • Surbrin River • Sword Coast • Targos • Ten-Towns • Termalaine • Tower of the Lord Protector • Troll in Flames • Underdark • Underspires • Unicorn River • White Hart Inn • Wink and Kiss Organizations[] Adventuring Bands & Mercenaries Force Grey • Seven Snakes Civic City Guard (Waterdeep) • Council of Sparkling Stones • Hunt Lords • Lords of Waterdeep • Watchful Order of Magists and Protectors Clans Clan Battlehammer • Clan Brighthelm • Clan Bronzefire • Clan Dimmerchasm • Clan Firehammer • Clan Foehammer • Clan Flamebeard • Clan Forkbeard • Clan Gemstar • Clan Gromm • Clan Horn • Clan Ironfist • Clan Keldabar • Clan Mulnobar • Clan Spintershield • Clan Steelshield • Clan Stoneshaft • Clan Torunn • Clan Ungart • Clan Ur'gray • Clan Waybeard • Stoneshaft clan • Woodhew clan Companies Delvers of Brokenstone • Hammaver House • Lionshield Coster • Silver Triangle • Triboar Travelers Cults Cult of the Black Earth • Cult of the Dragon • Cult of the Howling Hatred • Dusk Circle Factions Arcane Brotherhood • Bregan D'aerthe • Emerald Enclave • Harpers • Kraken Society • Lords' Alliance • Order of the Gauntlet • Order of the Gilded Eye • Zhentarim Guilds Fellowship of Innkeepers • Hand of Yartar • Surveyors', Map & Chartmakers' Guild • Xanathar Thieves' Guild Militaries Axe of Mirabar • Iron Guard • Knights of the Mithral Shield Noble Families Harpell family • House Adarbrent • House Amcathra • House Ilzimmer • House Margaster • House Roaringhorn • House Tarm • House Thann • House Xorlarrin • Ryscelsar family • Zoar Tribes Black Lion tribe • Black Raven tribe • Blue Bear tribe • Ear Seekers • Elk tribe • Gray Wolf tribe • Great Worm tribe • Griffon tribe • Ice Hunters • Iceshield • Red Tiger tribe • Sky Pony tribe • Thunderbeast tribe • Tree Ghost tribe • Tribe of the Bear • Tribe of the Elk • Tribe of the Tiger • Tribe of the Wolf • Urshani Referenced only House Alagondar • Ironstar clan • Knights of Samular Magic[] Items amulet of proof against detection and location • apparatus of Kwalish • bag of holding • bag of tricks • banner of the krig rune • blod stone • bracers of defense • claw of the wyrm rune • cloak of protection • conch of teleportation • crystal ball • figurine of wondrous power • flame tongue • gavel of the venn rune • giant slayer • Gurt's greataxe • Heward's handy haversack • headband of intellect • ingot of the skold rune • Instruments of the Bards • iron flask • Korolnor Scepter • navigation orb • oathbow • opal of the ild rune • orb of dragonkind • orb of the stein rune • pennant of the vind rune • potion of diminution • potion of climbing • potion of climbing • potion of fire resistance • potion of gaseous form • potion of giant size • potion of fire giant strength • potion of healing • potion of heroism • potion of invulnerability • potion of poison • potion of poison resistance • potion of supreme healing • potion of water breathing • ring of lightning resistance • ring of protection • robe of serpents • robe of useful items • rod of the Vonindod • sending stone • shard of the ise rune • spell scroll • staff of fire • staff of the magi • teleportation circle • wand of fireballs • wand of the war mage • Wyrmskull Throne Spells arcane lock • charm person • confusion • conjure animals • conjure minor elementals • contact other plane • continual flame • dispel magic • Evard's black tentacles • fire shield • fly • hallucinatory terrain • greater restoration • glyph of warding • Leomund's secret chest • levitate • magic weapon • mass suggestion • sending • simulacrum • Otiluke's resilient sphere • stone shape • tongues • unseen servant • water breathing • web Referenced only alarm • Alatorin Scepter • alter self • Barakuir Scepter • cloak of the manta ray • detect magic • Drakkalor Scepter • greater restoration • High Shanatar Scepter • Iltkazar Scepter • misty step • oathbow • potion of water breathing • revivify • Ring of Winter • Ruling Scepters of Shanatar • Sondarr Scepter • speak with dead • spider climb • Torglor Scepter • Ultoksamrin Scepter • Vonindod • Xothaerin Scepter Miscellaneous[] Armor & Clothing apron • backpack • barding • brassiere • eyepatch • gown • sandal • scale mail • tiara • torc Food and Drink ale • apple • brandy • bread • carrot • cheese • clove • corn • Flamebeard's Firebrandy • Goldengulp • mead • Old Bargewright • onion • orange • potato • pumpkin • radish • soup • squash • tomato • Winterberry wine Events War of the Silver Marches Games chess Gemstones garnet • jade • lapis lazuli • moonstone • opal, black • opal, fire • ruby • sapphire • sapphire, black • sapphire, star Items anvil • axle • bellows • blanket • brazier • cauldron • coffer • gong • hammock • hinge • hookah • hourglass • mug • oven • quill • scrimshaw • tinderbox • torch • utensil • vial Tools harness and yoke • hoe • pitchfork • plow • shovel • spyglass • Thieves' tools • tongs Languages Abyssal language • Bothii • Dethek • Elvish • Giant language Materials & Substances acid • basalt • brass • electrum • gorgon mud • holy water • ink • ivory • marble • mithral • obsidian • paper • perfume • platinum Plants barley • duskwood • fir • lichen • moss • pine • spruce Vessels airship • chariot • greatship • litter • punt • rowboat • sleigh Ships Bobbin' Flagon • Coin Toss • Dancing Wave • Grand Dame • Kelpie's Kiss • Koalinth • Krigvind • Lost Cause • Moon Maiden • Morkoth • Ravenous • Seabreaker Weapons ballista • handaxe • harpoon Other charm of the slayer • Olach Morrah • goblin hucker • Steinfang Referenced only beehive • scythe • toboggan Appendix[] Further Reading[] External Links[] Disclaimer: The views expressed in the following links do not necessarily represent the views of the editors of this wiki, nor does any lore presented necessarily adhere to established canon. References[] ↑ Christopher Perkins (September 6, 2016). Storm King's Thunder. Edited by Kim Mohan, Michele Carter. (Wizards of the Coast), p. 7. ISBN 978-0786966004. ↑ Christopher Perkins (September 6, 2016). Storm King's Thunder. Edited by Kim Mohan, Michele Carter. (Wizards of the Coast), p. 8. ISBN 978-0786966004. ↑ Christopher Perkins (September 6, 2016). Storm King's Thunder. Edited by Kim Mohan, Michele Carter. (Wizards of the Coast), p. 13. ISBN 978-0786966004. ↑ Christopher Perkins (September 6, 2016). Storm King's Thunder. Edited by Kim Mohan, Michele Carter. (Wizards of the Coast), chap. 3, pp. 63–120. ISBN 978-0786966004. Connections[]

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