

ERRATA

STORM KING'S THUNDER

This document corrects and clarifies some text in *Storm King's Thunder*. The changes appear in recent printings of the book. When updates are added to this document, its version number increases, and the word “New” appears before the latest changes.

CHAPTER 1

[New] Tower of Zephyros (p. 33). In the third paragraph after the boxed text, “recovered from the madness” has changed to “recovered from the insanity.” In the sixth paragraph after the boxed text, the second bullet has changed to “He has an Intelligence score of 18 (+4) and the Spellcasting action option described below.” Zephyros’s Spellcasting trait has been replaced with the following action option:

Spellcasting. Zephyros casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17, +11 to hit with spell attacks):

At will: *message*, *prestidigitation*, *ray of frost*

2/day each: *gust of wind*, *levitate*, *magic missile*

1/day each: *cone of cold*, *contact other plane* (cast as 1 action), *greater invisibility*, *mass suggestion*, *nondetection*, *Otiluke’s resilient sphere*, *protection from energy*, *tongues*

[New] Treasure (p. 35). Throughout this section, “pixie dust” has changed to “faerie dust.”

[New] Development (p. 35). Throughout this section, “pixie dust” has changed to “faerie dust.”

CHAPTER 3

[New] Northlanders (p. 64). In the first paragraph, the sentence (“A few tribes of Northlanders ... the present-day denizens of Icewind Dale.”) has been replaced with “A few clans of Northlanders explored the monster-infested interior of the Savage Frontier, and they became the ancestors of the Uthgardt tribes and the present-day denizens of Icewind Dale.” The last paragraph has changed to the following:

Northlanders farm, fish, and mine their rugged lands, then shrewdly trade their goods with foreign buyers. Many once-feared tribes have become merchants whose bartering skills are equal to or better than the warlike talents of their ancestors, such that many a Northlander merchant is wealthier than their raiding neighbors.

[New] Reghed Barbarians (p. 64). The heading of this section is now “Reghed Nomads.”

[New] Uthgardt Barbarians (p. 65). The heading of this section is now “Uthgardt.” The first paragraph has changed to “The Uthgardt are a black-haired and blue-eyed people—large, hale, territorial folk who don’t trust outsiders. Few Uthgardt are willing to trade with non-Uthgardt settlements. Many are raiders who pillage and destroy any caravan or homestead they come across.”

[New] Orcs and Half-Orcs (p. 68). This section is now called “Orcs,” and the text has been replaced by the following:

The history of the North is replete with tales of orc hordes spilling out of the mountains to attack the mines, ranches, farmsteads, and settlements of other folk. These orcs hear the call of Gruumsh, the one-eyed god of slaughter, and must satisfy his hunger for carnage lest he visit ruin upon them. When a particularly strong orc chieftain unites multiple clans under one banner, the resulting horde typically rampages across the land, laying waste to strongholds and slaughtering other creatures in its path. Reghed and Uthgardt clans usually put aside their territorial rivalries to oppose and destroy a rampaging orc horde. Settlements throughout the North form their own coalitions to combat rampaging orcs, with mixed results. The War of the Silver Marches (1484–1485 DR), the latest such conflict, saw orcs fighting alongside white dragons and frost giants. Though the orcs and their mighty allies were defeated and sent scurrying back to their mountain lairs, numerous settlements throughout the Silver Marches were left in ruins, among them the fortress-city of Sundabar.

Not all orc chieftains are bent on destruction: King Obould Many-Arrows forged a tenuous alliance with his dwarf neighbors and helped maintain peace in the Silver Marches during his tumultuous reign.

[New] Random Wilderness Encounters (p. 69). The “Barbarians” row in the table is now called “Uthgardt marauders.” The corresponding “Barbarians” random encounter is now called “Uthgardt Marauders” and has moved to the end of the “Random Wilderness Encounters” section.

[New] Orcs (p. 71). The first paragraph of this random encounter has been replaced with “The characters come across 2d6 + 2 orcs. There is a 75 percent chance that the orcs are friendly and looking for a suitable place to build a homestead. Otherwise, the orcs are hostile and have prisoners in tow. A sample group of prisoners is presented here, but you can create others.”

[New] Flint Rock (p. 84). In the first sentence, the parenthetical reference now references the “Uthgardt” section.

[New] Klauthen Vale (p. 95). The sixth paragraph has changed to “Klauth is an **ancient red dragon**, with the Dual Wand Wielder trait, Special Equipment trait, and Spellcasting action option described below, all of which increase his challenge rating to 25 (75,000 XP).” The Innate Spellcasting and Spellcasting traits have been replaced with the following Spellcasting action option:

Spellcasting. Klauth casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *comprehend languages*, *detect magic*, *mage hand*, *minor illusion*, *prestidigitation*

2/day each: *darkness*, *detect thoughts*, *ice storm*

1/day each: *banishment*, *cloudkill*, *disintegrate*, *etherealness*, *find the path* (cast as 1 action), *greater invisibility*, *haste*, *locate object*, *mass suggestion*, *mirage arcane* (cast as 1 action), *prismatic spray*

[New] Kryptgarden Forest (p. 96). The last paragraph of the section and the Innate Spellcasting trait have been replaced with the following:

Claugiyliamatar is an **ancient green dragon**, with the following additional action option:

Spellcasting. Claugiyliamatar casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *detect magic, druidcraft, speak with animals*
2/day each: *animal messenger, cure wounds, dispel magic, entangle, invisibility*
1/day each: *blight, legend lore* (cast as 1 action), *locate creature, pass without trace, protection from energy, true seeing*

[New] Morgur's Mound (p. 99). In the first sentence, the parenthetical reference now references the "Uthgardt" section.

[New] Shadowtop Cathedral (p. 107). The last sentence of the fourth paragraph and the Spellcasting trait have been replaced with the following:

He uses the **treant** stat block, has 200 hit points, and has the following additional action option:

Spellcasting. Turlang casts one of the following spells, requiring no material spell components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *druidcraft, guidance, resistance, speak with plants*
2/day each: *animal messenger, detect magic, entangle, goodberry, gust of wind, pass without trace, speak with animals*
1/day each: *commune with nature* (cast as 1 action), *conjure woodland beings, hallucinatory terrain* (cast as 1 action)

[New] Suggested Encounter (p. 113). The third bullet ("They have the cloud giant's Innate Spellcasting and Keen Smell features") has been cut.

CHAPTER 4

[New] Development (p. 129). The third paragraph now references *Tyranny of Dragons* instead of *Hoard of the Dragon Queen* and *The Rise of Tiamat*.

Harshnag's Sacrifice (p. 136). In the fourth paragraph's last sentence, "Hekaton Returns!" has changed to "Harshnag Returns!"

CHAPTER 7

[New] The Frost Giant Jarl (p. 165). The fourth bulleted item and the subsequent Spellcasting trait have been replaced with the following:

- He has Wisdom and Charisma scores of 16 (+3) and gains the Spellcasting action option described below.

Spellcasting. Storvald casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

1/day each: *jump, locate animals or plants, locate object, water breathing, water walk*

CHAPTER 9

[New] The Countess (p. 192). The fourth bullet point has changed to "She has an Intelligence score of 16 (+3) and gains the Spellcasting action option described below." The Spellcasting trait is now a Spellcasting action:

Spellcasting. Sansuri casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15; +7 to hit with spell attacks):

At will: *mage hand, message, prestidigitation, ray of frost*
2/day each: *arcane lock, gust of wind, invisibility, magic missile, unseen servant*
1/day each: *globe of invulnerability, haste, hypnotic pattern, ice storm, lightning bolt, Mordenkainen's sword, wall of force*

CHAPTER 11

[New] Slarkrethel (p. 224). The second bullet point has changed to "It gains the Legendary Resistance trait and the Spellcasting action option described below, and it casts *foresight* on itself before it attacks." Slarkrethel's Spellcasting trait is now a Spellcasting action:

Spellcasting. Slarkrethel casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 22):

At will: *detect magic, detect thoughts, sending*
2/day each: *control weather* (cast as 1 action), *fly, ice storm*
1/day each: *arcane eye, chain lightning, feeblemind, foresight, locate creature, mass suggestion, nondetection, power word kill, scrying* (cast as 1 action), *sequester, telekinesis, teleport*

APPENDIX A

[New] Hoard of the Dragon Queen (p. 231). The heading is now "Tyranny of Dragons," and the first three paragraphs of this section have been replaced with the following text:

Tyranny of Dragons deals with the rise of evil dragons and their attempt to free Tiamat from the Nine Hells. If you use *Tyranny of Dragons* as a springboard into this adventure, you must change the timing of events so that the *Tyranny of Dragons* story and the events that precipitate *Storm King's Thunder* happen concurrently, with Annam the All-Father breaking the ordning to stir the giants before Tiamat is brought into the world.

Early in *Tyranny of Dragons*, the characters join a caravan traveling from Baldur's Gate to Waterdeep. By the time they reach Waterdeep, they should be 5th level. You can use the party's arrival in Waterdeep to shift attention away from the *Tyranny of Dragons* story by dropping reports of giant sightings near the temple-farm of Goldenfields. The Emerald Enclave is looking for adventurers to help patrol Goldenfields' borders. If the characters take the bait, Goldenfields becomes the starting point for this adventure (see chapter 2). Although you forgo most of *Tyranny of Dragons* in favor of this new adventure, there's nothing stopping you from returning to *Tyranny of Dragons* later.

Part of *Tyranny of Dragons* takes place in Skyreach Castle, a flying fortress belonging to a cloud giant named Blagothkus. You can make him a pivotal figure in this adventure by having his castle appear when the characters are around 7th or 8th level, giving them a chance to meet the evil cloud giant and convince him to aid their cause. The characters might also want to confront him after meeting the ghost of his dead son, Eigeron, in chapter 4, "The Chosen Path." The shattering of the ordning has the following effects on Blagothkus:

APPENDIX C

Crag Cat (p. 240). The crag cat's type has changed from "Beast" to "Monstrosity." Additionally, its movement has changed to "40 ft., climb 30 ft."

[New] Iymrith (p. 241). The second bullet point is now "She gains the Spellcasting and Change Shape action options, both described below." The Innate Spellcasting trait text has changed to the following action option:

Spellcasting. Iymrith casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 20):

1/day each: *detect magic, dispel magic, ice storm, stone shape, teleport*

[New] Maegera the Dawn Titan (p. 241). The Innate Spellcasting trait is now a Spellcasting action:

Spellcasting. Maegera casts *fireball* (spell save DC 19), requiring no material components and using Charisma as the spellcasting ability.

[New] Tressym (p. 242). The tressym's type is now "Monstrosity," and its alignment is now "Any Alignment."

[New] Uthgardt Shaman (p. 243). In the stat block, the alignment is now "Any Alignment," and the Innate Spellcasting trait is now a Spellcasting action:

Spellcasting (Requires a Sacred Bundle). The shaman casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12; +4 to hit with spell attacks):

At will: *dancing lights, mage hand, message, thaumaturgy*

1/day each: *augury* (cast as 1 action), *bestow curse, cordon of arrows, detect magic, speak with dead, spirit guardians*

The first paragraph of descriptive text has been replaced by the following:

The Uthgardt are suspicious and resentful of most kinds of magic. Seldom do they choose to become shamans. Instead, the role is thrust upon those who are born with a strong connection to the spirit world. To be a shaman is to stand with one foot in the land of the living and the other in the land of the dead. Those who walk the shadowed path between two lands do so because the spirits of the dead compel them. Other Uthgardt fear and respect a shaman's power.

The sidebar's name is now "Uthgardt Shaman Tribal Spells" and the following spells have been cut from the sidebar: *animate dead* (Black Lion), *feather fall* (Black Raven, Griffon, Sky Pony), *expeditious retreat* (Elk), *divine favor* (Great Worm, Sky Pony), *beast sense* (Red Tiger), *stoneskin* (Thunderbeast), *druidcraft* and *plant growth* (Tree Ghost).

In the "Black Raven" section of the sidebar, "*polymorph* (into a raven only)" is now "*polymorph* (self only; into a raven only)." In the "Elk" section of the sidebar, "*find steed* (elk only)" has changed to "*find steed* (cast as 1 action; elk only)." In the "Griffon" section of the sidebar, "*beast sense* (birds only)" has been added to the spell list before *fly*. The spells in the "Sky Pony" section of the sidebar are now "*gust of wind, witch bolt*." These changes reduce the number of spells per tribe to two, and all the spells listed can be cast as 1 action.

[New] Yakfolk (p. 244–245). The Yakfolk description up to the "Skin Crawlers" section has changed to the following (the "Skin Crawlers" section is unchanged):

Yakfolk, known among themselves as Yikaria ("the Lucky Chosen" in their language), are ogre-sized bipeds with curved horns and dour expressions. Their hulking bodies are coated with thick fur and hair, and many outsiders can't tell the males and females apart.

Servants of the Forgotten God. Yakfolk are the creations of a malevolent deity they call the Forgotten God. The worship of this nameless deity directs their lives. The deity takes the form of a male Yikaria, but its face is worn smooth into a featureless mask. The deity is appeased by sacrifice, which its followers carry out by capturing Humanoids and putting them to death by fire (immolation), earth (live burial), water (drowning), or air (throwing the victims off a great height). Sacrifices ensure the Forgotten God's benevolence.

The Forgotten God enabled the yakfolk to enslave dao for a time. It is said that the Forgotten God journeyed to the Elemental Plane of Earth and, through guile and deception, defeated the Grand Khan of the dao. The price of that defeat was harsh: the dao were forced to serve the Forgotten God and its minions—and forbidden to attack them—"for a thousand years and a year." The sentence has since expired, and yakfolk can no longer summon dao as they once did, but fear of the Forgotten God has kept the dao from seeking vengeance.

Yakfolk Society. Yakfolk dwell in secluded settlements sheltered from the worst of nature's abuse, including mountain valleys, soaring plateaus, and desert oases. Outsiders that stumble into an enclave of yakfolk are usually surprised and pleased to find what appears to be a utopia, and the yakfolk foster that image until the strangers can be disarmed and taken prisoner.

In their seemingly idyllic hideaways, the yakfolk rule with iron fists, and for all their learning and culture, they are enormously evil overlords. Yakfolk care for their hapless prisoners only to the extent that a live one is more useful than a dead one, and putting a prisoner to work is easier than laboring oneself. It's not that yakfolk are lazy—quite the contrary. They simply consider most menial tasks beneath them.

Yakfolk have a drive for learning, particularly when it comes to the secrets of elemental magic and dark knowledge that might serve to corrupt or dominate others. Knowledge that the yakfolk can't gain or use is to be destroyed. Unsentimental by nature, yakfolk parents pack children off to communal creches once they are weaned, never to recognize them again. Yakfolk feel no loyalty to their families—only to their god and race.

APPENDIX D

[New] Naxene Drathkala (p. 252). Naxene's Spellcasting trait has been replaced with the following action option:

Spellcasting. Naxene casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13; +5 to hit with spell attacks):

At will: *fire bolt* (1d10 fire damage), *light*, *mage hand*
1/day each: *mage armor*, *magic missile*, *suggestion*

[New] Othovir (p. 255). Othovir's Spellcasting trait has been replaced with the following action option:

Spellcasting. Othovir casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13; +5 to hit with spell attacks):

At will: *fire bolt* (1d10 fire damage), *prestidigitation*
1/day each: *mage armor*, *thunderwave*, *witch bolt*

[New] Storm Giant (p. 256). The storm giant's Spellcasting trait has been replaced with the following action option:

Spellcasting. The giant casts one of the following spells, requiring no material spell components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect magic*, *levitate*, *light*
1/day each: *control weather* (cast as 1 action), *water breathing*