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Storm King's Thunder campaign is a huge high-level campaign that has been added to the popular MMO Dungeons and Dragons, Neverwinter. It adds a huge amount of content to the game in the form of three new adventure zones, new equipment, mounts and more! Thunder King of the Storm calls the heroes of Icewind Dale to solve a deadly mystery and restore an ancient artifact of immense power: the famous ring of winter. The ring was captured by ferocious frost giant Jarl Storzwald, who tries to control his forces and use it to freeze the oceans, wrapping the world with snow and ice. Orcs, goblins, barbarians, trolls and other monsters gather in the north, ready to pledge allegiance to Jarl's Storzwald if he succeeds. This, of course, causes chaos in the northern settlements of Ten Townes. Players must be level 70 to start the Thunder Storm Thunder campaign. Once aligned, talk to Sergeant Knox in the defender enclave and complete the Bryn Shander Festival quest. This quest will help you head in the direction of Bryn Shander and give clues about what's going on in this campaign. Follow the quest line. Once you complete everything from normal quests you will be able to start doing daily and weekly repeat quests in Bryn Shander. Okay, now that you have a review of it all, let's get into nitty-gritty! The new island relic system is the main system that players will use to progress through the Storm King's Thunder campaign. This is the currency of the campaign and will be used to promote your campaign goals, upgrade a new set of armor, and empower the armor of this campaign. Players will have to collect Voninblod with island relics. They can also get Voninblod through meetings and each of the quests gives you a bit. But to really cash in on Voninblod players will have to find, collect and turn into piles of ostonian relics. Learn how to farm them quickly and efficiently in my guide: Farming Voninblod fast and furiously in Neverwinte! New items in Thunder King Storm there are many new elements in this extension for Neverwinter. Like weelas new potions, tools to find relics, and lots of ingredients for new heirlooms. Many are in place to help combat Everfrost damage, new and additional damage players will take whenever they are in any of the new areas of adventure. Whenever players are damaged in new areas, they will also take Everfrost damage. So if they take 2000 points of normal damage they will also take 2000 points in Everfrost damage. To combat this, the new gear as well as some potions and other items allow players to withstand this damage. Most of the new items come with some level of protection. that it's a good idea to get them as soon as possible. Frostborn Elements First and the easiest bit of new gear comes as Forstborn hardware. Players can buy this new outfit from Tarmalune Trading Bar supplier. To get a get Shopping bars, open Enchanted Lockboxes. It's a great way to get a leg up in the Thunder King Storm. Equipment for leg slots costs 65 Tarmalune Bar Armor Slot Equipment costs 80 Tarmalune Heads Slot, the equipment can also be bought through the store zen. They come with a new Remorhaz satellite that is available. It's definitely worth picking up. This set can be purchased for 2500 zen. Find him under the Companions section. This Frostborn outfit is by far the fastest way to get Everfrost to resist. Players will need 28% resistance to get into a new skirmish, Fangbreucker Island. Stormking's Thunder Relic Gear The most powerful gear in the game during the release of Stormking's Thunder is relic armor and weapons. Relic equipment found in a shootout on the island of Fanbraker. Relic weapons are collected at the end of the first series of quests in the adventure area of the Sea of Moving Ice. Getting relics is only the first step. They don't even use it when players first get them. Instead, players must collect a variety of materials and ingredients to repair them so they can be equipped. Players will be able to keep themselves busy for quite some time collecting these materials. The main sources of these sources are; Daily quests in a sea of moving ice fishing in a sea of moving ice for heroic encounters Turtle Turtle Molt (Sea of Moving Ice) Frozen Mistletoe, Evermelt Springwater (Sea of Moving Ice) Lanolin (Cold Run, Lonelywood, Bryn Schander) Permafrost Shard (Cold Run) Map in a bottle buried treasures of rare fish reagents Dragon Turtle Molt Ostonian Resin Epic Craft (materials obtained from the Guild of Reagent Farming) Mana Plaster (Art) They're not cheap. Empowering Storm King's Thunder Gear Players will need to empower all their new elements with Voninblod. It's the same mechanic as Ledwind Dale. The items you get will slowly degrade as you use them. Voninblod should be added to each item to keep it at the most powerful level. Players will need tons of Voninblod to keep their gears at the top tip of the mold. Learn tips and tricks for Voninblod Agriculture in my guide: Farming Voninblod fast and furiously in Neverwinter! Playing through Thunder King Storm Appeal goes out to all the heroes of Icewind Dale to help recover an ancient and powerful artifact, the Ring of Winter. The first order of the business is to get the bryn Sander festival quest from Sergeant Knox. This will kick you off on your way to Bryn Sander and events related to the Thunder of the Storm King. It is important to know that this is the most difficult area of the game when it was released. You can fight it more than a little to start with. gear and good is desirable to survive in these unforgiving areas. Gear ratings at least 2500 and half the benefit of the game is a rude assumption about who should and shouldn't be here. Don't be one of those players asking for help for the little things. If you can't handle it come back later after you've started some and a few more benefits to keep you in the fight. Ruthin's quest in Thunder King Storm In each of the zones players will be able to get different quests. Do three daily quest quests - Protect Dale This quest players must complete 3 regular daily quests from areas unlocked. Weekly or optional quests are not counted in three. XP Coin 9 Bryn Sander Reputation 3 Secrets Ostonia 4 Ten Cities Supply Regular Daily Rewards quests Each of the adventure areas will have three different quests available each day. These cycles are every few days through a dozen different quests. XP Coin 50 Voninblod 2 Ten Cities Delivers Weekly Awards Once a Week Weekly Adventure Area quest can be completed. These are small specimen dungeons. Groups are often formed for them because they can be a little more difficult than regular quests. XP Coin 4 Bryn Schander Reputation 50 Voninblod 16 Ten City delivers 6 Secrets ostonia Extra daily quests In each of these adventure zones you will find that there are a few additional quests to complete. Some you get after the murder name of the wandering boss in the area. You have to hand over the evidence of the murder. Or collect additional items. Either way, it's a little more XP and Voninblod you can earn while you quest. Just don't go out of your way to get or complete them as they have minor rewards. Bryn Shander Adventure Square is the first area of adventure in this set. Early quests do a great job of introducing players to the mechanics and challenges of these areas. They also get you started with hunting relics and looking for gear. Complete all quests until you need to complete the Heroic Encounter right outside the gates of Bryn Shander. This is the last of the entrance quests in the area. From there you will have one daily quest to complete three daily quests. There is also a weekly quest that is reset every Sunday. Players will have to collect many awards to promote the campaign. Promoting the campaign will give you access to two other adventure areas, Lonelywood and Coldrun. It's best to get through access stuff as soon as possible so players can choose the easiest quest to complete the Complete 3 quests daily quest. Bryn Shander's reputation and Ostonian secrets come from this particular search. Many of them will be needed to promote the campaign. Once the entry quests are completed, players enter the market in Bryn Sandor. Here they will find a quest-givers, Ostonian turn and box replacement spatula when needed. There is also a campaign provider and a permanent supplier for the sale of looted loot buying supplies. Lonelywood Loneylwood is the second adventure zone in this campaign. Players are not immediately available. Instead, players must collect certain items from the campaign to unlock it. Lonelywood can be unlocked within 5 days if players complete all possible quests in Brynn Shander. Look at the Tracker campaign for specific details. Players should make sure they have enough to unlock the next area before buying a benefit, discount store campaign, or extra charm. A lonely wooded area that was eventually created is similar to Bryn Schander. There are the same types of quests, and they follow the same format. However, once you have access to Lonelywood players can start cherry picking quests they want to do just trying to complete the Do 3 Daily quest quest. Players will have access to 6 Daily quests, but will only need to complete 3 for reputation. However, if ten city supplies are needed to do other quests, also stock up on it. Cold Run Cold Run is the latest of three adventure zones that come with the main Thunder Storm Thunder campaign. Players must also access this area. Access can be obtained for about 10 more days of completing quests in Lonelywood and Bryn Shander. Cold Run is set up just like Bryn Shander and Lonelywood. Gaining access to this allows players to really just do the quests they want, since there will be 9 available daily quests, but only 3 needed to protect Dale. The rest can be done to earn an extra ten city supplies or only for XP. The most important part of Cold Run is that heroic encounters here drop all the important ingredients needed to upgrade the relic gear. Some of these reagents may be collected from Bryn Sander and Lonelywood, but they all fall here. So when you decide farm heroic encounters make sure you do it in Cold Run! Fangbreaker Island is a skirmish that is added to the Thunder campaign storm king. It's a tough skirmish that requires a gear score of 3200 as well as at least 25% Everfrost resistance. Players will need to manually calculate their resistance. Keep in mind that potions and food stack with gear bonuses. That's all I'll mention about Fangbreaker as he deserves his own leadership. Overall, Thunder King Storm is a great new campaign with lots of areas to explore, lots of quests to keep you busy, and new gear to look ahead too. Storm King Thunder Campaign Gallery Special THANKS Homer Cole for your patronage! I really appreciate it. Your support helps make guides as possible for the whole community to enjoy. Enjoy. storm king's thunder neverwinter campaign. how to start storm king's thunder neverwinter. neverwinter storm king's thunder campaign completion. neverwinter storm king's thunder guide. neverwinter storm king's thunder reputation. neverwinter legacy campaign storm king's thunder. neverwinter storm king's thunder boons. neverwinter storm king's thunder treasure map

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