

The Storm Preceptor

Your villain is important. Think of it this way: the story is happening because of the villain, so you might as well know who they are. Any energy you can put into deepening your understanding of your villain is worthwhile.

In Storm King's Thunder, the villain is an ancient blue dragon disguised in the storm giant court as the royal advisor. She's not entirely responsible for all the threats facing civilization in the story, but she's still imposing her will on the world, manipulating the situation to her advantage and causing immeasurable misery in the process.

This document covers The Storm Preceptor in detail. We're looking at everything you'll need to run this villain in Storm King's Thunder. However, this is a living document.

Character description

The Storm Preceptor has the ability to change shapes—not just via an illusion, but a total physical transformation. She has two forms, and she appears female in both: a regal storm giant and a fearsome blue dragon. Regardless of her form, her statblock is unchanged.

THE DRAGON

In her dragon form, The Storm Preceptor is a gargantuan, ancient wyrm. Her sapphire eyes reflect a fierce intelligence and fearsome presence. Lightning crackles in her maw and between her cobalt scales, down her spined back to the tip of her spiked tail. Her wingspan eclipses the sun, casting a dreadful shadow over all who dare oppose her.

THE GIANT

In her storm giant form, The Storm Preceptor stands 26-feet tall. She cuts an imposing figure with high cheekbones, prominent brow and tight expression on her face. Her blue hair is braided, decorated with sapphires and pearls. She presents herself as a spellcaster with a tall staff made from a whale spine.

Character goals

The Storm Preceptor's goals are simple: chaos, revenge, justice. The adventure starts with her plan already partially underway: The Queen has been murdered, the King kidnapped. Her immediate goals are:

- ✦ **To disrupt giant society.** Giants are the ancient enemies of dragons, so The Storm Preceptor is following a divine and historical directive in disrupting their society. With their natural societal hierarchy already shattered by their god, the chaos has proven the perfect opportunity for The Storm Preceptor to infiltrate her enemies' highest order—those most deserving of her enmity—the storm giants.
- ✦ **To destroy the Lords' Alliance.** This organization was instrumental in banishing The God of Evil Dragons in recent years, and every evil dragon would understand the cosmic injustice and frustration of seeing these lesser creatures strike divinity down. They must be punished to appease The God of Evil Dragons.
- ✦ **To recover the storm giants' Dragon Skull Throne.** The cornerstone of the storm giants' power, the thing that makes them unmatched in power is the threat of the Dragon Skull Throne. This powerful magic artifact greatly augments its occupant's combat abilities, but The Storm Preceptor is not interested in the power; she's interested in the skulls. The base of this powerful artifact is made from four blue dragon skulls, and one of those skulls belonged to one of her two children, plundered from an ancient dragon burial mound. She wants to recover the throne and channel it into reviving her child as an undead dracolich.

Her vehicle for achieving these goals would be a war between the storm giants and the small folk, ideally to the detriment of both parties. She's already positioned herself close to the throne (and The Princess-Regent who sits on it) but she doesn't want to play her hand by snatching the Dragon Skull Throne before the war is guaranteed.

Iymrith Q&A

The help organically explain Iymrith's motivations and understanding of story beats in Storm King's Thunder, you can read segments of this Q&A segment verbatim at the table if needed.

Q. Where are you from?

A. I claim Ascore as my domain. All space beneath its scorching sun and even below the blistering sand belongs to me. All creatures that crawl on their bellies are my servants, though my favourite are the Yuan-Ti who unearth and tithe to me lost Netheril relics from the dunes, including my most treasure: an ancient skeleton of a powerful wyrm.

Q. Why are you called the Dragon of Statues?

A. My domain in Ascore is guarded by gargoyles of my making—unthinking, unwavering, loyal. Any form, any statue, any mimicry of animation, I can quicken. The more arcane-inclined small folk might call my ability Power Word: Live.

Q. How are you able to transform into a Storm Giant?

A. Through the memory of bones and the power of blood. When my children's skulls were incorporated into the Wyrmskull Throne, I came upon some kernel of Storm Giant deep memories. It is through this connection I am able to transform.

Q. What is your goal?

A. Vengeance. Justice.

Q. Why do you hate the small folk?

A. The world was nearly graced by true divinity, the wings of Tiamat which would herald in the age of dragons, but a group of small folk stopped her ascent. Such a tragedy cannot go unpunished.

Q. Did you break the Ordning?

A. No. Their god has abandoned them.

Q. Why do you hate the Storm Giants?

A. King Hekaton's grandfather slew my two children and used their skulls to repair his grim Wyrmskull Throne, along with two other skulls.

Q. Who did the other two skulls on the Wyrmskull Throne belong to?

A. I don't care.

Q. Why did King Hekaton's grandfather need skulls for the Wyrmskull Throne?

A. The throne is a powerful artifact from a bygone era, borrowing the combined power of four dragons. When King Hekaton's grandfather found the throne, it was badly damaged. To secure his power in Maelstrom, he repaired the throne by replacing the skulls. But now the throne is linked to that murderous bloodline, so if King Hekaton were to die without passing on the rites to an heir, the throne would disenchant along with my hopes of leveraging its arcane nature to reanimate my deceased children.

Q. How did you infiltrate the Storm Giant Court?

A. I had already inserted myself into the court before Queen Neri was killed. After then, as a matronly figure moving through the wake of a dead mother, it was easier to endear myself to young Serissa.

Q. How did you depose King Hekaton and Queen Neri?

A. Queen Neri had to be removed because she was so sympathetic to the small folk and would never endorse violence. With her gone, I hoped to persuade King Hekaton to battle, but he was calmed by his daughter Serissa, so I engaged the Kraken Society to kidnap him. With him gone, my hope is to use my influence over Serissa to stoke the flames of war.

Q. What is your plan for stealing the throne?

A. I'm already in a position to take it along with the rod that powers it, but I want to guarantee the giants will war with the small folk to exact my perfect vengeance first. I have been in hiding for so long, so close to accomplishing my goals, and only this one last piece remains.

Q. How does the Kraken Society benefit?

A. Slarkrethel could easily claim the storm giant stronghold of Maelstrom if the Wyrmskull Throne were rendered inert. If the Kraken Society can keep King Hekaton captive long enough for me to swipe the throne, I'll let the Slarkrethel nest in that sunken stronghold uncontested. But if they fail and let King Hekaton die, thus ruining my plan to harness the Wyrmskull Thrones arcane power, I will exact revenge on the kraken too. I chose to work with Slarkrethel because we have common enemies but noncompeting ambitions.

Q. What is your plan for resurrecting your children?

A. My skills are greater than any necromancer who coax listless spirits into empty vessels. Only I can command the inanimate to animate by force of will. With the skulls of my two children returned, I will affix both to the excavated dragon remains beneath my lair. Although it may take some arcane amplifier, some connection to the enchantment of the Wyrmskull Throne, I believe I can will life into the skeletal form so my children may fly again and we can deliver terrible woe onto our enemies.

Q. Does Serissa know her father is alive?

A. The nature of the Wyrmskull Throne's connection to King Hekaton's rite is secret knowledge, but it must be something Serissa is privy to: if the throne is operational, the king must be alive still. I need to keep King Hekaton alive. However, Serissa is guarding this knowledge, instead insisting the Storm Giants search for their missing king based on hope.

Q. What is your backup plan?

A. If I cannot take the skulls from the Wyrmskull Throne, I will retreat to Ascore and attempt to animate the skeletal remains without my children's skulls. Then my minions and I — along with this draconic, skeletal thrall — will besiege Maelstrom and take the skulls by force.

Q. Why do you want to resurrect your children?

A. Because they are mine.

Character web

This character web showcases Iymrith's feelings about key characters and factions in Storm King's Thunder through short snippets of dialogue.

PRINCESS SERISSA, STORM GIANT

How frustrating that one girl's overly-cautious nature has proven such roadblock! I may have to arrange her demise as well.

UTHOR, STORM GIANT

This is the kind of hot-headed warrior I would love to bring low, but he may be instrumental to my plans.

KING HEKATON, STORM GIANT

I hate the king as I hate his kingdom. Death would not be fitting until he sees his palace walls collapsing around him.

CHIEF GUH, HILL GIANT

Giants are brutes. When you strip away giant-kind's pomp and pedigree, all that's left strength and stupidity of the Hill Giants. And while I appreciate the guileless simplicity of Guh's plan, they're nothing but animals to me.

JARL STORVALD, FROST GIANT

Giants are cruel. If you wanted an example of the cruelty of giant-kind, look no further than evil treatment Jarl Storvald has visited upon their captured White.

DUKE ZALTO, FIRE GIANT

Giants are dangerous. After I claim the Wyrmskull Throne, my first priority will be destroying Duke Zalto's dragon-slaying Vonindod.

COUNTESS SANSURI, CLOUD GIANT

The age of giants is long finished. It's pathetic how Countess Sansuri trespasses in the sky while clinging to long-dead relics and glory of Ostoria.

THANE KAYALITHICA, STONE GIANT

Giants are lemmings. Without their masters, Thane Kayalithica proves how giants are misguided fools at heart, willing to follow any directive, divine or otherwise.

KLAUTH, RED DRAGON

I know my domain. He knows his.

THE KRAKEN SOCIETY

I believe Slarkrethel's motivation is see the decimation of small folk, but there is a treachery to those deep lurkers, so I wouldn't presume to know his true nature. So long as he keeps King Hekaton alive long enough for me to harness the Wyrmskull Throne's power, I don't care what Slarkrethel does.

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