

MAP OF HUNDELSTONE





**TOWN OF
HUNDELSTONE**
SPINE OF THE WORLD MOUNTAINS

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, PLAYER'S HANDBOOK, MONSTER MANUAL, DUNGEON MASTER'S GUIDE, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

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Developed by ElmSTDM



Dungeon Master's Map



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Player's Map

Key to marked locations on Hundelstone Map.

Most of these locations are further detailed in “Hundelstone: A Storm King Thunder Quest.” <https://www.dmsguild.com/product/299819/Hundelstone-A-Storm-King-Thunder-Quest>

1. **Guard Post.** The trail into Hundelstone connects to the Ten Trail and is about a quarter of a mile long and leads east toward the town. Three or four shield dwarves stand at the entrance to the town at all times, a short distance inside the boulder field that surrounds the northern and eastern town boundaries (difficult terrain).
2. **The Gnarled Gnome.** The town tavern run by Tyry Twinefoot, an extremely loquacious, absent-minded, and somewhat self-absorbed female Gnome. The tavern is low to the ground with a high-pitched moss-covered roof (when it isn't covered by snow, but the wind typically exposes at least upper portions of the highly pitched roofs throughout Hundelstone). The tavern, like virtually all of Hundelstone, is belowground, and is larger than the footprint of the roof. A tunnel connects the tavern with The Sleepy Gnome, an inn that is also owned by Tyry. Lots of additional detail is provided in the above linked adventure.
3. **The Sleepy Gnome.** The most accessible inn from the edge of Hundelstone has 10 rooms that are connected by an underground corridor. Each room contains 3 bunk beds and a coal stove. Four other inns are located throughout the town.
4. **General Store and Supplies.** A large facility where adventure's can find all the typical supplies.
5. **Statue of Hundel Hurler-of-Hammers.** A 20-foot tall statue of iron and oxidized copper of the town founder, a dwarf known as Hundel Hurler-of-Hammers. The raised hammers in his hands have intricate, decorative gold inlaid lightning bolts, and the expression on his face is one of fierce determination. This expression is enhanced by his blown-back beard and hair which suggests he is moving against a very strong wind.
6. **Temple/Church.** A multi-denomination worship center for both Gnome's and Dwarves. Different “wings” of the structure are devoted to different denominations. Hundelstone prides itself on being a tolerant place, unlike neighboring Ironmaster.
7. **Prison and constable headquarters.** Six below ground cells for keeping accused and guilty criminals. A statue of a gnome and a dwarf shaking hands is in front.
8. **Walla Herbtoe's Alchemist shop and home.** See “Hundelstone: A Storm King Thunder Quest,” for a map and details of the tunnel to her fungi-growing cavern.
9. **Thwip Ironbottom's house.** See Storm King's Thunder for details on Thwip Ironbottom, an eccentric gnome inventor.