

Thieves Guild (Steve's Guild?) by Tom Cartos

Background

Hidden in an abandoned section of the city's sewer system, the Thieves Guild is one of the dominant underground forces in the Empire. Most citizens are aware of their existence and know where to look if they need to contact them, but very few know where their headquarters are located.

Those seeking access to the guild will first have to pass a series of tests, even after discovering the location of the entrance. However, those who pass the tests will find an incredibly resourceful group of allies, or a very dangerous enemy, depending on their actions.

Thanks to Steve Hupert who suggested this map as part of my two-year anniversary commission competition!

Grid Information

The Test

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

The Cistern

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Thieves Guild 01 The Test

- **01** – Dead End – An apparent dead end in the sewer network, this in fact the entrance to 'The Test'.
- **02** – The Test Maze – A series of tunnels interconnected by locked gates, hidden traps, puzzles and concealed doorways. This is intended to ensure that anyone looking to find their way into the Thieves Guild is worthy of doing so.
- **03** – Final Test – After successfully navigating the maze, this final room must be overcome. A lever in the centre of the room opens the door beyond, but also drops the grates surrounding the platform, opening the pool of water below and dropping any unsuspecting adventurers in to face whatever creatures lurk in the depths.

Thieves Guild 02 The Cistern

- **04** – Hall of Statues – A long hallway flanked by statues lies beyond the exit from the final test. Anyone walking along it has the strange sense they are being watched.
- **05** – The Cistern – The water that drains down from above all collects here, before trickling down the central well. Even the thieves aren't sure what is below, but any bodies dropped down swiftly vanish.
- **06** – Training Room
- **07** – Lockpicking Practice Room
- **08** – Dormitories
- **09** – Outfitter – Specialises in close fitting leather armour for moving silently.
- **10** – Fence – Buys and sells stolen goods. Anything taken on a job that was not requested by the client or deemed valuable enough for the vault can be purchased here.
- **11** – Alchemist – Seller of potions and poisons. Make sure not to confuse the bottles.
- **12** – Arms Dealer – Sells specialist tools and weapons for those who prefer to work in the shadows.
- **13** – Storage Cupboard
- **14** – Captains Bedrooms
- **15** – Guildmaster's Meeting Room
- **16** – Guildmaster's Study
- **17** – Guildmaster's Quarters – All of the guildmaster's rooms are fitted with an odd array of luxury furnishings, clearly stolen from various nobles houses.
- **18** – Vault – The guilds wealth is stored here.
- **19** – Guild Meeting Hall
- **20** – Guild Tavern
- **21** – WCs – When you live in a sewer, it doesn't really matter.
- **22** – Kitchen
- **23** – Pantry
- **24** – Cells
- **25** – Torture Room – Sometimes information is needed, however it can be acquired.
- **26** – Fighting Pit – The guild are not kind to their enemies, and those who are bought to these cells are never allowed to leave. At least not alive.
- **27** – Escape Tunnels – Guild members do not enter or leave via 'The Test', but know of the other secret entrances and exits that can only be accessed by guild members.

S – Secret Doorways