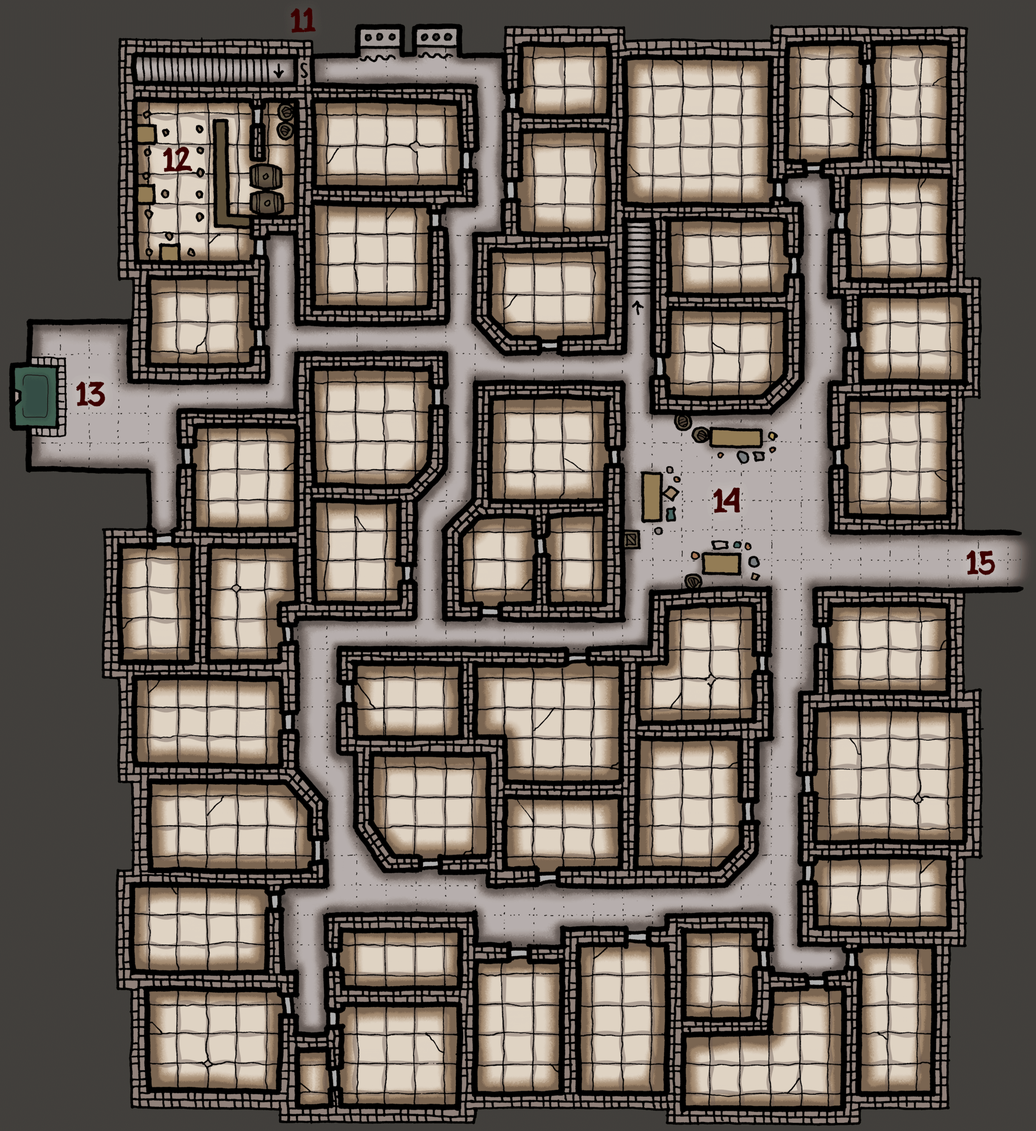
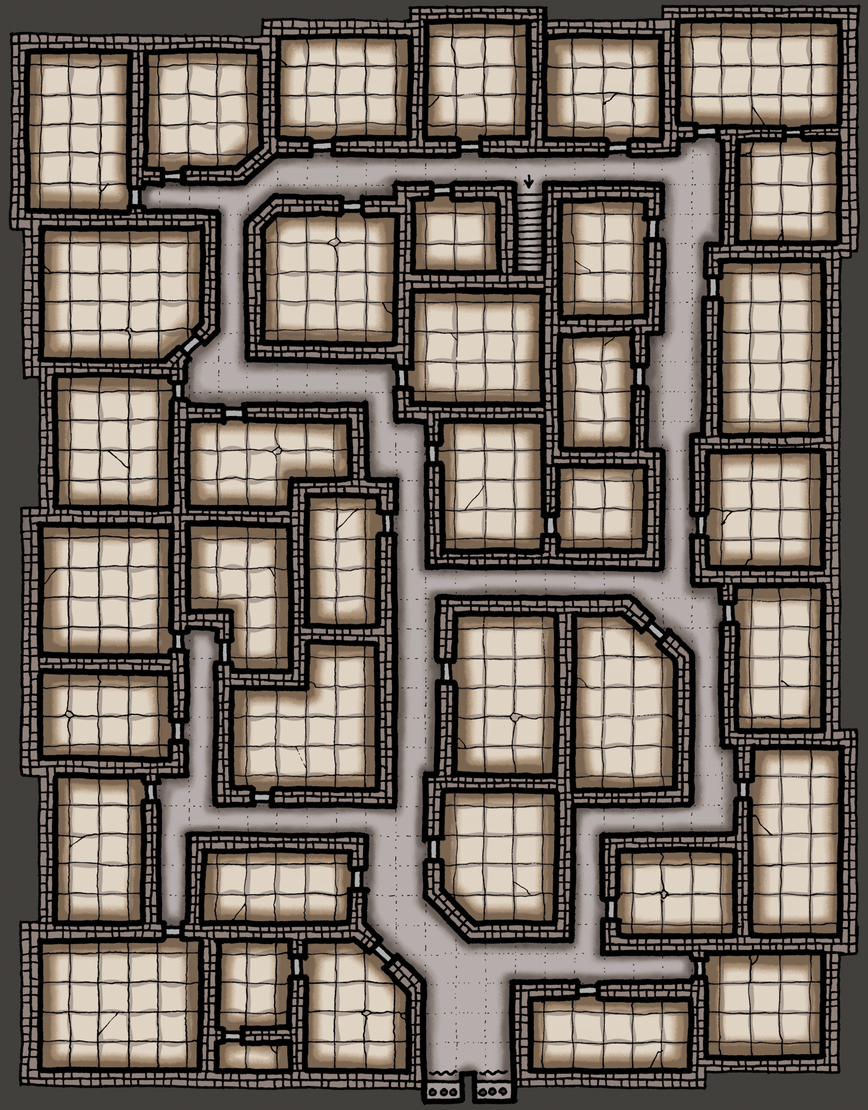
THIEVES' GUILDHALL

1 - ARROW SLITS
2 - MEETING ROOM
3 - STORAGE ROOM
4 - SLEEPING AREA
5 - GUILDMASTER'S OFFICE
6 - GUILDMASTER'S ROOM
7 - ESCAPE TUNNEL
8 - INTERROGATION ROOM
9 - CELL
10 - TRAINING HALL
11 - SECRET ENTRANCE
12 - "THE CRAWL SPACE" TAVERN
13 - FOUNTAIN
14 - SMALL MARKET
15 - TO THE ANVIL QUARTER



GROUND LEVEL

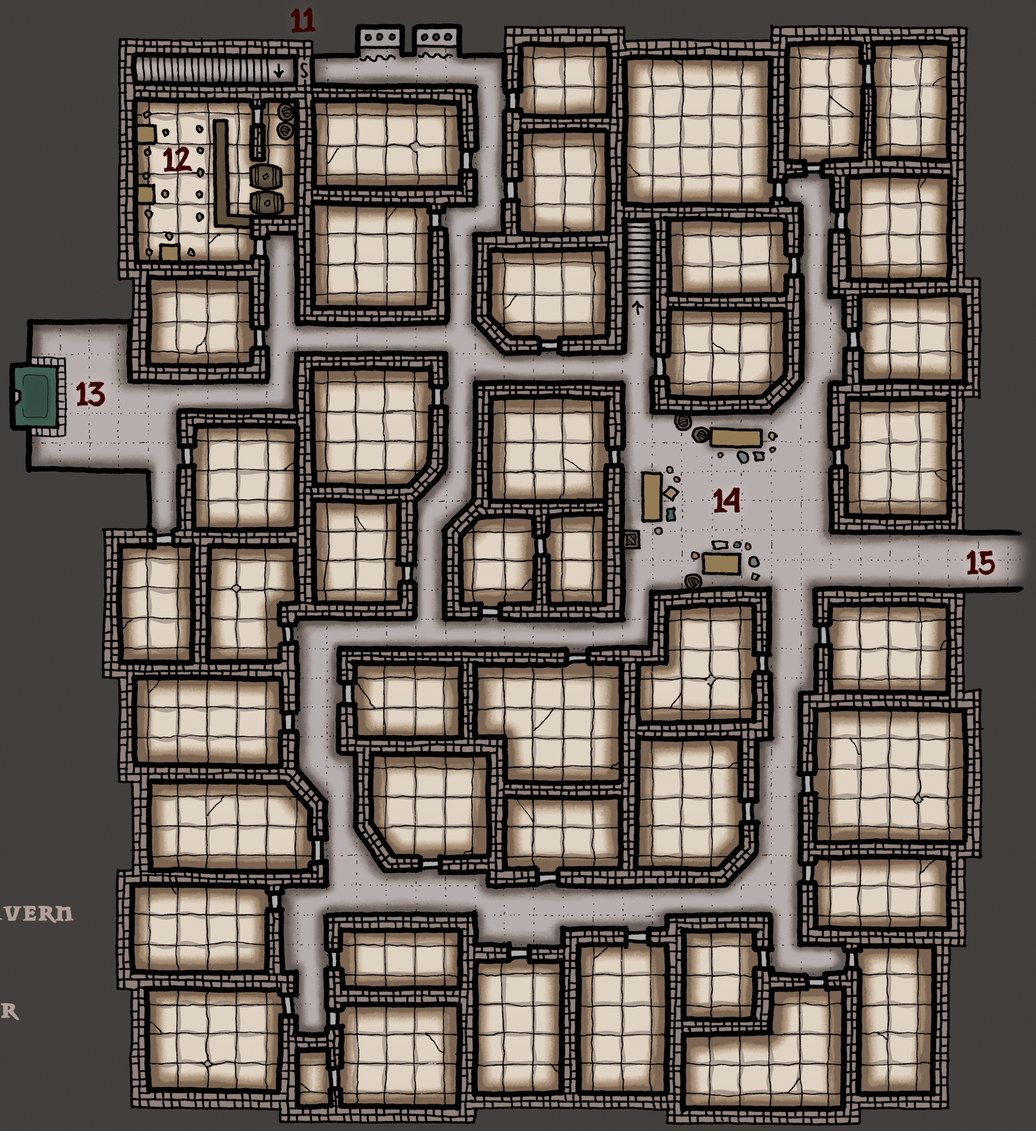


SECOND LEVEL

THIEVES' GUILDHALL

1 - ARROW SLITS
2 - MEETING ROOM
3 - STORAGE ROOM
4 - SLEEPING AREA
5 - GUILDMASTER'S OFFICE
6 - GUILDMASTER'S ROOM
7 - ESCAPE TUNNEL
8 - INTERROGATION ROOM
9 - CELL
10 - TRAINING HALL
11 - SECRET ENTRANCE
12 - "THE CRAWL SPACE" TAVERN
13 - FOUNTAIN
14 - SMALL MARKET
15 - TO THE ANVIL QUARTER

THE HOLLOWS



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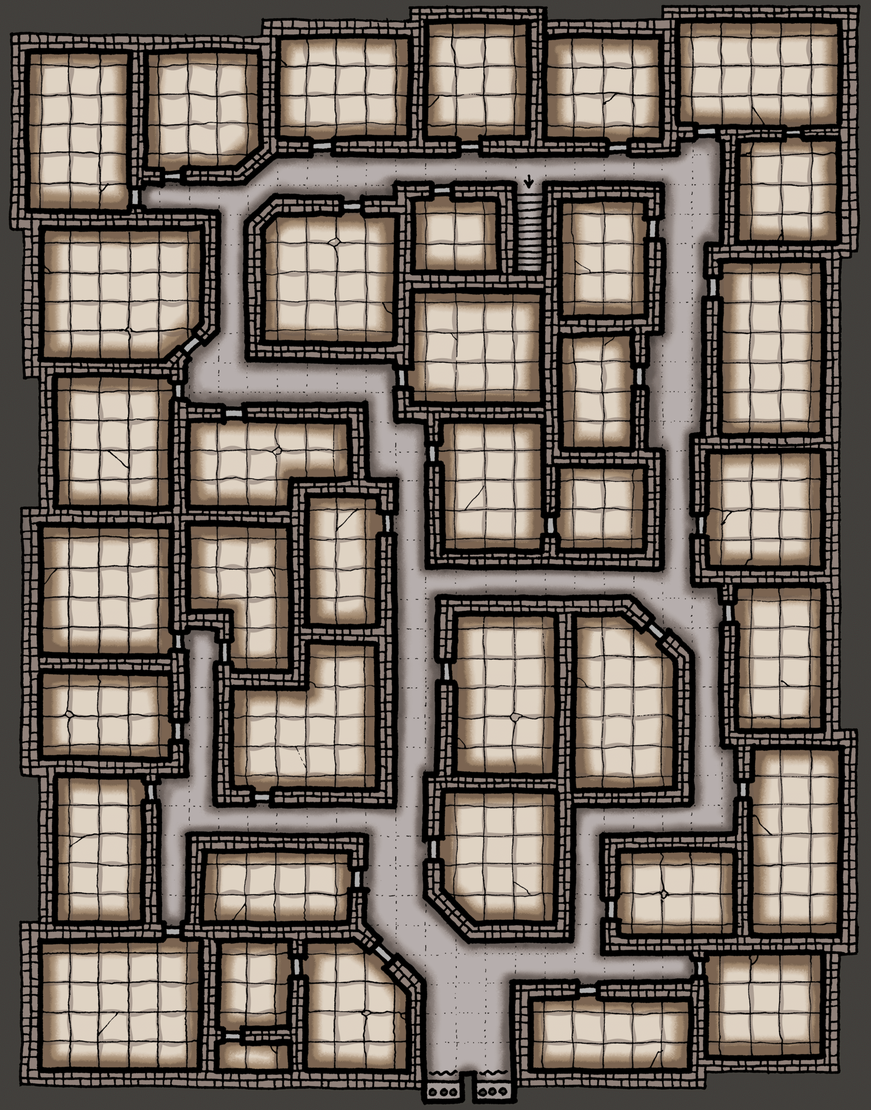
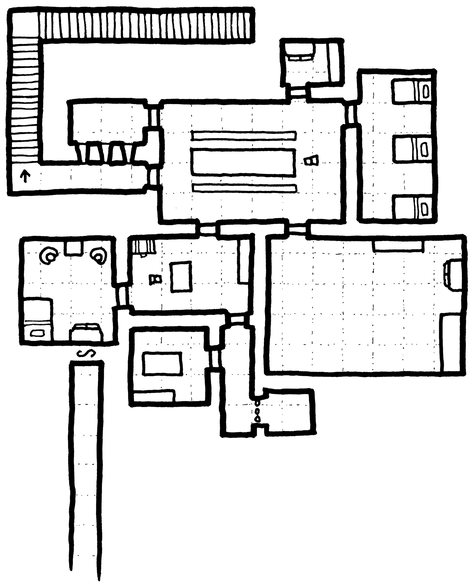
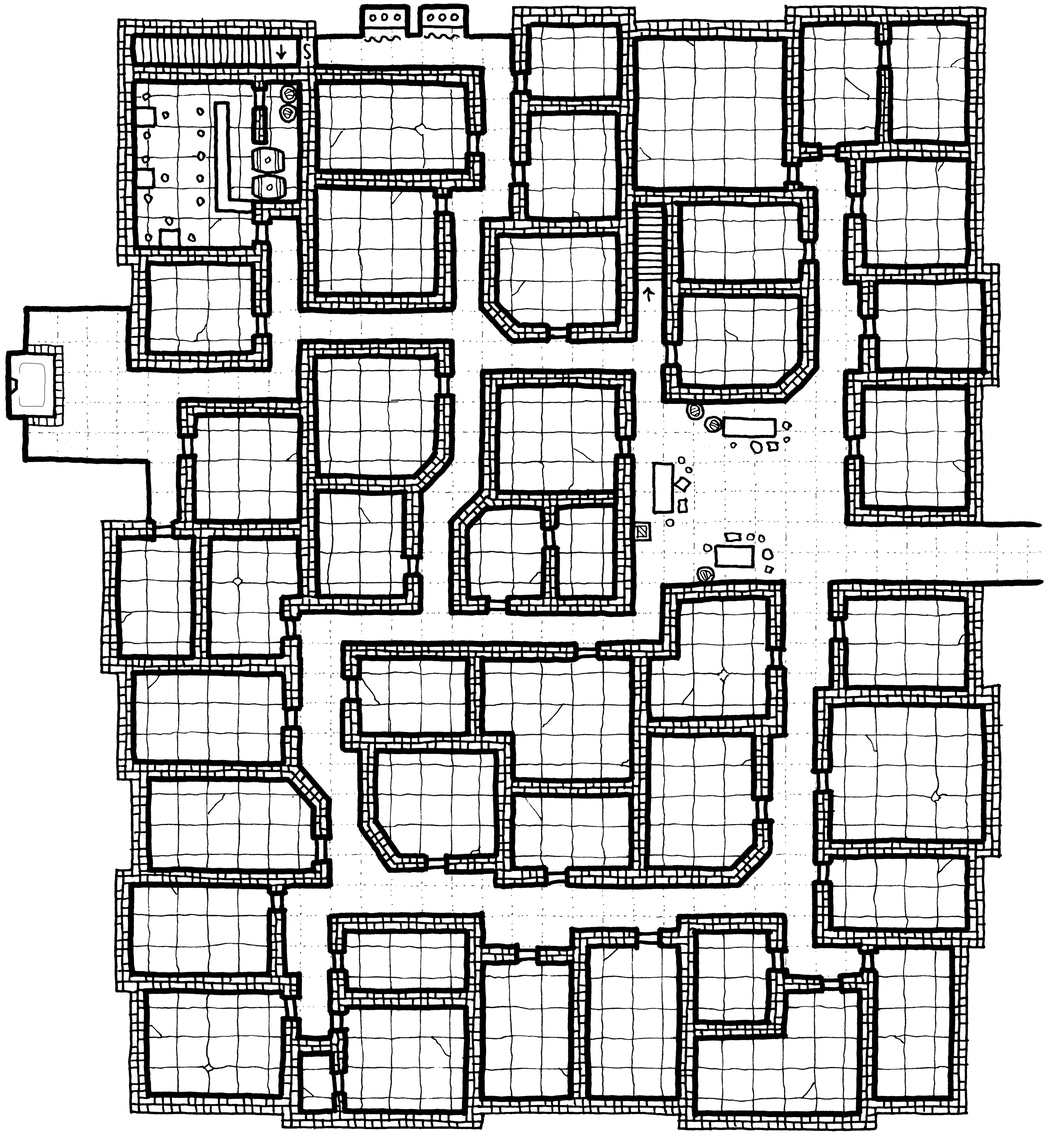
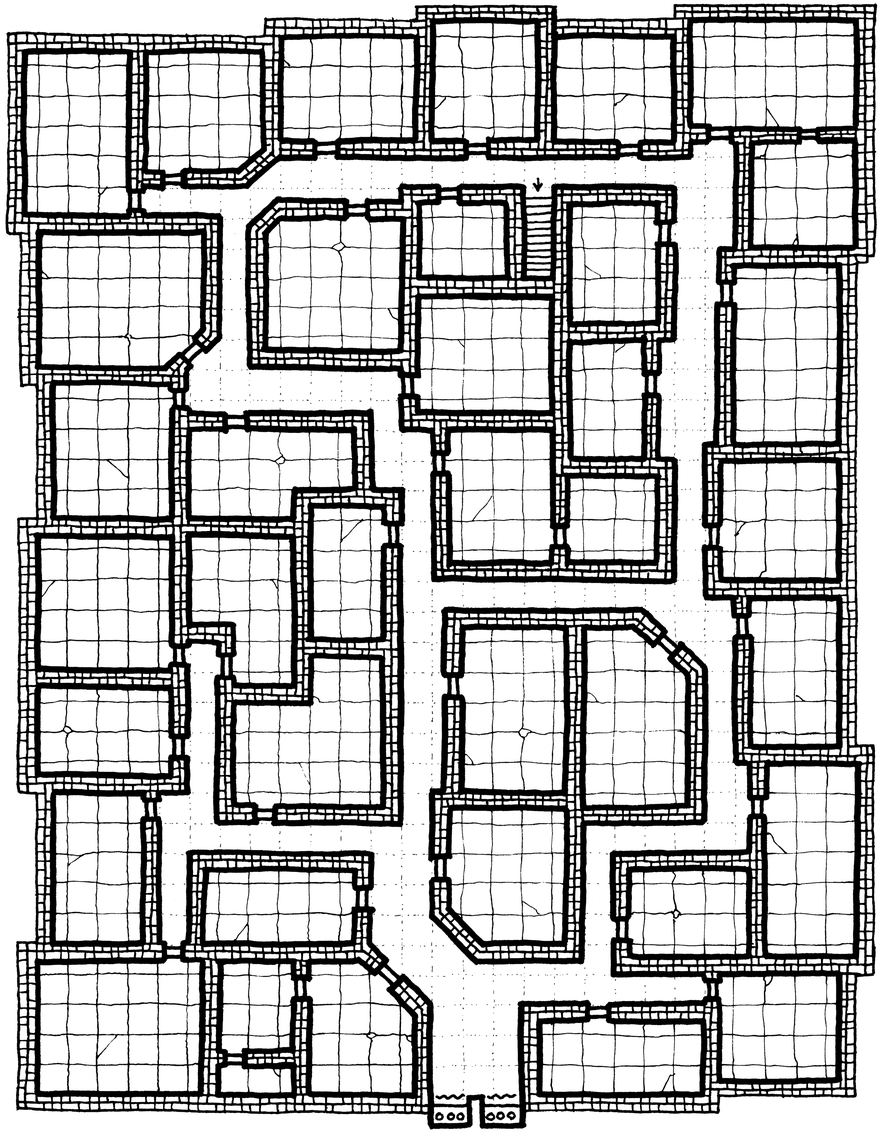


SECOND LEVEL



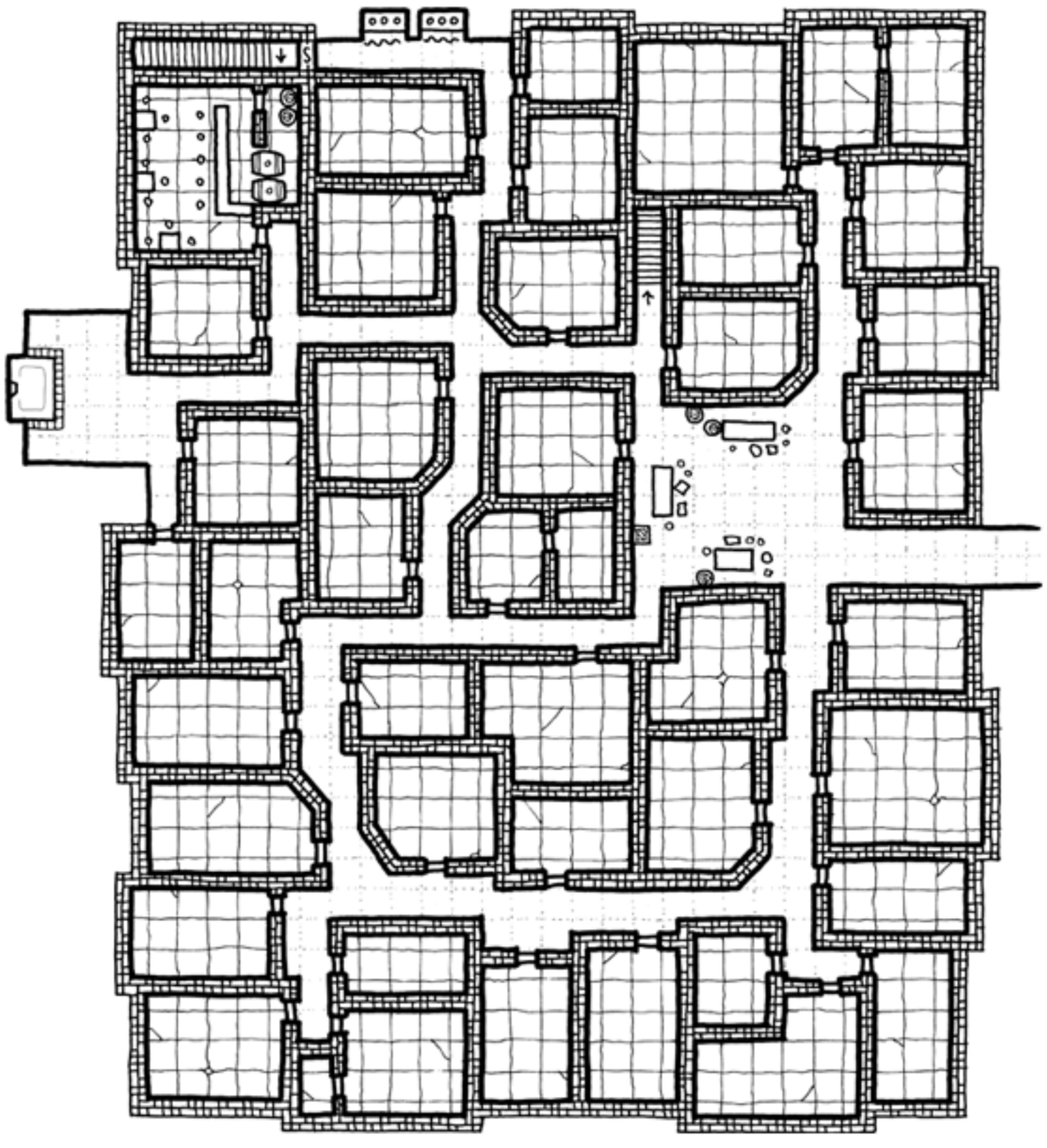
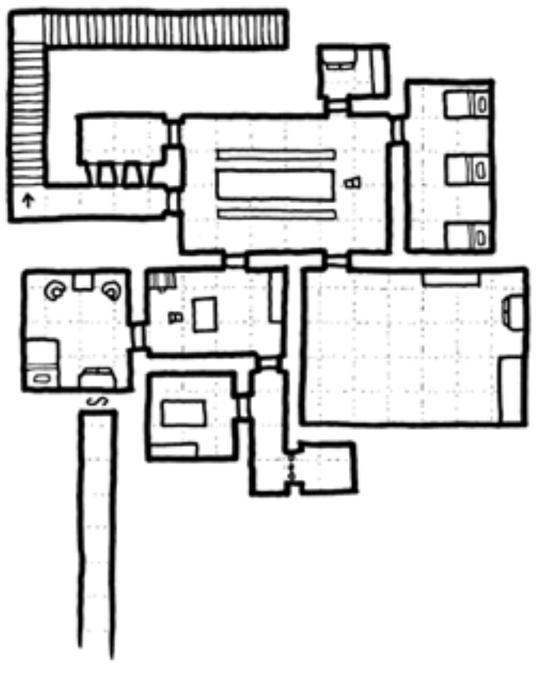
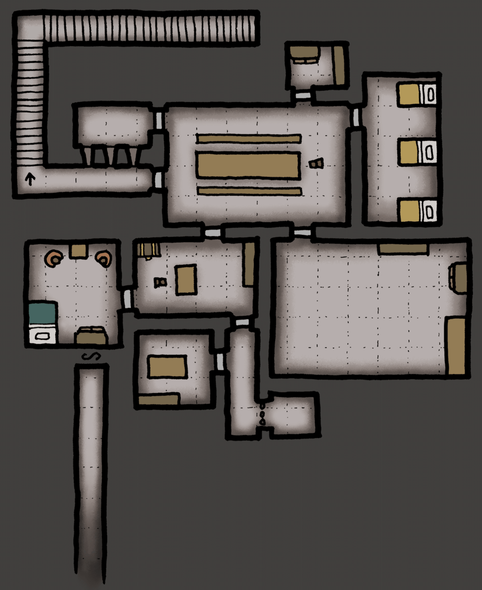
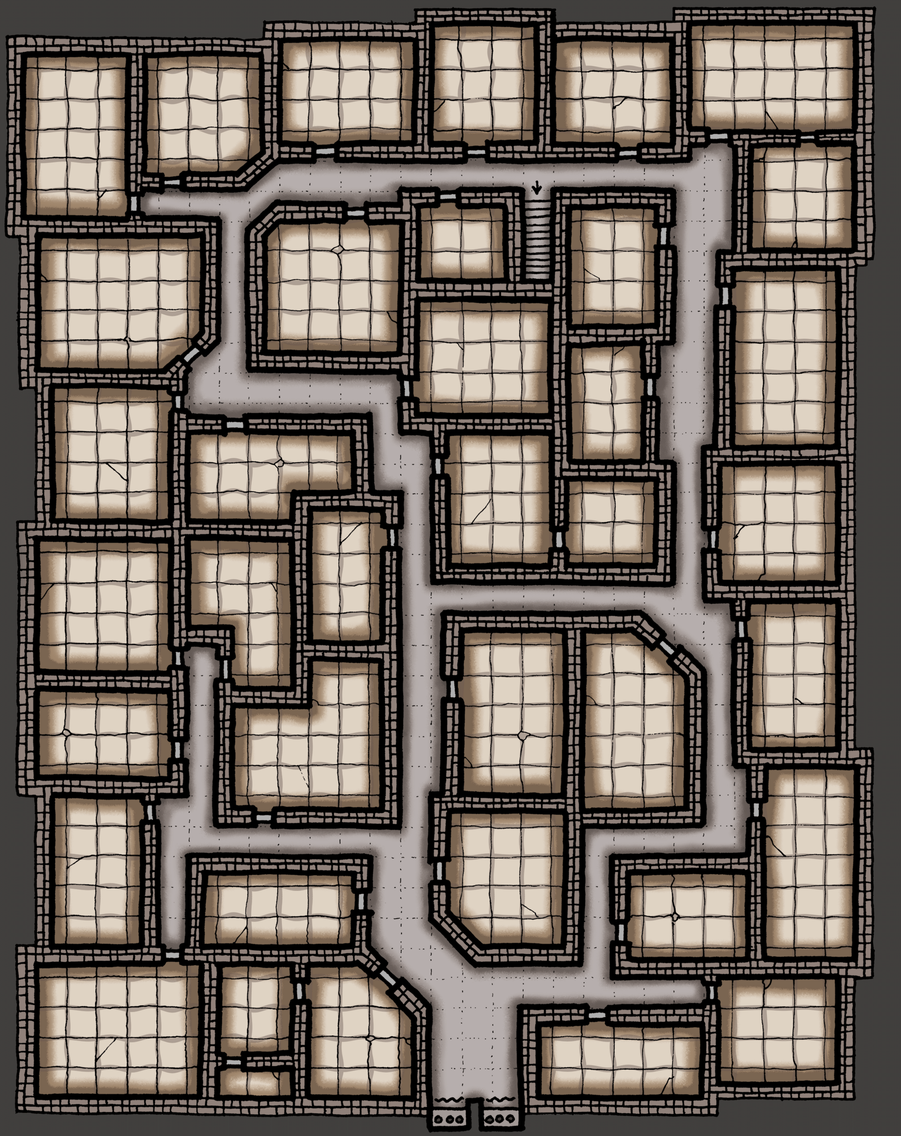




The Hollows

ABOUT

- The Hollows are a residential area of Brazenthrone. Home to many of the city's poorest residents, the chamber is known for its low ceiling, rising only seven feet (2.5m) above the floor. As the walls of the buildings here go all the way to the top, the streets of the Hollows are essentially tunnels.
- The second level of the Hollows is a separate chamber with an equally low ceiling, located directly above the first.
- As the city's poorest neighborhood, many of the residents can barely afford any accommodations at all. Quite a few of the houses are occupied by multiple families.
- Brazenthrone's Thieves' Guild is based here. The entrance to the guildhall is hidden behind a secret door on the ground level.
- Originally intended as a granary and storehouse, the Hollows was converted into a residential area to create more housing in the city.
- There is no ambient lighting in the streets of the Hollows. For anyone unable to see in the dark, most of this district is pitch black.
- The tavern, "The Crawl Space," is patronized almost exclusively by local residents. As the winding tunnels of the Hollows are very hard to navigate for those unfamiliar with the area, most others would have a hard time even finding the place.

THE THIEVES' GUILD

- The local Thieves' Guild has been located beneath the streets of the Hollows for around 60 years. Constructed in secret with the help of some fairly expensive magical assistance, its location remains unknown to the city's authorities-- and even most of the local residents-- to this day.
- While the guildhall does have sleeping quarters, it is not a permanent residence for anyone. The beds here are for guild members who, for one reason or another, may need to stay out of sight for a while.
- The current guildmaster is Sharva Drowsbane. While previously very active in guild affairs, she has been rarely seen for the past year. Many suspect she is planning something big.
- The escape tunnel here does not lead to any specific location. It might lead to the Underdark, the surface or another part of Brazenthrone. Assuming it leads out of the city, this tunnel is one of only three ways out (or in). The other two are, of course, the main gates and the Underdark trading outpost.