

# Battlemap

## Harbour of Thieves



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- Battlemap -

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# Harbour of Thieves

## Foreword:

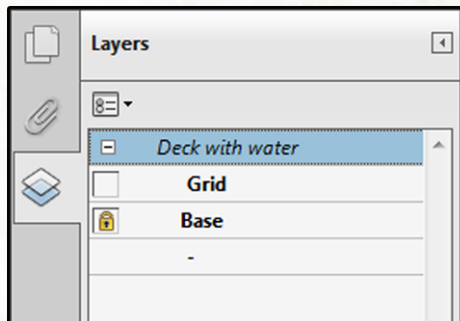
First of all, we would like to thank you for downloading our product!  
We hope that this map will lead you through an interesting set of adventures and lend a little extra excitement to your game, whether gaming online or sitting around a table with your friends.  
Have a great game!

Zoltán Bárány & Antal Kéninger



In the folder of this product you will find PDF files like this. These files include our scripts for the map which might give you some ideas as a GM, and you'll also find the big map broken into pages, which should make printing the map easier.

These PDF files include layers as well. This means if you need 1" grid lines for your game, just turn on the grid layer and you can print the whole map with visible squares. Turn them off, and it will look like an overhead picture.



How to use the layers?

Use Adobe Acrobat Reader 7 or higher.

Layers and buttons will work with this program.

You can download the newest version of Adobe Reader here:

<http://get.adobe.com/reader/>

After you open the PDF file, you can see the button for layers on the left side (it looks like two transparent squares).

Click on them, next open the list of layers by clicking the plus sign (+)

You can't switch on/off the layer that shows a lock, but the others include some kind of graphic element (presently, a grid).

Click on the empty square and set the layer grid visible if you would like to print the map with grid.

These PDFs are U.S. - Letter sized (8,5x11'), turn off any 'fit to page' options in your printer driver for the print.

Our maps are made for 1 inch based figures, where one inch = 5 feet in the real world.

In the other folders you can find the poster sized .jpg images. You may use them for Online Virtual Tabletop programs or to print in poster size in a press.

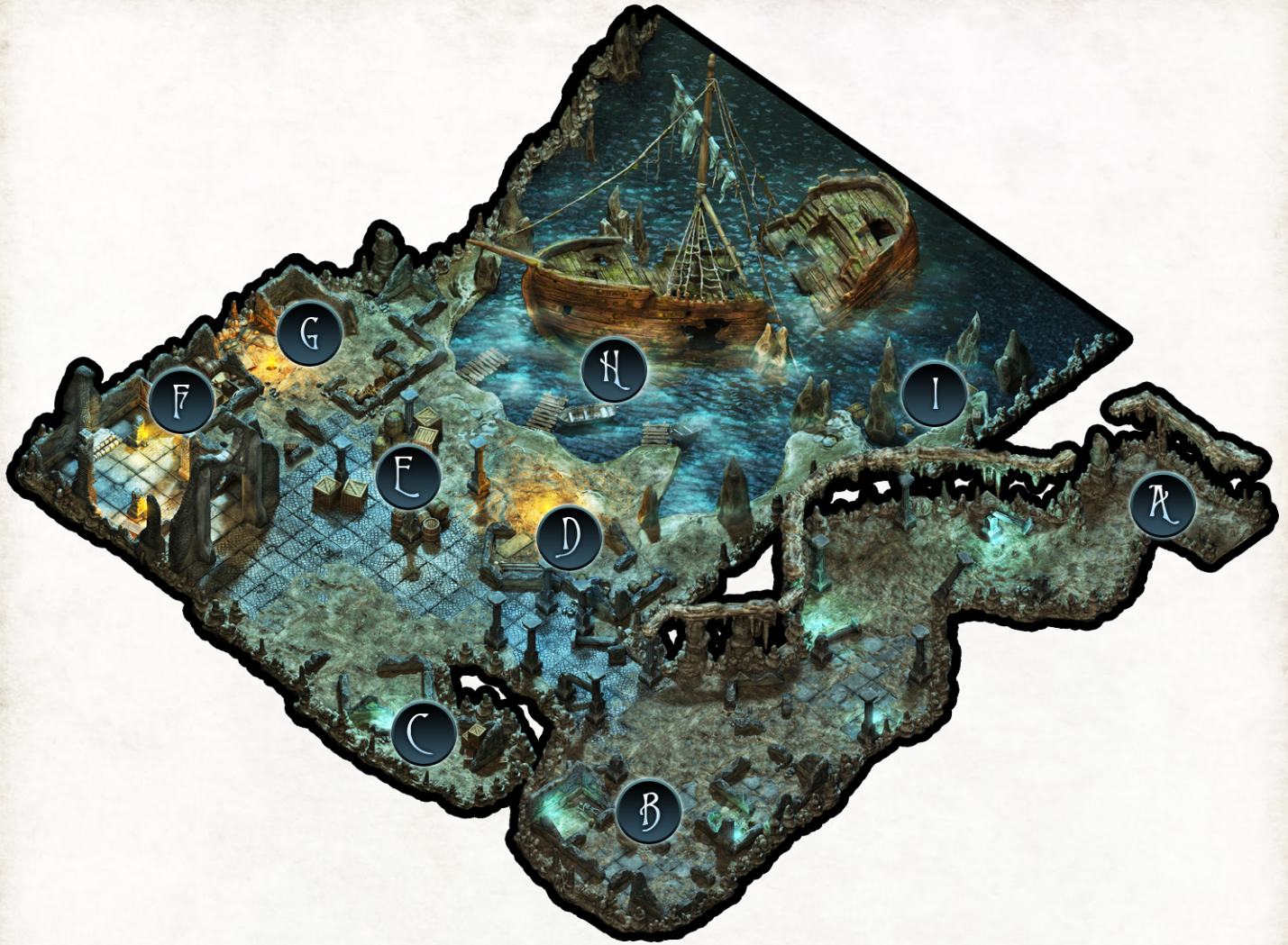
These maps are for personal use. Please don't share them, so we can afford to make more maps for you.

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The isometric views can be used as visual aids for your players. When characters arrive in an area you can show the isometric picture to your players, do that they can see more details about the battlemat around them.

Thieves or pirates always give you a good reason to begin an adventure. They can steal things that you have to get back, you could have to escape from them, they can pitch camp in a spot the adventurers have to sneak through, or if the members of your team are a bit more mercenary, the goal would more likely be to steal as much treasure as possible. Sometimes, imprisoned NPC's can be found in the caves, so if a character is killed, the party could accept new members into the group.

You may begin your adventure from different directions:

- Coming into area A from another cave, you can continue an adventure you've already begun.
- Your characters could find themselves running for their lives from the numerical superiority of enemies through the mouth of a cave...
- Captured by pirates and escaping via rowboats, the characters could enter the sea cave (area H) and escape by making their way to the upper entrance at area A.

*"We decided to make camp under a cliff to stay out of the rain.*

*Our leader says there's an entrance around here somewhere that heads into the ruins of a forgotten city. Dwarven ale and tall tales were traded around the campfire until everyone, unfortunately, drifted off to sleep. Little did we know that only three of us would still be alive by the time the sun rose again..."*

## What can you find on this map?

These few sentences are meant to give you some insight into what is happening in the caves, but obviously, how you choose to use them in your adventure is up to you.

- A: Ancient stone columns can be seen here, arrayed about near the walls of the cave, with intricate signs and engravings circling their bases. The room is illuminated by patches of phosphorescent mushrooms, spreading outwards from the edges of the cavern.
- B: The first signs that an ancient civilization lived in these caverns long ago can be found here. The cavern floor changes from ancient stone to worn cobblestones, thousands of years old. In the corner of the one of the buildings rests a skeleton with a missing arm whose secret died with him long ago. Ancient columns lead deeper into the caverns. Firelight can be seen flickering faintly ahead, along with murmuring voices.
- C: You may find some collected boxes and chests near the corners of the crumbling walls but this is a dead end. Nothing else but dripping walls is waiting here for you.
- D: A large campfire burns in this huge cave. Around it sits the first group of thieves that will cross your path. They keep a steady watch on the boats, as well.
- E: Around four pillars, boxes and barrels containing supplies and foodstuffs have been stacked on top of each other.
- F: In an ancient building, seemingly an empty temple, is a steel door. Behind this door the most valuable booty is kept because this is the treasure room of the thieves. Shields, swords, chests, jewels, and other curiosities are collected in this room. But of course, the door is locked. If you want to know who keeps the key you will need to be patient and listen in silence, or you could just thump the information out of someone.



*“I heard his steps coming as I was lying low behind a barrel. There was something beyond the rhythmic sound of wood thumping on the stone. It was the clank of a bundle of keys. I could see naught but his shadow, but his awesome girth gave him away.”*



- G: This is the thieves' camp. Rags stuffed with hay, barrels, and foodstuffs necessary for everyday life are scattered randomly about. You may find what you're looking for in a chest or a dark corner.



- H: Over the past several centuries there have been many people who have tried to find this place. Perhaps, it hides more valuable things than the thieves could have ever dreamed. Some rowboats rest softly on the silent and black water, roped to the piers while cold haze floats away into the dark. A shipwreck has been rotting in the water for many years, the deck and the first floor may be still be scavenged, but most belongings were washed away on the tides. If you would like to sneak away with some easy pickings, leaving the cave by rowboat would be easier.
- I: You can get to the cliffs through a small path along the wall. There is a lot of flotsam shattered on the rocks, most of it from the shipwreck or from the boats of the thieves.

This underground bay could lead out to the ocean or it can continue into other caves like a path. You can add new adventures to the story if your characters arrive by rowboat or enter the caves on foot.



*“Our leader was surprised when he saw the camp. He tried to hide it, but it was clear by his expression. It’s strange because the reason this team joined together was specifically to look for treasure. But what kind of treasure hunters will we be if we can’t take them from the pirates? Off in the distance, I saw a temple that was built into the wall of this cave. I have a bad feeling about this.”*

