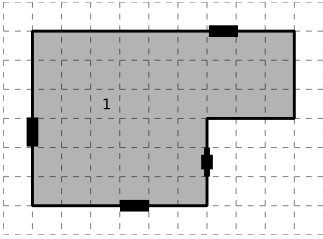


1: Main Hall



In the dimly lit chamber, shadows dance across the walls, concealing the alcoves and corners. The air hangs heavy with the scent of aged parchment and faint traces of magic. Tables cluttered with maps and stolen artifacts line the walls, while a central podium holds a locked chest, its contents whispering promises of untold riches.

The room boasts an ornate mahogany desk, its surface adorned with scattered scrolls and quills. A plush velvet chair sits behind it, a testament to stolen luxury. Nearby, a weathered bookshelf leans against the wall, its shelves housing ancient tomes and stolen spellbooks. Across the room, a low table displays a collection of stolen jewelry, glinting enticingly in the dim light.

Door: Entry

The entry door, reinforced with layers of thick iron, bears the marks of attempted breaches, a testament to the security measures protecting the hideout. A series of intricate runes etched along its edges pulsate faintly, hinting at the magical wards safeguarding the threshold.

Door: Fake Wardrobe

The fake Wardrobe, fashioned to resemble a dusty, unassuming piece, conceals a hidden latch. When triggered, it swings inward, revealing a narrow passage veiled behind the false back panel, leading directly to the Chief's opulent quarters.

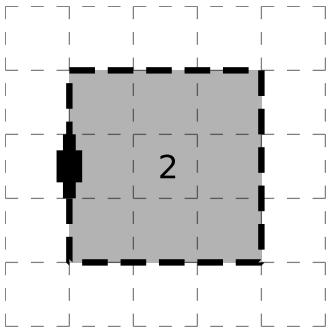
Door: Door To Sleeping Quarters

The door to the sleeping quarters, weathered and marked with scratches, stands sturdy amidst the hustle of the hideout. Its brass handle, polished by frequent use, leads into a modest room shared by the thieves, its surface concealing the camaraderie and shared secrets within.

Door: Storage Door

The door to the storage room boasts a formidable iron lock, intricately engraved with ancient runes, warding off any unauthorized entry. Its mechanism, a maze of tumblers and wards, requires the deft touch of a master thief to navigate and unlock the treasures held within.

2: Chief Quarters



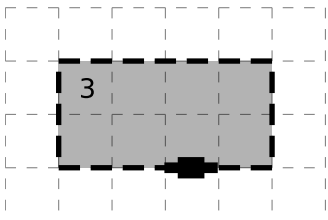
The Chief's Quarters exude opulence amidst the clandestine lair, adorned with rich tapestries depicting scenes of conquest and thievery. A grand canopy bed, draped in luxurious silks, dominates the chamber, flanked by intricately carved nightstands holding flickering candles and stolen trinkets.

At the room's center rests an imposing oak desk, littered with parchment maps and stolen ledgers, a symbol of the chief's strategic prowess. A velvet chaise lounge sits nearby, a place where the chief contemplates their next daring heist while surrounded by the spoils of their ill-gotten gains.

Door: Fake Wardrobe

The fake Wardrobe, fashioned to resemble a dusty, unassuming piece, conceals a hidden latch. When triggered, it swings inward, revealing a narrow passage veiled behind the false back panel, leading directly to the Chief's opulent quarters.

3: Treasure Room



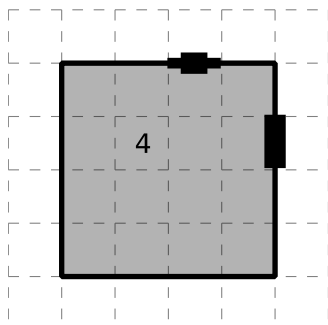
The secret Treasure Room is a hidden sanctum, accessible only through a concealed passage behind a false wall. Lit by shimmering enchanted crystals, the chamber gleams with opulence, adorned with glittering gold, precious gems, and ornate artifacts pilfered from across distant lands.

A massive, ornately adorned chest, protected by arcane wards, commands attention at the room's center, housing the most coveted treasures known to the thieving guild. Elaborate displays showcase stolen heirlooms, ancient relics, and priceless artwork, creating an extravagant museum of ill-gotten wealth. An intricately designed pedestal holds a shimmering, otherworldly artifact—a focal point of whispered legends among the thieves, its power yet to be fully understood.

Door: Removeable Panel

The removable panel, seamlessly integrated into the wall's elaborate tapestry, disguises the passage to the secret treasure room. Crafted from aged oak, it slides aside soundlessly, revealing a narrow corridor adorned with flickering arcane glyphs, leading to the coveted vault of stolen riches.

4: Storage Room



The Storage Room is a sprawling space, filled with stacked crates and barrels, creating a labyrinthine path through the hidden treasures and pilfered goods. Dimly lit lanterns hang from the ceiling, casting elongated shadows across the towering shelves lined with stolen artifacts and valuable contraband.

Amidst the chaos of organized disorder, a massive chest, reinforced with iron bands, dominates the room's center, safeguarding the most prized and dangerous acquisitions. A workbench against the far wall showcases tools of the thieving trade—a lockpick set, coils of rope, and vials of mysterious substances—all essential for planning and executing the next daring heist.

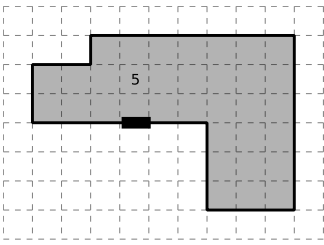
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5: Sleeping Quarters



The Sleeping Quarters offer a stark contrast to the rest of the hideout, a humble space shared among the thieves. Bunk beds line the walls, draped with simple linens and blankets, each bed a haven for rest amidst the chaos of their illicit activities.

In the corner, a makeshift dresser displays meager personal belongings—a few trinkets, stolen coins, and treasured mementos. A small table sits in the middle of the room, cluttered with playing cards and dice, offering a brief reprieve from the demanding life of a thief.

Door: Door To Sleeping Quarters

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