

# Sewer Hideout

Just below the city streets, hidden from view of everyday folk lies a world all of its own. Dangers, treasures, and surprises of all kinds await those willing to explore. This one-page dungeon finds your adventurers in just such a place - a home to bandits away from prying eyes.

## Location Notes:

- ~ Both ends of the main tunnel are blocked by rubble.
- ~ Makeshift bridges have been constructed over the water and are sturdy.
- ~ The gates in Room 4 are heavy but possible to lift open. The door in Room 3 is of fine wood and unlocked.

## Room 1

"The sound of running water fills the halls while the smell of rot fills your nostrils. Unspeakable filth floats in the water nearby."

The bandits keep two Crocodiles as pets in a filthy pool that is fed by sewer water from three pipes.

## Room 2

"Sounds of camaraderie and the smell of a decent meal come from a makeshift living area furnished with crude sleeping mats."

1d4+2 Bandits are sitting down with their Bandit Captain to enjoy a meal after a job.

## Room 3

"A strongbox lies in the corner of the leader's room, where the rank air and sounds of the sewers fade out."

The strongbox is locked but contains 1d8x10 GP, some personal effects, and a +1 Dagger.

## Room 4

"The strong metal gates are nicked by vicious bite marks. Buzzing flies swarm over rotted carcasses as food for the pets."

This room contains nothing of note, and is overall a rather revolting place.

