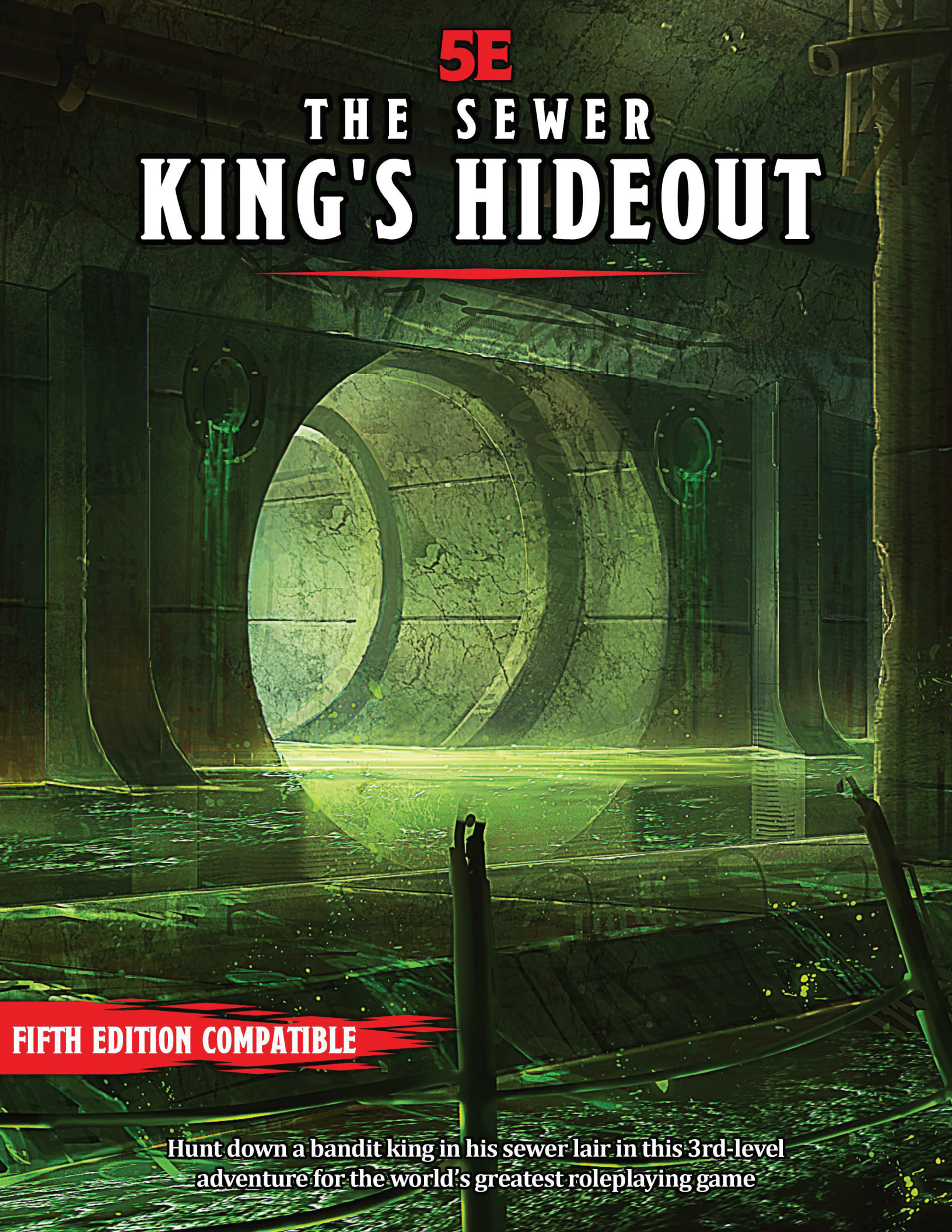
5E
THE SEWER
KING'S HIDEOUT
FIFTH EDITION COMPATIBLE
Hunt down a bandit king in his sewer lair in this 3rd-level
adventure for the world's greatest roleplaying game

The Sewer King's Hideout

Background

The city of Fallmourne has been plagued by a group of bandits known only as the Grey Fingers. Their leader, a half-orc named Gorek Felhand, has used Fallmourne's robust sewer system as a way to move his men unseen across the city. Recently however, a defector has come forward. Tired of mistreatment at the hands of the gang, he's given the authorities the location of their hideout. The local authorities have offered a reward of 100 gp to anyone who can bring them Gorek's head.

Adventure Hooks

The Sewer King's Hideout is an adventure for four 3rd level adventurers. With good play, they can advance to 4th level. The adventure can take place in any city set in a civilized area. Choose one of the hooks below or make up your own.

A Strange Map. The characters foiled a robbery and found a map on the corpse of the attacker. It leads down into the sewers.

A Righteous Purpose. The characters heard of the trouble the Grey Fingers have been causing and decide to intervene.

A Proper Reward. The characters heard of the reward on Gorek's head and have decided to collect.

The Sewers of Fallmourne

The sewers of Fallmourne are a maze of tunnels, aqueducts, and run off pools. The city's architects designed and built them as the city grew meaning there's no rhyme or reason to the layout beyond what was needed at that time. One can easily get lost if they're not careful.

General Features

Ceilings. The ceilings are made of arched stone and rise 15 ft. above the floor.

Floors and Walls. The floors are made of grimy stone, worn away from years of erosion. The walls are brick and mortar with a fine layer of mold growing on them near the water line.

Doors. The doors are made of rotten wood. Light will leak through from one side to the other. Unless specified otherwise, the doors are all unlocked.

Bars. There are iron bars at certain points throughout the dungeon. The space between them is only 10 in. wide.

Lighting. Small braziers illuminate the inhabited rooms of the hideout.

Unusual Features. The smell of filth and rot permeates the air. The ground around the canals is very slippery. Moving at more than half speed requires a DC 10 Dexterity (Acrobatics) check. Failure means the character falls prone.

The following rooms are keyed to the included map and numbered for ease of use.

1. Skullclub Tavern Basement

> This room contains numerous barrels, crates, and kegs stacked high against the ceiling. An extremely narrow passage runs from the eastern wall into the sewers. It's approximately 2 ft. wide by 1 ft. tall. Stairs lead up towards the surface.

This room is the basement of the Skullclub Tavern. The crates and barrels contain food and supplies while the kegs contain watered down ale. Someone small could crawl through the narrow passage.

Treasure: Thieves' Stash. There is a bundle wrapped in burlap hidden in the northern alcove behind a crate. It can be found with a DC 14 Intelligence (Investigation) check. It contains three daggers, a *potion of healing*, and a *spell scroll of expeditious retreat*.

2. Gang Barracks

> These interconnected rooms appear to be living quarters for the gang members. Bedrolls and footlockers can be seen scattered about.

Encounter: Gang of Thieves. There are three **bandits**, two **thugs**, and one **acolyte** sleeping in this room. If the characters make too much noise, they risk waking them up. If they do, they send one bandit to investigate while the rest prepare an ambush.

3. Dog Kennels

> Numerous chains hang from the walls in this room. Bowls of rotting food sit scattered about. Against the north wall, a half-eaten corpse can be seen shackled.

Encounter: Attack Dogs. There are six **mastiffs** in this room. They are currently chained to the walls and cannot leave the area. They begin barking if anyone approaches who isn't part of the gang.

Treasure: Rotting Corpse. The body on the wall is of a disloyal gang member who was fed to the dogs. His armor is in tatters but his scimitar is still serviceable. He also has a hidden pouch on him that can be found with a DC 16 Intelligence (Investigation) check. It contains a ruby worth 50 gp.

4. Storage Room

Assorted crates, barrels, and sacks lie strewn about in this small room. It appears this is where the gang kept their less valuable loot.

Treasure: Pilfered Goods. There are 25 gp worth of trade goods, two *potions of healing*, and two weeks worth of stale rations here.

Secret Door: Bricked Up Wall. There is a secret door on the eastern wall of the room. It can be found with a DC 15 Intelligence (Investigation) check. It leads to room 5.

5. The Makeshift Camp

This room was once used for maintenance judging by the tools and diagrams on the walls. Now, cots and crates can be seen against the walls and a burned out fire pit can be found in the center of the room. The ceilings here rise 60 ft. to a small grate above.

Encounter: Gorek and his Dogs. **Gorek Felhand** and his two pet **blood hawks** are in this room. Gorek uses the stat block of a **bandit captain** except he gains the following traits.

- **Darkvision:** Thanks to his orc blood, Gorek has superior vision in dark and dim Conditions. He can see in dim light within 60 feet of him as if it were bright light, and in Darkness as if it were dim light. He can't discern color in Darkness, only Shades of Gray.
- **Menacing:** He gains proficiency in the Intimidation skill.
- **Relentless Endurance:** When he is reduced to 0 Hit Points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again until he finishes a Long Rest.
- **Savage Attacks:** When he scores a critical hit with a melee weapon Attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
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6. The Mess Hall

Two tables rest up against the walls. Stools and makeshift chairs offer places to sit while eating. Bread, meat, and other assorted foodstuffs can be found on the tables.

There is nothing of note in this room.

7. The Aviary

Two cages stand against the wall, each big enough to house a rather large bird. Against the eastern wall is a bookshelf.

Treasure: Arcane Writings. The bookshelf contains a wizard's spellbook with the following spells in it.

- Cantrip: *firebolt*, *mage hand*
- 1st-Level: *sleep*, *charm person*, *witchbolt*

It also contains two spell scrolls of *cure wounds*.

Secret Door: Escape Hatch. The bookshelf hides a small alcove with a ladder that leads up to the surface. It can be located with a DC 18 Intelligence (Investigation) check.

8. Boss' Room

This room contains the nicest bed you've seen thus far. To the west, a moth-eaten curtain is pulled shut. Behind it, numerous crates, chests, and large items can be seen.

Treasure: The Big Score. This is where Gorek kept the best loot. The following can be found among the various containers.

- 128 gp
- 34 sp
- 212 cp
- *+1 longsword* that glows when its command word is spoken (the command word "Flash" is written on the blade)
- Three *potions of healing*
- A painting worth 100 gp

Aftermath

With Gorek dead, the remaining gang members split up due to infighting over who the next boss should be. The sewer stronghold is left empty, although it's possible someone...or something... else might move in in the future.

Art: Shutterstock
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