

Things that i see as important for the GM will be marked with green	
Things that could be used as quest opportunities are marked purple	
WARNING! There are patrolling "Crocodiles" in the Sewers, they'll engage as soon as you enter the water. Can be disabled in the GM Room	
POI	Infos
1	Storage Area
2	Spider Nest. Does not contain any aggressive spiders
3	Storage Area
4	Sewers Exit (City 10)
5	Vortex, Sucks you in and spits you out on the beach near the Mine (City 40). Applies Damage, + Knocked Down
6	Waterfall. If you stand too close near the upper edge you get pulled down into the lower sewer area
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8	A Few Goons in a Sewer layer. Contains a supertrader (CAN CAUSE LAG IF TRYIGN TO TRADE). Contains Shady figure, which sells you the Invitation for the Gambling Room (City 36)
9	Storage Area
10	Sewer Exit (City 46)
11	Storage Area
12	Storage Area

Note to Self: C 72, 22