Boat Landing
Draw one Sewer card.

Exit to the Wharf (City)

Rusty Chain
Draw one Sewer card.

Harbour Gate
Draw two Sea-Realm cards.

Exit to the Anarchists' Guild (City)

Anarchist Cellar
Draw one Anarchy card. Discard it at the end of your turn.

Guard - Strength 6
The Guard will try to arrest you. If you lose the combat, you will be put on trial (City).

Entrance / Exit to South-Side-Alley
Draw a Dungeon card.

Sewer Tunnel
Draw a Sewer card.

Exit to the first Tunnel space (Dungeon)

Storage Room
Draw a Dungeon card.

Cultist Shrine
Draw two City Cultist cards. If there is already one Card on this space, draw only one more. If there are already two Cards here, draw no more.

Smuggled Goods
Draw two Dungeon cards.

Exit to the Stables (City)

Filth Pit
Draw a Sewer card.

The Rat King – Strength 8
You must stop here and fight the Rat King with Strength 8. If You win the combat, take any currently available Purchase Item in the City or the Rat Crown (Treasure Card). Leave the Sewers via the City Gate (outside the City).

Blue Mushroom Mycelium
Draw two Sewer cards.

Sewer Shaft
Draw two Sewer cards.

Cauldron
Draw a Stench Marker and a Sewer card.

Nekropolis - The Ossuary
Roll d6: 1: Attack: Fiend, Craft 5.
2-3: Flee as many spaces as your starting Craft value. 4: Lose your next turn in fright. 5: Take 1 Dragon Bone.
6: Take 2 Gold.