1 Event

Infected Wound



One of your numerous wounds has reopened and begins to bleed heavily. If you do not possess a Water Skin, Apple, Herbal Bandage, Druid's Potion, Healing Bandage, Healing Blossom, or Healing Pouch, the wound becomes infected. Take 1 Stench Marker.

1 Event

The Flood



After very heavy rainfall, the sewer system beneath the city has flooded. Powerful currents sweep all revealed Cards from the Sewer Board. Any washed-away Objects appear dried out in the Trader's display in the Village. All characters are swept to the "Landing Stage" (Harbour) in the City and miss 1 turn there.

2 Plant-Enemy

Blue Slime



Strenth 5

The Blue Slime attacks any character carrying metal (Sword, Shield, Axe, Armour, Helmet, Crown, Spade, etc.). If you lose the combat, lose all your metal Objects to the Rusty Discard Pile.

2 Monster-Enemy

Blindheim



Strength 5

In the darkness, a Blindheim suddenly opens its eyes. If you lose the combat, you are blinded by its gaze: lose 1 Life and, for the next 2 turns, you must move back in the direction from which you came.

2 Dragon-Enemy

The Great Wyrm



Strength 8

This long Dragon-Worm devours everything that moves through the sewers. If you lose the combat, take 1 Stench Marker. If you win, you may take a Dragon Bone Purchase Card.

3 Spirit-Enemy

Skeleton Guards



Craft 3 (2x)

This Guard continues to perform his duty even in death. Fight both Skeleton Guards one after the other (Craft 3 each). They remain here until both have been defeated in succession during a single turn. From their remains, you may recover a Helmet Purchase Card.

3 Spirit-Enemy

Sewer-Ghoul



Craft 4

The City Watch drove the Ghoul out of the City. Now it hunts here until it is defeated. The Ghoul Character may take it as a Follower. It may fight Psychic Combat on his behalf.

4 Plant-Stranger

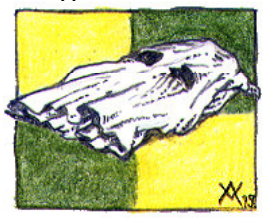
Sewer-Myconid



The Blue Myconid has taken it upon himself to clean the sewers. Roll (d6):
1: He sends you back to the „Entrance" space of the Sewer Board.
2: He lectures you – miss 1 turn.
3,4: Cleans - Remove 1 Stench Marker.
5: He gives you a Healing Bandage.
6: Move 2 spaces and ignore the space.

5 Object

Dragon Cult Mask



Since the Dragon Cult has been outlawed throughout the land since its destruction, its followers hide their faces behind masks. You have found one of these masks. You may use it to pretend to be a follower of the Dragon Cult (see card). Each time you use the mask, roll a die: on a 3–6, your deception goes unnoticed.

5 Object

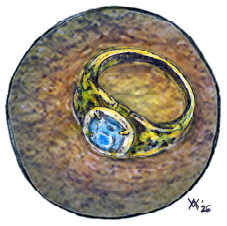
Wet Purse



This Purse has lain forgotten in the sewer for a long time. Cockroaches have made a nest inside it. If you wish to pick it up, roll a die. On a 1–2, you drop it in disgust. Place this Card on your space. If you overcome your disgust, you may exchange this Card for 1 Gold Bag.

5 Object

Sapphire Ring



The Ring in the dirty puddle bears a Sapphire. If you wish to retrieve it from the sewer, roll (d6):
1–2: Take 1 Stench Marker and drop the Ring.
3–5: Take 2 Gold.
6: Take 3 Gold.
If you take the Gold, discard the Ring.

5 Magic Object

Magical Brew



Someone drank a Magical Brew and then dropped the bottle into the drain. Some of the liquid remains among the broken glass. Roll (d6):
1: Shards – lose 1 Life.
2: Disgusting – take 1 Stench Marker.
3: Refreshing – heal 1 Life.
4–6: Drinkable – take a Mystic Brew Card.
Discard this Card after drinking.

5 Magic Object

The Star Belt



While wearing the Belt with the star-shaped buckle, your Strength is increased by +1. Whenever you drink a Mystic Brew, you may draw 2 Cards and choose 1. Discard the other. The Star Belt is made of gold and may be used as payment for 2 Gold.

5 Object

Plague Mask



This Mask offers special protection. Whenever you must take a Stench Marker, roll a die. On a 4–6, the Plague Mask protects you from infection and you do not take the Stench Marker.

2 Animal-Enemy

Sewer-Crocodile



Strength 3

A log appears to be floating alone in the city sewer. As you ignore it, you realise your mistake: the log is a ravenous Crocodile! If you lose the combat, the Crocodile devours one of your Animals. If you have no Animals with you, take 1 Stench Marker.

2 Plant-Enemy

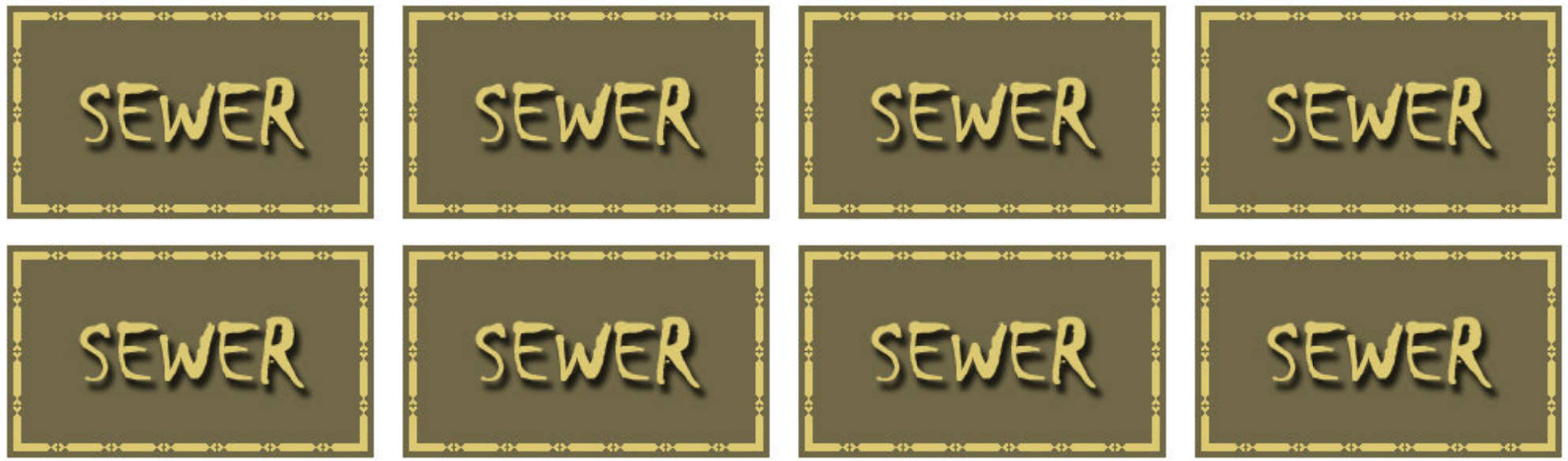
Hungry Myconid



Strength 4 (+1 each card)

Someone disturbed the Blue Mushroom Myconid while it was feeding. It does not attack characters carrying a Torch. In combat, it gains +1 Strength for each Plant Card on the Sewer Board. If you lose the combat, take 1 Stench Marker.

-1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer



1 Event

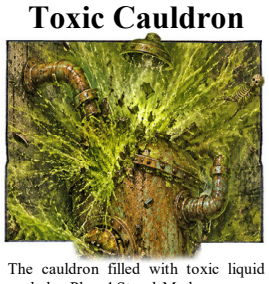
Kraken-Lights



Colourful lights, strange symbols, openings into the void... The Kraken leads you astray. Roll (d6) to determine where you come to your senses again:
1: Vault Cavern (Dungeon Board)
2: First Corridor (Pyramid Board)
3: The Grate (Black Tower Board)
4: Lost City (Mountain Realm)
5: The Void (Timescape Board)
6: City Gate (Tournament: Exchange the Talisman Board).

1 Event

Toxic Cauldron



The cauldron filled with toxic liquid explodes. Place 1 Stench Marker on every space where a Sewer Card must be drawn (except the Cauldron). Any character who is on such a space or ends his movement there must take that Sewer Counter. The "Flood" Event carries the Counters away to the discard pile.

2 Animal-Enemy

Giant Toad

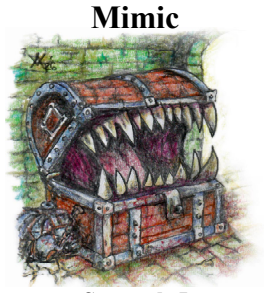


Strength 3

A huge, stinking toad leaps from the nearby sewer. It remains on this space until it is killed. If you lose the combat, take 1 Stench Marker.

2 Monster-Enemy

Mimic



Strength 5

At first it appeared to be a treasure chest, but it revealed itself to be a ravenous Mimic. If you kill it, roll (d6) and take half the result, rounded down, in Gold Bags.

2 Person-Enemy

Inquisitor



Strength 4

If you lose the combat with the Inquisitor, lose 1 Life and, unless the Cultists have taken control of the City, you are thrown into the City Prison. Inquisitors do not attack members of their own religion (Pilgrim, Priest, Monk, Crusader, Inquisitor).

3 Spirit-Enemy

Mage-Lich



Craft 6

The Crown Mage refuses to accept her final fate. If you lose the combat, you are Cursed (Take a Curse card). If you win, take a Scroll containing 2 Spells.

2 Monster-Enemy

Carrion Crawler



Strength 5

If the creature wins the combat, miss your next turn and awaken on the "Sewer Pipe" space. The Carrion Crawler fears fire. If you are carrying a Torch, no combat takes place.

3 Spirit-Enemy

Murderer's Lich



Craft 5

The Murderer has definitely spent too long breathing the fumes of the sewer. If you lose the combat, lose 1 Life and 1 Follower. If you win, take a Sword Purchase Card.

5 Plant-Follower

Niebieski



Niebieski, the Myconid, wants to see more than just the Blue Mycelium of the great world. While he accompanies you, you may add +1 to any roll made in the Sewer. In the Dungeon, Catacombs or Pyramid, your Strength is increased by 1. You may also re-roll your Movement roll there, but must accept the second result.

3 Monster-Enemy

Otyugh

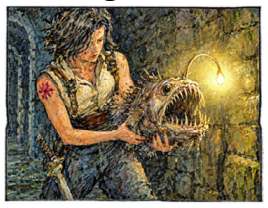


Strength 6

The Otyugh feeds on the filth and all the life of the sewer. Its tentacles carry a dangerous disease. If you lose the combat, take 1 Stench Marker. While you are in the Sewer, if you roll a 1 for Movement, take an additional Stench Marker and miss your turn.

5 Animal-Object

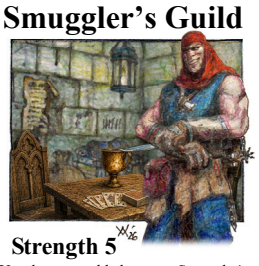
Anglerfish



You can use the nasty anglerfish as a source of light. However, it will only survive for 3 turns out of water. During this time, you may reroll your Movement roll, but you must accept the second roll. Afterwards, place the anglerfish on the discard pile. Your hands are now contaminated with sewage. Take a Stench Marker.

1 Event

Smuggler's Guild



Strength 5

You have stumbled upon a Smuggler's Hideout. The Guildmaster demands that you sell all your Objects and Magic Objects for 1 Gold each, or fight him. If you lose, lose all your Objects and 1 Life. Neutral and Evil characters who win may take the Master-Level Character "Master Thief".

2 Animal-Enemy

Carrion-Rats



Strength 2 + (each Player)

These rats feed on dead flesh. Their numbers depend on the number of players on the Sewer Board. For each player, their Strength is increased by 1. When the rats are slain, they return as Ghost Enemies with Craft 2. Only when these have also been defeated can the trophy (Strength 2) be claimed.

5 Follower

Bodyguard



The Bodyguard offers you his services. If you pay him 1 Gold, he becomes your Follower. While he accompanies you, your Strength in combat is increased by +1. If you would lose 1 Life in combat, the Bodyguard throws himself into the breach. Discard him instead, and you lose no Life.

ENEMY-Spirit 3 Spirit-ENEMY

WATER WEIRD



CRAFT 5

This wet enemy tries to drown you in its enormous watery body. If you do not attack it with a Torch or other fiery weapon, subtract one from your score in battle.

2 Monster-Enemy

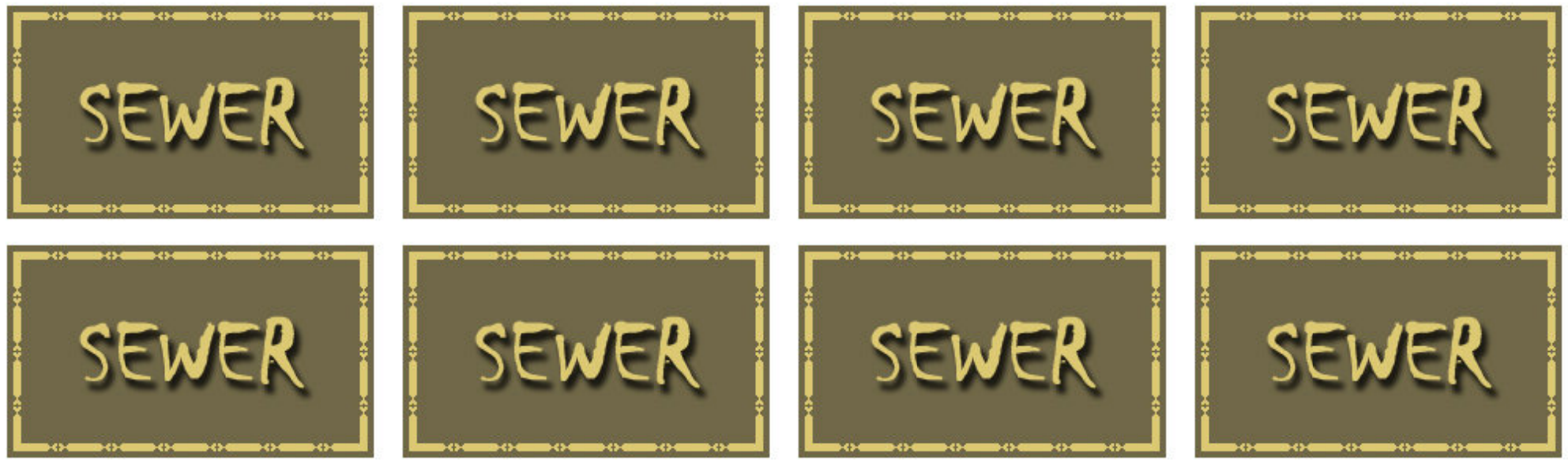
Grell



Strenth 6

If the creature wins the combat, lose 1 Life, miss your next turn and awaken on the "Tunnel" corner space of the Dungeon Board. The Grell fears fire. If you are carrying a Torch, no combat takes place.

-1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer | -1 Sewer



6 Place

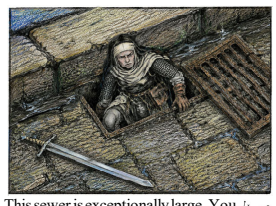
Manhole Cover



Strange things are happening in the sewers beneath the City – the Kraken has a hand in it. Place this Card on the South-Side-Alley in the City. Anyone who visits this space may enter the Sewer Board through the drain on their next turn. Discard this Card once the Kraken has been defeated.

6 Place

Ther Great Sewer



This sewer is exceptionally large. You may enter it. Roll (d6):
1: Draw 2 Sewer Cards.
2: Draw 1 Sewer Card.
3: Move to the South-Side-Alley (City).
4: Move to the Lost City (Mountain Realm).
5: Enter the Sewer Board.
6: Enter the Catacombs Board (3rd edition Dungeon of Doom).
Discard this Place on a roll of 5–6.

6 Place

Drain Cover



You may descend into the wet sewers. Roll (d6):
1: Draw 1 Sea-Realm Card.
2: Draw 1 Sewer Card.
3: Move to The Wharf (City).
4: Move to Lost City (Mountain).
5: Move to the Entrance (Dungeon).
6: Secret Passage to the Castle in the Middle Region.

6 Place

Sewer-Passage



A round slimy tunnel from this filthy passage leads into the city's sewer system. If you wish to enter the Sewer, place yourself on the „Storeroom“ space on the Sewer Board. If you do not to enter, draw 1 Sewer Card. Discard that Sewer Card at the end of your turn.

5 Magic Object

Rat King's Crown



The Rat King's Crown grants you power on the Dungeon Board, Black Tower Board and Sewer Board. Your Strength is increased by +2 in combat. If you lose a combat, you do not have to move backwards on your next turn. If you flee, immediately return to the Entrance space.

1 Event

Beetle Carcass



(Strength 2)

Someone has killed a Giant Beetle here, but left the mess behind. You may pull the weapon from the carcass and take 1 Sword Purchase Card, or take the Beetle as a Strength 2 Enemy Trophy. For either choice, roll (d6). On an odd result, take 1 Stench Marker.

3 Spirit Enemy

Der Kraken

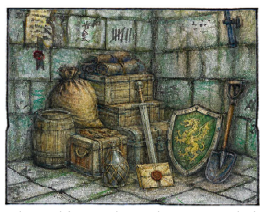


Craft 8

The Kraken corrupts the water and kills all living creatures. You must resist its corrupting presence. If you lose the combat, lose 1 Life and 1 Follower. Then move to the „Wharf Grate“ space on the Sewer Board. If you win the combat, gain 1 Craft point.

6 Place

Confiscated Goods



Place this Card on the „Smuggled Goods“ space on the Sewer Board. The Watch has confiscated stolen goods. Place a Sword, a Shield, a Letter of Indulgence and a Water Bottle there. Each time you visit this space, you may take one of these Purchase Cards. If you take more than one, you also receive a Warrant.

6 Place

Garbage-Market



Rubbish collectors have gathered everything they could find in the sewers and sell it for 1 Gold (per item)::
- Dragon Bones
- Bagpack
- Shield
- Mystic Brew
- Axe
- Torch

For each item You purchase, roll a die. If the result is odd, the item is contaminated: Take a Sewer Marker. Once 3 of the items have been sold, they close the market (discard).

OBJECT 5 OBJECT

TOY WABBIT

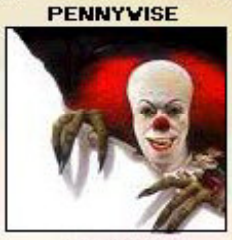


Some child have dropped the toy wabbit. If you can deliver this wabbit to the Town Square in the City you will be rewarded by 2 gold fom the child's father.

TCS 1.7 14

ENEMY- Spirit 3 -ENEMY Spirit

PENNYVISE



CRAFT 6

A Spirit in the shape of an evil clown attacks. It is so scary, no follower has the guts to help you. You must fight alone. Pennywise remains here until he is defeated.

TCS 1.7

FOLLOWER 5 FOLLOWER

STENCH IMP



CRAFT 3

This smelly little imp likes a bad stench. If you have any stench markers he will become your follower and fight any psychic combat for you.
Discard him if he lose the combat.

TCS 1.7 26

OBJECT PLANT- 5 OBJECT PLANT-

NIGHT ROSE

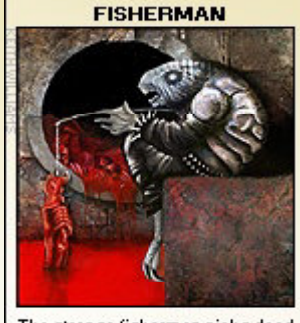


When you are in the sewers the Night rose will let you reroll your dice in psychic combat. You must accept the result of the second roll. If you leave the sewer the rose will wither and die. Discard it.

TCS 1.7 27

STRANGER 4 STRANGER

FISHERMAN



The strange fisherman picks dead bodies from the sewer. You gain 1 stench marker. In addition you must draw another Sewer card here, which only stays for 1 Round here.

TCS 1.7 50

2 Monster-Eneny

Stranglers



Strength 2d6

The Stranglers are not strong, but they are numerous! Roll 2d6 to determine how many of them You must fight in total. If you lose combat, you lose 1 Life and you are moved to the CELL space in the Dungeon. If You defeat them, gain 1 Strength point. Regardless of the outcome of the battle, discard the Stranglers at the end of your turn.

EVENT 1 EVENT

COME OUT AND PLAY



From manholes all over the city, denizens from the underground is pouring out. All players in the city must draw a Sewer card. Encounter the card only if it's an Enemy, Follower or Stranger. Discard them at the start of your next turn.

TCS 1.7 61

CITY	Treasure	SEWER	SEWER
ADVENTURE	DUNGEON	SEWER	SEWER
ADVENTURE	SEA REALM	SEWER	SEWER
DUNGEON	SEWER	SEWER	CITY