

The Sewer

This Sewer board is inspired by two sources: the Dungeon of Doom board from the 3rd Edition and the unofficial expansion *The Sewer* by Peter Hansson. The Sewer board is played like one of the typical corner boards of the 3rd Edition, such as the Mountain Realm, Forest Realm or Dungeon of Doom. However, there is no space from which the board can be entered at any time. Instead, certain cards provide access to the Sewer.

There are two alternative endings for the Sewer board:

- The Rat King is intended for normal play and may be played any number of times.
- The Kraken is intended exclusively for tournament mode with multiple boards. Its reward can have a significant impact on the outcome of a tournament.

1. Entering and Leaving the Sewer Board

The Sewer board is normally entered through appropriate cards, such as “Sewer” or “The Kraken”. Unless a card specifies otherwise, the Sewer board is entered through the Entrance/Exit in the South-Side-Alley of the City.

Example:

If a character ends his movement in the South-Side-Alley and the “Sewer Manhole” card is located there, he first draws another City card as usual, because two cards must be drawn on this space. Unless something prevents him from doing so, such as losing a combat, the player may then announce: “I enter the Sewer board.” On his next turn, the player rolls for movement on the Sewer board. If he rolls a 3, for example, he lands on the Storeroom space.

Horse, Warhorse, Camel, Elephant, War Lion and Horse and Cart may not be taken onto the Sewer board. Discard these cards when entering the Sewer board. Objects larger than a Mule may also not enter the Sewer board. They are left on the space through which the character enters the Sewer – normally the South-Side-Alley. Other characters may steal them there. However, doing so is considered a violation of the law (see City Law).

The Sewer board may not be entered and then left again on the immediately following turn.

Whenever a space instructs a character to draw a card, the following applies: If there is already a card on that space, no additional card is drawn.

There are four additional exits on the Sewer board. Such an exit may only be used after the character has passed through the corresponding space and resolved its instructions.

Example: A character lands on the Filth Pit and wants to leave the Sewer through the Exit to the Stables. He must first resolve the space's instructions and draw a Sewer card if there is not already one there. He draws the Murdered Corpse and loses the following combat. His turn ends immediately and he may not use the exit during this turn.

If he wins the combat or the combat ends in a draw, he may use the exit. On his next turn, he continues his movement at the Stables and may, for example, purchase a Horse there.

Leaving via the Entrance

If a character reaches the Entrance/Exit space again on a later turn, he may leave the Sewer on his next turn. If he passes the Entrance/Exit space, he is placed on the South-Side-Alley of the City.

2. Movement on the Sewer Board

The Sewer board consists of 17 spaces which are generally traversed clockwise. Movement follows the same basic principles as movement on the Dungeon board. The character must follow the circuit shown on the board and may not move through walls. Movement counter-clockwise is only permitted if a card, space or special rule explicitly requires it.

Defeated in Combat: If a character is defeated in a Combat or Psychic Combat, he must move towards the Entrance/Exit on his next turn. He rolls as normal and then moves the number of spaces rolled towards the Entrance. As soon as he reaches the Entrance/Exit space, his movement ends immediately.

After a character has left the Entrance, he may declare at any time: "I flee the Sewer."
From that point onward, he must move towards the Entrance/Exit whenever he moves. This decision cannot be reversed. The character must travel the entire route to the Entrance/Exit or to one of the additional exits. When he reaches the Entrance/Exit, he leaves the Sewer as described above. If a character is defeated in Combat while fleeing, he must nevertheless continue moving towards the Entrance/Exit on his next turn.

Special abilities of characters that modify movement do not apply on the Sewer board unless specifically stated otherwise. The Teleportation Spell and similar abilities may not be used on the Sewer board. No Mount may be ridden on the Sewer board. General abilities that allow a movement roll to be re-rolled or allow two dice to be rolled for movement only apply on the Sewer board if explicitly stated. An Assassin, Evade or Death-Blow ability may not be used against the Prison Guard or against the respective final opponent – the Kraken or Rat King. The Prison Guard counts as a Law Event.
Objects or characters with the ability to instantly kill a Ghost enemy do not work fully against the Kraken. Instead, the player receives a +2 bonus to his Craft Combat roll when fighting the Kraken.

3. Sewer Marker / Stench Marker

The Sewer is not a healthy place. It is disgusting, infectious and toxic. Some cards and the Boiler space instruct a character to take a Sewer Marker. These are the black markers with the white "–1" printed on them. A Sewer Marker represents weakness, impaired concentration and the unpleasant stench of the city sewer.
A character can place a Sewer Marker in one of five positions:

1. Strength: Each Sewer Marker in this position reduces Strength by 1.
2. Craft: Each Sewer Marker in this position reduces Craft by 1. Note that a reduced Craft value also affects the number of Spells the character can have held in his mind. If a player can no longer hold all of his Spells because of his reduced Craft, he must discard the excess Spells. He chooses which Spells to discard.
3. Objects: Each Sewer Marker in this position reduces the number of Objects the character can carry directly with him by one. The Object slot itself is lost. The Object is not destroyed. For example, a character who can normally carry four Objects directly with him may carry only three Objects with a Sewer Marker in this position. A Mule may still carry several Objects, however. Objects that must be discarded because of a Sewer Marker are placed with the Trader in the Village. After being dried and aired out, he sells them for 2 Gold each.
4. Followers: A Sewer Marker may only be placed in the Followers position if the character has a Follower. The affected Follower is placed on the Cell space of the Dungeon board.

5. Lives: A Sewer Marker in this position reduces the maximum number of Lives that a character can restore through healing. Normally, this maximum is 4 Lives. With a Sewer Marker, it is only 3 Lives. Any excess Lives are immediately discarded.

Distribution of Sewer Markers

In principle, the player decides which of the five positions receives a Sewer Marker. However, the markers must be distributed as evenly as possible.

A second Sewer Marker may only be placed in the same position once all other positions already contain a Sewer Marker.

Exception: If the character has no Follower, the Followers position is ignored.

Removing Sewer Markers

Sewer Markers do not remain permanently. They can be removed through thorough cleaning or certain effects.

- Thorough Bathing: When the character crosses the Stormy River, he loses all Sewer Markers.
- Thorough Washing: When the character crosses one of the tributaries of the Stormy River, he loses all Sewer Markers.
- Water Supply: The character may use a Water Bottle to remove one Sewer Marker. The Water Bottle is then discarded and given to the Trader in the Village.
- Rain, Flooding and Tidal Wave: When the corresponding Adventure cards are encountered, the character loses all Sewer Markers.
- Protection from Disease: The Holy Grail, Plague Mask and Unicorn Horn protect against diseases, but not against the stench. If a character must take a Sewer Marker, he rolls one die. On a 4–6, the Object protects him from the infection and he does not have to take a Sewer Marker.

Alternative Rule

Alternatively, the Sewer Marker rule by Peter Hansson may be used; in this version they are called "Stench Markers." Which variant is used should be decided by a majority of the players before the Sewer board is entered for the first time.

Stench markers

The sewer system is a dirty, foul-smelling place and if you travel down its tunnels you suffer the risk of acquiring Stench Markers. These are bad and you do not want them on your character. If you get a Stench marker you must look at the penalties given to you from the Stench Marker table.

You can get Stench Markers through spaces on the board and from cards drawn. These can also make you lose Stench Markers. There is a third way to get rid of stench markers, if you pass over a river, ocean or any other body of water you lose your Stench Markers. This does not include the Sewage Exhaust space on the sewers board or the Wharf space in the City.

Stench Markers	Max Followers	Combat Modifier	Special
1	2	0	-
2	1	0	-
3	0	-1	-
4	0	-2	-
5	0	-3	All ENEMY-Animal evade you
6+	0	-4	All ENEMY-Monster evade you

Max Followers: You must immediately discard down to the amount allowed. These followers do not stay on your current space, put them on the discard pile.
Combat Modifier: This if for combat, not psychic combat.
Evade: If you draw the card you do not encounter it, instead put it on the space.

4. Special Rules for Tournament Mode

The Kraken

The Kraken is an especially dangerous opponent. More important, however, is his treasure: he carries a key to the inner palace gates of the Warlock. This treasure is powerful and can have a significant impact on the outcome of a tournament.

Therefore, in tournament mode, it should be ensured that each board has an equal opportunity to enter the Sewer.

For a normal game, the Kraken's reward is less interesting. The Rat King version should therefore be used instead.

If a card is drawn that allows access to the Sewer, the “Sewer Manhole” card is placed on the South-Side-Alley space of the City board of each tournament world. The sewers of the different cities are connected by magical passages created by the Kraken.

If the Kraken is defeated, he disappears permanently. All characters who are still on the Sewer board must immediately begin fleeing. Use the rules under “Fleeing the Sewer.”

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The cards “Come out and Play,” “Stench Imp,” “Toy Wabbit,” “Pennywise,” “Fisherman,” “Night Rose” and “Stranglers” originate from the original SEWER expansion, which can be downloaded from Random Dice.

Images on the board, as well as some card illustrations, were created or modified with the assistance of AI. ChatGPT was among the tools used for this purpose.

Carsten Both, 31.08.2026

The Kraken – **Craft 8**

You must stop and fight the Kraken with **Craft 8**. If you win the battle, take either a Key to the Palace of the Sorcerer or a Treasure Card. Whether you lose the combat, take 1 CURSE-card. You must then leave the Sewer and return to the City Gate (outside the City).

