

**GARBAGE PILE**

**SEWAGE EXHAUST**  
You may look through the washed-out object pile and take as many objects as you wish and can carry.

**UNDERGROUND RIVER**  
LOSE 1 STENCH MARKER. DRAW 1 CARD  
Do not draw a card if there is already one in this space.

**DIRT WATER**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**STAIRCASE**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**HIDDEN PASSAGE**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**WALKWAY**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**CATACOMBS**  
Roll 1D  
1-2: Draw 1 card  
3-4: Draw 2 cards  
5-6: Draw 3 cards

**TUNNEL**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**UPPER RAIN-WATER DRAIN**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**LOWER RAIN-WATER DRAIN**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**SEWER CONTAINER**  
Roll 1D. 1: You are attacked by a trash ghost, craft. 2: You are attacked by a rat, strength 2. 3: You get a stench marker. 4: Something's up. Draw 2 sewer cards. 5: You find a bag of gold. 6: You find a secret corridor. Immediately move to any sewer space.

**LEFT SEWER CANAL**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**RIGHT SEWER CANAL**  
DRAW 1 CARD  
Do not draw a card if there is already one in this space

**OLD SEWER CANAL**  
DRAW 2 CARDS  
If there are any cards in this space, draw only enough to bring the total to two cards.

**CESSPOOL**  
GAIN 1 STENCH MARKER. DRAW 1 CARD  
Do not draw a card if there is already one in this space.