

# GM'S SCREEN #1: NOISOME SEWER

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*Space behind your GM's screen is precious (and limited). You've got dice, figures, the adventure, reference books—obviously a drink and snacks—as well as pencils, pens, a notebook and more! Often times a GM needs to be a juggler to make it all fit. That's why we created the GM's Screen line. Most GM screens focus on presenting the rules. The GM's Screen line is different. Instead of rules, each GM's Screen presents hyper-focused pages of dressing, minor events and more perfectly designed to add depth and flavour to a GM's adventure. (And better yet, you can use them without your players realising what you are doing!)*

*This instalment of GM's Screen presents three tables designed to bring to life the noisome sewers in your campaign. This system, neutral resource is designed for use with virtually any fantasy roleplaying game.*

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**Art:** William McAusland. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *GM's Screen: Noisome Sewer*; we hope you enjoy it.

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## HOW TO USE THIS SUPPLEMENT

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Using this supplement is easy. Simply print out page 2 and pin it to the inside of your GM's screen. (You can also print it out and cut it up before clipping it to your screen so you do not obscure vital tables printed on the screen itself).

When play calls for it, roll on the relevant table and use the result to build verisimilitude, detail and flavour into your game. Always re-roll inappropriate results, but consider any given result as a starting point. Describe the situation and see how the players react!

Because words have power, we've also added some flavoursome examples to help you bring the setting alive in your players' minds.



## SYSTEM NEUTRAL EDITION

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Welcome to this Raging Swan Press System Neutral Edition supplement. Herein you'll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice.

One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.

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# NOISOME SEWER

## MINOR SEWER EVENTS

D12	EVENT
1	A loud rumbling from the ceiling breaks the quiet. It seems to head along the sewer before fading away. (A heavily laden cart has just passed along the street above).
2	The muted splash of something falling into the water comes from a random direction.
3	A loud splash breaks the quiet. A minute later, ripples reach the party.
4	The air grows rank with the stench of decay and excrement. Weak-stomached explorers may become violently sick as a result.
5	A distant scream echoes through the sewer. It is suddenly cut off and is not repeated.
6	A sudden wind issues through the sewer, blowing the stench of excrement and urine over the PCs.
7	A congealed "island" of muck and debris floats passed the PCs. A large rat, its glimmering eyes glaring at the party, perches atop the island. If attacked, the rat dives into the water.
8	Bats nest on the ceiling. Bright lights disturb them and they flap about screeching until the intruders leave. In the confusion, the bats might extinguish some of the party's lights or knock an explorer into the filth of the sewer's channel.
9	Splinters of wood—perhaps the remains of a makeshift raft—float passed the party, spinning gently in the current.
10	The mouldering remains of a decomposing dog float passed the party, before gently coming to rest against the walkway.
11	A thick glob of (harmless) greenish slime—dislodged by the party's passage—falls onto one of the PCs' heads.
12	The indistinct sound of singing reaches the PCs. The faint sound echoes through the sewer making determining where it came from impossible.

## MINOR SEWER DRESSING

D12	DRESSING
1	The bricks lining the wall have fallen, creating a tumbled pile of slippery, unstable rubble blocking the walkway.
2	Here, the sewer channel narrows. A thick, but rotten, wooden plank, secured by rusting iron spikes, bridges the gap.
3	The stench of excrement, urine and rot is particularly strong in this area.
4	A wooden lantern lies on its side amid the filth. Its oil has leaked out, creating a slippery area. The lantern is still vaguely warm to the touch.
5	A niche carved into the sewer wall holds a broken, rusting lantern.
6	A strange, wide track in the muck suggests something large, like a snake, slithered through here recently.
7	Faded and smeared chalk sigils decorate the wall; they are now illegible.
8	A slimy island of excrement and mud partially blocks the sewer channel. Anyone standing on the island discovers—rapidly—its consistency is that of quicksand.
9	A section of walkway has crumbled away into the channel. Unstable, slick rubble fills the five-foot wide gap.
10	A single, mouldy knee-high leather boot stands amid the muck. The white glint of bone and the smell of moulding flesh emerges from within.
11	A crudely scratched sigil decorates one wall. It comprises three pips with an arrow over the last pip. (The sigil is a code used by the local thieves' guild; it tells members a secret exit to the streets is hidden in the third passageway ahead).
12	The mouldering remains of a dead cat lie on the walkway. Its back is broken.

## THINGS TO FIND AFTER SEARCHING

D12	THING FOUND
1	A small tree branch floats amid the effluent. Perceptive PCs notice a small silver necklace (worth 50 gp) entwined around the branch.
2	A small sodden pouch lies on the floor in the shadows. The pouch contains 5 gp and a crude map of the surrounding tunnels showing two exits to the streets above.
3	A slimy short sword—its tip stained with dried blood—lies on the floor.
4	A bloody, sodden bandage hangs off the edge of the walkway.
5	A partially sunken sack floats amongst the effluent. The sack still holds 3 sp and 1 gp wrapped in its sodden, noisome folds.
6	A small niche in the wall holds a small parcel wrapped in sailcloth. The parcel contains three torches, flint and steel and a dagger.
7	A rope dangles down from a spike hammered into the ceiling over the sewer channel. The spike pierces the ceiling near a steel trapdoor.
8	A 10-foot-long pole with a curved hook on one end lies discarded on the floor.
9	The tip of a rusting, bent dagger is wedged between two bricks in the sewer wall.
10	A shuttered lantern, with about one hour's fuel left inside, stands wedged against the wall on the opposite walkway. Its shutter is closed; only a faint glow radiates from the lantern.
11	The mouldering skeleton of a constrictor snake lies stretched out on the walkway.
12	An empty wine flask hangs by a leather strap from a protruding brick in the wall.

## EVOCATIVE VOCAB

**Dank:** Damp, dripping, moist, soggy, wet

**Dark:** Dim, gloomy, murky, tenebrous

**Excrement:** Faeces, shit, ordure, night soil, turd

**Fetid (Foetid):** Stench, stinking, rank, foul, corrupt, malodorous, noxious, noisome

Keep calm, add verisimilitude and describe your world.

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