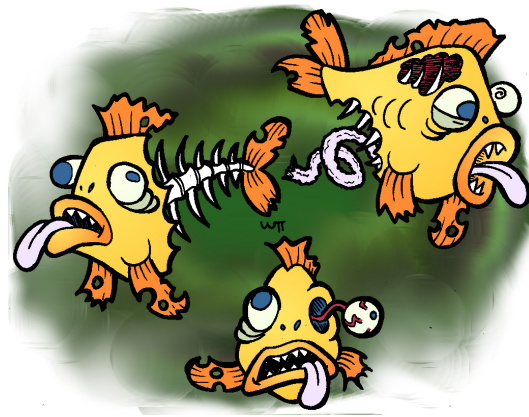




**By William T. Thrasher, Clint Staples  
and the Skirmisher Game Development Group**



# 100 ODDITIES FOR A SEWER



By WILLIAM T. THRASHER, CLINT STAPLES, MICHAEL O. VARHOLA,  
& THE SKIRMISHER GAME DEVELOPMENT GROUP

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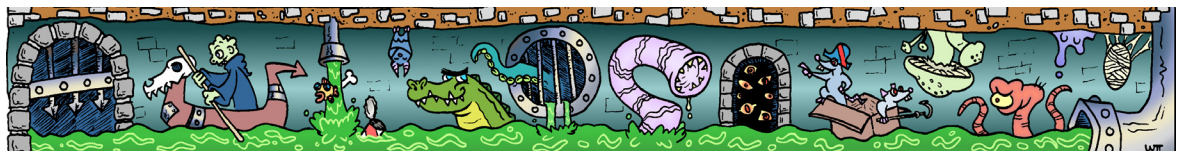
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Welcome to the eleventh entry in Skirmisher Publishing's bestselling series of "100 Oddities" for ... all kinds of different things. Through this line of universal mini-sourcebooks we have visited Creepy Old Houses, Wastelands, Wizard's Towers, Thieves' Guilds, Vikings, and more. And, if you are reading this, then you are about to dive into "100 Oddities for a Sewer"! Sewers figure in a lot of roleplaying games, especially those set in or involving cities. From the lowly ratslaying adventures of fledgling heroes to quests against monstrous beasts that dwell below, sewers can keep any adventurer busy. They also can allow travel below, to, or through intervening places (including those you might want to visit) even less than the sewer itself). They might also be a haven for criminal elements or street folk, or a hideout for those who cannot stand scrutiny by the light of day.

Similarly, getting one's toes "dirty" in the sewers might well be the only way to spring a buddy from prison before his upcoming date with the gallows, or the best way to move messages between nobles plotting against the king.

And of course, sewers exist across a long time frame, and could figure in an ancient setting as easily as a modern or future one (heck, the *same* sewer might be found in all three). And, as far as post-apocalyptic setting goes, the sewer is often where all the best mutants hang out.

If there is any place that will have its fair share of oddities, therefore, it is a sewer.

So, what is an oddity? Sometimes they are situational. A lump of refuse might be an oddity in a castle throne-room, and not worthy of mention in a sewer. But a cloth-wrapped bundle of eyeballs braided together by their optic nerves is something that you probably will not find in every pile of sewage.

Oddities are things people that should be remembered and prompt inquiry. Why is that thing there? What is it for? Who would do that? If they are making you ask questions about them they will probably do the same for your players, which means you can generate an interesting encounter with a sentence or two from this book read aloud to them.

There are many ways to use oddities. Oddities fill in the details of a scene or setting — adding detail and interest to something that might end up being a bit of a drag otherwise. Sometimes they are the brick-a-brack on a shelf or the contents of a grave. They can take a Game Master loads of time to come up with, assuming he has the time. If your characters' sewer jaunt is an impromptu measure to avoid pursuit by the city guard, even the best GM might have trouble formulating fascinating fodder for their foray on the fly.

With all, that in mind, we have waded through the muck and filth and created a load of compelling sewer oddities for you!

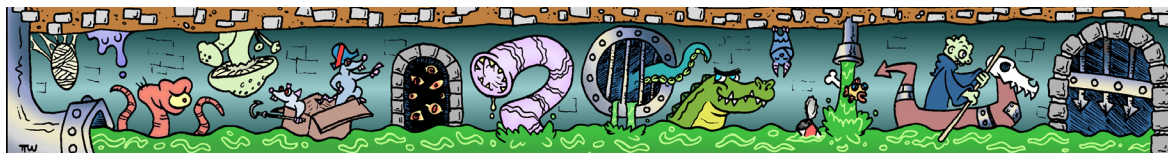
Using any of Skirmisher's "Oddities" titles is easy and very free-form. Basically, you just roll d100 as often as you think is appropriate for any particular locale;



once is often fine if you merely want to add a little detail, and two or three times will typically do the trick if you are seeking to create something a little more complex.

If you are rolling it up on the fly, you can read it right out of the list as-is and figure out as you go how it relates to the characters's situation. Ideally, however, you will have an opportunity to think about how to present that oddity to the players, and if you have a bit of prep time can roll one or more up and answer the questions that come to mind. We can do that right now using the oddity presented above (which, technically makes this 101 Oddities for a Sewer).

So, in considering the case of our eye-braid: Who would do that? And why? A killer, a necromancer, a ghoul, a demon? Do the missing eyes correspond with recent rumors of illicit body-alteration "shops," or a



## Exploding Dice

“100 Oddities for a Treasure Hoard” employs a dice rolling sub-system often referred to as “Exploding Dice.” In this sub-system, a die that rolls the maximum value possible — e.g., an 8 on a d8 — is rolled again, and the new value is added to the previous total. This continues until a value other than the maximum is rolled. So, for example, you might roll a d8 and get an 8, then roll again and get another 8, and then, on a third roll, get a 3. You would then stop and total the results, in this case a 19 (8+8+3). When we are referring to an exploding die roll, you will see a lower case “x” after the die notation (e.g., “d10x”).

number of one-eyed corpses that have turned up recently? Having gone to what was probably a fair amount of highly-gruesome trouble — why did the “maker” of the bundle leave it in the sewer? Was the owner on the run from the authorities and dumped his prizes, intending to retrieve them when the coast was clear? Or perhaps the killer was pick-pocketed and the freaked-out light-finger tossed the bundle — and his lunch — down the sewer as soon as he realized what he had. If all that is the case, does the killer know he has been robbed and is he stalking the pickpocket, who might be known to one or more of the PCs? Or has he already moved on to the sewers after extracting the information, and an eye, from the source? On another tack entirely, were the eyes intended as some sort of grisly necromantic scrying or communication talisman and even now, is the owner of the other one of each pair of eyes aware of the location of the one they contributed to the project?

Let’s randomly select one of the entries from “100 Oddities for a Sewer” and consider the two elements relative to each other. Rolling d100, we get:

*14. A drainpipe blocked by 1d4 bodies, all marked with the sign of the local thieves’ guild.*

OK, so we determine that there are three bodies. Are they *all* dead? If so, did they die recently, or a “while” ago? Or are they undead? (If this is the case, the local thieves might be dealing with a zombie outbreak, and the next logical question might be “Where does the drainpipe lead?”) Are the bodies clothed? Do they have anything, other than the thieves’ guild mark, to identify them? Do they have any money on them? Are there

obvious death wounds? And, if you want to tie in the bonus oddity from above, is each body missing an eye?

Let’s roll d100 again and put these two elements together:

*71. A gore-clotted shovel, the blade of which has been honed sword-sharp. The wooden handle shows several deep, parallel gouges.*

Who sharpens a shovel into a weapon? And do they have talons that gouged the handle? Or are these the defensive marks of the shovelman’s prey — things that are clearly deadly themselves, such as ghouls being hunted by a frantic but well-meaning gravedigger? If so, then why is the shovel here? Ghouls certainly might prowl the sewers of a large city, and perhaps the cemetery and the sewer are connected. Is the killing-spade a weapon of desperation, or the carefully honed murder weapon of a killer (or the Eye-Gouger)?

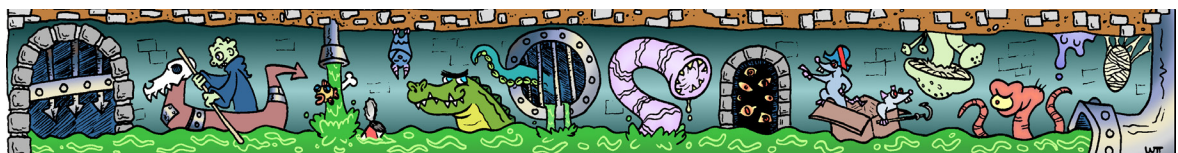
This oddity might also answer some of the questions we had about the bodies (e.g., death wounds, missing eyes), but just as easily it might not. Maybe it was in the possession of the three thieves before they met their end. If so, what about the gouges? Maybe the thieves were fighting the ghouls? Or perhaps the thieves disturbed the Eye-Gouger as he fled a crime scene and he killed them but was driven off by companions of the thieves drawn by the commotion (or by the player characters themselves).

With these two rolls and a few minutes of thought before hand — and maybe a little help from the Eye-Gouger — several scenarios are ready to unfold before your players. And if the ones you rolled do not speak to your imagination, or do not fit the mood or setting, roll again or pick ones you like (we won’t tell). Or present the oddity and riff on what the players do with it. If they are interested, let them run with it. Listen to their speculations and pick one you like — or one that they *really* do not.

We hope you enjoy “Oddities for a Sewer” and find it to be a useful addition to your game! We have loads more in the pipeline, as it were, and more that we have not yet even finished processing or conceived of yet.

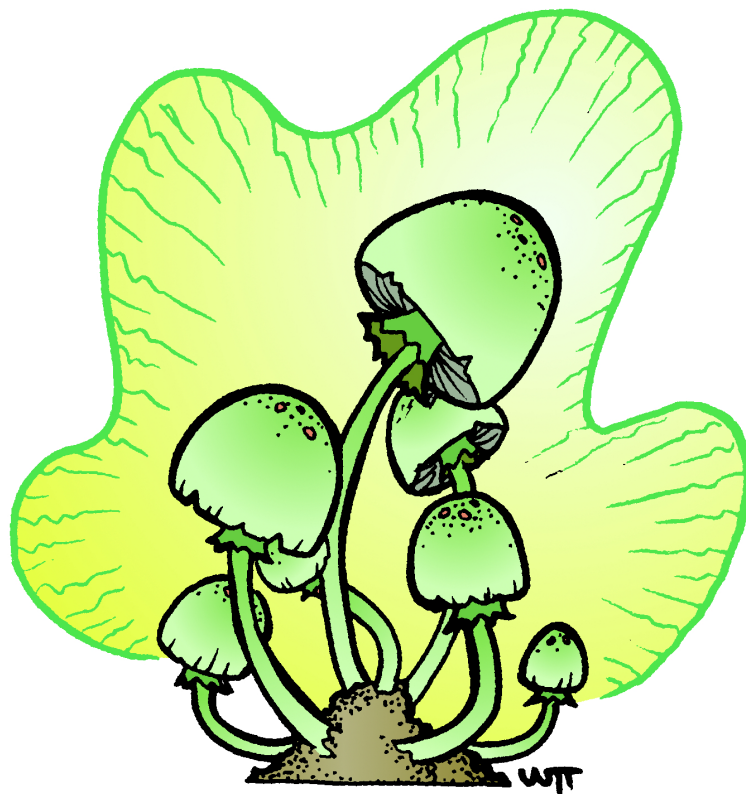
So, grab your dice and stay tuned.

Clint Staples,  
Will Thrasher,  
Brendan Cass,  
& Michael O. Varhola

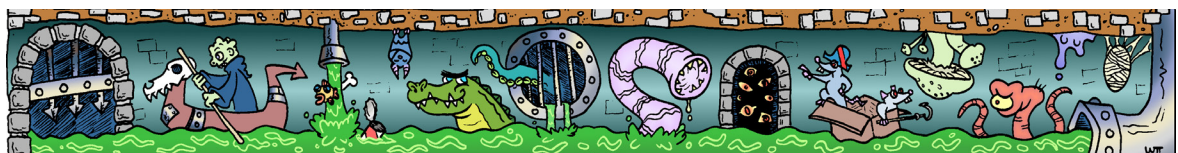


**d100****ITEM**

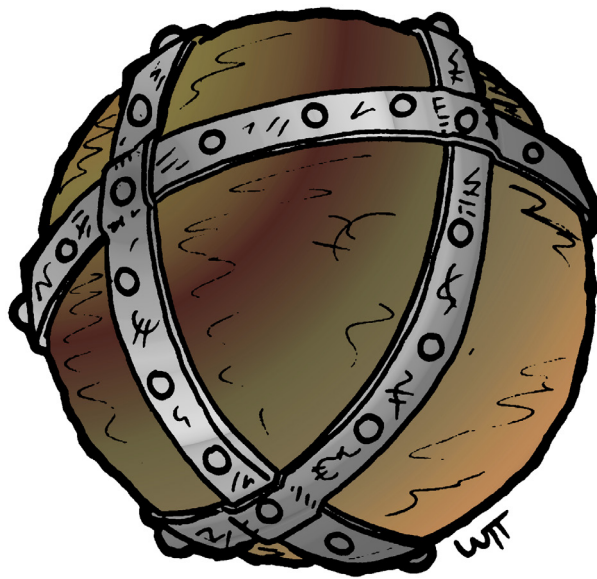
- 01 A man-sized lump of congealed fat. There are equal chances that it is stuck to the floor, wall, or ceiling of the sewer.
- 02 A cluster of 2d6x rats, their tails tangled together in a Gordian Knot. Roll d100 to determine what percentage of the rats are still alive.
- 03 A section of sewer wall made from Human (or humanoid) skulls held together with mortar.
- 04 A fist-sized ball of accumulated detritus and filth. At the center of the ball is a coin (equal chances of copper, silver, electrum, gold, or platinum). For modern settings, the core of the ball contains a crumpled bill (equal chances of \$1, \$5, \$10, \$20, \$50, or \$100).
- 05 A sprung deadfall trap designed to cause part of a supporting arch to fall upon a hapless victim. Pinned under the deadfall is either the corpse of an incompetent trapmaker or the remains of a monstrous inhabitant of the sewer.
- 06 A complicated symbol scratched or painted onto the wall. There are equal chances of it being a gang sign, thief sigil, hobo mark, cult symbol, or common graffiti.
- 07 Two battered chairs on either side of a small table. Atop the table is a bottle of wine (equal chances of it being empty, half-full, full, or full and unopened).
- 08 A collection of 2d4x pairs of shoes stacked in an alcove. There are equal chances each of them being men's, women's, children's shoes, or a mix of shoes.
- 09 A scrap of paper that is drifting along in the sewage flow. Written on it is the name of one of the adventurers, the name of an important NPC, or the address of a specific building within the city above.
- 10 A cluster of luminous mushrooms. Their eerie green glow provides enough illumination by which to read.
- 11 A shed snake skin that is 1d20x feet long.



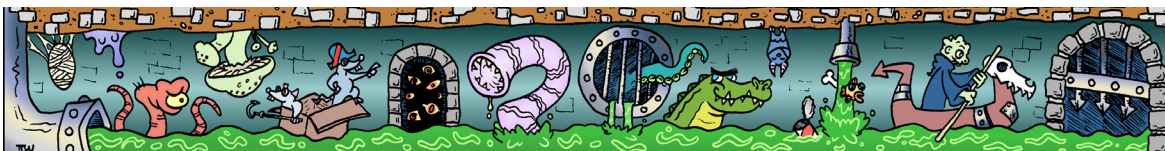
- 12 The husk of a dead fungoid monster. If this result is rolled a second time the husk is found with 1d4x immobile young sprouting from the parent and feeding off its remains. If rolled a third time, 1d6x mobile fungal young are encountered. If this result is rolled a fourth time, the adventurers encounter 1d8x adult fungal creatures.
- 13 A clutch of 1d8 alligator, crocodile, or other reptilian eggs in a nest made of detritus.
- 14 A drainpipe blocked by 1d4 bodies, all marked with the sign of the local thieves' guild.
- 15 An excremental formed of accumulated filth and given life by a malicious excrementalist using the entropic power of filth. It clutches something in its grimy hands and seeks to return to its creator.
- 16 A camp of 1d6x bats hanging from the ceiling. There are equal chances that these bats are normal-sized, cat-sized, or man-sized. There is a 50% chance that one of the bats is a shape-shifted Vampire.
- 17 A broom, shovel, or other cleaning instrument (choose randomly), comically sticking up in a persistent patch of filth that refuses to be cleaned.
- 18 Walls that are decorated with primitive art similar to cave paintings that depict humanoids hunting alligators, giant rats, and stranger sewer beasts, as well as people who stumbled or were dragged into the sewer as a gift from the gods. For pigment, the artist used a variety of colored refuse and filth.
- 19 An area with water that is thick with chemical runoff. Every 1d4x minutes a large bubble slowly breaks the surface and bursts, releasing a plume of toxic gas or an expanding green fireball (choose randomly).
- 20 A large drainpipe, a slow trickle of foul water leaking from it, that is blocked by a rolled-up blanket that was once of exceptional quality but which has been reduced to the quality of a common rag by its time in the sewer. This blockage can be pulled out with a feat of strength, which also releases days' worth of backed-up drain water, flooding this section of sewer. There is a 50% chance that an item of value is concealed within the blanket.
- 21 A pair of glowing eyes peering from the shadows either far ahead of or behind the party (equal chances of being red, green, yellow, or gold). Soon after the party notices them the eyes will vanish.
- 22 A large cluster of zebra mussels covering an area of floor 10 feet square (rough terrain). Every time this result is rolled, the adventurers encounter a larger cluster of the invasive bivalves covering an additional 10 foot square and spreading up the walls and eventually covering the ceiling. If this result is rolled a total of four times, the passageway is completely blocked.
- 23 A stack of old magazines, newspapers, and pamphlets, some as many as 3d10x years old, piled all the way to the ceiling. They are perfectly readable despite minor water damage.
- 24 A section of floor that has collapsed, revealing a natural cave system into which drainage now flows.
- 25 A pillar, carved into the likeness of an ancient ruler of the city above, that supports the high ceiling of a broad junction.
- 26 A jumble of large gears, chains, and rusted lengths of metal, all that remains of a machine that appears to have had something to do with sewer maintenance. A bloodstained scythe-like blade protruding from the wreckage, however, hints at a more sinister purpose ...
- 27 A raft run aground on a pile of detritus. In modern settings this vessel is inflatable.
- 28 What appear to be arcane sigils scratched into the walls of the sewer. These symbols, however, are simply hobo signs directing the astute vagabond to a location 1d6x blocks away where dry bedding and hearty a meal is readily available.
- 29 A massive tree root, possibly originating from a city park or private garden on the surface, growing through the sewer walls to draw nourishment from tainted waters.



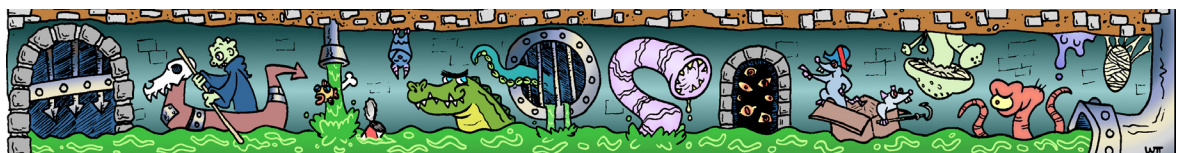


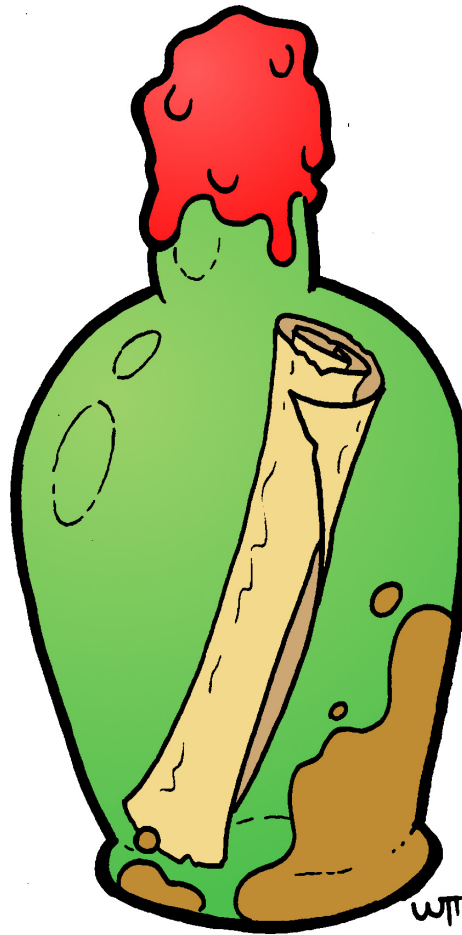


- 30 A chamber filled with brass-bound wooden spheres in a variety of sizes, from a foot in diameter to three, five, and even 10 feet. These are pushed, pulled, or otherwise driven through sewer passages to dislodge obstructions and blockage.
- 31 1d12 polyhedral dice, a smudged character sheet, a broken pencil, and a scrap of fabric from a Wizard costume made from old bed sheets and a duvet cover.
- 32 This section of sewer is unusually cold. Breath fogs, a thin layer of hoarfrost covers every surface, and icicles hang from above.
- 33 A small humanoid effigy sculpted by hand from solid waste that has some sort of discarded baby item affixed to it (e.g., a bonnet, a rattle, a diaper), and has etched into it the name of a flower (e.g., Jasmine, Orchid, Rose). From this point onward, the party has a 75% chance of encountering another similar effigy every hour they spend exploring the sewer.
- 34 Strange-looking stony fragments litter the floor. Upon close inspection, these pieces are revealed to be the remains of a smashed cult idol of some sort.
- 35 A glass lens made from the bottom of a bottle lying just below a sewer grate to the surface. If sunlight from above is focused through the lens onto living flesh, any lesions, sores, rashes, or the like will heal rapidly, even if they are chronic or necrotic.
- 36 What appears to be a beaver dam that is diverting the flow of sewage. There are no beavers in sight or any other evidence of their presence.
- 37 A well-maintained pipe organ stands on an island of rubble above the flow of sewage. An incomplete original composition rests above the keys.
- 38 A map of the city above drawn on the wall with chalk. A star with the phrase "You Are Here" marks the party's current location. There are three other stars on the map with no explanatory notes.
- 39 A 30-foot section of sewer that appears to be as recently constructed, well-maintained, and clean as if it was just opened yesterday.
- 40 A trail of sewer beetles transporting the dismembered body of a Kobold to their lair. The second time this result is rolled, the beetles are found in greater numbers and transporting pieces of an Elf adventurer. On the third result, the beetles have no prizes in their mandibles, but have summoned many more of their kind to rectify that lack ...

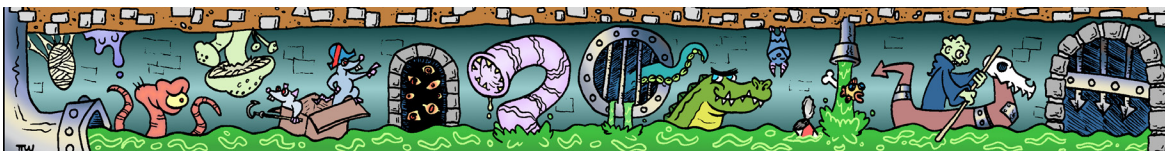


- 41 A wide chamber that opens from a typical sewer passage and which has glowing yellow crystals affixed all over its low ceiling and a riot of wildflowers and vegetable crops growing profusely throughout it. This unkempt garden is surrounded by a dainty little fence made of salvaged wood topped with tiny animal skulls. Nearby a sign in the Common tongue reads "Mine! Keep Out!"
- 42 This section of sewer is made from skulls and long bones artfully arranged and held together as a self-supporting arch.
- 43 A section of sewer that has been blocked off except for a trickle of dirty water, which drains into a holding pool. Small irrigation channels extend from the pool to cultivated patches of fungus and other vegetation not reliant on sunlight. Nearby is a stack of castoff baskets, scavenged from above and repaired, and next to these is a sign that reads, "1 basket, fill as you like, 5¢". Under the sign is a neat stack of 24 copper pieces and a cooked rat-on-a-stick.
- 44 A sewer pipe cracked with age that has leaking from it an acidic goo that eats through anything except whatever the local pipes are made of.
- 45 A collection of empty potion bottles in a convenient carrying case, along with stoppers, wax for sealant, ink and pens for labeling, and several tools that include a sieve, a number of pipettes, some knives, and a few files. In a sleeve built into the side of the case is a note that reads: "Three drams sewer effluent free of solids, three flakes of oily glowing crystal, one flake orange glow crystal, all to be found in the collection chamber below the construct factory."
- 46 A sign on the sewer wall that reads "Nightmarket," with an arrow pointing ahead.
- 47 A crude diptych of wood and leather that sits in a niche roughly excavated from the side-wall of the passage. If opened, the panels reveal a wax writing surface that has scratched upon it "If you are reading this then it is already too late."
- 48 A pocket of methane gas, the fumes of which fill this section of the sewer. Linger in or passing through the area requires the adventurers to hold their breaths or risk lightheadedness and eventful loss of consciousness. A spark or open flame will ignite the gas.
- 49 Chemical interactions of countless trace elements cause psychedelically-colored crystal shards to grown in this section of the sewer. No two crystals are alike, and some glow, some bend light into an unhealthy spectrum, and some feel smooth as a polished mirror, while others are poisonous to the touch. When dissolved in water, shavings from these crystals can mimic the effects of any randomly-determined potions or poisons.
- 50 Old paint cans emptied into the sewer have stained the walls for the next 1d6x10 feet of passageway with disorienting, hypnotic, color swirls.
- 51 This section of sewer is made from repurposed gravestones rather than brick-and-mortar.
- 52 A decapitated rat, pinned to the wall with a bronze spike. The second time this result is rolled, there is a giant headless rat pinned in this way. On the third roll the decapitated body is a ratlike humanoid Wererat and, in his case, its head is nailed to the wall tantalizingly close to the body, and the regenerative powers of the lycanthrope are attempting vainly to reconnect the two parts. Characters will then notice the Wererat's eyes blinking ... and observant ones may realize it is in code!
- 53 A circular sewer junction, the load-bearing elements of which are actually the stones of a Druidic circle that the sewer was apparently built upon.
- 54 A dead end where the tunnel is sealed up with bricks that appear older than the surrounding sewer. Painted upon this surface, in faded letters, are the words "Best Forgotten!"
- 55 A dirty, brown glass bottle wrapped in a greasy crinkled paper bag. If tipped over, raw sewage flows out until it is set upright again. This bottle once had a cap but that was long ago.
- 56 A patch of pulsing, tubular mushrooms that hum softly, producing a strong soporific field that covers 1d4x five-foot-square areas.

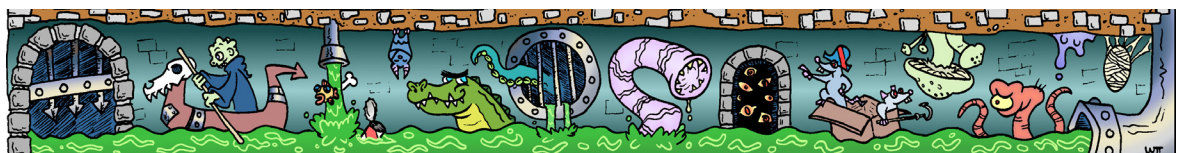


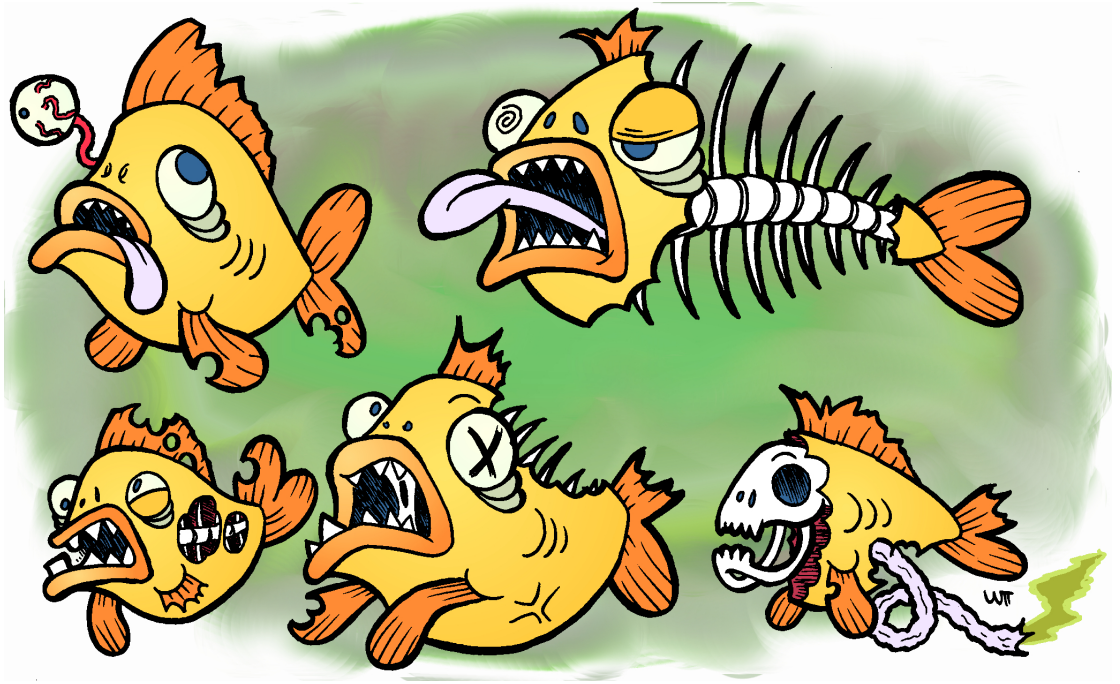


- 57 A nearly-full quiver of arrows or case of bolts (or, in a modern setting, magazine of ammunition). The second time this result is rolled another similar item is found. The third time this result is rolled a similar item is found but it is trapped in some way.
- 58 A bottle sealed with wax. There are equal chances each of it containing a map to a hidden vault, a love letter, a conspiratorial manifesto, a cursed scroll, a message begging for help, or a list of 2d4x common items and one strange or exotic thing.
- 59 The dead body of a rat, upon which bizarre sigils have been incised, hanging from a length of twine from a wall-bracket. No living rat will come within 30 feet of this grisly talisman.
- 60 A small hill of swarming beetles, their obsidian-black carapaces shimmering and flowing like water. Their movement produces a strange surf-like susurrant of sound and, the longer one listens to it, the more it sounds like speech.
- 61 A trolling net set up in a sluice. Several items, and possibly even bodies, have been snagged in this mesh.
- 62 A collapsed section of sewer that is completely blocked. Sticking out of the rubble is a large, green-skinned, wart-covered arm that ends in a clawed hand.
- 63 What at first appears to be the entrance to another tunnel in the sewer is, in fact, a shockingly realistic painting of a passageway on the wall.
- 64 A patch of 3d6 sewer mushrooms growing in a perfect circle five feet across. Every time someone observing it looks away the circle widens by a foot.



- 65 A single stalk of corn growing up from the muck, nourished by water and filth and taking sunlight from single ray cast down from an ill-fitting manhole cover above.
- 66 The uniform, tool belt, and safety equipment of a sewer worker, blood-soaked but complete. There is a 50% chance that these items have been neatly folded and placed in a high niche above the flow of sewage.
- 67 A pry-bar sticking out of the beginning of an excavation in a sewer wall, next to a pile of removed bricks, earth, and rock.
- 68 A scattering of mostly-silver coins. More silver glints further down the passageway and there is another coin every several paces, in a trail that eventually goes around a corner and down a side tunnel.
- 69 A huge mass of collected debris and corpses nearly blocks the flow of sewage. More and more filth backs up as anyone present watches.
- 70 A small niche has been crudely excavated from the sewer wall and, on a small platform within it, is a stone carving of a cephalopod-headed man on a throne. Before the idol is a Human skull, still bloody and imperfectly flensed, and apparently an offering to it.
- 71 A gore-clotted shovel, the blade of which has been honed sword-sharp. The wooden handle shows several deep, parallel gouges.
- 72 Long tendrils of mutated purple and scarlet ivy that grow from the flow of sludge up the walls to meet overhead so thickly that they create a narrow, claustrophobic tunnel of clinging vines and leaves.
- 73 The relatively fresh body of a young woman, her flesh pierced in many places by jagged protrusions of bone that seem to have erupted rapidly from her own skeleton.
- 74 A large, heavily-rusted leg-trap that has clamped within its jaws the bones of a foot and some scraps of boot leather. Lying nearby is a bent and rusted sword.
- 75 A trail made up of discarded spelunking equipment that ends at a pair of discarded heavy boots. This equipment is soiled and corroded from its time in the sewer but some of it may be useful or salvageable.

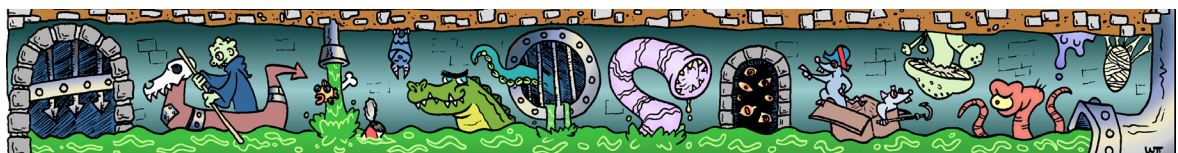
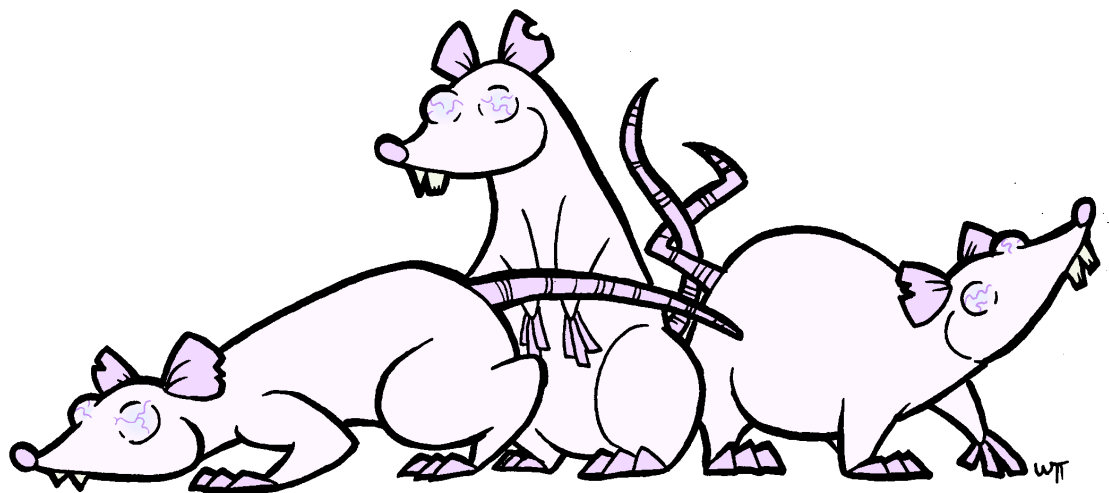




- 76 Several shallow wooden pens that have been filled with solid waste, the surface of which shows the beginnings of a sizable mushroom crop. A dung-covered shovel leans against a nearby wall.
- 77 A rusty pipe that has been completely severed in its middle by the slow action of corrosion. Characters might hear snatches of a conversation from some other location echoing through this pipe.
- 78 A locked, iron-bound wooden door is set into the sewer wall. If this door is opened it will be revealed that there is nothing beyond it but a solid wall, almost as if the portal was merely a cruel joke.
- 79 A school of undead goldfish that splash merrily in a body of tainted water. They are ravenously hungry for any sort of food that they might never have the chance to taste again ...
- 80 Sounds of a tumult echo through the sewer, including a splash followed by a scream and a wet crunch. No source for these the sounds can be found but a patch of cloudy red water will flow past the adventurers soon after.
- 81 A body that is floating or lying face down on the floor of the sewer. There is a 50% chance that this body shows signs of a violent death, and a 25% chance that it is someone whom the adventurers know.
- 82 A crack in the wall that has been partially repaired with spackle, grout, or mortar. Nearby are a dry bucket of patching material and a spade, suggesting that work on the crack might have been hastily abandoned and forgotten. There is a 50% chance that someone has been chained behind the wall and, if so, equal odds that they are either desperately clinging to life or already dead.
- 83 A severed left hand that has been nailed over the entrance to a tunnel junction.
- 84 A stack of 1d4 mattresses that lay on the floor directly beneath a trap door in the ceiling above them. Pull cords hanging nearby can be used to open or close the trap door and, nearby, a brass bell dangles on a string. Beyond the trap door is a shaft that leads up to the darkest corner of a disreputable tavern where unfortunate drunkards are known to go missing.

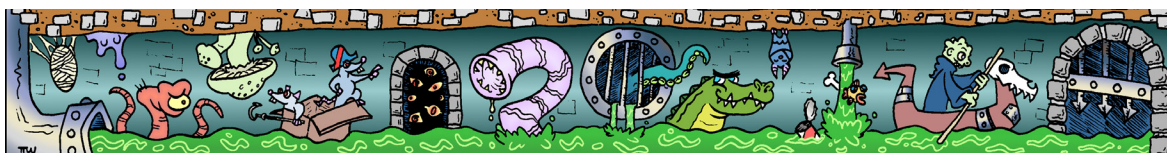


- 85 A collapsed section of wall that reveals an earthen tunnel beyond. There are equal chances of this tunnel having been dug with tools, burrowing claws, earth-shaping magic, or some sort of a tunneling contraption.
- 86 A small platform made from planks that is set six inches above the waterline that contains bedding, a small bookshelf, and candles for illumination, and which is apparently being used as a living space.
- 87 A sweet, honey-like smell permeates the area and the normal foul odors of the sewer are not merely suppressed by this pleasant odor, they are completely neutralized.
- 88 A scattered collection of Human bones that have been stripped of all flesh and show signs of being gnawed by not-quite-humanoid teeth.
- 89 A warren of 2d6x hairless albino rats that, much like subterranean cavefish, have no eyes.
- 90 A peddler punts along the flow of sewage on a raft made from salvaged materials that is stacked high with cast-off items he has cleaned and refurbished. He is eager to trade and, while his wares have seen better days, they are in serviceable condition.
- 91 Four tiny turtles that are splashing happily in a foaming puddle of unstable chemicals. Every minute the turtles grow one size category larger until reaching man-sized and also gain a level in Monk, Rogue, or Fighter, chosen randomly and capping at whatever the storyteller deems appropriate.
- 92 A massive alligator that bursts from the water, jaws wide and tongue slavering. At the last possible moment as it falls upon the party, however, the monster will begin to sing an upbeat tune, and will be greatly disappointed if one of the characters does not join it in a duet.
- 93 1d4 thieves that come running around a bend ahead of the party, heavy bags of swag weighing them down and a guardian beast of some sort in close pursuit.
- 94 The fouled water begins to rise as the flow of sewage increases. The water level rises by 1 foot per minute for 1d10 minutes and, on a result of 10, the sewer becomes completely flooded. It will take 1d4x hours for the waters to recede to their normal level.





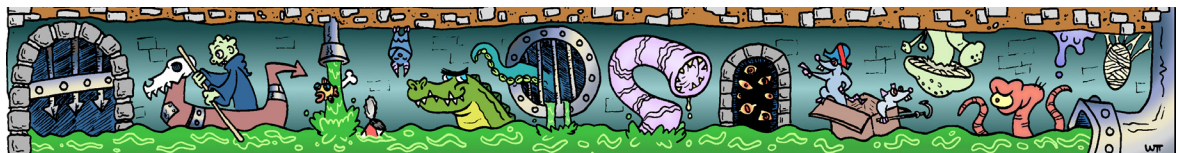
- 95 A crack in the wall that connects the sewer to a dusty, forgotten corner of a basement. There are equal chances that this is the basement of a slum, an artisan's workshop, a merchant's shop, the abode of a wealthy noble, a reputable temple, or an embalmer's mortuary.
- 96 Atop a blood-stained pillar sits the moldy skull of a huge alligator that has strange runes painted in blood on the surface of the bone. Decide or roll randomly 1d4 times on an appropriate table to determine what is at the base of the pillar.
- 97 A large skeletal rat with a bandage tied over its eyes walks along the passageway, one fore-paw clutching a crooked staff, the other lightly brushing the wall as it makes its way.
- 98 A massive congestion of stinking detritus, a cacaphony of agonizing moans and excited squeaking emanating from it, blocks the passageway ahead of the party.
- 99 A Dwarf dressed as a miner lies unconscious next to a hole in the sewer floor. Within the hole may be seen well-cut hand and foot holds that descend into utter darkness.
- 00 The walls of the sewer heave and bend, rippling like a great throat mid-swallow. The sluggish liquid in the sluiceway bubbles and froths, stinking of digestive juices. This is not a sewer at all, but the gullet of a titanic mimic disguised as a section of city infrastructure!



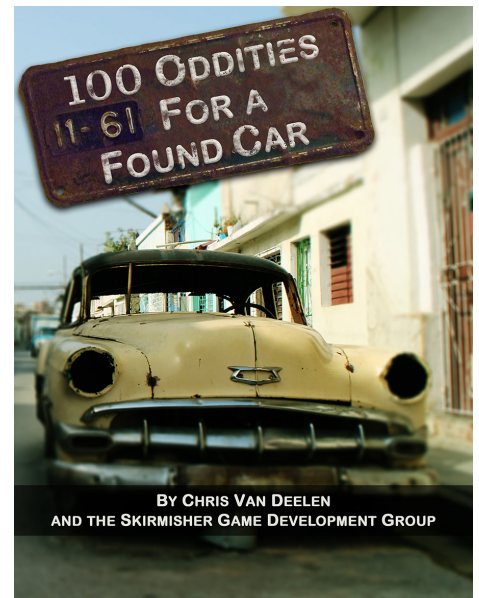
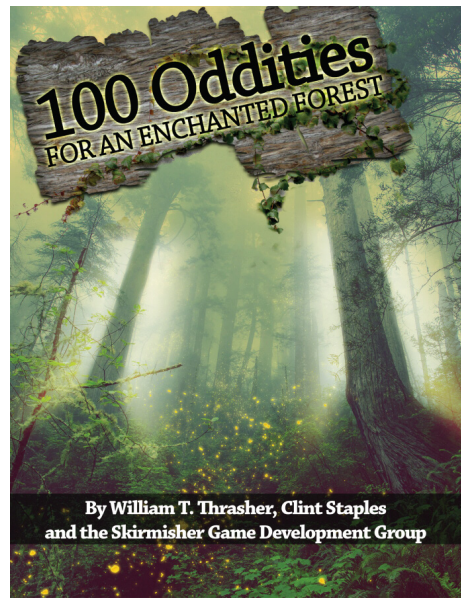
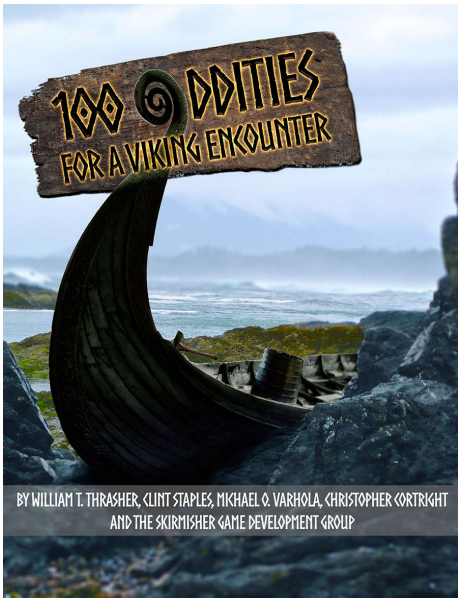
## Fecal Findings

The proof of the pudding is in the tasting, but do you really want to risk tasting any old chocolate moose you find lying around in a sewer? What if there was a 5% chance you would find some money? For players who insist upon searching every damned thing, we present the following table. The next time your party's Druid wants to investigate a dog egg, your alienist wants to perform a detailed analysis of supposed Mi-Go residua, or your coprophagiatic alien mercenary wants to sample a little of the local caviar, roll on the table below to see what else lurks in the coils of the Brown Dragon.

d100	Items
01-05	Some 1d6x indigestible bits. Roll 1d4 to determine bit type: 1) peanuts, 2) corn kernels, 3) sunflower seeds, 4) chewing gum.
06-10	A cluster of 1d8 parasitic intestinal worms.
11-15	What is left of a well-chewed crayon (blue or an appropriate or random color).
16-20	1d10 silver pieces (or coinage totaling 1d100 cents in value in modern settings).
21-25	Human finger bones.
26-30	A single marble.
31-35	1d4 feet of colored string.
36-40	A tooth, equal chance person or animal.
41-45	A "balloon" containing 1d6 doses of an illegal narcotic.
46-50	A mushy ball of hair.
51-55	A single lotus blossom, mid-bloom.
56-60	The mangled remains of a chewed-up toy soldier.
61-65	1d4 stones ground smooth by digestive juices and peristaltic action.
66-70	A small jewel worth 1d100 gp.
71-75	1d6 buttons (equal chances of brass, wood, bone, antler, pewter, or other).
76-80	A lurking excremental spirit of filth.
81-85	Someone's homework.
86-90	A clutch of 1d6x sack-like eggs.
91-95	An enterprising dung beetle surveying the situation.
96-100	The bones of a miniaturized adventurer.







Check out other volumes in the "Oddities" series or the Bundle with all of them!

