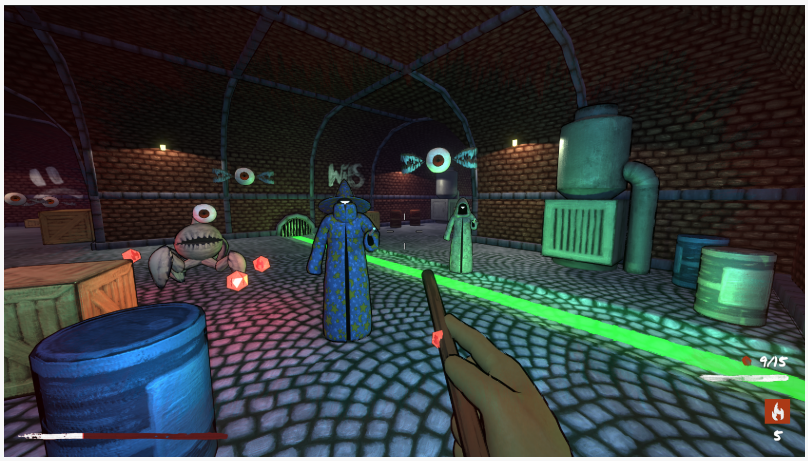
From Monet's eyeball to flying eyeballs: Wizards In The Sewer announced

From the award-winning solo developer of The Master's Pupil, a surreal roguelite painted with real paint and paper. Steam page and playtest signup open now



SYDNEY, NSW, AUSTRALIA, September 17, 2026 /EINPresswire.com/ -- Pat Naoum grew up and lives in Eora/Sydney, Australia. Starting in Visual Arts and Film, he eventually founded a company in web design and development. But wanting something more creative, Pat started hand painting a game, and after 7 years The Master's Pupil was released in 2023, winning Excellence in Art at the Australian Game Developer Awards, and an Official Selection at SXSW Sydney. Wizards In The Sewer is his second game.

> With Wizards In The Sewer I wanted to combine my hand painted style with something bombastic and fun that you can play with friends. That turned into an FPS made of real paint, who'd have figured?"
>
> *Pat Naoum, developer*

Wizards In The Sewer is a first-person shooter without any guns. Instead players mix and match elemental ammo into wands. Fire and ice make steam, add rubber for bounce or bubbles for antigravity: twelve base magic types combining into thousands of possibilities. Adventure through procedurally generated sewers, subways, glitching forests and dystopian futures, solo or in online co-op with up to four players. Dying lands you back in your backyard, where you can plant the seeds dropped by enemies to grow fruit and vegetables as power-ups for your next dive.

Naoum's first game, The Master's Pupil, was a 2D traditionally painted game. This time he has done it in 3D. Every enemy, object, plant and magic effect in Wizards In the Sewer is painted with a real brush on real paper, scanned at high resolution, and wrapped onto 3D geometry. Even the normal maps, the lighting textures, are made from the original paintings, so in-game light catches the paint strokes. No iPads, no AI, just traditional painting in 3D.





The Master's Pupil is a wordless puzzle adventure set inside the eye of Claude Monet. It won Excellence in Art at the Australian Game Developer Awards and was an Official Selection at SXSW Sydney, and holds a Very Positive rating on Steam. Videos of the game's hand-painted development process drew over 24 million views and 80,000 followers on each of TikTok and Instagram.
Wizards In The Sewer is coming to Steam for Windows in 2027, with playtesting open now.

ABOUT WIZARDS IN THE SEWER

Wizards In The Sewer is an FPS magic-mixing roguelite. Solo or co-op, fight wizards and creatures through procedurally generated sewers, forests and dystopian futures - all hand painted with real paint and paper. Collect seeds for your garden and grow power-ups for your next adventure.

-Painted for real - every object and effect is painted with a brush on paper, scanned in high resolution, and wrapped onto 3D geometry.

-Mix magic, not bullets - twelve base magic types combine in your wand or out in the environment, live and mid-fight. A thinker-shooter, championing creativity over reflexes.

-Fight, die, garden, repeat - a loop of bombastic magic action and calm relaxing gardening. On death, players can use the seeds, fertilizer and gardening equipment found in their runs to build a lush garden oasis, growing plants for power-ups and ammo bonuses.

-Solo or co-op - play alone or online with up to four players, with easy drop-in, drop-out.

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